# Using HTCondor Glideins to Run in IceCube Heterogeneous Resources

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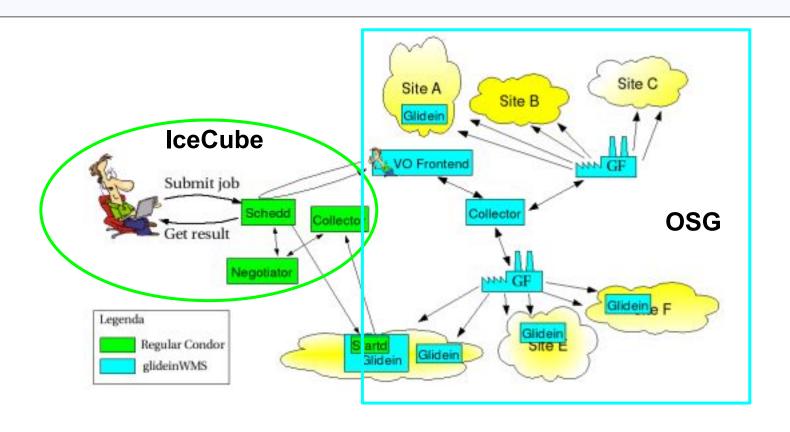


### Overview

- Grid sites: GlideinWMS
- Non-grid sites: pyglidein
- Various resource types:

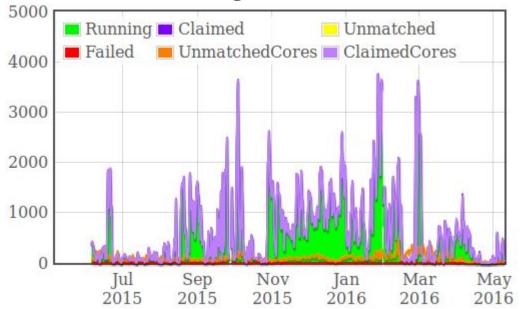
CPUs, GPUs, large memory

### Grid sites: GlideinWMS



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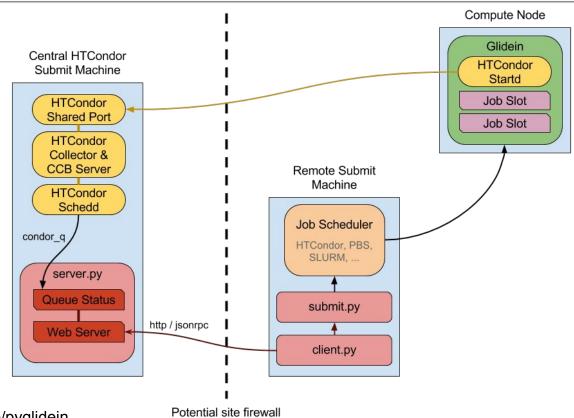
Since 2013, IceCube has used the GLOW VO on the Open Science Grid, through CHTC



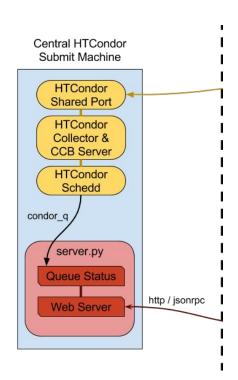
### Grid sites: GlideinWMS

- Moving to icecube VO
- Still leveraging CHTC / OSG
- Adding more sites:
  - Germany
  - Canada
  - Other IceCube grid sites



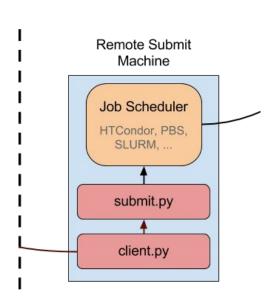


https://github.com/WIPACrepo/pyglidein

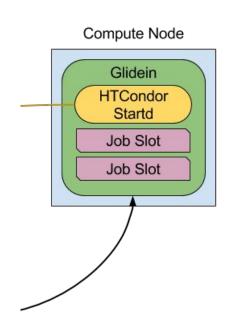


- Standard HTCondor server
  - Shared port and CCB to make networking easier
- server.py user script
  - Query HTCondor every X minutes
  - Aggregate idle job resource requests
  - Present requests via http / jsonrpc

- client.py user script
  - Query server.py for requests
  - Check local queue for # idle
  - Submit new requests
- submit.py
  - Handles abstraction of different job schedulers



- Glidein job
  - Get resources allocated by scheduler
    - Environment variables from submit.py
    - Auto-sense for assigned GPU(s)
  - Pass resources to HTCondor Startd



- Started in 2015
  - Simple, non-optimized, yet ran 20% of production
- Can be deployed in minutes by a non-expert
- Because we host it, updates are fast
  - GPU errors at a new site fixed in a day
  - Latest parrot version needed for our OpenCL code

- Several collaboration sites have small, local clusters
  - Pyglidein gives them a way to contribute in a nonmonetary way

- Used for IceCube supercomputer allocations through XSEDE:
  - Comet (>10,000 GPU hours used so far)
  - Bridges (coming soon)

### Heterogeneous Resources

- IceCube jobs need (variously):
  - Large memory
  - Large scratch disk
  - GPUs

### Heterogeneous Resources

- HTCondor partitionable/dynamic slots
  - A regular single slot:

Glidein - 1 CPU, 2GB Slot - 1 CPU, 2GB

PBS high memory:

4 CPU, 10GB						
1 CPU, 6GB	1	1	1			

Whole node:

24 CPU, 64GB, 2 GPU								
1 CPU, 2GB, 1 GPU	1 CPU, 2GB, 1 GPU	1 CPU, 10GB	1	1		1		

# Questions?