Integrating Kubernetes batch queues using Harvester

Fernando Barreiro Megino University of Texas at Arlington GDB, 8 July 2020



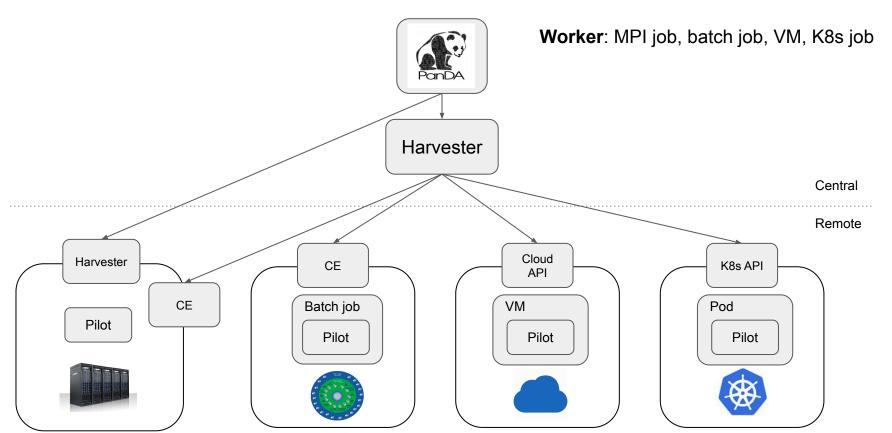




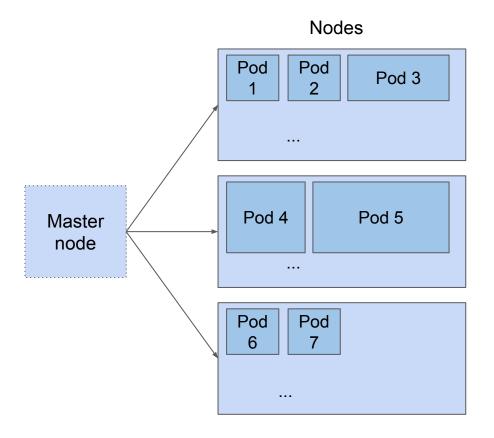
Credits

- <u>Harvester team</u>: FaHui Lin (UTA), Tadashi Maeno (BNL), Han-Sheng Peng (ASGC),
 Mandy Yang (ASGC)
- Rucio team: Mario Lassnig (CERN), Cedric Serfon (BNL), Tobias Wegner (UWuppertal)
- <u>Sites</u>: Ricardo Rocha (CERN), Lincoln Bryant (UChicago), Danika McDonnell (UVic), Ryan Taylor (UVic)

Harvester: universal worker submission



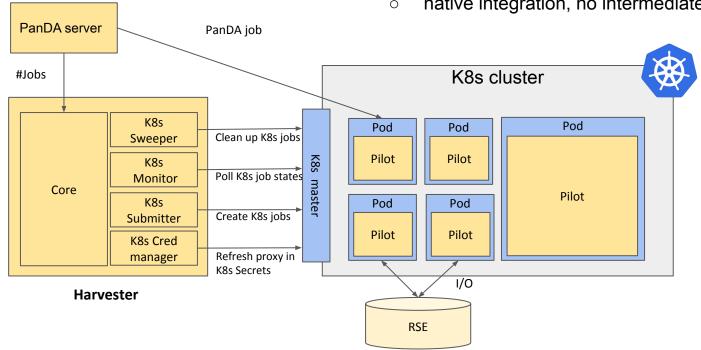
K8s basics



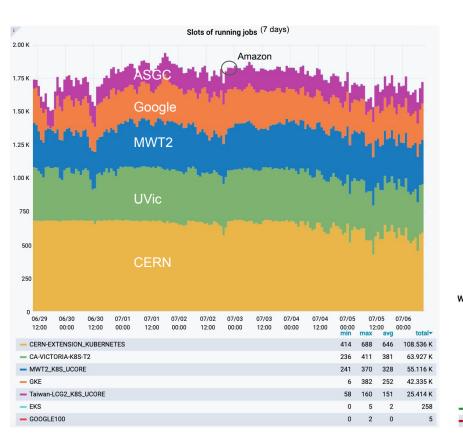
- Cluster: group of nodes
- Node: VM or physical machine
- Pod: scheduling unit, can contain one or more containers
 - Can run a job, a service...
 - CPU and memory reqs define pod QoS
 - No reqs: best effort
 - Reqs: burstable or guaranteed
- Kubernetes: schedules and manages pods across the cluster
- Controllers: rules pod scheduling/lifecycle, e.g.
 - Job: execute and repeat n times until finished (e.g. the ATLAS job)
 - Daemon set: one pod copy per node (e.g. the CVMFS CSI driver)
 - Replica set: n pod copies anywhere
 - 0 ...
- Many storage and network features that go beyond our usage

Harvester K8s integration

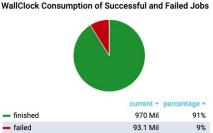
- **Core**: implements most of the Harvester intelligence
- Plugins: resource integration
 - submit, monitor and clean workers
 - native integration, no intermediate layers



Current ATLAS K8s resources

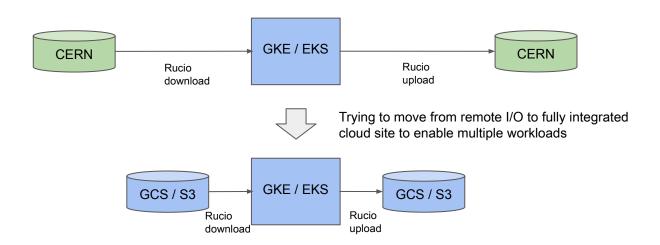


- Same integration for own clusters as for clusters provided by major cloud providers
- Various reasons to build K8s cluster
 - Simpler compute setup
 - R&D cluster to host various services.
 - ATLAS R&D quota
 - Resources that need to be integrated at institutional clouds
 - Projects with cloud providers



Google & Amazon exercises

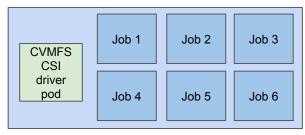
- Google: running 240 core simulation cluster. Cost: ~100 USD/day
 - Preemptible: nodes can live up to 24h, 80% cheaper
 - Restricting queue to <5h jobs
 - Autoscaled: cluster ramps up/down depending on #submitted jobs
- Amazon: demonstrated basic integration with HC test jobs
 - First discussions for US ATLAS T3 project
- Working together with Rucio team: integrate cloud storage to enable I/O intensive workloads



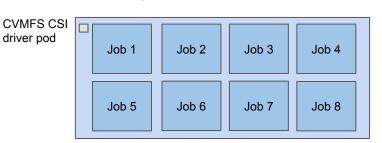
CVMFS installation options on K8s

- Direct installation on nodes
 - Easiest and most stable installation
 - Not possible when no control over nodes
- CVMFS CSI driver (Ricardo/CERN IT)
 - CSI: Container Storage Interface
 - One CVMFS node cache. One bind mount per pod
 - Requires implementation of driver interface (golang) and some auxiliary pods
 - Relatively complex
 - Some operational issues. Learning how to deal with it

CVMFS driver submitted without CPU/mem requirements



Not fully packed: CSI gets resources and runs OK



CVMFS on K8s (cont.)

- <u>prp-osg-cvmfs</u> (Igor Sfiligoi)
 - Heard about during GDB preparation for the first time
 - Similar concept as CERN IT's solution, but does not require any CSI driver implementation
 - Much simpler, while also providing good efficiency through shared CVMFS node cache
 - Definitely to be evaluated
- Bottomline: ATLAS depends on CVMFS for any SW distribution and an officially supported solution would be greatly appreciated

Miscellaneous

- Harvester Helm chart: easy Harvester installation on K8S
 - First pre-prod installation
 - Evaluate stability and operational experience
 - US ATLAS HPC managers going to evaluate/adapt/extend for satellite installations
- APEL Accounting: colleague working on central APEL feeder, but we need some guidance

Conclusions

- K8s provides a simple, industry-wide accepted solution
- Resources grew significantly in the last months
 - Making service more robust and improving operations
- Pioneering sites like the model
- Standard integration of major cloud providers for compute
 - Cloud storage integration in Rucio & FTS also becoming a reality
 - o Ironing out last details for fully native cloud site
- Whole world of possibilities for native user container submission (still to be evaluated)
- Some CE features (accounting, fairshares) need to be worked on