

# Condor: High-throughput Computing From Clusters to Grid Computing

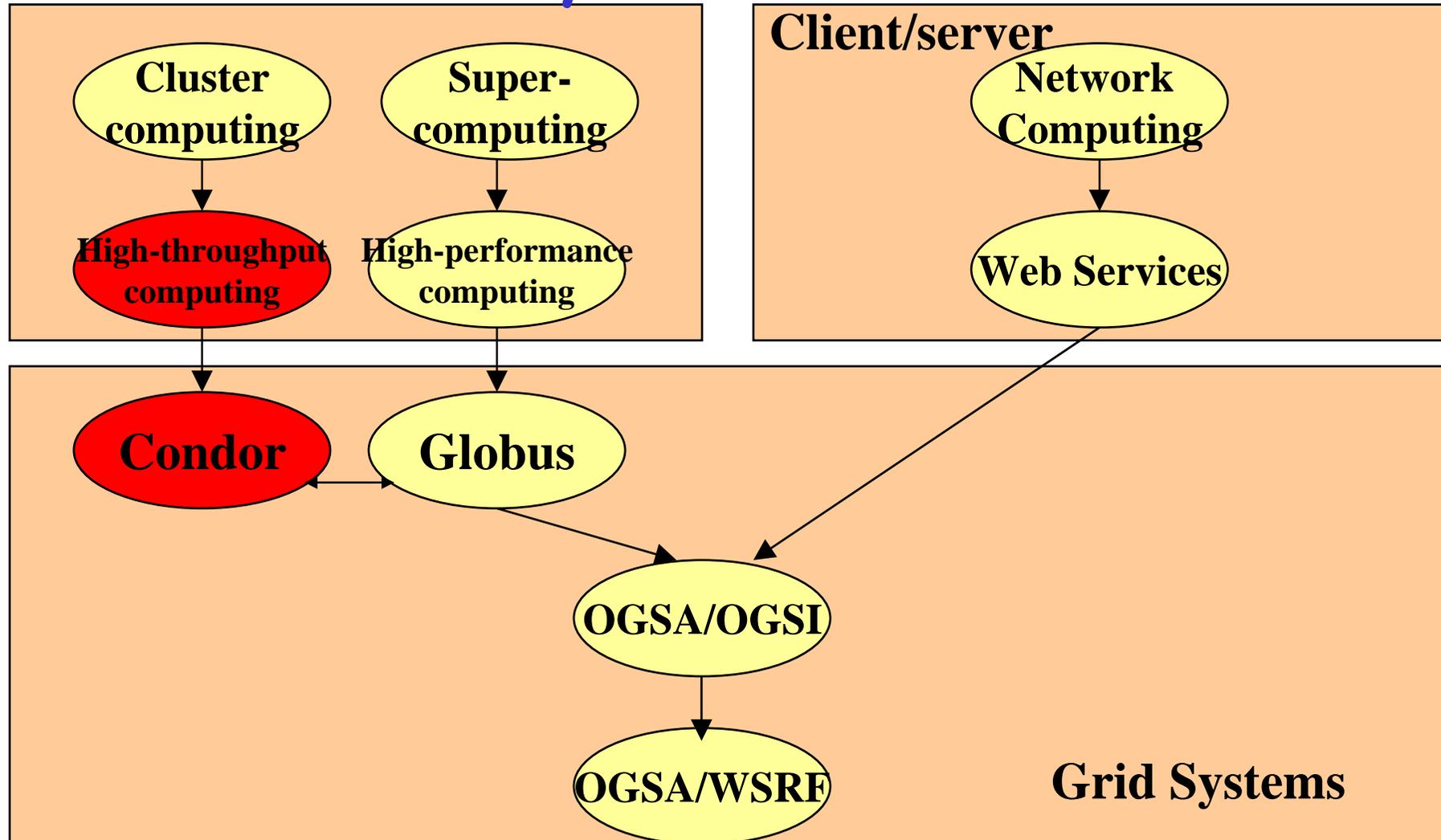
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# Progress in Grid Systems



# Goals of Condor

## *Goal:*

*Grid technology should turn every "ordinary" user into a "supercomputing" user.*

*Computational Grids should give us access to resources **anywhere**.*

## *Question:*

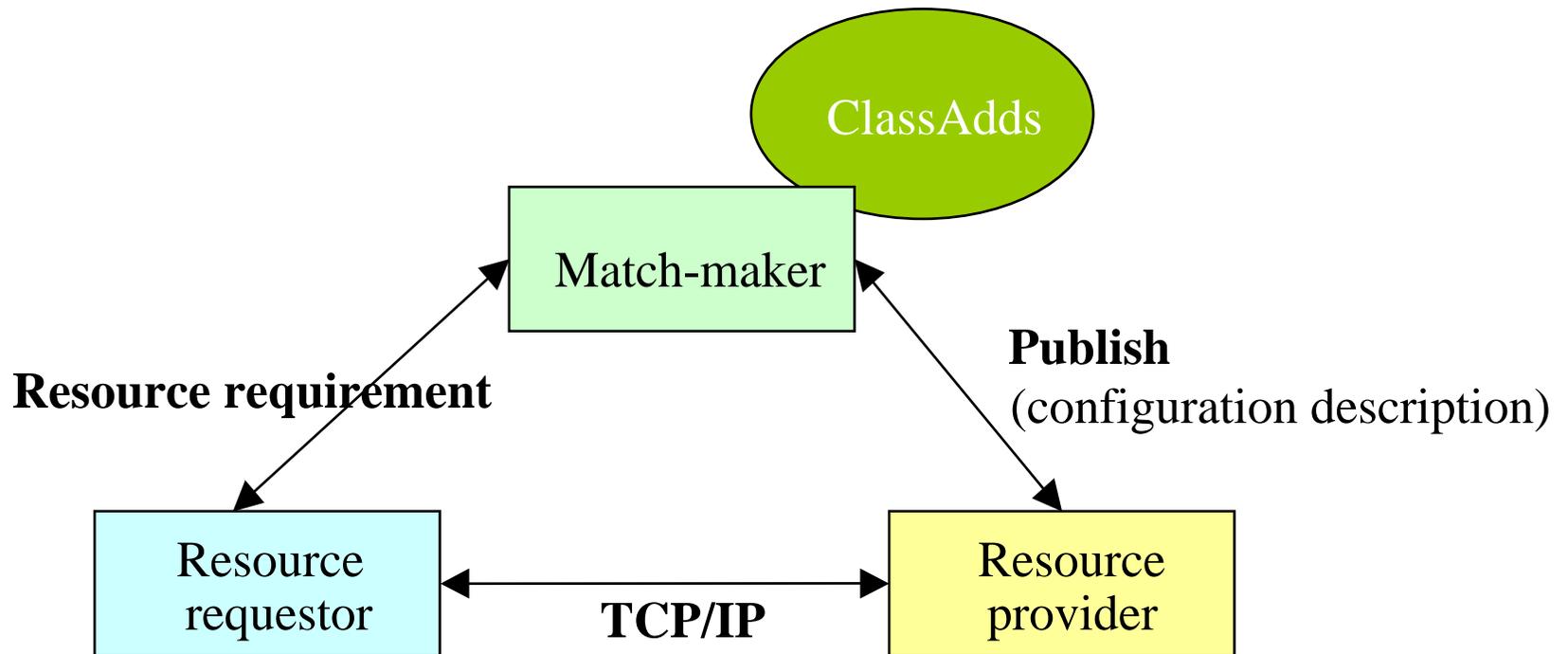
*How can we make them usable by **anyone**?*

# Main features of Condor

## Special **resource management** (batch) system

- **Distributed, heterogeneous** system.
- **Goal**: exploitation of spare computing cycles.
- It can **migrate sequential** jobs from one machine to another.
- The **ClassAds** mechanism is used to match resource requirements and resources

# The Condor model



**Client program moves to resource(s)**



**Security is a serious problem!**

# ClassAds

- > Resources of the Grid have different properties (architecture, OS, performance, etc.) and these are described as **advertisements (ClassAds)**
- > Creating a job, we can describe our **requirements** (and preferences) for these properties.
- > Condor tries to **match** the requirements and the ClassAds to provide the most optimal resources for our jobs.

# Requirements and Ranks

```
Requirements = Arch=="SUN4u"  
              && OpSys == "SOLARIS251"
```

Exact matching is needed.

Rank = Memory + Mips

If there is a choice, Condor will choose the resource with bigger memory. If all the memories are the same, it will choose the faster machine.

# The two sides to match (1)

User side: submit command file

```
Requirements = Arch == "INTEL"  
              && OpSys == "LINUX"
```

```
Rank = Memory + Disk + Mips
```

# The two sides to match (2)

**Resource side: configuration file** (owners of resources may place constraints and preferences on their machines)

Friend = Owner == "haver"

Trusted = Owner != "judas"

Mygroup = Owner == "zoli" || Owner == "jani"

Requirements = Trusted && (Mygroup ||  
LoadAvg < 0.5 && KeyboardIdle > 10\*60)

Rank = Friend + MyGroup

# Condor Universes

- Standard
- Vanilla
- PVM
- MPI
- Globus

# Standard universe

- > checkpointing, automatic migration for **sequential jobs**
- > Existing program should be **re-linked** with the Condor instrumentation library
- > The application cannot use some **system calls** (fork, socket, alarm, mmap)
- > Grabs file operations and passes back to the **shadow process**

# Vanilla universe

- > No checkpointing, no migration
- > The existing executable can be used without re-compiling or re-linking
- > There is no restriction for system calls
- > NFS, or AFS is needed.

# PVM universe

- > To run MW (Master/Worker) PVM programs
- > PVM 3.4.2 + extensions for task management
- > Dinamic Virtual Machine creation.
- > Support for heterogeneous environment
- > User can define check-points in the master process
- > Worker processes are net check-pointed

# MPI universe

- > MPICH usage without any necessary changes
- > Dinamic changes are not supported
- > No check-pointing
- > The application cannot be suspended
- > NFS or AFS is needed.

# A simple job description

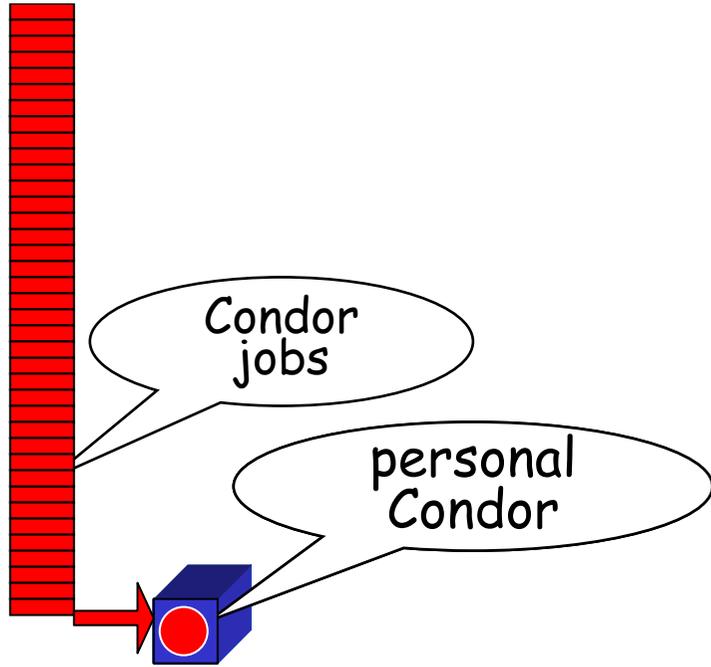
```
universe = vanilla  
executable = mathematica  
input = in$(Process).dat  
output = out$(Process).dat  
queue 5
```

# Turn your workstation into a Personal Condor

- > Install the Condor software on your workstation:
  - submit
  - execute
  - scheduling services.
- > Submit your application to your Condor system, for example, as a "Standard" universe job

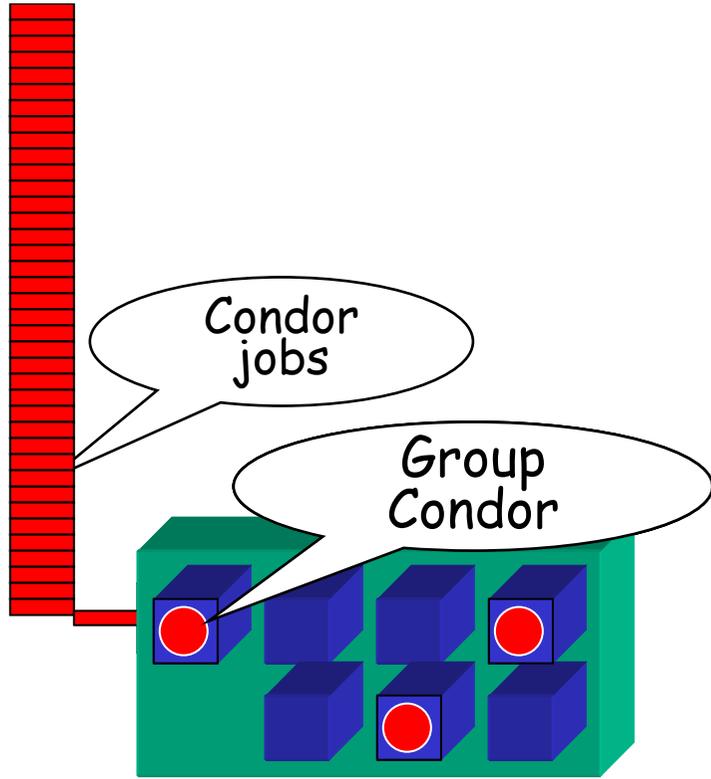
# Your Personal Condor ...

- > ... provides reliable and recoverable job and **resource management** services
- > ... keeps an eye on your jobs and keeps you posted on their progress
- > ... implements your **policy** on
  - when the jobs can run on your workstation
  - the execution order of the jobs
- > .. adds **fault tolerance** to your jobs
- > ... keeps a **log** of your job activities

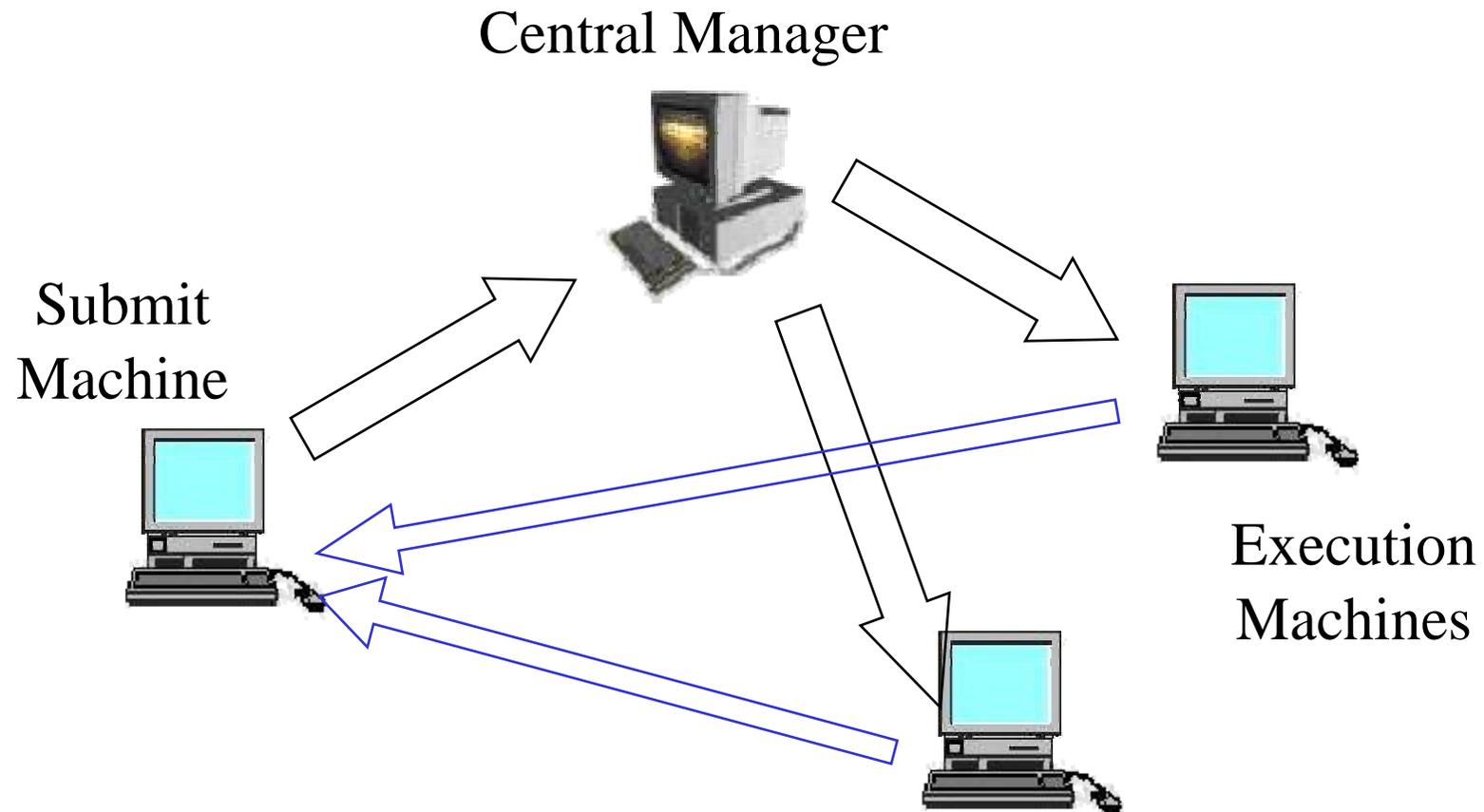


# Build a personal Condor Pool

- Install Condor on the desk-top machine next door
- Install Condor on the machines in the class room
- Configure these machines to be part of your Condor pool



# Architecture of a Condor pool



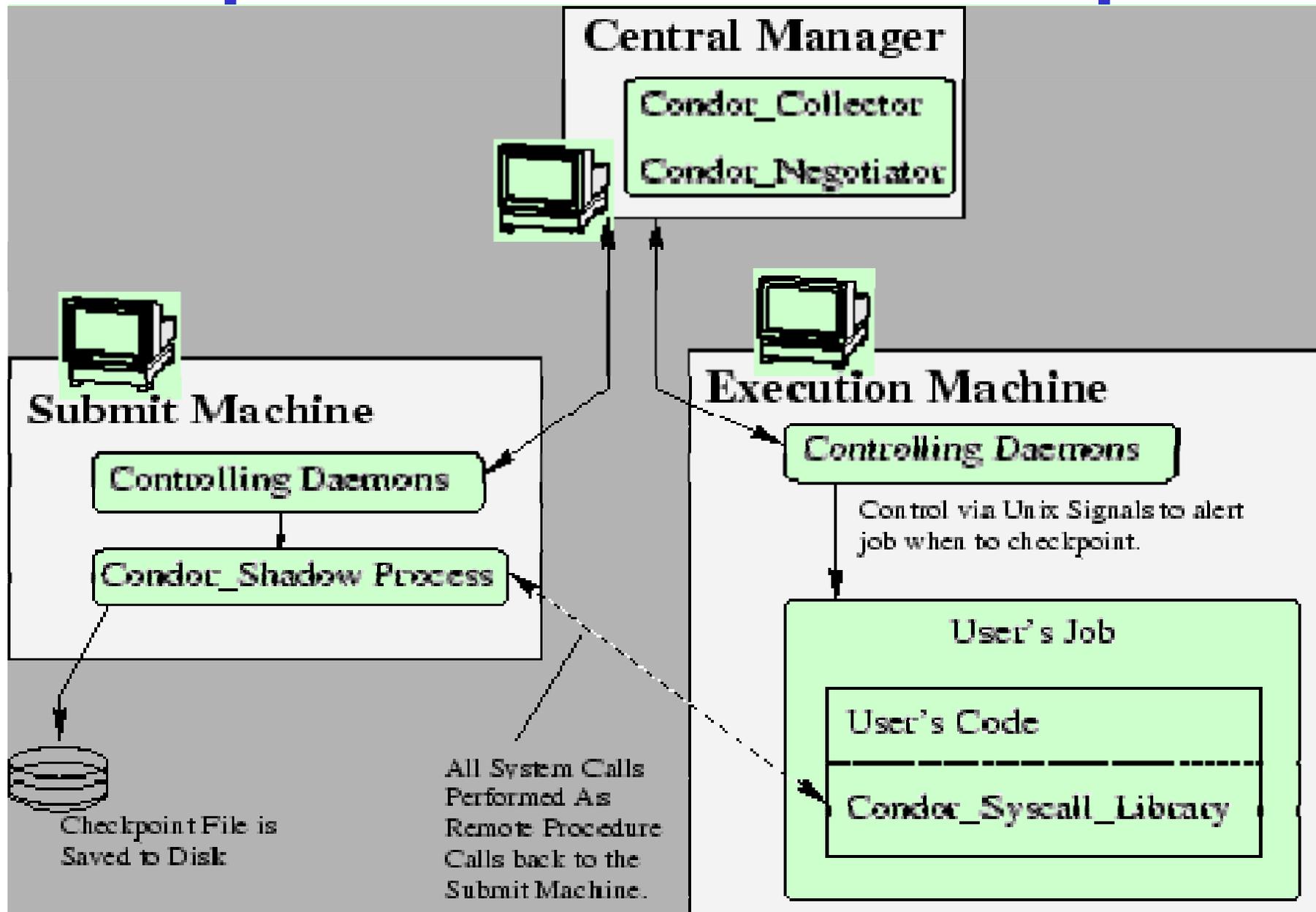
# Components of Your Condor Pool

- > **A particular host of the pool:**
  - Central manager
    - Collector (scheduler)
    - Negotiator (matchmaker)
- > **On each host of the pool:**
  - Controlling daemons
    - Submit machine: Submit daemon
    - Execution machine: Startd daemon
  - Checkpoint server (on Submit machine)

# How does Your Condor Pool work?

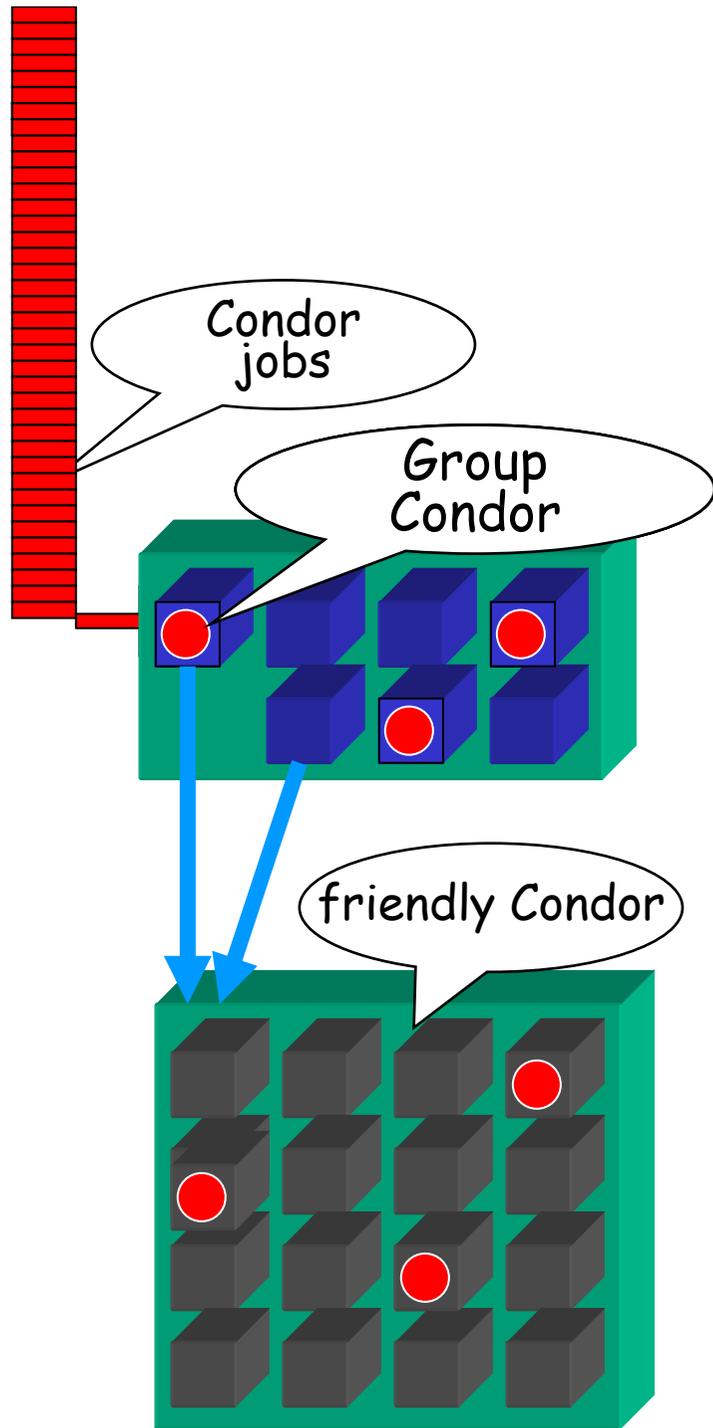
- > You can submit a Condor job on any host of your pool (**submit machine**)
- > The submitted job registers at the **central manager** with its **classads (requirements)**
- > The CM performs **matchmaking** and selects an execution host
- > The **matchmaker** notifies the two hosts of their compatibility with respect to the particular job
- > The job is transferred to the **execution host**
- > A **shadow process** is created at the submit machine

# Components of a Condor pool



# Take advantage of your friends

- > Get permission from "friendly" Condor pools to access their resources
- > Configure your personal Condor to "flock" to these pools:
  - additional central managers of remote Condor pools can be specified as configuration parameter of schedd.
  - When the local pool doesn't satisfy all its job requests, the schedd will try these remote pools in turn



**Your schedd daemons see the CM of the other pool as if it was part of your pool**

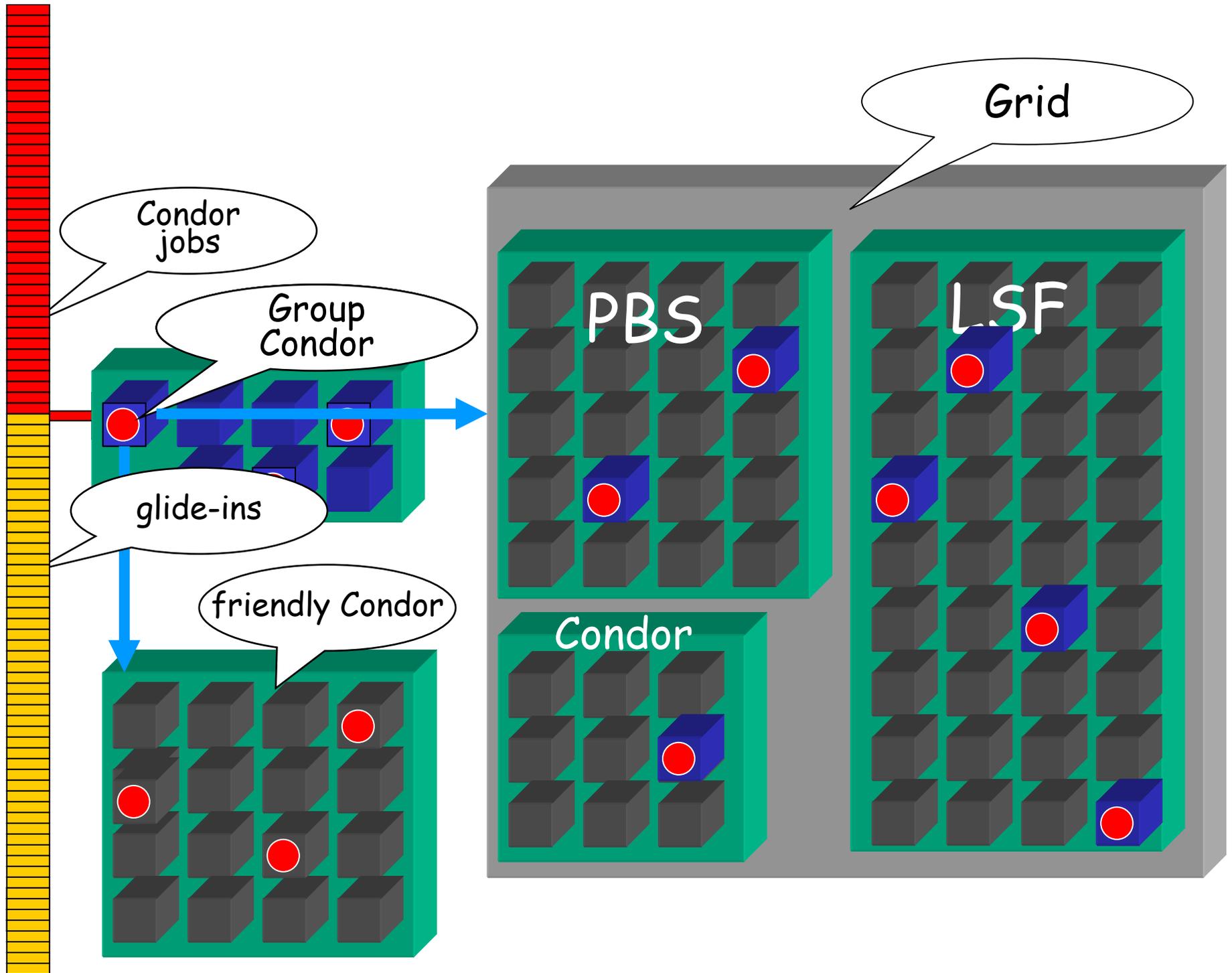
# Condor-glide-in

Enable an application to dynamically turn allocated Grid resources into members of your Condor pool **even if there is no Condor system on those resources.**

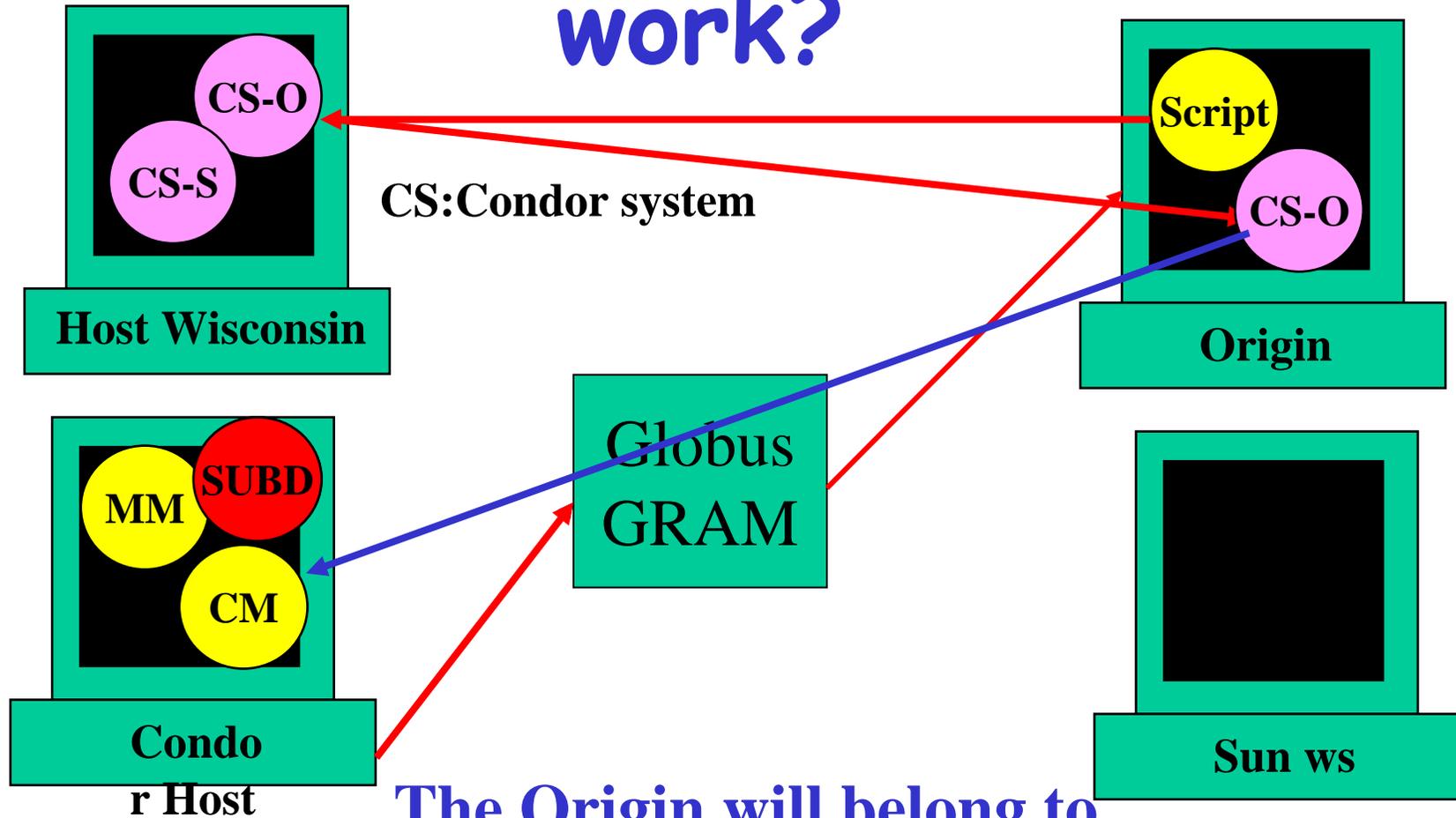
- Easy to use on different platforms
- Robust
- Supports SMPs
- Provides uniformity

# Exploit Grid resources

- > Get access (account(s) + certificate(s)) to a "Computational" Grid
- > Submit "**Grid Universe**" Condor-glide-in jobs to your personal Condor
- > Manage your glide-ins



# How does Condor glide-in work?



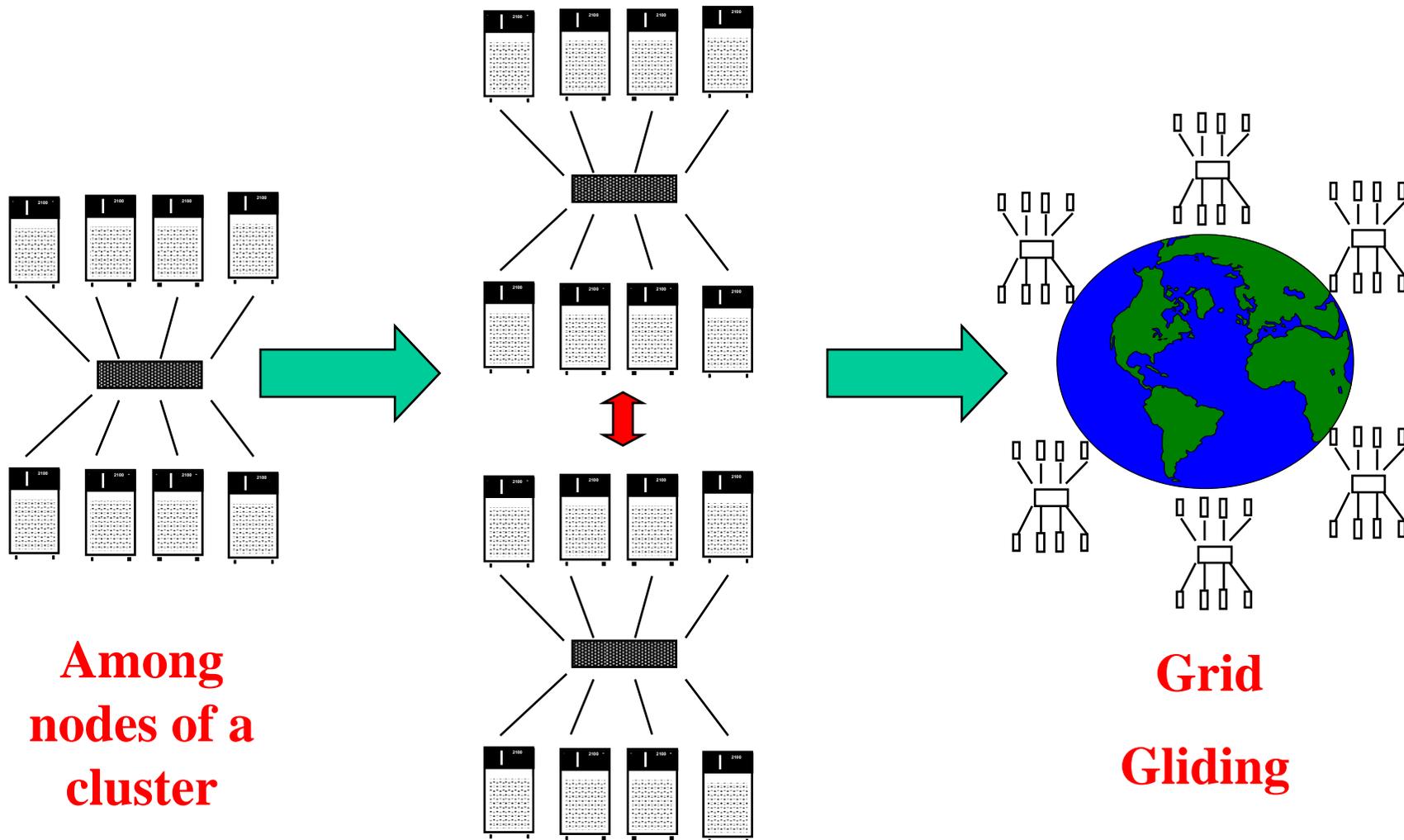
The Origin will belong to your Condor pool

# General rule for Condor pools

- > A Condor pool has a Central Manager
- > **If you are flocking** the Central Manager of the friendly pool becomes visible to your pool and hence hosts in the other pool can be reached
- > **If you are gliding** all the new Condor resources will directly connect to your CM

# Three levels of scalability in Condor

## Flocking among clusters



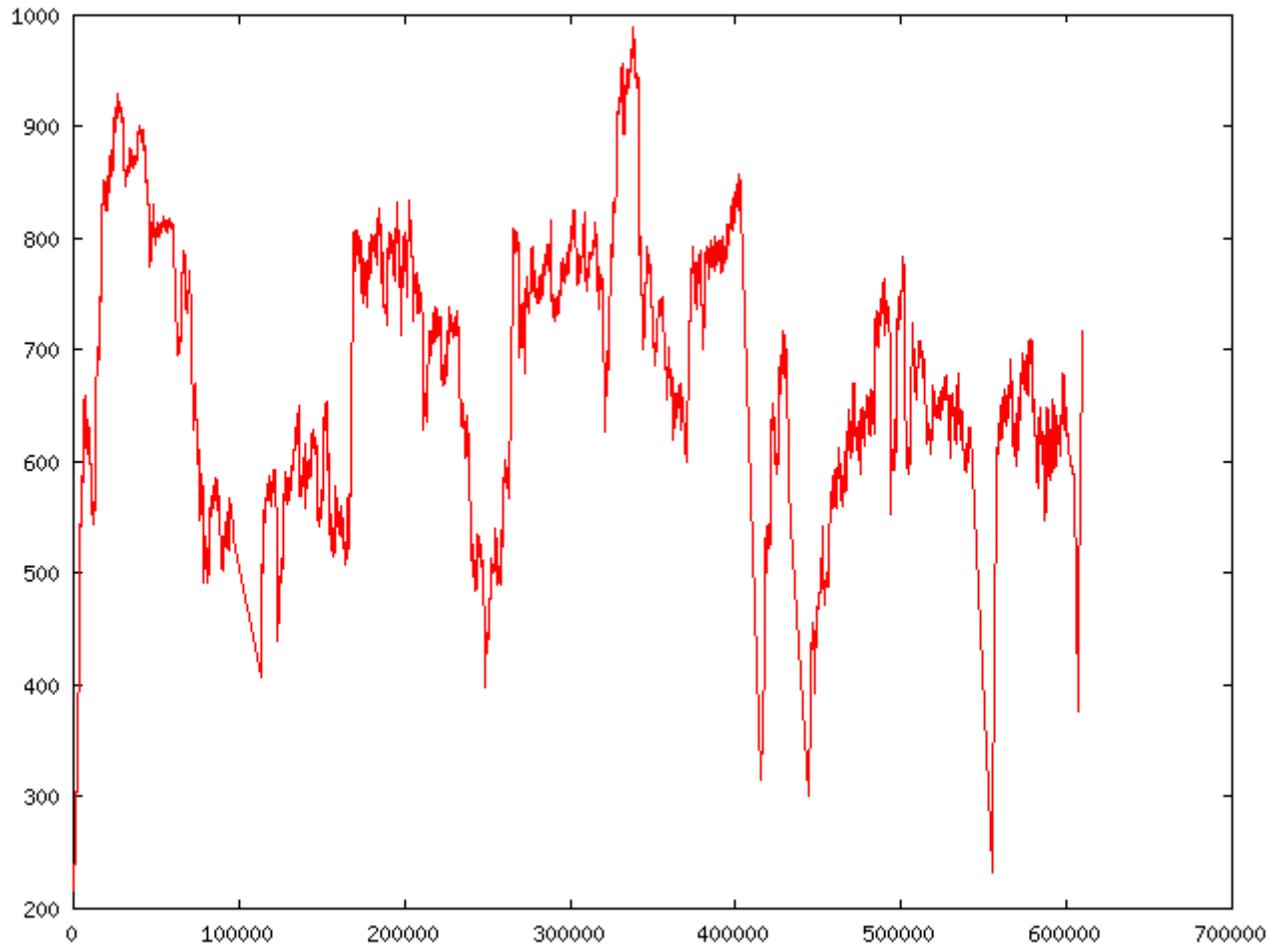
Among  
nodes of a  
cluster

Grid  
Gliding

# NUG30 - Solved!!!

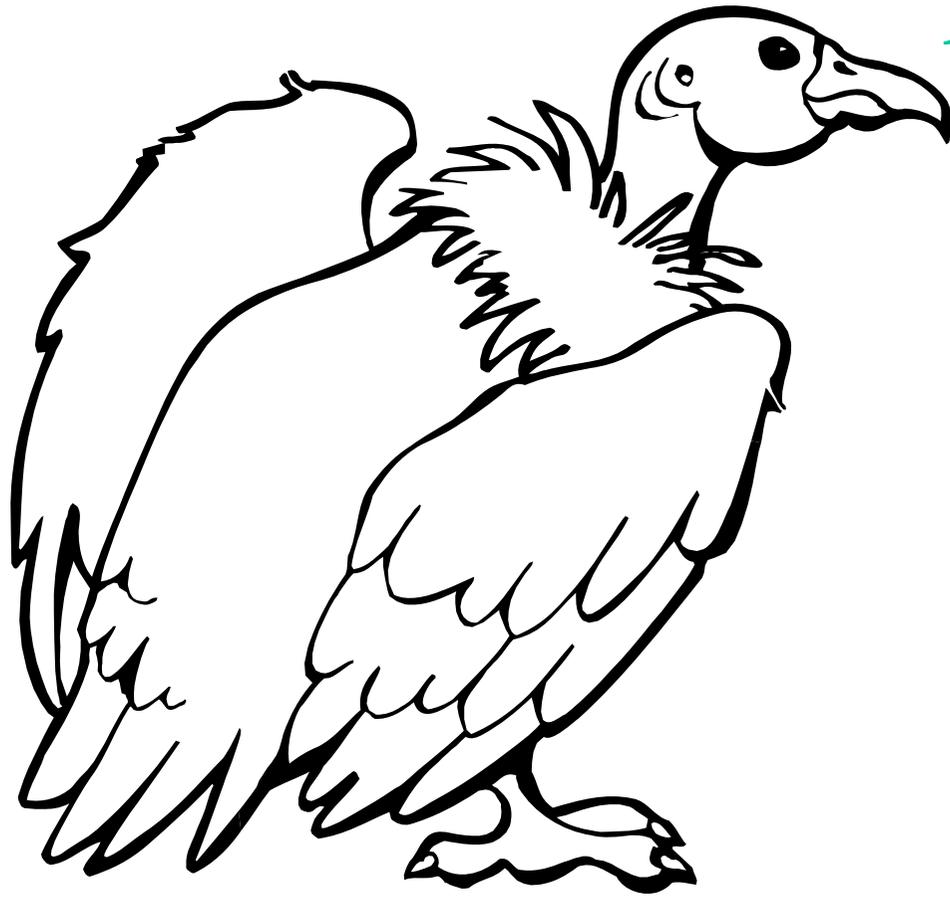
- > Solved in 7 days instead of 10.9 years
- > The first 600K seconds ...

Number  
of  
workers



# Problems with Condor flocking "grids"

- > Friendly relationships are defined **statically**.
- > **Firewalls are not allowed** between friendly pools.
- > Client can not choose resources (pools) directly.
- > Non-standard "**Condor protocols**" are used to connect friendly pools together.
- > The **client needs an account** to be able to submit a job and get the results back.
- > **Not service-oriented**



**Thank you**