HTCondor™ Version 8.8.0 Manual

Center for High Throughput Computing, University of Wisconsin–Madison

January 3, 2019
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Chapter 1

Overview

1.1 High-Throughput Computing (HTC) and its Requirements

For many research and engineering projects, the quality of the research or the product is heavily dependent upon the quantity of computing cycles available. It is not uncommon to find problems that require weeks or months of computation to solve. Scientists and engineers engaged in this sort of work need a computing environment that delivers large amounts of computational power over a long period of time. Such an environment is called a High-Throughput Computing (HTC) environment. In contrast, High Performance Computing (HPC) environments deliver a tremendous amount of compute power over a short period of time. HPC environments are often measured in terms of FLoating point Operations Per Second (FLOPS). A growing community is not concerned about operations per second, but operations per month or per year. Their problems are of a much larger scale. They are more interested in how many jobs they can complete over a long period of time instead of how fast an individual job can complete.

The key to HTC is to efficiently harness the use of all available resources. Years ago, the engineering and scientific community relied on a large, centralized mainframe or a supercomputer to do computational work. A large number of individuals and groups needed to pool their financial resources to afford such a machine. Users had to wait for their turn on the mainframe, and they had a limited amount of time allocated. While this environment was inconvenient for users, the utilization of the mainframe was high; it was busy nearly all the time.

As computers became smaller, faster, and cheaper, users moved away from centralized mainframes and purchased personal desktop workstations and PCs. An individual or small group could afford a computing resource that was available whenever they wanted it. The personal computer is slower than the large centralized machine, but it provides exclusive access. Now, instead of one giant computer for a large institution, there may be hundreds or thousands of personal computers. This is an environment of distributed ownership, where individuals throughout an organization own their own resources. The total computational power of the institution as a whole may rise dramatically as the result of such a change, but because of distributed ownership, individuals have not been able to capitalize on the institutional growth of computing power. And, while distributed ownership is more convenient for the users, the utilization of the computing power is lower. Many personal desktop machines sit idle for very long periods of time while their owners are busy doing other things (such as being away at lunch, in meetings, or at home sleeping).
1.2 HTCondor’s Power

HTCondor is a software system that creates a High-Throughput Computing (HTC) environment. It effectively utilizes the computing power of workstations that communicate over a network. HTCondor can manage a dedicated cluster of workstations. Its power comes from the ability to effectively harness non-dedicated, preexisting resources under distributed ownership.

A user submits the job to HTCondor. HTCondor finds an available machine on the network and begins running the job on that machine. HTCondor has the capability to detect that a machine running a HTCondor job is no longer available (perhaps because the owner of the machine came back from lunch and started typing on the keyboard). It can checkpoint the job and move (migrate) the jobs to a different machine which would otherwise be idle. HTCondor continues the job on the new machine from precisely where it left off.

In those cases where HTCondor can checkpoint and migrate a job, HTCondor makes it easy to maximize the number of machines which can run a job. In this case, there is no requirement for machines to share file systems (for example, with NFS or AFS), so that machines across an entire enterprise can run a job, including machines in different administrative domains.

HTCondor can be a real time saver when a job must be run many (hundreds of) different times, perhaps with hundreds of different data sets. With one command, all of the hundreds of jobs are submitted to HTCondor. Depending upon the number of machines in the HTCondor pool, dozens or even hundreds of otherwise idle machines can be running the job at any given moment.

HTCondor does not require an account (login) on machines where it runs a job. HTCondor can do this because of its remote system call technology, which traps library calls for such operations as reading or writing from disk files. The calls are transmitted over the network to be performed on the machine where the job was submitted.

HTCondor provides powerful resource management by match-making resource owners with resource consumers. This is the cornerstone of a successful HTC environment. Other compute cluster resource management systems attach properties to the job queues themselves, resulting in user confusion over which queue to use as well as administrative hassle in constantly adding and editing queue properties to satisfy user demands. HTCondor implements ClassAds, a clean design that simplifies the user’s submission of jobs.

ClassAds work in a fashion similar to the newspaper classified advertising want-ads. All machines in the HTCondor pool advertise their resource properties, both static and dynamic, such as available RAM memory, CPU type, CPU speed, virtual memory size, physical location, and current load average, in a resource offer ad. A user specifies a resource request ad when submitting a job. The request defines both the required and a desired set of properties of the resource to run the job. HTCondor acts as a broker by matching and ranking resource offer ads with resource request ads, making certain that all requirements in both ads are satisfied. During this match-making process, HTCondor also considers several layers of priority values: the priority the user assigned to the resource request ad, the priority of the user which submitted the ad, and desire of machines in the pool to accept certain types of ads over others.
1.3 Exceptional Features

Checkpoint and Migration. Where programs can be linked with HTCondor libraries, users of HTCondor may be assured that their jobs will eventually complete, even in the ever changing environment that HTCondor utilizes. As a machine running a job submitted to HTCondor becomes unavailable, the job can be check pointed. The job may continue after migrating to another machine. HTCondor’s checkpoint feature periodically checkpoints a job even in lieu of migration in order to safeguard the accumulated computation time on a job from being lost in the event of a system failure, such as the machine being shutdown or a crash.

Remote System Calls. Despite running jobs on remote machines, the HTCondor standard universe execution mode preserves the local execution environment via remote system calls. Users do not have to worry about making data files available to remote workstations or even obtaining a login account on remote workstations before HTCondor executes their programs there. The program behaves under HTCondor as if it were running as the user that submitted the job on the workstation where it was originally submitted, no matter on which machine it really ends up executing on.

No Changes Necessary to User’s Source Code. No special programming is required to use HTCondor. HTCondor is able to run non-interactive programs. The checkpoint and migration of programs by HTCondor is transparent and automatic, as is the use of remote system calls. If these facilities are desired, the user only re-links the program. The code is neither recompiled nor changed.

Pools of Machines can be Hooked Together. Flocking is a feature of HTCondor that allows jobs submitted within a first pool of HTCondor machines to execute on a second pool. The mechanism is flexible, following requests from the job submission, while allowing the second pool, or a subset of machines within the second pool to set policies over the conditions under which jobs are executed.

Jobs can be Ordered. The ordering of job execution required by dependencies among jobs in a set is easily handled. The set of jobs is specified using a directed acyclic graph, where each job is a node in the graph. Jobs are submitted to HTCondor following the dependencies given by the graph.

HTCondor Enables Grid Computing. As grid computing becomes a reality, HTCondor is already there. The technique of glidein allows jobs submitted to HTCondor to be executed on grid machines in various locations worldwide. As the details of grid computing evolve, so does HTCondor’s ability, starting with Globus-controlled resources.

Sensitive to the Desires of Machine Owners. The owner of a machine has complete priority over the use of the machine. An owner is generally happy to let others compute on the machine while it is idle, but wants it back promptly upon returning. The owner does not want to take special action to regain control. HTCondor handles this automatically.

ClassAds. The ClassAd mechanism in HTCondor provides an extremely flexible, expressive framework for matchmaking resource requests with resource offers. Users can easily request both job requirements and job desires. For example, a user can require that a job run on a machine with 64 Mbytes of RAM, but state a preference for 128 Mbytes, if available. A workstation owner can state a preference that the workstation runs jobs from a specified set of users. The owner can also require that there be no interactive workstation activity detectable at certain hours before HTCondor could start a job. Job requirements/preferences and resource availability constraints can be described in terms of powerful expressions, resulting in HTCondor’s adaptation to nearly any desired policy.
1.4 Current Limitations

Limitations on Jobs which can Checkpointed Although HTCondor can schedule and run any type of process, HTCondor does have some limitations on jobs that it can transparently checkpoint and migrate:

1. Multi-process jobs are not allowed. This includes system calls such as fork(), exec(), and system().
2. Interprocess communication is not allowed. This includes pipes, semaphores, and shared memory.
3. Network communication must be brief. A job may make network connections using system calls such as socket(), but a network connection left open for long periods will delay checkpointing and migration.
4. Sending or receiving the SIGUSR2 or SIGTSTP signals is not allowed. HTCondor reserves these signals for its own use. Sending or receiving all other signals is allowed.
5. Alarms, timers, and sleeping are not allowed. This includes system calls such as alarm(), getitimer(), and sleep().
6. Multiple kernel-level threads are not allowed. However, multiple user-level threads are allowed.
7. Memory mapped files are not allowed. This includes system calls such as mmap() and munmap().
8. File locks are allowed, but not retained between checkpoints.
9. All files must be opened read-only or write-only. A file opened for both reading and writing will cause trouble if a job must be rolled back to an old checkpoint image. For compatibility reasons, a file opened for both reading and writing will result in a warning but not an error.
10. A fair amount of disk space must be available on the submitting machine for storing a job’s checkpoint images. A checkpoint image is approximately equal to the virtual memory consumed by a job while it runs. If disk space is short, a special checkpoint server can be designated for storing all the checkpoint images for a pool.
11. On Linux, the job must be statically linked. condor_compile does this by default.
12. Reading to or writing from files larger than 2 GBytes is only supported when the submit side condor_shadow and the standard universe user job application itself are both 64-bit executables.

Note: these limitations only apply to jobs which HTCondor has been asked to transparently checkpoint. If job checkpointing is not desired, the limitations above do not apply.

Security Implications. HTCondor does a significant amount of work to prevent security hazards, but loopholes are known to exist. HTCondor can be instructed to run user programs only as the UNIX user nobody, a user login which traditionally has very restricted access. But even with access solely as user nobody, a sufficiently malicious individual could do such things as fill up /tmp (which is world writable) and/or gain read access to world readable files. Furthermore, where the security of machines in the pool is a high concern, only machines where the UNIX user root on that machine can be trusted should be admitted into the pool. HTCondor provides the administrator with extensive security mechanisms to enforce desired policies.

Jobs Need to be Re-linked to get Checkpointing and Remote System Calls Although typically no source code changes are required, HTCondor requires that the jobs be re-linked with the HTCondor libraries to take advantage of checkpointing and remote system calls. This often precludes commercial software binaries from taking advantage of these services because commercial packages rarely make their source and/or object code available. HTCondor’s other services are still available for these commercial packages.

HTCondor Version 8.8.0 Manual
1.5 Availability

HTCondor is currently available as a free download from the Internet via the World Wide Web at URL [http://htcondor.org/downloads/](http://htcondor.org/downloads/). Binary distributions of this HTCondor Version 8.8.0 release are available for the platforms detailed in Table 1.1. A platform is an architecture/operating system combination.

In the table, clipped means that HTCondor does not support checkpointing or remote system calls on the given platform. This means that standard universe jobs are not supported. Some clipped platforms will have further limitations with respect to supported universes. See section 2.4.1 on page 13 for more details on job universes within HTCondor and their abilities and limitations.

The HTCondor source code is available for public download alongside the binary distributions.

<table>
<thead>
<tr>
<th>Architecture</th>
<th>Operating System</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intel x86</td>
<td>- Red Hat Enterprise Linux 6</td>
</tr>
<tr>
<td>x86_64</td>
<td>- All versions Windows 7 or greater (clipped)</td>
</tr>
<tr>
<td></td>
<td>- Red Hat Enterprise Linux 6</td>
</tr>
<tr>
<td></td>
<td>- All versions Windows 7 or greater (clipped)</td>
</tr>
<tr>
<td></td>
<td>- Red Hat Enterprise Linux 7</td>
</tr>
<tr>
<td></td>
<td>- Debian Linux 8.0 (jessie)</td>
</tr>
<tr>
<td></td>
<td>- Debian Linux 9.0 (stretch) (clipped)</td>
</tr>
<tr>
<td></td>
<td>- Macintosh OS X 10.10 through 10.13 (clipped)</td>
</tr>
<tr>
<td></td>
<td>- Ubuntu 14.04; Trusty Tahr</td>
</tr>
<tr>
<td></td>
<td>- Ubuntu 16.04; Xenial Xerus (clipped)</td>
</tr>
<tr>
<td></td>
<td>- Ubuntu 18.04; Bionic Beaver (clipped)</td>
</tr>
</tbody>
</table>

Table 1.1: Supported platforms in HTCondor Version 8.8.0

**NOTE**: Other Linux distributions likely work, but are not tested or supported.

For more platform-specific information about HTCondor’s support for various operating systems, see Chapter 8 on page 652.

Jobs submitted to the standard universe utilize `condor_compile` to relink programs with libraries provided by HTCondor. Table 1.2 lists supported compilers by platform for this Version 8.8.0 release. Other compilers may work, but are not supported.
1.6 Contributions and Acknowledgments

The quality of the HTCondor project is enhanced by the contributions of external organizations. We gratefully acknowledge the following contributions.

- The Globus Alliance (http://www.globus.org), for code and assistance in developing HTCondor-G and the Grid Security Infrastructure (GSI) for authentication and authorization.
- The GOZAL Project from the Computer Science Department of the Technion Israel Institute of Technology (http://www.technion.ac.il/), for their enhancements for HTCondor’s High Availability. The condor_had daemon allows one of multiple machines to function as the central manager for a HTCondor pool. Therefore, if an acting central manager fails, another can take its place.
- Micron Corporation (http://www.micron.com/) for the MSI-based installer for HTCondor on Windows.

Our Web Services API acknowledges the use of gSOAP with their requested wording:

- Part of the software embedded in this product is gSOAP software. Portions created by gSOAP are Copyright (C) 2001-2004 Robert A. van Engelen, Genivia inc. All Rights Reserved.

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The HTCondor project wishes to acknowledge the following:

- This material is based upon work supported by the National Science Foundation under Grant Numbers MCS-8105904, OCI-0437810, and OCI-0850745. Any opinions, findings, and conclusions or recommendations...
expressed in this material are those of the author(s) and do not necessarily reflect the views of the National Science Foundation.

1.7 Contact Information

The latest software releases, publications/papers regarding HTCondor and other High-Throughput Computing research can be found at the official web site for HTCondor at [http://htcondor.org/](http://htcondor.org/).

In addition, there is an e-mail list at [htcondor-world@cs.wisc.edu](mailto:htcondor-world@cs.wisc.edu). The HTCondor Team uses this e-mail list to announce new releases of HTCondor and other major HTCondor-related news items. To subscribe or unsubscribe from the list, follow the instructions at [http://htcondor.org/mail-lists/](http://htcondor.org/mail-lists/). Because many of us receive too much e-mail as it is, you will be happy to know that the HTCondor World e-mail list group is moderated, and only major announcements of wide interest are distributed.

Our users support each other by belonging to an unmoderated mailing list ([htcondor-users@cs.wisc.edu](mailto:htcondor-users@cs.wisc.edu)) targeted at solving problems with HTCondor. HTCondor team members attempt to monitor traffic to htcondor-users, responding as they can. Follow the instructions at [http://htcondor.org/mail-lists/](http://htcondor.org/mail-lists/).

Finally, you can reach the HTCondor Team directly. The HTCondor Team is comprised of the developers and administrators of HTCondor at the University of Wisconsin-Madison. HTCondor questions, comments, pleas for help, and requests for commercial contract consultation or support are all welcome; send Internet e-mail to [htcondor-admin@cs.wisc.edu](mailto:htcondor-admin@cs.wisc.edu). Please include your name, organization, and telephone number in your message. If you are having trouble with HTCondor, please help us troubleshoot by including as much pertinent information as you can, including snippets of HTCondor log files.

1.8 Privacy Notice

The HTCondor software periodically sends short messages to the HTCondor Project developers at the University of Wisconsin, reporting totals of machines and jobs in each running HTCondor system. An example of such a message is given below.

The HTCondor Project uses these collected reports to publish summary figures and tables, such as the total of HTCondor systems worldwide, or the geographic distribution of HTCondor systems. This information helps the HTCondor Project to understand the scale and composition of HTCondor in the real world and improve the software accordingly.

The HTCondor Project will not use these reports to publicly identify any HTCondor system or user without permission. The HTCondor software does not collect or report any personal information about individual users.

We hope that you will contribute to the development of HTCondor through this reporting feature. However, you are free to disable it at any time by changing the configuration variables `CONDOR_DEVELOPERS` and `CONDOR_DEVELOPERS_COLLECTOR`, both described in section [3.5.14](#) of this manual.

Example of data reported:
This is an automated email from the HTCondor system on machine "your.condor.pool.com". Do not reply.

This Collector has the following IDs:
  HTCondor: 6.6.0 Nov 12 2003
  HTCondor: INTEL-LINUX-GLIBC22

<table>
<thead>
<tr>
<th>Machines</th>
<th>Owner</th>
<th>Claimed</th>
<th>Unclaimed</th>
<th>Matched</th>
<th>Preempting</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEL/LINUX</td>
<td>810</td>
<td>52</td>
<td>716</td>
<td>37</td>
<td>0</td>
</tr>
<tr>
<td>INTEL/WINDOWS</td>
<td>120</td>
<td>5</td>
<td>115</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>SUN4u/SOLARIS28</td>
<td>114</td>
<td>12</td>
<td>92</td>
<td>9</td>
<td>0</td>
</tr>
<tr>
<td>SUN4x/SOLARIS28</td>
<td>5</td>
<td>1</td>
<td>0</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Total</td>
<td>1049</td>
<td>70</td>
<td>923</td>
<td>50</td>
<td>0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RunningJobs</th>
<th>IdleJobs</th>
</tr>
</thead>
<tbody>
<tr>
<td>920</td>
<td>3868</td>
</tr>
</tbody>
</table>
Chapter 2

Users’ Manual

2.1 Welcome to HTCondor

HTCondor is developed by the Center for High Throughput Computing at the University of Wisconsin-Madison (UW-Madison), and was first installed as a production system in the UW-Madison Computer Sciences department more than 15 years ago. HTCondor pools have since served as a major source of computing cycles to UW faculty and students. For many, it has revolutionized the role computing plays in their research. An increase of one, and sometimes even two, orders of magnitude in the computing throughput of a research organization can have a profound impact on research size, complexity, and scope. Over the years, the project, and now the Center for High Throughput Computing have established collaborations with scientists from around the world, and have provided them with access to many cycles. One scientist consumed 100 CPU years!

2.2 Introduction

In a nutshell, HTCondor is a specialized batch system for managing compute-intensive jobs. Like most batch systems, HTCondor provides a queuing mechanism, scheduling policy, priority scheme, and resource classifications. Users submit their compute jobs to HTCondor, HTCondor puts the jobs in a queue, runs them, and then informs the user as to the result.

Batch systems normally operate only with dedicated machines. Often termed compute servers, these dedicated machines are typically owned by one organization and dedicated to the sole purpose of running compute jobs. HTCondor can schedule jobs on dedicated machines. But unlike traditional batch systems, HTCondor is also designed to effectively utilize non-dedicated machines to run jobs. By being told to only run compute jobs on machines which are currently not being used (no keyboard activity, low load average, etc.), HTCondor can effectively harness otherwise idle machines throughout a pool of machines. This is important because often times the amount of compute power represented by the aggregate total of all the non-dedicated desktop workstations sitting on people’s desks throughout the organization is far greater than the compute power of a dedicated central resource.
HTCondor has several unique capabilities at its disposal which are geared toward effectively utilizing non-dedicated resources that are not owned or managed by a centralized resource. These include transparent process checkpoint and migration, remote system calls, and ClassAds. Read section 1.2 for a general discussion of these features before reading any further.

2.3 Matchmaking with ClassAds

Before you learn about how to submit a job, it is important to understand how HTCondor allocates resources. Understanding the unique framework by which HTCondor matches submitted jobs with machines is the key to getting the most from HTCondor’s scheduling algorithm.

HTCondor simplifies job submission by acting as a matchmaker of ClassAds. HTCondor’s ClassAds are analogous to the classified advertising section of the newspaper. Sellers advertise specifics about what they have to sell, hoping to attract a buyer. Buyers may advertise specifics about what they wish to purchase. Both buyers and sellers list constraints that need to be satisfied. For instance, a buyer has a maximum spending limit, and a seller requires a minimum purchase price. Furthermore, both want to rank requests to their own advantage. Certainly a seller would rank one offer of $50 dollars higher than a different offer of $25. In HTCondor, users submitting jobs can be thought of as buyers of compute resources and machine owners are sellers.

All machines in a HTCondor pool advertise their attributes, such as available memory, CPU type and speed, virtual memory size, current load average, along with other static and dynamic properties. This machine ClassAd also advertises under what conditions it is willing to run a HTCondor job and what type of job it would prefer. These policy attributes can reflect the individual terms and preferences by which all the different owners have graciously allowed their machine to be part of the HTCondor pool. You may advertise that your machine is only willing to run jobs at night and when there is no keyboard activity on your machine. In addition, you may advertise a preference (rank) for running jobs submitted by you or one of your co-workers.

Likewise, when submitting a job, you specify a ClassAd with your requirements and preferences. The ClassAd includes the type of machine you wish to use. For instance, perhaps you are looking for the fastest floating point performance available. You want HTCondor to rank available machines based upon floating point performance. Or, perhaps you care only that the machine has a minimum of 128 MiB of RAM. Or, perhaps you will take any machine you can get! These job attributes and requirements are bundled up into a job ClassAd.

HTCondor plays the role of a matchmaker by continuously reading all the job ClassAds and all the machine ClassAds, matching and ranking job ads with machine ads. HTCondor makes certain that all requirements in both ClassAds are satisfied.

2.3.1 Inspecting Machine ClassAds with condor_status

Once HTCondor is installed, you will get a feel for what a machine ClassAd does by trying the condor_status command. Try the condor_status command to get a summary of information from ClassAds about the resources available in your pool. Type condor_status and hit enter to see a summary similar to the following:

<table>
<thead>
<tr>
<th>Name</th>
<th>OpSys</th>
<th>Arch</th>
<th>State</th>
<th>Activity</th>
<th>LoadAv</th>
<th>Mem</th>
<th>ActvtyTime</th>
</tr>
</thead>
</table>

HTCondor Version 8.8.0 Manual
2.3.1. Inspecting Machine ClassAds with condor_status

```
amul.cs.wisc.edu  LINUX  INTEL  Claimed  Busy  0.990  1896  0+00:07:04
slot1@amundsen.cs. LINUX  INTEL  Owner  Idle  0.000  1456  0+00:21:58
slot2@amundsen.cs. LINUX  INTEL  Owner  Idle  0.110  1456  0+00:21:59
angus.cs.wisc.edu  LINUX  INTEL  Claimed  Busy  0.940  873  0+00:02:54
anhai.cs.wisc.edu  LINUX  INTEL  Claimed  Busy  1.400  1896  0+00:03:03
apollo.cs.wisc.edu  LINUX  INTEL  Unclaimed  Idle  1.000  3032  0+00:00:04
arragon.cs.wisc.ed LINUX  INTEL  Claimed  Busy  0.980  873  0+00:04:29
bamba.cs.wisc.edu  LINUX  INTEL  Owner  Idle  0.040  3032  15+20:10:19
...
```

The `condor_status` command has options that summarize machine ads in a variety of ways. For example,

- `condor_status -available` shows only machines which are willing to run jobs now.
- `condor_status -run` shows only machines which are currently running jobs.
- `condor_status -long` lists the machine ClassAds for all machines in the pool.

Refer to the `condor_status` command reference page located on page 870 for a complete description of the `condor_status` command.

The following shows a portion of a machine ClassAd for a single machine: turunmaa.cs.wisc.edu. Some of the listed attributes are used by HTCondor for scheduling. Other attributes are for information purposes. An important point is that any of the attributes in a machine ClassAd can be utilized at job submission time as part of a request or preference on what machine to use. Additional attributes can be easily added. For example, your site administrator can add a physical location attribute to your machine ClassAds.

```
Machine = "turunmaa.cs.wisc.edu"
FileSystemDomain = "cs.wisc.edu"
Name = "turunmaa.cs.wisc.edu"
CondorPlatform = "$CondorPlatform: x86_rhap_5 $"
Cpus = 1
IsValidCheckpointPlatform = (( ( TARGET.JobUniverse == 1 ) == false ) || (( MY.CheckpointPlatform != undefined ) && (( TARGET.LastCheckpointPlatform == MY.CheckpointPlatform ) || ( TARGET.NumCkpts == 0 ) )))
CondorVersion = "$CondorVersion: 7.6.3 Aug 18 2011 BuildID: 361356 $"
Requirements = ( START ) && ( IsValidCheckpointPlatform )
EnteredCurrentActivity = 1316094896
MyAddress = "<128.105.175.125:58026>"
EnteredCurrentState = 1316094896
Memory = 1897
CkptServer = "pitcher.cs.wisc.edu"
OpSys = "LINUX"
State = "Owner"
START = true
Arch = "INTEL"
Mips = 2634
Activity = "Idle"
StartdIpAddr = "<128.105.175.125:58026>"
TargetType = "Job"
LoadAvg = 0.210000
```
2.4 Running a Job: the Steps To Take

The road to using HTCondor effectively is a short one. The basics are quickly and easily learned.

Here are all the steps needed to run a job using HTCondor.

**Code Preparation.** A job run under HTCondor must be able to run as a background batch job. HTCondor runs the program unattended and in the background. A program that runs in the background will not be able to do interactive input and output. HTCondor can redirect console output (stdout and stderr) and keyboard input (stdin) to and from files for the program. Create any needed files that contain the proper keystrokes needed for program input. Make certain the program will run correctly with the files.

**The HTCondor Universe.** HTCondor has several runtime environments (called a universe) from which to choose. Of the universes, two are likely choices when learning to submit a job to HTCondor: the standard universe and the vanilla universe. The standard universe allows a job running under HTCondor to handle system calls by returning them to the machine where the job was submitted. The standard universe also provides the mechanisms necessary to take a checkpoint and migrate a partially completed job, should the machine on which the job is executing become unavailable. To use the standard universe, it is necessary to relink the program with the HTCondor library using the `condor_compile` command. The manual page for `condor_compile` on page 739 has details.

The vanilla universe provides a way to run jobs that cannot be relinked. There is no way to take a checkpoint or migrate a job executed under the vanilla universe. For access to input and output files, jobs must either use a shared file system, or use HTCondor’s File Transfer mechanism.

Choose a universe under which to run the HTCondor program, and re-link the program if necessary.

**Submit description file.** Controlling the details of a job submission is a submit description file. The file contains information about the job such as what executable to run, the files to use in place of stdin and stdout, and the platform type required to run the program. The number of times to run a program may be included; it is simple to run the same program multiple times with multiple data sets.

Write a submit description file to go with the job, using the examples provided in section 2.5 for guidance.

**Submit the Job.** Submit the program to HTCondor with the `condor_submit` command.

Once submitted, HTCondor does the rest toward running the job. Monitor the job’s progress with the `condor_q` and `condor_status` commands. You may modify the order in which HTCondor will run your jobs with `condor_prio`. If desired, HTCondor can even inform you in a log file every time your job is checkpointed and/or migrated to a different machine.

When your program completes, HTCondor will tell you (by e-mail, if preferred) the exit status of your program and various statistics about its performances, including time used and I/O performed. If you are using a log file for
the job (which is recommended) the exit status will be recorded in the log file. You can remove a job from the queue prematurely with `condor_rm`.

### 2.4.1 Choosing an HTCondor Universe

A *universe* in HTCondor defines an execution environment. HTCondor Version 8.8.0 supports several different universes for user jobs:

- standard
- vanilla
- grid
- java
- scheduler
- local
- parallel
- vm
- docker

The *universe* under which a job runs is specified in the submit description file. If a universe is not specified, the default is vanilla, unless your HTCondor administrator has changed the default. However, we strongly encourage you to specify the universe, since the default can be changed by your HTCondor administrator, and the default that ships with HTCondor has changed.

The standard universe provides migration and reliability, but has some restrictions on the programs that can be run. The vanilla universe provides fewer services, but has very few restrictions. The grid universe allows users to submit jobs using HTCondor’s interface. These jobs are submitted for execution on grid resources. The java universe allows users to run jobs written for the Java Virtual Machine (JVM). The scheduler universe allows users to submit lightweight jobs to be spawned by the program known as a daemon on the submit host itself. The parallel universe is for programs that require multiple machines for one job. See section 2.9 for more about the Parallel universe. The vm universe allows users to run jobs where the job is no longer a simple executable, but a disk image, facilitating the execution of a virtual machine. The docker universe runs a Docker container as an HTCondor job.

**Standard Universe**

In the standard universe, HTCondor provides *checkpointing* and *remote system calls*. These features make a job more reliable and allow it uniform access to resources from anywhere in the pool. To prepare a program as a standard universe job, it must be relinked with `condor_compile`. Most programs can be prepared as a standard universe job, but there are a few restrictions.
HTCondor checkpoints a job at regular intervals. A checkpoint image is essentially a snapshot of the current state of a job. If a job must be migrated from one machine to another, HTCondor makes a checkpoint image, copies the image to the new machine, and restarts the job continuing the job from where it left off. If a machine should crash or fail while it is running a job, HTCondor can restart the job on a new machine using the most recent checkpoint image. In this way, jobs can run for months or years even in the face of occasional computer failures.

Remote system calls make a job perceive that it is executing on its home machine, even though the job may execute on many different machines over its lifetime. When a job runs on a remote machine, a second process, called a condor_shadow runs on the machine where the job was submitted. When the job attempts a system call, the condor_shadow performs the system call instead and sends the results to the remote machine. For example, if a job attempts to open a file that is stored on the submitting machine, the condor_shadow will find the file, and send the data to the machine where the job is running.

To convert your program into a standard universe job, you must use condor_compile to relink it with the HTCondor libraries. Put condor_compile in front of your usual link command. You do not need to modify the program’s source code, but you do need access to the unlinked object files. A commercial program that is packaged as a single executable file cannot be converted into a standard universe job.

For example, if you would have linked the job by executing:

```
% cc main.o tools.o -o program
```

Then, relink the job for HTCondor with:

```
% condor_compile cc main.o tools.o -o program
```

There are a few restrictions on standard universe jobs:

1. Multi-process jobs are not allowed. This includes system calls such as fork(), exec(), and system().
2. Interprocess communication is not allowed. This includes pipes, semaphores, and shared memory.
3. Network communication must be brief. A job may make network connections using system calls such as socket(), but a network connection left open for long periods will delay checkpointing and migration.
4. Sending or receiving the SIGUSR2 or SIGTSTP signals is not allowed. HTCondor reserves these signals for its own use. Sending or receiving all other signals is allowed.
5. Alarms, timers, and sleeping are not allowed. This includes system calls such as alarm(), getitimer(), and sleep().
6. Multiple kernel-level threads are not allowed. However, multiple user-level threads are allowed.
7. Memory mapped files are not allowed. This includes system calls such as mmap() and munmap().
8. File locks are allowed, but not retained between checkpoints.
9. All files must be opened read-only or write-only. A file opened for both reading and writing will cause trouble if a job must be rolled back to an old checkpoint image. For compatibility reasons, a file opened for both reading and writing will result in a warning but not an error.

10. A fair amount of disk space must be available on the submitting machine for storing a job’s checkpoint images. A checkpoint image is approximately equal to the virtual memory consumed by a job while it runs. If disk space is short, a special checkpoint server can be designated for storing all the checkpoint images for a pool.

11. On Linux, the job must be statically linked. condor_compile does this by default.

12. Reading to or writing from files larger than 2 GBytes is only supported when the submit side condor_shadow and the standard universe user job application itself are both 64-bit executables.

Vanilla Universe

The vanilla universe in HTCondor is intended for programs which cannot be successfully re-linked. Shell scripts are another case where the vanilla universe is useful. Unfortunately, jobs run under the vanilla universe cannot checkpoint or use remote system calls. This has unfortunate consequences for a job that is partially completed when the remote machine running a job must be returned to its owner. HTCondor has only two choices. It can suspend the job, hoping to complete it at a later time, or it can give up and restart the job from the beginning on another machine in the pool.

Since HTCondor’s remote system call features cannot be used with the vanilla universe, access to the job’s input and output files becomes a concern. One option is for HTCondor to rely on a shared file system, such as NFS or AFS. Alternatively, HTCondor has a mechanism for transferring files on behalf of the user. In this case, HTCondor will transfer any files needed by a job to the execution site, run the job, and transfer the output back to the submitting machine.

Under Unix, HTCondor presumes a shared file system for vanilla jobs. However, if a shared file system is unavailable, a user can enable the HTCondor File Transfer mechanism. On Windows platforms, the default is to use the File Transfer mechanism. For details on running a job with a shared file system, see section 2.5.8 on page 31. For details on using the HTCondor File Transfer mechanism, see section 2.5.9 on page 32.

Grid Universe

The Grid universe in HTCondor is intended to provide the standard HTCondor interface to users who wish to start jobs intended for remote management systems. Section 5.3 on page 560 has details on using the Grid universe. The manual page for condor_submit on page 880 has detailed descriptions of the grid-related attributes.

Java Universe

A program submitted to the Java universe may run on any sort of machine with a JVM regardless of its location, owner, or JVM version. HTCondor will take care of all the details such as finding the JVM binary and setting the classpath.
Scheduler Universe

The scheduler universe allows users to submit lightweight jobs to be run immediately, alongside the condor_schedd daemon on the submit host itself. Scheduler universe jobs are not matched with a remote machine, and will never be preempted. The job’s requirements expression is evaluated against the condor_schedd’s ClassAd.

Originally intended for meta-schedulers such as condor_dagman, the scheduler universe can also be used to manage jobs of any sort that must run on the submit host.

However, unlike the local universe, the scheduler universe does not use a condor_starter daemon to manage the job, and thus offers limited features and policy support. The local universe is a better choice for most jobs which must run on the submit host, as it offers a richer set of job management features, and is more consistent with other universes such as the vanilla universe. The scheduler universe may be retired in the future, in favor of the newer local universe.

Local Universe

The local universe allows an HTCondor job to be submitted and executed with different assumptions for the execution conditions of the job. The job does not wait to be matched with a machine. It instead executes right away, on the machine where the job is submitted. The job will never be preempted. The job’s requirements expression is evaluated against the condor_schedd’s ClassAd.

Parallel Universe

The parallel universe allows parallel programs, such as MPI jobs, to be run within the opportunistic HTCondor environment. Please see section 2.9 for more details.

VM Universe

HTCondor facilitates the execution of VMware and Xen virtual machines with the vm universe.

Please see section 2.11 for details.

Docker Universe

The docker universe runs a docker container on an execute host as a job. Please see section 2.12 for details.

2.5 Submitting a Job

A job is submitted for execution to HTCondor using the condor_submit command. condor_submit takes as an argument the name of a file called a submit description file. This file contains commands and keywords to direct the queuing
of jobs. In the submit description file, HTCondor finds everything it needs to know about the job. Items such as the name of the executable to run, the initial working directory, and command-line arguments to the program all go into the submit description file. `condor_submit` creates a job ClassAd based upon the information, and HTCondor works toward running the job.

The contents of a submit description file have been designed to save time for HTCondor users. It is easy to submit multiple runs of a program to HTCondor with a single submit description file. To run the same program many times on different input data sets, arrange the data files accordingly so that each run reads its own input, and each run writes its own output. Each individual run may have its own initial working directory, files mapped for `stdin`, `stdout`, `stderr`, command-line arguments, and shell environment; these are all specified in the submit description file. A program that directly opens its own files will read the file names to use either from `stdin` or from the command line. A program that opens a static file, given by file name, every time will need to use a separate subdirectory for the output of each run.

The `condor_submit` manual page is on page 880 and contains a complete and full description of how to use `condor_submit`. It also includes descriptions of all of the many commands that may be placed into a submit description file. In addition, the index lists entries for each command under the heading of Submit Commands.

Note that job ClassAd attributes can be set directly in a submit file using the `+<attribute> = <value>` syntax (see 913 for details.)

### 2.5.1 Sample submit description files

In addition to the examples of submit description files given here, there are more in the `condor_submit` manual page (see 880).

#### Example 1

Example 1 is one of the simplest submit description files possible. It queues up the program `myexe` for execution somewhere in the pool. Use of the vanilla universe is implied, as that is the default when not specified in the submit description file.

An executable is compiled to run on a specific platform. Since this submit description file does not specify a platform, HTCondor will use its default, which is to run the job on a machine which has the same architecture and operating system as the machine where `condor_submit` is run to submit the job.

Standard input for this job will come from the file `inputfile`, as specified by the `input` command, and standard output for this job will go to the file `outputfile`, as specified by the `output` command. HTCondor expects to find `inputfile` in the current working directory when this job is submitted, and the system will take care of getting the input file to where it needs to be when the job is executed, as well as bringing back the output results (to the current working directory) after job execution.

A log file, `myexe.log`, will also be produced that contains events the job had during its lifetime inside of HTCondor. When the job finishes, its exit conditions will be noted in the log file. This file’s contents are an excellent way to figure out what happened to submitted jobs.
2.5.1. Sample submit description files

```
# Example 1
# Simple HTCondor submit description file
#

Executable = myexe
Log = myexe.log
Input = inputfile
Output = outputfile
Queue

Example 2

Example 2 queues up one copy of the program foo (which had been created by condor_compile) for execution by HTCondor. No input, output, or error commands are given in the submit description file, so stdin, stdout, and stderr will all refer to /dev/null. The program may produce output by explicitly opening a file and writing to it.

```
# Example 2
# Standard universe submit description file
#

Executable = foo
Universe = standard
Log = foo.log
Queue

Example 3

Example 3 queues two copies of the program mathematica. The first copy will run in directory run_1, and the second will run in directory run_2 due to the initialdir command. For each copy, stdin will be test.data, stdout will be loop.out, and stderr will be loop.error. Each run will read input and write output files within its own directory. Placing data files in separate directories is a convenient way to organize data when a large group of HTCondor jobs is to run. The example file shows program submission of mathematica as a vanilla universe job. The vanilla universe is most often the right choice of universe when the source and/or object code is not available.

The request_memory command is included to ensure that the mathematica jobs match with and then execute on pool machines that provide at least 1 GByte of memory.

```
# Example 3
```
2.5.1. Sample submit description files

# Example 3: demonstrate use of multiple
# directories for data organization.
#
# executable = mathematica
# universe = vanilla
# input = test.data
# output = loop.out
# error = loop.error
# log = loop.log
# request_memory = 1 GB

initialdir = run_1
queue
initialdir = run_2
queue

Example 4

The submit description file for Example 4 queues 150 runs of program foo which has been compiled and linked for Linux running on a 32-bit Intel processor. This job requires HTCondor to run the program on machines which have greater than 32 MiB of physical memory, and the rank command expresses a preference to run each instance of the program on machines with more than 64 MiB. It also advises HTCondor that this standard universe job will use up to 28000 KiB of memory when running. Each of the 150 runs of the program is given its own process number, starting with process number 0. So, files stdin, stdout, and stderr will refer to in.0, out.0, and err.0 for the first run of the program, in.1, out.1, and err.1 for the second run of the program, and so forth. A log file containing entries about when and where HTCondor runs, checkpoints, and migrates processes for all the 150 queued programs will be written into the single file foo.log.

# Example 4: Show off some fancy features including
# the use of pre-defined macros.
#
# Executable = foo
Universe = standard
requirements = OpSys == "LINUX" && Arch =="INTEL"
rank = Memory >= 64
image_size = 28000
request_memory = 32
2.5.2. Using the Power and Flexibility of the Queue Command

A wide variety of job submissions can be specified with extra information to the `queue` submit command. This flexibility eliminates the need for a job wrapper or Perl script for many submissions.

The form of the `queue` command defines variables and expands values, identifying a set of jobs. Square brackets identify an optional item.

```
queue [ <int expr> ]
queue [ <int expr> ] [<varname>] in [slice] <list of items>
queue [ <int expr> ] [<varname>] matching [files | dirs] [slice] <list of items with file globbing>
queue [ <int expr> ] [<list of varnames>] from [slice] <file name> | <list of items>
```

All optional items have defaults:

- If `<int expr>` is not specified, it defaults to the value 1.
- If `<varname>` or `<list of varnames>` is not specified, it defaults to the single variable called `ITEM`.
- If `slice` is not specified, it defaults to all elements within the list. This is the Python slice `[:,]`, with a step value of 1.
- If neither `files` nor `dirs` is specified in a specification using the `from` key word, then both files and directories are considered when globbing.

The list of items uses syntax in one of two forms. One form is a comma and/or space separated list; the items are placed on the same line as the `queue` command. The second form separates items by placing each list item on its own line, and delimits the list with parentheses. The opening parenthesis goes on the same line as the `queue` command. The closing parenthesis goes on its own line. The `queue` command specified with the key word `from` will always use the second form of this syntax. Example 3 below uses this second form of syntax.

The optional `slice` specifies a subset of the list of items using the Python syntax for a slice. Negative step values are not permitted.

Here are a set of examples.

**Example 1**

```
error = err.$(Process)
input = in.$(Process)
output = out.$(Process)
log = foo.log

queue 150
```
2.5.2. Using the Power and Flexibility of the Queue Command

```plaintext
transfer_input_files = $(filename)
arguments = -infile $(filename)
queue filename matching files *.dat
```

The use of file gloving expands the list of items to be all files in the current directory that end in .dat. Only files, and not directories are considered due to the specification of files. One job is queued for each file in the list of items. For this example, assume that the three files initial.dat, middle.dat, and ending.dat form the list of items after expansion; macro `filename` is assigned the value of one of these file names for each job queued. That macro value is then substituted into the `arguments` and `transfer_input_files` commands. The `queue` command expands to

```plaintext
transfer_input_files = initial.dat
arguments = -infile initial.dat
queue
transfer_input_files = middle.dat
arguments = -infile middle.dat
queue
transfer_input_files = ending.dat
arguments = - infile ending.dat
queue
```

**Example 2**

```plaintext
queue 1 input in A, B, C
```

Variable `input` is set to each of the 3 items in the list, and one job is queued for each. For this example the `queue` command expands to

```plaintext
input = A
queue
input = B
queue
input = C
queue
```

**Example 3**

```plaintext
queue input, arguments from (  
    file1, -a -b 26  
    file2, -c -d 92  
)
```

Using the `from` form of the options, each of the two variables specified is given a value from the list of items. For this example the `queue` command expands to
2.5.3 Variables in the Submit Description File

There are automatic variables for use within the submit description file.

\texttt{\$(Cluster) or \$(ClusterId)}\hspace{1em} Each set of queued jobs from a specific user, submitted from a single submit host, sharing an executable have the same value of \texttt{\$(Cluster) or \$(ClusterId)}. The first cluster of jobs are assigned to cluster 0, and the value is incremented by one for each new cluster of jobs. \texttt{\$(Cluster) or \$(ClusterId)} will have the same value as the job ClassAd attribute ClusterId.

\texttt{\$(Process) or \$(ProcId)}\hspace{1em} Within a cluster of jobs, each takes on its own unique \texttt{\$(Process) or \$(ProcId)} value. The first job has value 0. \texttt{\$(Process) or \$(ProcId)} will have the same value as the job ClassAd attribute ProcId.

\texttt{\$(Item)}\hspace{1em} The default name of the variable when no \texttt{<varname>} is provided in a queue command.

\texttt{\$(ItemIndex)}\hspace{1em} Represents an index within a list of items. When no slice is specified, the first \texttt{\$(ItemIndex)} is 0. When a slice is specified, \texttt{\$(ItemIndex)} is the index of the item within the original list.

\texttt{\$(Step)}\hspace{1em} For the \texttt{<int expr>} specified, \texttt{\$(Step)} counts, starting at 0.

\texttt{\$(Row)}\hspace{1em} When a list of items is specified by placing each item on its own line in the submit description file, \texttt{\$(Row)} identifies which line the item is on. The first item (first line of the list) is \texttt{\$(Row) 0}. The second item (second line of the list) is \texttt{\$(Row) 1}. When a list of items are specified with all items on the same line, \texttt{\$(Row)} is the same as \texttt{\$(ItemIndex)}.

Here is an example of a queue command for which the values of these automatic variables are identified.

Example 1

This example queues six jobs.

\begin{verbatim}
queue 3 in (A, B)
\end{verbatim}

\begin{itemize}
\item \texttt{\$(Process)} takes on the six values 0, 1, 2, 3, 4, and 5.
\item Because there is no specification for the \texttt{<varname>} within this queue command, variable \texttt{\$(Item)} is defined. It has the value A for the first three jobs queued, and it has the value B for the second three jobs queued.
\end{itemize}
• $(Step)$ takes on the three values 0, 1, and 2 for the three jobs with $(Item)=A$, and it takes on the same three values 0, 1, and 2 for the three jobs with $(Item)=B$.

• $(ItemIndex)$ is 0 for all three jobs with $(Item)=A$, and it is 1 for all three jobs with $(Item)=B$.

• $(Row)$ has the same value as $(ItemIndex)$ for this example.

2.5.4 Including Submit Commands Defined Elsewhere

Externally defined submit commands can be incorporated into the submit description file using the syntax

```plaintext
include : <what-to-include>
```

The `<what-to-include>` specification may specify a single file, where the contents of the file will be incorporated into the submit description file at the point within the file where the `include` is. Or, `<what-to-include>` may cause a program to be executed, where the output of the program is incorporated into the submit description file. The specification of `<what-to-include>` has the bar character (|) following the name of the program to be executed.

The `include` key word is case insensitive. There are no requirements for white space characters surrounding the colon character.

Included submit commands may contain further nested `include` specifications, which are also parsed, evaluated, and incorporated. Levels of nesting on included files are limited, such that infinite nesting is discovered and thwarted, while still permitting nesting.

Consider the example

```plaintext
include : list-infiles.sh |
```

In this example, the bar character at the end of the line causes the script `list-infiles.sh` to be invoked, and the output of the script is parsed and incorporated into the submit description file. If this bash script contains

```bash
echo "transfer_input_files = \`ls -m infiles/*.dat`"
```

then the output of this script has specified the set of input files to transfer to the execute host. For example, if directory `infiles` contains the three files `A.dat`, `B.dat`, and `C.dat`, then the submit command

```plaintext
transfer_input_files = infiles/A.dat, infiles/B.dat, infiles/C.dat
```

is incorporated into the submit description file.

2.5.5 Using Conditionals in the Submit Description File

Conditional `if/else` semantics are available in a limited form. The syntax:
2.5.5. Using Conditionals in the Submit Description File

```plaintext
if <simple condition>
    <statement>
    . . .
    <statement>
else
    <statement>
    . . .
    <statement>
endif
```

An `else` key word and statements are not required, such that simple `if` semantics are implemented. The `<simple condition>` does not permit compound conditions. It optionally contains the exclamation point character (!) to represent the not operation, followed by

- the `defined` keyword followed by the name of a variable. If the variable is defined, the statement(s) are incorporated into the expanded input. If the variable is *not* defined, the statement(s) are not incorporated into the expanded input. As an example,

```plaintext
if defined MY_UNDEFINED_VARIABLE
    X = 12
else
    X = -1
endif
```

results in `X = -1`, when `MY_UNDEFINED_VARIABLE` is *not* yet defined.

- the `version` keyword, representing the version number of the daemon or tool currently reading this conditional. This keyword is followed by an HTCondor version number. That version number can be of the form `x.y.z` or `x.y`. The version of the daemon or tool is compared to the specified version number. The comparison operators are
  - `==` for equality. Current version 8.2.3 is equal to 8.2.
  - `>=` to see if the current version number is greater than or equal to. Current version 8.2.3 is greater than 8.2.2, and current version 8.2.3 is greater than or equal to 8.2.
  - `<=` to see if the current version number is less than or equal to. Current version 8.2.0 is less than 8.2.2, and current version 8.2.3 is less than or equal to 8.2.

As an example,

```plaintext
if version >= 8.1.6
    DO_X = True
else
    DO_Y = True
endif
```

results in defining `DO_X` as `True` if the current version of the daemon or tool reading this if statement is 8.1.6 or a more recent version.
2.5.5. Using Conditionals in the Submit Description File

- True or yes or the value 1. The statement(s) are incorporated.
- False or no or the value 0 The statement(s) are not incorporated.
- \( $(<\text{variable}>) \) may be used where the immediately evaluated value is a simple boolean value. A value that evaluates to the empty string is considered False, otherwise a value that does not evaluate to a simple boolean value is a syntax error.

The syntax

\[
\text{if} \ <\text{simple condition}> \\
\quad <\text{statement}> \\
\quad \ldots \\
\quad <\text{statement}> \\
\text{elif} \ <\text{simple condition}> \\
\quad <\text{statement}> \\
\quad \ldots \\
\quad <\text{statement}> \\
\text{endif}
\]

is the same as syntax

\[
\text{if} \ <\text{simple condition}> \\
\quad <\text{statement}> \\
\quad \ldots \\
\quad <\text{statement}> \\
\text{else} \\
\quad \text{if} \ <\text{simple condition}> \\
\quad \quad <\text{statement}> \\
\quad \quad \ldots \\
\quad \quad <\text{statement}> \\
\quad \text{endif} \\
\text{endif}
\]

Here is an example use of a conditional in the submit description file. A portion of the sample.sub submit description file uses the if/else syntax to define command line arguments in one of two ways:

```bash
if defined X 
    arguments = -n $(X)
else
    arguments = -n 1 -debug
endif
```

Submit variable X is defined on the condor_submit command line with
condor_submit  X=3  sample.sub

This command line incorporates the submit command $X = 3$ into the submission before parsing the submit description file. For this submission, the command line arguments of the submitted job become

- $n 3$

If the job were instead submitted with the command line

condor_submit  sample.sub

then the command line arguments of the submitted job become

- $n 1  -debug$

2.5.6  Function Macros in the Submit Description File

A set of predefined functions increase flexibility. Both submit description files and configuration files are read using the same parser, so these functions may be used in both submit description files and configuration files.

Case is significant in the function’s name, so use the same letter case as given in these definitions.

$CHOICE(index, listname)$ or $CHOICE(index, item1, item2, ...)$ An item within the list is returned. The list is represented by a parameter name, or the list items are the parameters. The index parameter determines which item. The first item in the list is at index 0. If the index is out of bounds for the list contents, an error occurs.

$ENV(environment-variable-name[:default-value])$ Evaluates to the value of environment variable environment-variable-name. If there is no environment variable with that name, Evaluates to UNDEFINED unless the optional :default-value is used; in which case it evaluates to default-value. For example,

A = $ENV(HOME)$

binds A to the value of the HOME environment variable.

$F[fpduwnxbqa](filename)$  One or more of the lower case letters may be combined to form the function name and thus, its functionality. Each letter operates on the filename in its own way.

- $f$ convert relative path to full path by prefixing the current working directory to it. This option works only in condor_submit files.
- $p$ refers to the entire directory portion of filename, with a trailing slash or backslash character. Whether a slash or backslash is used depends on the platform of the machine. The slash will be recognized on Linux platforms; either a slash or backslash will be recognized on Windows platforms, and the parser will use the same character specified.


- \(d\) refers to the last portion of the directory within the path, if specified. It will have a trailing slash or backslash, as appropriate to the platform of the machine. The slash will be recognized on Linux platforms; either a slash or backslash will be recognized on Windows platforms, and the parser will use the same character specified unless \(u\) or \(w\) is used. If \(b\) is used the trailing slash or backslash will be omitted.
- \(u\) convert path separators to Unix style slash characters
- \(w\) convert path separators to Windows style backslash characters
- \(n\) refers to the file name at the end of any path, but without any file name extension. As an example, the return value from \(\$Fn(/tmp/simulate.exe)\) will be \(\text{simulate}\) (without the \(\text{.exe}\) extension).
- \(x\) refers to a file name extension, with the associated period (\(\text{.}\)). As an example, the return value from \(\$Fn(/tmp/simulate.exe)\) will be \(\text{.exe}\).
- \(b\) when combined with the \(d\) option, causes the trailing slash or backslash to be omitted. When combined with the \(x\) option, causes the leading period (\(\text{.}\)) to be omitted.
- \(q\) causes the return value to be enclosed within quotes. Double quote marks are used unless \(a\) is also specified.
- \(a\) When combined with the \(q\) option, causes the return value to be enclosed within single quotes.

\(\$$DIRNAME(filename)\$$\) is the same as \(\$$Fp(filename)\$$\)

\(\$$BASENAME(filename)\$$\) is the same as \(\$$Fnx(filename)\$$\)

\(\$$INT(item-to-convert)\$$\) or \(\$$INT(item-to-convert, format-specifier)\$$\) Expands, evaluates, and returns a string version of \(item-to-convert\). The \(format-specifier\) has the same syntax as a C language or Perl format specifier. If no \(format-specifier\) is specified, \"%d\" is used as the format specifier.

\(\$$RANDOM\_CHOICE(choice1, choice2, choice3, ...)\$$\) A random choice of one of the parameters in the list of parameters is made. For example, if one of the integers 0-8 (inclusive) should be randomly chosen:

\(\$$RANDOM\_CHOICE(0,1,2,3,4,5,6,7,8)\$$\)

\(\$$RANDOM\_INTEGER(min, max [, step])\$$\) A random integer within the range \(min\) and \(max\), inclusive, is selected. The optional \(step\) parameter controls the stride within the range, and it defaults to the value 1. For example, to randomly chose an even integer in the range 0-8 (inclusive):

\(\$$RANDOM\_INTEGER(0, 8, 2)\$$\)

\(\$$REAL(item-to-convert)\$$\) or \(\$$REAL(item-to-convert, format-specifier)\$$\) Expands, evaluates, and returns a string version of \(item-to-convert\) for a floating point type. The \(format-specifier\) is a C language or Perl format specifier. If no \(format-specifier\) is specified, \"%16G\" is used as a format specifier.

\(\$$SUBSTR(name, start-index)\$$\) or \(\$$SUBSTR(name, start-index, length)\$$\) Expands \(name\) and returns a substring of it. The first character of the string is at index 0. The first character of the substring is at index \(start-index\). If the optional \(length\) is not specified, then the substring includes characters up to the end of the string. A negative value of \(start-index\) works back from the end of the string. A negative value of \(length\) eliminates use of characters from the end of the string. Here are some examples that all assume
Name = abcdef

- $\text{SUBSTR(Name, 2)}$ is cdef.
- $\text{SUBSTR(Name, 0, -2)}$ is abcd.
- $\text{SUBSTR(Name, 1, 3)}$ is bcd.
- $\text{SUBSTR(Name, -1)}$ is f.
- $\text{SUBSTR(Name, 4, -3)}$ is the empty string, as there are no characters in the substring for this request.

Here are example uses of the function macros in a submit description file. Note that these are not complete submit description files, but only the portions that promote understanding of use cases of the function macros.

**Example 1**

Generate a range of numerical values for a set of jobs, where values other than those given by $\text{(Process)}$ are desired.

\[
\begin{align*}
\text{MyIndex} &= \text{(Process)} + 1 \\
\text{initial_dir} &= \text{run-}\text{INT(MyIndex, %04d)}
\end{align*}
\]

Assuming that there are three jobs queued, such that $\text{(Process)}$ becomes 0, 1, and 2, \text{initial_dir} will evaluate to the directories \text{run-0001}, \text{run-0002}, and \text{run-0003}.

**Example 2**

This variation on Example 1 generates a file name extension which is a 3-digit integer value.

\[
\begin{align*}
\text{Values} &= \text{(Process)} \ast 10 \\
\text{Extension} &= \text{INT(Values, %03d)} \\
\text{input} &= \text{X.}\text{(Extension)}
\end{align*}
\]

Assuming that there are four jobs queued, such that $\text{(Process)}$ becomes 0, 1, 2, and 3, \text{Extension} will evaluate to 000, 010, 020, and 030, leading to files defined for \text{input} of X.000, X.010, X.020, and X.030.

**Example 3**

This example uses both the file globbing of the \text{queue} command and a macro function to specify a job input file that is within a subdirectory on the submit host, but will be placed into a single, flat directory on the execute host.

\[
\begin{align*}
\text{arguments} &= \text{Fnx(FILE)} \\
\text{transfer_input_files} &= \text{(FILE)} \\
\text{queue FILE MATCHING ( samplerun/*.dat )}
\end{align*}
\]
Assume that two files that end in .dat, A.dat and B.dat, are within the directory samplerun. Macro FILE expands to samplerun/A.dat and samplerun/B.dat for the two jobs queued. The input files transferred are samplerun/A.dat and samplerun/B.dat on the submit host. The $Fnx()$ function macro expands to the complete file name with any leading directory specification stripped, such that the command line argument for one of the jobs will be A.dat and the command line argument for the other job will be B.dat.

### 2.5.7 About Requirements and Rank

The requirements and rank commands in the submit description file are powerful and flexible. Using them effectively requires care, and this section presents those details.

Both requirements and rank need to be specified as valid HTCondor ClassAd expressions, however, default values are set by the `condor_submit` program if these are not defined in the submit description file. From the `condor_submit` manual page and the above examples, you see that writing ClassAd expressions is intuitive, especially if you are familiar with the programming language C. There are some pretty nifty expressions you can write with ClassAds. A complete description of ClassAds and their expressions can be found in section 4.1 on page 507.

All of the commands in the submit description file are case insensitive, except for the ClassAd attribute string values. ClassAd attribute names are case insensitive, but ClassAd string values are case preserving.

Note that the comparison operators (<, >, <=, >=, and ==) compare strings case insensitively. The special comparison operators =?= and !== compare strings case sensitively.

A requirements or rank command in the submit description file may utilize attributes that appear in a machine or a job ClassAd. Within the submit description file (for a job) the prefix MY. (on a ClassAd attribute name) causes a reference to the job ClassAd attribute, and the prefix TARGET. causes a reference to a potential machine or matched machine ClassAd attribute.

The `condor_status` command displays statistics about machines within the pool. The -l option displays the machine ClassAd attributes for all machines in the HTCondor pool. The job ClassAds, if there are jobs in the queue, can be seen with the `condor_q -l` command. This shows all the defined attributes for current jobs in the queue.

A list of defined ClassAd attributes for job ClassAds is given in the unnumbered Appendix on page 973. A list of defined ClassAd attributes for machine ClassAds is given in the unnumbered Appendix on page 993.

### Rank Expression Examples

When considering the match between a job and a machine, rank is used to choose a match from among all machines that satisfy the job’s requirements and are available to the user, after accounting for the user’s priority and the machine’s rank of the job. The rank expressions, simple or complex, define a numerical value that expresses preferences.

The job’s rank expression evaluates to one of three values. It can be UNDEFINED, ERROR, or a floating point value. If Rank evaluates to a floating point value, the best match will be the one with the largest, positive value. If no Rank is given in the submit description file, then HTCondor substitutes a default value of 0.0 when considering machines to match. If the job’s rank of a given machine evaluates to UNDEFINED or ERROR, this same value of 0.0 is used. Therefore, the machine is still considered for a match, but has no ranking above any other.
A boolean expression evaluates to the numerical value of 1.0 if true, and 0.0 if false.

The following Rank expressions provide examples to follow.

For a job that desires the machine with the most available memory:

\[
\text{Rank} = \text{memory}
\]

For a job that prefers to run on a friend’s machine on Saturdays and Sundays:

\[
\text{Rank} = \begin{cases} 
\text{clockday} == 0 \lor \text{clockday} == 6 \\
\text{machine} == "\text{friend.cs.wisc.edu}" \end{cases}
\]

For a job that prefers to run on one of three specific machines:

\[
\text{Rank} = \begin{cases} 
\text{machine} == "\text{friend1.cs.wisc.edu}" \\
\text{machine} == "\text{friend2.cs.wisc.edu}" \\
\text{machine} == "\text{friend3.cs.wisc.edu}" \end{cases}
\]

For a job that wants the machine with the best floating point performance (on Linpack benchmarks):

\[
\text{Rank} = \text{kflops}
\]

This particular example highlights a difficulty with Rank expression evaluation as currently defined. While all machines have floating point processing ability, not all machines will have the kflops attribute defined. For machines where this attribute is not defined, Rank will evaluate to the value UNDEFINED, and HTCondor will use a default rank of the machine of 0.0. The Rank attribute will only rank machines where the attribute is defined. Therefore, the machine with the highest floating point performance may not be the one given the highest rank.

So, it is wise when writing a Rank expression to check if the expression’s evaluation will lead to the expected resulting ranking of machines. This can be accomplished using the condor_status command with the -constraint argument. This allows the user to see a list of machines that fit a constraint. To see which machines in the pool have kflops defined, use

```
condor_status -constraint kflops
```

Alternatively, to see a list of machines where kflops is not defined, use

```
condor_status -constraint "kflops=?=undefined"
```

For a job that prefers specific machines in a specific order:

\[
\text{Rank} = \begin{cases} 
\text{machine} == "\text{friend1.cs.wisc.edu}" \times 3 \\
\text{machine} == "\text{friend2.cs.wisc.edu}" \times 2 \\
\text{machine} == "\text{friend3.cs.wisc.edu}" \end{cases}
\]
If the machine being ranked is friend1.cs.wisc.edu, then the expression

(machine == "friend1.cs.wisc.edu")

is true, and gives the value 1.0. The expressions

(machine == "friend2.cs.wisc.edu")

and

(machine == "friend3.cs.wisc.edu")

are false, and give the value 0.0. Therefore, Rank evaluates to the value 3.0. In this way, machine friend1.cs.wisc.edu is ranked higher than machine friend2.cs.wisc.edu, machine friend2.cs.wisc.edu is ranked higher than machine friend3.cs.wisc.edu, and all three of these machines are ranked higher than others.

### 2.5.8 Submitting Jobs Using a Shared File System

If vanilla, java, or parallel universe jobs are submitted without using the File Transfer mechanism, HTCondor must use a shared file system to access input and output files. In this case, the job must be able to access the data files from any machine on which it could potentially run.

As an example, suppose a job is submitted from blackbird.cs.wisc.edu, and the job requires a particular data file called /u/p/s/psilord/data.txt. If the job were to run on cardinal.cs.wisc.edu, the file /u/p/s/psilord/data.txt must be available through either NFS or AFS for the job to run correctly.

HTCondor allows users to ensure their jobs have access to the right shared files by using the FileSystemDomain and UidDomain machine ClassAd attributes. These attributes specify which machines have access to the same shared file systems. All machines that mount the same shared directories in the same locations are considered to belong to the same file system domain. Similarly, all machines that share the same user information (in particular, the same UID, which is important for file systems like NFS) are considered part of the same UID domain.

The default configuration for HTCondor places each machine in its own UID domain and file system domain, using the full host name of the machine as the name of the domains. So, if a pool does have access to a shared file system, the pool administrator must correctly configure HTCondor such that all the machines mounting the same files have the same FileSystemDomain configuration. Similarly, all machines that share common user information must be configured to have the same UidDomain configuration.

When a job relies on a shared file system, HTCondor uses the requirements expression to ensure that the job runs on a machine in the correct UidDomain and FileSystemDomain. In this case, the default requirements expression specifies that the job must run on a machine with the same UidDomain and FileSystemDomain as the machine from which the job is submitted. This default is almost always correct. However, in a pool spanning multiple UidDomains and/or FileSystemDomains, the user may need to specify a different requirements expression to have the job run on the correct machines.
For example, imagine a pool made up of both desktop workstations and a dedicated compute cluster. Most of the pool, including the compute cluster, has access to a shared file system, but some of the desktop machines do not. In this case, the administrators would probably define the FileSystemDomain to be cs.wisc.edu for all the machines that mounted the shared files, and to the full host name for each machine that did not. An example is jimi.cs.wisc.edu.

In this example, a user wants to submit vanilla universe jobs from her own desktop machine (jimi.cs.wisc.edu) which does not mount the shared file system (and is therefore in its own file system domain, in its own world). But, she wants the jobs to be able to run on more than just her own machine (in particular, the compute cluster), so she puts the program and input files onto the shared file system. When she submits the jobs, she needs to tell HTCondor to send them to machines that have access to that shared data, so she specifies a different requirements expression than the default:

\[
\text{Requirements} = \text{TARGET.UidDomain} == "\text{cs.wisc.edu}\" \&\& \ \\text{TARGET.FileSystemDomain} == "\text{cs.wisc.edu}\"
\]

**WARNING**: If there is no shared file system, or the HTCondor pool administrator does not configure the FileSystemDomain setting correctly (the default is that each machine in a pool is in its own file system and UID domain), a user submits a job that cannot use remote system calls (for example, a vanilla universe job), and the user does not enable HTCondor’s File Transfer mechanism, the job will only run on the machine from which it was submitted.

### 2.5.9 Submitting Jobs Without a Shared File System: HTCondor’s File Transfer Mechanism

HTCondor works well without a shared file system. The HTCondor file transfer mechanism permits the user to select which files are transferred and under which circumstances. HTCondor can transfer any files needed by a job from the machine where the job was submitted into a remote scratch directory on the machine where the job is to be executed. HTCondor executes the job and transfers output back to the submitting machine. The user specifies which files and directories to transfer, and at what point the output files should be copied back to the submitting machine. This specification is done within the job’s submit description file.

#### Specifying If and When to Transfer Files

To enable the file transfer mechanism, place two commands in the job’s submit description file: should_transfer_files and when_to_transfer_output. By default, they will be:

\[
\text{should_transfer_files} = \text{IF\_NEEDED} \\
\text{when_to_transfer_output} = \text{ON\_EXIT}
\]

Setting the should_transfer_files command explicitly enables or disables the file transfer mechanism. The command takes on one of three possible values:
1. **YES**: HTCondor transfers both the executable and the file defined by the `input` command from the machine where the job is submitted to the remote machine where the job is to be executed. The file defined by the `output` command as well as any files created by the execution of the job are transferred back to the machine where the job was submitted. When they are transferred and the directory location of the files is determined by the command `when_to_transfer_output`.

2. **IF_NEEDED**: HTCondor transfers files if the job is matched with and to be executed on a machine in a different `FileSystemDomain` than the one the submit machine belongs to, the same as if `should_transfer_files = YES`. If the job is matched with a machine in the local `FileSystemDomain`, HTCondor will not transfer files and relies on the shared file system.

3. **NO**: HTCondor’s file transfer mechanism is disabled.

The `when_to_transfer_output` command tells HTCondor when output files are to be transferred back to the submit machine. The command takes on one of two possible values:

1. **ON_EXIT**: HTCondor transfers the file defined by the `output` command, as well as any other files in the remote scratch directory created by the job, back to the submit machine only when the job exits on its own.

2. **ON_EXIT_OR_EVICT**: HTCondor behaves the same as described for the value ON_EXIT when the job exits on its own. However, if, and each time the job is evicted from a machine, files are transferred back at eviction time. The files that are transferred back at eviction time may include intermediate files that are not part of the final output of the job. When `transfer_output_files` is specified, its list governs which are transferred back at eviction time. The files that are transferred back at eviction time are not stored in the location where the job’s final output will be written when the job exits. HTCondor manages these files automatically, so usually the only reason for a user to worry about them is to make sure that there is enough space to store them. The files are stored on the submit machine in a temporary directory within the directory defined by the configuration variable SPOOL. The directory is named using the `ClusterId` and `ProcId` job ClassAd attributes. The directory name takes the form:

   `<X mod 10000>/<Y mod 10000>/cluster<X>.proc<Y>.subproc0`

   where `<X>` is the value of `ClusterId`, and `<Y>` is the value of `ProcId`. As an example, if job 735.0 is evicted, it will produce the directory

   `$(SPOOL)/735/0/cluster735.proc0.subproc0`

   The default values for these two submit commands make sense as used together. If only `should_transfer_files` is set, and set to the value NO, then no output files will be transferred, and the value of `when_to_transfer_output` is irrelevant. If only `when_to_transfer_output` is set, and set to the value ON_EXIT_OR_EVICT, then the default value for an unspecified `should_transfer_files` will be YES.

   Note that the combination of
should_transfer_files = IF_NEEDED
when_to_transfer_output = ON_EXIT_OR_EVICT

would produce undefined file access semantics. Therefore, this combination is prohibited by condor_submit.

**Specifying What Files to Transfer**

If the file transfer mechanism is enabled, HTCondor will transfer the following files before the job is run on a remote machine.

1. the executable, as defined with the executable command
2. the input, as defined with the input command
3. any jar files, for the java universe, as defined with the jar_files command

If the job requires other input files, the submit description file should utilize the transfer_input_files command. This comma-separated list specifies any other files or directories that HTCondor is to transfer to the remote scratch directory, to set up the execution environment for the job before it is run. These files are placed in the same directory as the job’s executable. For example:

should_transfer_files = YES
when_to_transfer_output = ON_EXIT
transfer_input_files = file1,file2

This example explicitly enables the file transfer mechanism, and it transfers the executable, the file specified by the input command, any jar files specified by the jar_files command, and files file1 and file2.

If the file transfer mechanism is enabled, HTCondor will transfer the following files from the execute machine back to the submit machine after the job exits.

1. the output file, as defined with the output command
2. the error file, as defined with the error command
3. any files created by the job in the remote scratch directory; this only occurs for jobs other than grid universe, and for HTCondor-C grid universe jobs; directories created by the job within the remote scratch directory are ignored for this automatic detection of files to be transferred.

A path given for output and error commands represents a path on the submit machine. If no path is specified, the directory specified with initialdir is used, and if that is not specified, the directory from which the job was submitted is used. At the time the job is submitted, zero-length files are created on the submit machine, at the given path for the files defined by the output and error commands. This permits job submission failure, if these files cannot be written by HTCondor.
To restrict the output files or permit entire directory contents to be transferred, specify the exact list with `transfer_output_files`. Delimit the list of file names, directory names, or paths with commas. When this list is defined, and any of the files or directories do not exist as the job exits, HTCondor considers this an error, and places the job on hold. Setting `transfer_output_files` to the empty string (""") means no files are to be transferred. When this list is defined, automatic detection of output files created by the job is disabled. Paths specified in this list refer to locations on the execute machine. The naming and placement of files and directories relies on the term `base name`. By example, the path `a/b/c` has the base name `c`. It is the file name or directory name with all directories leading up to that name stripped off. On the submit machine, the transferred files or directories are named using only the base name. Therefore, each output file or directory must have a different name, even if they originate from different paths.

For grid universe jobs other than than HTCondor-C grid jobs, files to be transferred (other than standard output and standard error) must be specified using `transfer_output_files` in the submit description file, because automatic detection of new files created by the job does not take place.

Here are examples to promote understanding of what files and directories are transferred, and how they are named after transfer. Assume that the job produces the following structure within the remote scratch directory:

```
o1
o2
d1 (directory)
o3
o4
```

If the submit description file sets

```
transfer_output_files = o1,o2,d1
```

then transferred back to the submit machine will be

```
o1
o2
d1 (directory)
o3
o4
```

Note that the directory `d1` and all its contents are specified, and therefore transferred. If the directory `d1` is not created by the job before exit, then the job is placed on hold. If the directory `d1` is created by the job before exit, but is empty, this is not an error.

If, instead, the submit description file sets

```
transfer_output_files = o1,o2,d1/o3
```

then transferred back to the submit machine will be
Note that only the base name is used in the naming and placement of the file specified with `d1/o3`.

**File Paths for File Transfer**

The file transfer mechanism specifies file names and/or paths on both the file system of the submit machine and on the file system of the execute machine. Care must be taken to know which machine, submit or execute, is utilizing the file name and/or path.

Files in the `transfer_input_files` command are specified as they are accessed on the submit machine. The job, as it executes, accesses files as they are found on the execute machine.

There are three ways to specify files and paths for `transfer_input_files`:

1. Relative to the current working directory as the job is submitted, if the submit command `initialdir` is not specified.
2. Relative to the initial directory, if the submit command `initialdir` is specified.
3. Absolute.

Before executing the program, HTCondor copies the executable, an input file as specified by the submit command `input`, along with any input files specified by `transfer_input_files`. All these files are placed into a remote scratch directory on the execute machine, in which the program runs. Therefore, the executing program must access input files relative to its working directory. Because all files and directories listed for transfer are placed into a single, flat directory, inputs must be uniquely named to avoid collision when transferred. A collision causes the last file in the list to overwrite the earlier one.

Both relative and absolute paths may be used in `transfer_output_files`. Relative paths are relative to the job’s remote scratch directory on the execute machine. When the files and directories are copied back to the submit machine, they are placed in the job’s initial working directory as the base name of the original path. An alternate name or path may be specified by using `transfer_output_remaps`.

A job may create files outside the remote scratch directory but within the file system of the execute machine, in a directory such as `/tmp`, if this directory is guaranteed to exist and be accessible on all possible execute machines. However, HTCondor will not automatically transfer such files back after execution completes, nor will it clean up these files.

Here are several examples to illustrate the use of file transfer. The program executable is called `my_program`, and it uses three command-line arguments as it executes: two input file names and an output file name. The program executable and the submit description file for this job are located in directory `/scratch/test`.

Here is the directory tree as it exists on the submit machine, for all the examples:

```
/scratch/test (directory)
```
2.5.9. Submitting Jobs Without a Shared File System: HTCondor’s File Transfer Mechanism

my_program.condor (the submit description file)
my_program (the executable)
files (directory)
  logs2 (directory)
in1 (file)
in2 (file)
logs (directory)

Example 1 This first example explicitly transfers input files. These input files to be transferred are specified relative to the directory where the job is submitted. An output file specified in the arguments command, out1, is created when the job is executed. It will be transferred back into the directory /scratch/test.

# file name: my_program.condor
# HTCondor submit description file for my_program
Executable = my_program
Universe = vanilla
Error = logs/err.$(cluster)
Output = logs/out.$(cluster)
Log = logs/log.$(cluster)
should_transfer_files = YES
when_to_transfer_output = ON_EXIT
transfer_input_files = files/in1,files/in2
Arguments = in1 in2 out1
Queue

The log file is written on the submit machine, and is not involved with the file transfer mechanism.

Example 2 This second example is identical to Example 1, except that absolute paths to the input files are specified, instead of relative paths to the input files.

# file name: my_program.condor
# HTCondor submit description file for my_program
Executable = my_program
Universe = vanilla
Error = logs/err.$(cluster)
Output = logs/out.$(cluster)
Log = logs/log.$(cluster)
should_transfer_files = YES
when_to_transfer_output = ON_EXIT
transfer_input_files = /scratch/test/files/in1,/scratch/test/files/in2
Arguments = in1 in2 out1
Queue

Example 3 This third example illustrates the use of the submit command initialdir, and its effect on the paths used for the various files. The expected location of the executable is not affected by the initialdir command. All other files (specified by input, output, error, transfer_input_files, as well as files modified or created by the job and automatically transferred back) are located relative to the specified initialdir. Therefore, the output file, out1, will be placed in the files directory. Note that the logs2 directory exists to make this example work correctly.
Example 4 – Illustrates an Error  This example illustrates a job that will fail. The files specified using the transfer_input_files command work correctly (see Example 1). However, relative paths to files in the arguments command cause the executing program to fail. The file system on the submission side may utilize relative paths to files, however those files are placed into the single, flat, remote scratch directory on the execute machine.

Example 5 – Illustrates an Error  As with Example 4, this example illustrates a job that will fail. The executing program’s use of absolute paths cannot work.
The job fails with the following error:

err: /scratch/test/files/out1: No such file or directory.

Example 6  This example illustrates a case where the executing program creates an output file in a directory other than within the remote scratch directory that the program executes within. The file creation may or may not cause an error, depending on the existence and permissions of the directories on the remote file system.

The output file /tmp/out1 is transferred back to the job's initial working directory as /scratch/test/out1.

```bash
# file name: my_program.condor
# HTCondor submit description file for my_program
Executable  = my_program
Universe    = vanilla
Error       = logs/err.$(cluster)
Output      = logs/out.$(cluster)
Log         = logs/log.$(cluster)

should_transfer_files = YES
when_to_transfer_output = ON_EXIT
transfer_input_files = files/in1,files/in2
transfer_output_files = /tmp/out1

Arguments       = in1 in2 /tmp/out1
Queue
```

Public Input Files

There are some cases where HTCondor's file transfer mechanism is inefficient. For jobs that need to run a large number of times, the input files need to get transferred for every job, even if those files are identical. This wastes resources on both the submit machine and the network, slowing overall job execution time.

Public input files allow a user to specify files to be transferred over a publicly-available HTTP web service. A system administrator can then configure caching proxies, load balancers, and other tools to dramatically improve performance. Public input files are not available by default, and need to be explicitly enabled by a system administrator.

To specify files that use this feature, the submit file should include a `public_input_files` command. This comma-separated list specifies files which HTCondor will transfer using the HTTP mechanism. For example:

```bash
should_transfer_files = YES
when_to_transfer_output = ON_EXIT
transfer_input_files = file1,file2
public_input_files = public_data1,public_data2
```

Similar to the regular `transfer_input_files`, the files specified in `public_input_files` can be relative to the submit directory, or absolute paths. You can also specify an `initialDir`, and `condor_submit` will look for files relative to that directory. The files must be world-readable on the file system (files with permissions set to 0644, directories with permissions set to 0755).
Lastly, all files transferred using this method will be publicly available and world-readable, so this feature should not be used for any sensitive data.

Behavior for Error Cases

This section describes HTCondor’s behavior for some error cases in dealing with the transfer of files.

**Disk Full on Execute Machine** When transferring any files from the submit machine to the remote scratch directory, if the disk is full on the execute machine, then the job is placed on hold.

**Error Creating Zero-Length Files on Submit Machine** As a job is submitted, HTCondor creates zero-length files as placeholders on the submit machine for the files defined by `output` and `error`. If these files cannot be created, then job submission fails.

This job submission failure avoids having the job run to completion, only to be unable to transfer the job’s output due to permission errors.

**Error When Transferring Files from Execute Machine to Submit Machine** When a job exits, or potentially when a job is evicted from an execute machine, one or more files may be transferred from the execute machine back to the machine on which the job was submitted.

During transfer, if any of the following three similar types of errors occur, the job is put on hold as the error occurs.

1. If the file cannot be opened on the submit machine, for example because the system is out of inodes.
2. If the file cannot be written on the submit machine, for example because the permissions do not permit it.
3. If the write of the file on the submit machine fails, for example because the system is out of disk space.

File Transfer Using a URL

Instead of file transfer that goes only between the submit machine and the execute machine, HTCondor has the ability to transfer files from a location specified by a URL for a job’s input file, or from the execute machine to a location specified by a URL for a job’s output file(s). This capability requires administrative set up, as described in section 3.14.2.

The transfer of an input file is restricted to vanilla and vm universe jobs only. HTCondor’s file transfer mechanism must be enabled. Therefore, the submit description file for the job will define both `should_transfer_files` and `when_to_transfer_output`. In addition, the URL for any files specified with a URL are given in the `transfer_input_files` command. An example portion of the submit description file for a job that has a single file specified with a URL:

```
should_transfer_files = YES
when_to_transfer_output = ON_EXIT
transfer_input_files = http://www.full.url/path/to/filename
```

The destination file is given by the file name within the URL.
For the transfer of the entire contents of the output sandbox, which are all files that the job creates or modifies, HTCondor’s file transfer mechanism must be enabled. In this sample portion of the submit description file, the first two commands explicitly enable file transfer, and the added output_destination command provides both the protocol to be used and the destination of the transfer.

should_transfer_files = YES
when_to_transfer_output = ON_EXIT
output_destination = urltype://path/to/destination/directory

Note that with this feature, no files are transferred back to the submit machine. This does not interfere with the streaming of output.

If only a subset of the output sandbox should be transferred, the subset is specified by further adding a submit command of the form:

transfer_output_files = file1, file2

Requirements and Rank for File Transfer

The requirements expression for a job must depend on the should_transfer_files command. The job must specify the correct logic to ensure that the job is matched with a resource that meets the file transfer needs. If no requirements expression is in the submit description file, or if the expression specified does not refer to the attributes listed below, condor_submit adds an appropriate clause to the requirements expression for the job. condor_submit appends these clauses with a logical AND, &&, to ensure that the proper conditions are met. Here are the default clauses corresponding to the different values of should_transfer_files:

1. should_transfer_files = YES
   results in the addition of the clause (HasFileTransfer). If the job is always going to transfer files, it is required to match with a machine that has the capability to transfer files.

2. should_transfer_files = NO
   results in the addition of (TARGET.FileSystemDomain == MY.FileSystemDomain). In addition, HTCondor automatically adds the FileSystemDomain attribute to the job ClassAd, with whatever string is defined for the condor_schedd to which the job is submitted. If the job is not using the file transfer mechanism, HTCondor assumes it will need a shared file system, and therefore, a machine in the same FileSystemDomain as the submit machine.

3. should_transfer_files = IF_NEEDED results in the addition of
   (HasFileTransfer || (TARGET.FileSystemDomain == MY.FileSystemDomain))

   If HTCondor will optionally transfer files, it must require that the machine is either capable of transferring files or in the same file system domain.

To ensure that the job is matched to a machine with enough local disk space to hold all the transferred files, HTCondor automatically adds the DiskUsage job attribute. This attribute includes the total size of the job’s executable and all input files to be transferred. HTCondor then adds an additional clause to the Requirements expression that states that the remote machine must have at least enough available disk space to hold all these files:
&& (Disk >= DiskUsage)

If `should_transfer_files = IF_NEEDED` and the job prefers to run on a machine in the local file system domain over transferring files, but is still willing to allow the job to run remotely and transfer files, the `Rank` expression works well. Use:

```
rank = (TARGET.FileSystemDomain == MY.FileSystemDomain)
```

The `Rank` expression is a floating point value, so if other items are considered in ranking the possible machines this job may run on, add the items:

```
Rank = kflops + (TARGET.FileSystemDomain == MY.FileSystemDomain)
```

The value of `kflops` can vary widely among machines, so this `Rank` expression will likely not do as it intends. To place emphasis on the job running in the same file system domain, but still consider floating point speed among the machines in the file system domain, weight the part of the expression that is matching the file system domains. For example:

```
Rank = kflops + (10000 * (TARGET.FileSystemDomain == MY.FileSystemDomain))
```

### 2.5.10 Environment Variables

The environment under which a job executes often contains information that is potentially useful to the job. HTCondor allows a user to both set and reference environment variables for a job or job cluster.

Within a submit description file, the user may define environment variables for the job’s environment by using the `environment` command. See within the `condor_submit` manual page at section 12 for more details about this command.

The submitter’s entire environment can be copied into the job ClassAd for the job at job submission. The `getenv` command within the submit description file does this, as described at section 12.

If the environment is set with the `environment` command and `getenv` is also set to true, values specified with `environment` override values in the submitter’s environment, regardless of the order of the `environment` and `getenv` commands.

Commands within the submit description file may reference the environment variables of the submitter as a job is submitted. Submit description file commands use `$ENV(EnvironmentVariableName)` to reference the value of an environment variable.

HTCondor sets several additional environment variables for each executing job that may be useful for the job to reference.

- `CONDOR_SCRATCH_DIR` gives the directory where the job may place temporary data files. This directory is unique for every job that is run, and its contents are deleted by HTCondor when the job stops running on a machine, no matter how the job completes.
2.5.11 Heterogeneous Submit: Execution on Differing Architectures

If executables are available for the different platforms of machines in the HTCondor pool, HTCondor can be allowed the choice of a larger number of machines when allocating a machine for a job. Modifications to the submit description file allow this choice of platforms.

A simplified example is a cross submission. An executable is available for one platform, but the submission is done from a different platform. Given the correct executable, the requirements command in the submit description file specifies the target architecture. For example, an executable compiled for a 32-bit Intel processor running Windows Vista, submitted from an Intel architecture running Linux would add the requirement

requirements = Arch == "INTEL" && OpSys == "WINDOWS"
Without this requirement, `condor_submit` will assume that the program is to be executed on a machine with the same platform as the machine where the job is submitted.

Cross submission works for all universes except `scheduler` and `local`. See section [5.3.11](#) for how matchmaking works in the `grid` universe. The burden is on the user to both obtain and specify the correct executable for the target architecture. To list the architecture and operating systems of the machines in a pool, run `condor_status`.

**Vanilla Universe Example for Execution on Differing Architectures**

A more complex example of a heterogeneous submission occurs when a job may be executed on many different architectures to gain full use of a diverse architecture and operating system pool. If the executables are available for the different architectures, then a modification to the submit description file will allow HTCondor to choose an executable after an available machine is chosen.

A special-purpose Machine Ad substitution macro can be used in string attributes in the submit description file. The macro has the form

$$\text{MachineAdAttribute}$$

The $$()$$ informs HTCondor to substitute the requested `MachineAdAttribute` from the machine where the job will be executed.

An example of the heterogeneous job submission has executables available for two platforms: RHEL 3 on both 32-bit and 64-bit Intel processors. This example uses `povray` to render images using a popular free rendering engine.

The substitution macro chooses a specific executable after a platform for running the job is chosen. These executables must therefore be named based on the machine attributes that describe a platform. The executables named

```
povray.LINUX.INTEL
povray.LINUX.X86_64
```

will work correctly for the macro

```
povray.$$\text{(OpSys).}$$\text{$$(\text{Arch})$$
```

The executables or links to executables with this name are placed into the initial working directory so that they may be found by HTCondor. A submit description file that queues three jobs for this example:

```
# Example of heterogeneous submission
```

```
universe = vanilla
Executable = povray.$(OpSys).$(Arch)
Log = povray.log
Output = povray.out.$(Process)
Error = povray.err.$(Process)

Requirements = (Arch == "INTEL" && OpSys == "LINUX") || \\
(Arch == "X86_64" && OpSys =="LINUX")

Arguments = +W1024 +H768 +Iimage1.pov
Queue

Arguments = +W1024 +H768 +Iimage2.pov
Queue

Arguments = +W1024 +H768 +Iimage3.pov
Queue

These jobs are submitted to the vanilla universe to assure that once a job is started on a specific platform, it will finish running on that platform. Switching platforms in the middle of job execution cannot work correctly.

There are two common errors made with the substitution macro. The first is the use of a non-existent MachineAdAttribute. If the specified MachineAdAttribute does not exist in the machine’s ClassAd, then HTCondor will place the job in the held state until the problem is resolved.

The second common error occurs due to an incomplete job set up. For example, the submit description file given above specifies three available executables. If one is missing, HTCondor reports back that an executable is missing when it happens to match the job with a resource that requires the missing binary.

**Standard Universe Example for Execution on Differing Architectures**

Jobs submitted to the standard universe may produce checkpoints. A checkpoint can then be used to start up and continue execution of a partially completed job. For a partially completed job, the checkpoint and the job are specific to a platform. If migrated to a different machine, correct execution requires that the platform must remain the same.

In previous versions of HTCondor, the author of the heterogeneous submission file would need to write extra policy expressions in the requirements expression to force HTCondor to choose the same type of platform when continuing a checkpointed job. However, since it is needed in the common case, this additional policy is now automatically added to the requirements expression. The additional expression is added provided the user does not use CkptArch in the requirements expression. HTCondor will remain backward compatible for those users who have explicitly specified CkptRequirements—implying use of CkptArch, in their requirements expression.

The expression added when the attribute CkptArch is not specified will default to

```# Added by HTCondor
CkptRequirements = ((CkptArch == Arch) || (CkptArch !=? UNDEFINED)) & & \
```
The behavior of the CkptRequirements expressions and its addition to requirements is as follows. The CkptRequirements expression guarantees correct operation in the two possible cases for a job. In the first case, the job has not produced a checkpoint. The ClassAd attributes CkptArch and CkptOpSys will be undefined, and therefore the meta operator (=?=) evaluates to true. In the second case, the job has produced a checkpoint. The Machine ClassAd is restricted to require further execution only on a machine of the same platform. The attributes CkptArch and CkptOpSys will be defined, ensuring that the platform chosen for further execution will be the same as the one used just before the checkpoint.

Note that this restriction of platforms also applies to platforms where the executables are binary compatible.

The complete submit description file for this example:

```plaintext
###########
# Example of heterogeneous submission
###########
universe = standard
Executable = povray.$(OpSys).$(Arch)
Log = povray.log
Output = povray.out.$(Process)
Error = povray.err.$(Process)

# HTCondor automatically adds the correct expressions to insure that the # checkpointed jobs will restart on the correct platform types.
Requirements = ( (Arch == "INTEL" && OpSys == "LINUX") || \n               (Arch == "X86_64" && OpSys == "LINUX") )
Arguments = +W1024 +H768 +Iimage1.pov
Queue
Arguments = +W1024 +H768 +Iimage2.pov
Queue
Arguments = +W1024 +H768 +Iimage3.pov
Queue

Vanilla Universe Example for Execution on Differing Operating Systems

The addition of several related OpSys attributes assists in selection of specific operating systems and versions in heterogeneous pools.

Requirements = (<user specified policy>) && $(CkptRequirements)
2.5.11. Heterogeneous Submit: Execution on Differing Architectures

universe = vanilla
Executable = /bin/date
Log = distro.log
Output = distro.out
Error = distro.err

Requirements = (OpSysName == "RedHat")

Queue

Here is a more compact way to specify a RedHat 6 platform.

universe = vanilla
Executable = /bin/date
Log = distro.log
Output = distro.out
Error = distro.err

Requirements = (OpSysName == "RedHat" && OpSysMajorVer == 6)
2.5.12 Jobs That Require GPUs

A job that needs GPUs to run identifies the number of GPUs needed in the submit description file by adding the submit command

\[
\text{request\_GPUs} = <n>
\]

where \(<n>\) is replaced by the integer quantity of GPUs required for the job. For example, a job that needs 1 GPU uses

\[
\text{request\_GPUs} = 1
\]

Because there are different capabilities among GPUs, the job might need to further qualify which GPU of available ones is required. Do this by specifying or adding a clause to an existing Requirements submit command. As an example, assume that the job needs a speed and capacity of a CUDA GPU that meets or exceeds the value 1.2. In the submit description file, place

\[
\text{request\_GPUs} = 1 \\
\text{requirements} = (\text{CUDACapability} \geq 1.2) \land \text{$(requirements:True)$}
\]

Access to GPU resources by an HTCondor job needs special configuration of the machines that offer GPUs. Details of how to set up the configuration are in section [3.7.1].

2.5.13 Interactive Jobs

An interactive job is a Condor job that is provisioned and scheduled like any other vanilla universe Condor job onto an execute machine within the pool. The result of a running interactive job is a shell prompt issued on the execute machine where the job runs. The user that submitted the interactive job may then use the shell as desired, perhaps to interactively run an instance of what is to become a Condor job. This might aid in checking that the set up and execution environment are correct, or it might provide information on the RAM or disk space needed. This job (shell) continues until the user logs out or any other policy implementation causes the job to stop running. A useful feature of the interactive job is that the users and jobs are accounted for within Condor’s scheduling and priority system.

Neither the submit nor the execute host for interactive jobs may be on Windows platforms.

The current working directory of the shell will be the initial working directory of the running job. The shell type will be the default for the user that submits the job. At the shell prompt, X11 forwarding is enabled.

Each interactive job will have a job ClassAd attribute of
InteractiveJob = True

Submission of an interactive job specifies the option -interactive on the condor_submit command line.

A submit description file may be specified for this interactive job. Within this submit description file, a specification of these 5 commands will be either ignored or altered:

1. executable
2. transfer_executable
3. arguments
4. universe. The interactive job is a vanilla universe job.
5. queue <n>. In this case the value of <n> is ignored; exactly one interactive job is queued.

The submit description file may specify anything else needed for the interactive job, such as files to transfer.

If no submit description file is specified for the job, a default one is utilized as identified by the value of the configuration variable INTERACTIVE_SUBMIT_FILE.

Here are examples of situations where interactive jobs may be of benefit.

- An application that cannot be batch processed might be run as an interactive job. Where input or output cannot be captured in a file and the executable may not be modified, the interactive nature of the job may still be run on a pool machine, and within the purview of Condor.
- A pool machine with specialized hardware that requires interactive handling can be scheduled with an interactive job that utilizes the hardware.
- The debugging and set up of complex jobs or environments may benefit from an interactive session. This interactive session provides the opportunity to run scripts or applications, and as errors are identified, they can be corrected on the spot.
- Development may have an interactive nature, and proceed more quickly when done on a pool machine. It may also be that the development platforms required reside within Condor’s purview as execute hosts.

2.6 Managing a Job

This section provides a brief summary of what can be done once jobs are submitted. The basic mechanisms for monitoring a job are introduced, but the commands are discussed briefly. You are encouraged to look at the man pages of the commands referred to (located in Chapter 12 beginning on page 711) for more information.

When jobs are submitted, HTCondor will attempt to find resources to run the jobs. A list of all those with jobs submitted may be obtained through condor_status with the -submitters option. An example of this would yield output similar to:
2.6.1. Checking on the progress of jobs

At any time, you can check on the status of your jobs with the `condor_q` command. This command displays the status of all queued jobs. An example of the output from `condor_q` is

```
% condor_q
-- Submitter: submit.chtc.wisc.edu : <128.104.55.9:32772> : submit.chtc.wisc.edu
 ID  OWNER  SUBMITTED  RUN_TIME  ST  PRI  SIZE  CMD
% 711197.0  aragorn  1/15 19:18 0+04:29:33 H 0 0.0  script.sh
% 894381.0  frodo  3/16 09:06 82+20:21:28 R 0 219.7  elk elk.in
% 894386.0  frodo  3/16 09:06 82+20:21:28 R 0 219.7  elk elk.in
% 894388.0  frodo  3/16 09:06 82+20:21:28 R 0 219.7  elk elk.in
% 1086870.0  gollum  4/27 09:07 0+00:10:14 I 0 7.3  condor_dagman
% 1086874.0  gollum  4/27 09:08 0+00:00:01 H 0 0.0  RunDC.bat
% 1297254.0  legolas  5/31 18:05 14+17:40:01 R 0 7.3  condor_dagman
% 1297255.0  legolas  5/31 18:05 14+17:40:01 R 0 7.3  condor_dagman
% 1297256.0  legolas  5/31 18:05 14+17:40:01 R 0 7.3  condor_dagman
% 1297259.0  legolas  5/31 18:05 14+17:40:01 R 0 7.3  condor_dagman
% 1297261.0  legolas  5/31 18:05 14+17:40:01 R 0 7.3  condor_dagman
% 1302278.0  legolas  6/4 12:22 1+00:05:37 I 0 390.6  mdrun_1.sh
% 1304740.0  legolas  6/5 00:14 1+00:03:43 I 0 390.6  mdrun_1.sh
% 1304967.0  legolas  6/5 05:08 0+00:00:00 I 0 0.0  mdrun_1.sh
14 jobs; 4 idle, 8 running, 2 held
```

This output contains many columns of information about the queued jobs. The ST column (for status) shows the status of current jobs in the queue:

R: The job is currently running.

I: The job is idle. It is not running right now, because it is waiting for a machine to become available.

H: The job is the hold state. In the hold state, the job will not be scheduled to run until it is released. See the `condor_hold` manual page located on page 781 and the `condor_release` manual page located on page 838.
2.6.1. Checking on the progress of jobs

The **RUN_TIME** time reported for a job is the time that has been committed to the job.

Another useful method of tracking the progress of jobs is through the job event log. The specification of a log in the submit description file causes the progress of the job to be logged in a file. Follow the events by viewing the job event log file. Various events such as execution commencement, checkpoint, eviction and termination are logged in the file. Also logged is the time at which the event occurred.

When a job begins to run, HTCondor starts up a **condor_shadow** process on the submit machine. The shadow process is the mechanism by which the remotely executing jobs can access the environment from which it was submitted, such as input and output files.

It is normal for a machine which has submitted hundreds of jobs to have hundreds of **condor_shadow** processes running on the machine. Since the text segments of all these processes is the same, the load on the submit machine is usually not significant. If there is degraded performance, limit the number of jobs that can run simultaneously by reducing the **MAX_JOBS_RUNNING** configuration variable.

You can also find all the machines that are running your job through the **condor_status** command. For example, to find all the machines that are running jobs submitted by breach@cs.wisc.edu, type:

```bash
% condor_status -constraint 'RemoteUser == "breach@cs.wisc.edu"'
```

<table>
<thead>
<tr>
<th>Name</th>
<th>Arch</th>
<th>OpSys</th>
<th>State</th>
<th>Activity</th>
<th>LoadAv</th>
<th>Mem</th>
<th>ActivityTime</th>
</tr>
</thead>
<tbody>
<tr>
<td>alfred.cs</td>
<td>INTEL</td>
<td>LINUX</td>
<td>Claimed</td>
<td>Busy</td>
<td>0.980</td>
<td>64</td>
<td>0:07:10:02</td>
</tr>
<tr>
<td>biron.cs.w</td>
<td>INTEL</td>
<td>LINUX</td>
<td>Claimed</td>
<td>Busy</td>
<td>1.000</td>
<td>128</td>
<td>0:01:10:00</td>
</tr>
<tr>
<td>cambridge</td>
<td>INTEL</td>
<td>LINUX</td>
<td>Claimed</td>
<td>Busy</td>
<td>0.988</td>
<td>64</td>
<td>0:00:15:00</td>
</tr>
<tr>
<td>falcons.cs</td>
<td>INTEL</td>
<td>LINUX</td>
<td>Claimed</td>
<td>Busy</td>
<td>0.996</td>
<td>32</td>
<td>0:02:05:03</td>
</tr>
<tr>
<td>happy.cs.w</td>
<td>INTEL</td>
<td>LINUX</td>
<td>Claimed</td>
<td>Busy</td>
<td>0.988</td>
<td>128</td>
<td>0:03:05:00</td>
</tr>
<tr>
<td>istat03.st</td>
<td>INTEL</td>
<td>LINUX</td>
<td>Claimed</td>
<td>Busy</td>
<td>0.883</td>
<td>64</td>
<td>0:06:45:01</td>
</tr>
<tr>
<td>istat04.st</td>
<td>INTEL</td>
<td>LINUX</td>
<td>Claimed</td>
<td>Busy</td>
<td>0.988</td>
<td>64</td>
<td>0:00:10:00</td>
</tr>
<tr>
<td>istat09.st</td>
<td>INTEL</td>
<td>LINUX</td>
<td>Claimed</td>
<td>Busy</td>
<td>0.301</td>
<td>64</td>
<td>0:03:45:00</td>
</tr>
</tbody>
</table>

To find all the machines that are running any job at all, type:

```bash
% condor_status -run
```

<table>
<thead>
<tr>
<th>Name</th>
<th>Arch</th>
<th>OpSys</th>
<th>LoadAv</th>
<th>RemoteUser</th>
<th>ClientMachine</th>
</tr>
</thead>
<tbody>
<tr>
<td>adriana.cs</td>
<td>INTEL</td>
<td>LINUX</td>
<td>0.980</td>
<td><a href="mailto:hepcon@cs.wisc.edu">hepcon@cs.wisc.edu</a></td>
<td>chevre.cs.wisc.</td>
</tr>
<tr>
<td>alfred.cs</td>
<td>INTEL</td>
<td>LINUX</td>
<td>0.980</td>
<td><a href="mailto:breach@cs.wisc.edu">breach@cs.wisc.edu</a></td>
<td>neufchatel.cs.wisc.</td>
</tr>
<tr>
<td>amul.cs.wi</td>
<td>X86_64</td>
<td>LINUX</td>
<td>1.000</td>
<td><a href="mailto:nice-user.condor@cs.wisc">nice-user.condor@cs.wisc</a>.</td>
<td>chevre.cs.wisc.</td>
</tr>
<tr>
<td>anfrom.cs</td>
<td>X86_64</td>
<td>LINUX</td>
<td>1.023</td>
<td><a href="mailto:ashoks@jules.ncsa.ui">ashoks@jules.ncsa.ui</a></td>
<td>jules.ncsa.uiuc</td>
</tr>
<tr>
<td>anthrax.cs</td>
<td>INTEL</td>
<td>LINUX</td>
<td>0.285</td>
<td><a href="mailto:hepcon@cs.wisc.edu">hepcon@cs.wisc.edu</a></td>
<td>chevre.cs.wisc.</td>
</tr>
<tr>
<td>astro.cs.wi</td>
<td>INTEL</td>
<td>LINUX</td>
<td>1.000</td>
<td><a href="mailto:nice-user.condor@cs.wisc">nice-user.condor@cs.wisc</a>.</td>
<td>chevre.cs.wisc.</td>
</tr>
<tr>
<td>aura.cs.wi</td>
<td>X86_64</td>
<td>WINDOWS</td>
<td>0.996</td>
<td><a href="mailto:nice-user.condor@cs.wisc">nice-user.condor@cs.wisc</a>.</td>
<td>chevre.cs.wisc.</td>
</tr>
<tr>
<td>balder.cs</td>
<td>INTEL</td>
<td>WINDOWS</td>
<td>1.000</td>
<td><a href="mailto:nice-user.condor@cs.wisc">nice-user.condor@cs.wisc</a>.</td>
<td>chevre.cs.wisc.</td>
</tr>
<tr>
<td>bamba.cs.w</td>
<td>INTEL</td>
<td>LINUX</td>
<td>1.574</td>
<td><a href="mailto:dmarino@cs.wisc.edu">dmarino@cs.wisc.edu</a></td>
<td>riola.cs.wisc.e</td>
</tr>
<tr>
<td>bardolph.c</td>
<td>INTEL</td>
<td>LINUX</td>
<td>1.000</td>
<td><a href="mailto:nice-user.condor@cs.wisc">nice-user.condor@cs.wisc</a>.</td>
<td>chevre.cs.wisc.</td>
</tr>
</tbody>
</table>

HTCondor Version 8.8.0 Manual
2.6.2 Removing a job from the queue

A job can be removed from the queue at any time by using the `condor_rm` command. If the job that is being removed is currently running, the job is killed without a checkpoint, and its queue entry is removed. The following example shows the queue of jobs before and after a job is removed.

% condor_q

```
-- Submitter: froth.cs.wisc.edu : <128.105.73.44:33847> : froth.cs.wisc.edu
ID OWNER SUBMITTED CPU_USAGE ST PRI SIZE CMD
125.0 jbasney 4/10 15:35 0+00:00:00 I -10 1.2 hello.remote
132.0 raman 4/11 16:57 0+00:00:00 R 0 1.4 hello
```

2 jobs; 1 idle, 1 running, 0 held

% condor_rm 132.0

Job 132.0 removed.

% condor_q

```
-- Submitter: froth.cs.wisc.edu : <128.105.73.44:33847> : froth.cs.wisc.edu
ID OWNER SUBMITTED CPU_USAGE ST PRI SIZE CMD
125.0 jbasney 4/10 15:35 0+00:00:00 I -10 1.2 hello.remote
```

1 jobs; 1 idle, 0 running, 0 held

2.6.3 Placing a job on hold

A job in the queue may be placed on hold by running the command `condor_hold`. A job in the hold state remains in the hold state until later released for execution by the command `condor_release`.

Use of the `condor_hold` command causes a hard kill signal to be sent to a currently running job (one in the running state). For a standard universe job, this means that no checkpoint is generated before the job stops running and enters the hold state. When released, this standard universe job continues its execution using the most recent checkpoint available.

Jobs in universes other than the standard universe that are running when placed on hold will start over from the beginning when released.

The manual page for `condor_hold` on page 781 and the manual page for `condor_release` on page 838 contain usage details.

2.6.4 Changing the priority of jobs

In addition to the priorities assigned to each user, HTCondor also provides each user with the capability of assigning priorities to each submitted job. These job priorities are local to each queue and can be any integer value, with higher values meaning better priority.

The default priority of a job is 0, but can be changed using the `condor_prio` command. For example, to change the priority of a job to -15,
2.6.5. Why is the job not running?

Users occasionally find that their jobs do not run. There are many possible reasons why a specific job is not running. The following prose attempts to identify some of the potential issues behind why a job is not running.

At the most basic level, the user knows the status of a job by using `condor_q` to see that the job is not running. By far, the most common reason (to the novice HTCondor job submitter) why the job is not running is that HTCondor has not yet been through its periodic negotiation cycle, in which queued jobs are assigned to machines within the pool and begin their execution. This periodic event occurs by default once every 5 minutes, implying that the user ought to wait a few minutes before searching for reasons why the job is not running.

Further inquiries are dependent on whether the job has never run, or has run for at least a little bit. For jobs that have never run, many problems can be diagnosed by using the `-analyze` option of the `condor_q` command. Here is an example; running `condor_q`'s analyzer provided the following information:

```bash
$ condor_q -analyze 27497829
```

It is important to note that these job priorities are completely different from the user priorities assigned by HTCondor. Job priorities do not impact user priorities. They are only a mechanism for the user to identify the relative importance of jobs among all the jobs submitted by the user to that specific queue.
Reason for last match failure: no match found

WARNING: Be advised:  
No resources matched request's constraints

The Requirements expression for your job is:

\[
\begin{align*}
&\text{OpSys} == \text{"OSX"} \land \text{TARGET.Arch} == \text{"X86_64"} \land \\
&\text{TARGET.Disk} >= \text{RequestDisk} \land \text{TARGET.Memory} >= \text{RequestMemory} \land \\
&\text{TARGET.HasFileTransfer} \lor \text{TARGET.FileSystemDomain} == \text{MY.FileSystemDomain}
\end{align*}
\]

Suggestions:

<table>
<thead>
<tr>
<th>Condition</th>
<th>Machines Matched</th>
<th>Suggestion</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 (target.OpSys == &quot;OSX&quot;)</td>
<td>0</td>
<td>MODIFY TO &quot;LINUX&quot;</td>
</tr>
<tr>
<td>2 (TARGET.Arch == &quot;X86_64&quot;)</td>
<td>5190</td>
<td></td>
</tr>
<tr>
<td>3 (TARGET.Disk &gt;= 1)</td>
<td>5257</td>
<td></td>
</tr>
<tr>
<td>4 (TARGET.Memory &gt;= ifthenelse(MemoryUsage isnt undefined, MemoryUsage, 1))</td>
<td>5257</td>
<td></td>
</tr>
<tr>
<td>5 (TARGET.HasFileTransfer)</td>
<td></td>
<td>(TARGET.FileSystemDomain == &quot;submit-1.chtc.wisc.edu&quot;)</td>
</tr>
</tbody>
</table>

This example also shows that the job does not run because the platform requested, Mac OS X, is not available on any of the machines in the pool. Recall that unless informed otherwise in the Requirements expression in the submit description file, the platform requested for an execute machine will be the same as the platform where condor_submit is run to submit the job. And, while Mac OS X is a Unix-type operating system, it is not the same as Linux, and thus will not match with machines running Linux.

While the analyzer can diagnose most common problems, there are some situations that it cannot reliably detect due to the instantaneous and local nature of the information it uses to detect the problem. Thus, it may be that the analyzer reports that resources are available to service the request, but the job still has not run. In most of these situations, the delay is transient, and the job will run following the next negotiation cycle.

A second class of problems represents jobs that do or did run, for at least a short while, but are no longer running. The first issue is identifying whether the job is in this category. The condor_q command is not enough; it only tells the current state of the job. The needed information will be in the log file or the error file, as defined in the submit description file for the job. If these files are not defined, then there is little hope of determining if the job ran at all. For a job that ran, even for the briefest amount of time, the log file will contain an event of type 1, which will contain the string Job executing on host.

A job may run for a short time, before failing due to a file permission problem. The log file used by the condor_shadow daemon will contain more information if this is the problem. This log file is associated with the machine on which the job was submitted. The location and name of this log file may be discovered on the submitting machine, using the command

```
% condor_config_val SHADOW_LOG
```

Memory and swap space problems may be identified by looking at the log file used by the condor_schedd daemon. The location and name of this log file may be discovered on the submitting machine, using the command

```
% condor_config_val SCHEDD_LOG
```
A swap space problem will show in the log with the following message:

```
2/3 17:46:53 Swap space estimate reached! No more jobs can be run!
12/3 17:46:53 Solution: get more swap space, or set RESERVED_SWAP = 0
12/3 17:46:53 0 jobs matched, 1 jobs idle
```

As an explanation, HTCondor computes the total swap space on the submit machine. It then tries to limit the total number of jobs it will spawn based on an estimate of the size of the `condor_shadow` daemon’s memory footprint and a configurable amount of swap space that should be reserved. This is done to avoid the situation within a very large pool in which all the jobs are submitted from a single host. The huge number of `condor_shadow` processes would overwhelm the submit machine, and it would run out of swap space and thrash.

Things can go wrong if a machine has a lot of physical memory and little or no swap space. HTCondor does not consider the physical memory size, so the situation occurs where HTCondor thinks it has no swap space to work with, and it will not run the submitted jobs.

To see how much swap space HTCondor thinks a given machine has, use the output of a `condor_status` command of the following form:

```
% condor_status -schedd [hostname] -long | grep VirtualMemory
```

If the value listed is 0, then this is what is confusing HTCondor. There are two ways to fix the problem:

1. Configure the machine with some real swap space.
2. Disable this check within HTCondor. Define the amount of reserved swap space for the submit machine to 0. Set `RESERVED_SWAP` to 0 in the configuration file:

   ```
   RESERVED_SWAP = 0
   ```

   and then send a `condor_restart` to the submit machine.

### 2.6.6 Job in the Hold State

A variety of errors and unusual conditions may cause a job to be placed into the Hold state. The job will stay in this state and in the job queue until conditions are corrected and `condor_release` is invoked.

A table listing the reasons why a job may be held is at section A.2. A string identifying the reason that a particular job is in the Hold state may be displayed by invoking `condor_q`. For the example job ID 16.0, use:

```
condor_q -hold 16.0
```

This command prints information about the job, including the job ClassAd attribute `HoldReason`. 
2.6.7 In the Job Event Log File

In a job event log file are a listing of events in chronological order that occurred during the life of one or more jobs. The formatting of the events is always the same, so that they may be machine readable. Four fields are always present, and they will most often be followed by other fields that give further information that is specific to the type of event.

The first field in an event is the numeric value assigned as the event type in a 3-digit format. The second field identifies the job which generated the event. Within parentheses are the job ClassAd attributes of ClusterId value, ProcId value, and the node number for parallel universe jobs or a set of zeros (for jobs run under all other universes), separated by periods. The third field is the date and time of the event logging. The fourth field is a string that briefly describes the event. Fields that follow the fourth field give further information for the specific event type.

These are all of the events that can show up in a job log file:

Event Number: 000
Event Name: Job submitted
Event Description: This event occurs when a user submits a job. It is the first event you will see for a job, and it should only occur once.

Event Number: 001
Event Name: Job executing
Event Description: This shows up when a job is running. It might occur more than once.

Event Number: 002
Event Name: Error in executable
Event Description: The job could not be run because the executable was bad.

Event Number: 003
Event Name: Job was checkpointed
Event Description: The job’s complete state was written to a checkpoint file. This might happen without the job being removed from a machine, because the checkpointing can happen periodically.

Event Number: 004
Event Name: Job evicted from machine
Event Description: A job was removed from a machine before it finished, usually for a policy reason. Perhaps an interactive user has claimed the computer, or perhaps another job is higher priority.

Event Number: 005
Event Name: Job terminated
Event Description: The job has completed.

Event Number: 006
Event Name: Image size of job updated
Event Description: An informational event, to update the amount of memory that the job is using while running. It does not reflect the state of the job.

Event Number: 007
Event Name: Shadow exception
Event Description: The condor_shadow, a program on the submit computer that watches over the job and performs
2.6.7. In the Job Event Log File

some services for the job, failed for some catastrophic reason. The job will leave the machine and go back into the queue.

Event Number: 008
Event Name: Generic log event
Event Description: Not used.

Event Number: 009
Event Name: Job aborted
Event Description: The user canceled the job.

Event Number: 010
Event Name: Job was suspended
Event Description: The job is still on the computer, but it is no longer executing. This is usually for a policy reason, such as an interactive user using the computer.

Event Number: 011
Event Name: Job was unsuspended
Event Description: The job has resumed execution, after being suspended earlier.

Event Number: 012
Event Name: Job was held
Event Description: The job has transitioned to the hold state. This might happen if the user applies the condor_hold command to the job.

Event Number: 013
Event Name: Job was released
Event Description: The job was in the hold state and is to be re-run.

Event Number: 014
Event Name: Parallel node executed
Event Description: A parallel universe program is running on a node.

Event Number: 015
Event Name: Parallel node terminated
Event Description: A parallel universe program has completed on a node.

Event Number: 016
Event Name: POST script terminated
Event Description: A node in a DAGMan work flow has a script that should be run after a job. The script is run on the submit host. This event signals that the post script has completed.

Event Number: 017
Event Name: Job submitted to Globus
Event Description: A grid job has been delegated to Globus (version 2, 3, or 4). This event is no longer used.

Event Number: 018
Event Name: Globus submit failed
Event Description: The attempt to delegate a job to Globus failed.
2.6.7. In the Job Event Log File

Event Number: 019
Event Name: Globus resource up
Event Description: The Globus resource that a job wants to run on was unavailable, but is now available. This event is no longer used.

Event Number: 020
Event Name: Detected Down Globus Resource
Event Description: The Globus resource that a job wants to run on has become unavailable. This event is no longer used.

Event Number: 021
Event Name: Remote error
Event Description: The condor_starter (which monitors the job on the execution machine) has failed.

Event Number: 022
Event Name: Remote system call socket lost
Event Description: The condor_shadow and condor_starter (which communicate while the job runs) have lost contact.

Event Number: 023
Event Name: Remote system call socket reestablished
Event Description: The condor_shadow and condor_starter (which communicate while the job runs) have been able to resume contact before the job lease expired.

Event Number: 024
Event Name: Remote system call reconnect failure
Event Description: The condor_shadow and condor_starter (which communicate while the job runs) were unable to resume contact before the job lease expired.

Event Number: 025
Event Name: Grid Resource Back Up
Event Description: A grid resource that was previously unavailable is now available.

Event Number: 026
Event Name: Detected Down Grid Resource
Event Description: The grid resource that a job is to run on is unavailable.

Event Number: 027
Event Name: Job submitted to grid resource
Event Description: A job has been submitted, and is under the auspices of the grid resource.

Event Number: 028
Event Name: Job ad information event triggered.
Event Description: Extra job ClassAd attributes are noted. This event is written as a supplement to other events when the configuration parameter EVENT_LOG_JOB_AD_INFORMATION_ATTRS is set.

Event Number: 029
Event Name: The job’s remote status is unknown
Event Description: No updates of the job’s remote status have been received for 15 minutes.
**Event Number:** 030  
**Event Name:** The job’s remote status is known again  
**Event Description:** An update has been received for a job whose remote status was previous logged as unknown.

**Event Number:** 031  
**Event Name:** Job stage in  
**Event Description:** A grid universe job is doing the stage in of input files.

**Event Number:** 032  
**Event Name:** Job stage out  
**Event Description:** A grid universe job is doing the stage out of output files.

**Event Number:** 033  
**Event Name:** Job ClassAd attribute update  
**Event Description:** A Job ClassAd attribute is changed due to action by the condor_schedd daemon. This includes changes by condor_prio.

**Event Number:** 034  
**Event Name:** Pre Skip event  
**Event Description:** For DAGMan, this event is logged if a PRE SCRIPT exits with the defined PRE_SKIP value in the DAG input file. This makes it possible for DAGMan to do recovery in a workflow that has such an event, as it would otherwise not have any event for the DAGMan node to which the script belongs, and in recovery, DAGMan’s internal tables would become corrupted.

**Event Number:** 035  
**Event Name:** Factory Submit  
**Event Description:** This event occurs when a user submits a cluster using late materialization.

**Event Number:** 036  
**Event Name:** Cluster Removed  
**Event Description:** Only written for clusters using late materialization. This event occurs after all the jobs in a cluster submitted using late materialization have materialized and completed, or when the cluster is removed (by condor_rm).

**Event Number:** 037  
**Event Name:** Factory Paused  
**Event Description:** This event occurs when job materialization for a cluster has been paused.

**Event Number:** 038  
**Event Name:** Factory Resumed  
**Event Description:** This event occurs when job materialization for a cluster has been resumed.

**Event Number:** 039  
**Event Name:** None  
**Event Description:** This event should never occur in a log but may be returned by log reading code in certain situations (e.g., timing out while waiting for a new event to appear in the log).
2.6.8 Job Completion

When an HTCondor job completes, either through normal means or by abnormal termination by signal, HTCondor will remove it from the job queue. That is, the job will no longer appear in the output of `condor_q`, and the job will be inserted into the job history file. Examine the job history file with the `condor_history` command. If there is a log file specified in the submit description file for the job, then the job exit status will be recorded there as well.

By default, HTCondor does not send an email message when the job completes. Modify this behavior with the `notification` command in the submit description file. The message will include the exit status of the job, which is the argument that the job passed to the exit system call when it completed, or it will be notification that the job was killed by a signal. Notification will also include the following statistics (as appropriate) about the job:

- **Submitted at:** when the job was submitted with `condor_submit`
- **Completed at:** when the job completed
- **Real Time:** the elapsed time between when the job was submitted and when it completed, given in a form of 
  \[<\text{days}> \ <\text{hours}> : <\text{minutes}> : <\text{seconds}>\]
- **Virtual Image Size:** memory size of the job, computed when the job checkpoints

Statistics about just the last time the job ran:

- **Run Time:** total time the job was running, given in the form 
  \[<\text{days}> \ <\text{hours}> : <\text{minutes}> : <\text{seconds}>\]
- **Remote User Time:** total CPU time the job spent executing in user mode on remote machines; this does not count time spent on run attempts that were evicted without a checkpoint. Given in the form
  \[<\text{days}> \ <\text{hours}> : <\text{minutes}> : <\text{seconds}>\]
- **Remote System Time:** total CPU time the job spent executing in system mode (the time spent at system calls); this does not count time spent on run attempts that were evicted without a checkpoint. Given in the form
  \[<\text{days}> \ <\text{hours}> : <\text{minutes}> : <\text{seconds}>\]

The Run Time accumulated by all run attempts are summarized with the time given in the form
\[<\text{days}> \ <\text{hours}> : <\text{minutes}> : <\text{seconds}>\].

And, statistics about the bytes sent and received by the last run of the job and summed over all attempts at running the job are given.

2.7 Priorities and Preemption

HTCondor has two independent priority controls: *job* priorities and *user* priorities.
2.7.1 Job Priority

Job priorities allow a user to assign a priority level to each of their own submitted HTCondor jobs, in order to control the order of job execution. This handles the situation in which a user has more jobs queued, waiting to be executed, than there are machines available. Setting a job priority identifies the ordering in which that user’s jobs are executed; a higher job priority job is matched and executed before a lower priority job. A job priority can be any integer, and larger values are of higher priority. So, 0 is a higher job priority than -3, and 6 is a higher job priority than 5.

For the simple case, each job can be given a distinct priority. For an already queued job, its priority may be set with the `condor_prio` command; see the example in section 2.6.4 or the `condor_prio` manual page 808 for details. This sets the value of job ClassAd attribute `JobPrio`.

A fine-grained categorization of jobs and their ordering is available for experts by using the job ClassAd attributes: `PreJobPrio1`, `PreJobPrio2`, `JobPrio`, `PostJobPrio1`, or `PostJobPrio2`.

2.7.2 User priority

Machines are allocated to users based upon a user’s priority. A lower numerical value for user priority means higher priority, so a user with priority 5 will get more resources than a user with priority 50. User priorities in HTCondor can be examined with the `condor_userprio` command (see page 950). HTCondor administrators can set and change individual user priorities with the same utility.

HTCondor continuously calculates the share of available machines that each user should be allocated. This share is inversely related to the ratio between user priorities. For example, a user with a priority of 10 will get twice as many machines as a user with a priority of 20. The priority of each individual user changes according to the number of resources the individual is using. Each user starts out with the best possible priority: 0.5. If the number of machines a user currently has is greater than the user priority, the user priority will worsen by numerically increasing over time. If the number of machines is less then the priority, the priority will improve by numerically decreasing over time. The long-term result is fair-share access across all users. The speed at which HTCondor adjusts the priorities is controlled with the configuration variable `PRIORITY_HALFLIFE`, an exponential half-life value. The default is one day. If a user that has user priority of 100 and is utilizing 100 machines removes all his/her jobs, one day later that user’s priority will be 50, and two days later the priority will be 25.

HTCondor enforces that each user gets his/her fair share of machines according to user priority both when allocating machines which become available and by priority preemption of currently allocated machines. For instance, if a low priority user is utilizing all available machines and suddenly a higher priority user submits jobs, HTCondor will immediately take a checkpoint and vacate jobs belonging to the lower priority user. This will free up machines that HTCondor will then give over to the higher priority user. HTCondor will not starve the lower priority user; it will preempt only enough jobs so that the higher priority user’s fair share can be realized (based upon the ratio between user priorities). To prevent thrashing of the system due to priority preemption, the HTCondor site administrator can define a `PREEMPTION_REQUIREMENTS` expression in HTCondor’s configuration. The default expression that ships with HTCondor is configured to only preempt lower priority jobs that have run for at least one hour. So in the previous example, in the worse case it could take up to a maximum of one hour until the higher priority user receives a fair share of machines. For a general discussion of limiting preemption, please see section 3.7.1 of the Administrator’s manual.

User priorities are keyed on `<username>@<domain>`, for example johndoe@cs.wisc.edu. The domain
name to use, if any, is configured by the HTCondor site administrator. Thus, user priority and therefore resource allocation is not impacted by which machine the user submits from or even if the user submits jobs from multiple machines.

An extra feature is the ability to submit a job as a nice job (see page 912). Nice jobs artificially boost the user priority by ten million just for the nice job. This effectively means that nice jobs will only run on machines that no other HTCondor job (that is, non-niced job) wants. In a similar fashion, an HTCondor administrator could set the user priority of any specific HTCondor user very high. If done, for example, with a guest account, the guest could only use cycles not wanted by other users of the system.

2.7.3 Details About How HTCondor Jobs Vacate Machines

When HTCondor needs a job to vacate a machine for whatever reason, it sends the job an asynchronous signal specified in the KillSig attribute of the job’s ClassAd. The value of this attribute can be specified by the user at submit time by placing the kill_sig option in the HTCondor submit description file.

If a program wanted to do some special work when required to vacate a machine, the program may set up a signal handler to use a trappable signal as an indication to clean up. When submitting this job, this clean up signal is specified to be used with kill_sig. Note that the clean up work needs to be quick. If the job takes too long to go away, HTCondor follows up with a SIGKILL signal which immediately terminates the process.

A job that is linked using condor_compile and is subsequently submitted into the standard universe, will checkpoint and exit upon receipt of a SIGTSTP signal. Thus, SIGTSTP is the default value for KillSig when submitting to the standard universe. The user’s code may still checkpoint itself at any time by calling one of the following functions exported by the HTCondor libraries:

\texttt{ckpt}()\ Perform a checkpoint and then returns.
\texttt{ckpt\_and\_exit}()\ Checkpoints and exits; HTCondor will then restart the process again later, potentially on a different machine.

For jobs submitted into the vanilla universe, the default value for KillSig is SIGTERM, the usual method to nicely terminate a Unix program.

2.8 Java Applications

HTCondor allows users to access a wide variety of machines distributed around the world. The Java Virtual Machine (JVM) provides a uniform platform on any machine, regardless of the machine’s architecture or operating system. The HTCondor Java universe brings together these two features to create a distributed, homogeneous computing environment.

Compiled Java programs can be submitted to HTCondor, and HTCondor can execute the programs on any machine in the pool that will run the Java Virtual Machine.
The *condor_status* command can be used to see a list of machines in the pool for which HTCondor can use the Java Virtual Machine.

```
% condor_status -java
Name JavaVendor Ver State Activity LoadAv Mem ActvtyTime
adelie01.cs.wisc.e Sun Micros 1.6.0_ Claimed Busy 0.090 873 0+00:02:46
adelie02.cs.wisc.e Sun Micros 1.6.0_ Owner Idle 0.210 873 0+03:19:32
slot10@bio.cs.wisc Sun Micros 1.6.0_ Unclaimed Idle 0.000 118 7+03:13:28
slot2@bio.cs.wisc. Sun Micros 1.6.0_ Unclaimed Idle 0.000 118 7+03:13:28
...
```

If there is no output from the *condor_status* command, then HTCondor does not know the location details of the Java Virtual Machine on machines in the pool, or no machines have Java correctly installed. In this case, contact your system administrator or see section 3.15 for more information on getting HTCondor to work together with Java.

### 2.8.1 A Simple Example Java Application

Here is a complete, if simple, example. Start with a simple Java program, *Hello.java*:

```java
public class Hello {
    public static void main( String [] args ) {
        System.out.println("Hello, world!\n");
    }
}
```

Build this program using your Java compiler. On most platforms, this is accomplished with the command

```
javac Hello.java
```

Submission to HTCondor requires a submit description file. If submitting where files are accessible using a shared file system, this simple submit description file works:

```
# Example 1
# Execute a single Java class
#
universe = java
executable = Hello.class
arguments = Hello
```

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The Java universe must be explicitly selected.

The main class of the program is given in the executable statement. This is a file name which contains the entry point of the program. The name of the main class (not a file name) must be specified as the first argument to the program.

If submitting the job where a shared file system is not accessible, the submit description file becomes:

```plaintext
universe = java
executable = Hello.class
arguments = Hello
output = Hello.output
error = Hello.error
should_transfer_files = YES
when_to_transfer_output = ON_EXIT
queue
```

For more information about using HTCondor’s file transfer mechanisms, see section 2.5.9.

To submit the job, where the submit description file is named Hello.cmd, execute

```
condor_submit Hello.cmd
```

To monitor the job, the commands `condor_q` and `condor_rm` are used as with all jobs.

### 2.8.2 Less Simple Java Specifications

**Specifying more than 1 class file.** For programs that consist of more than one .class file, identify the files in the submit description file:

```plaintext
executable = Stooges.class
transfer_input_files = Larry.class,Curly.class,Moe.class
```
The **executable** command does not change. It still identifies the class file that contains the program’s entry point.

**JAR files.** If the program consists of a large number of class files, it may be easier to collect them all together into a single Java Archive (JAR) file. A JAR can be created with:

```
% jar cvf Library.jar Larry.class Curly.class Moe.class Stooges.class
```

HTCondor must then be told where to find the JAR as well as to use the JAR. The JAR file that contains the entry point is specified with the **executable** command. All JAR files are specified with the **jar_files** command. For this example that collected all the class files into a single JAR file, the submit description file contains:

```
executable = Library.jar
jar_files = Library.jar
```

Note that the JVM must know whether it is receiving JAR files or class files. Therefore, HTCondor must also be informed, in order to pass the information on to the JVM. That is why there is a difference in submit description file commands for the two ways of specifying files (**transfer_input_files** and **jar_files**).

If there are multiple JAR files, the **executable** command specifies the JAR file that contains the program’s entry point. This file is also listed with the **jar_files** command:

```
executable = sortmerge.jar
jar_files = sortmerge.jar, statemap.jar
```

**Using a third-party JAR file.** As HTCondor requires that all JAR files (third-party or not) be available, specification of a third-party JAR file is no different than other JAR files. If the sortmerge example above also relies on version 2.1 from http://jakarta.apache.org/commons/lang/, and this JAR file has been placed in the same directory with the other JAR files, then the submit description file contains

```
executable = sortmerge.jar
jar_files = sortmerge.jar, statemap.jar, commons-lang-2.1.jar
```

**An executable JAR file.** When the JAR file is an executable, specify the program’s entry point in the **arguments** command:

```
executable = anexecutable.jar
jar_files = anexecutable.jar
arguments = some.main.ClassFile
```

**Discovering the main class within a JAR file.** As of Java version 1.4, Java virtual machines have a **-jar** option, which takes a single JAR file as an argument. With this option, the Java virtual machine discovers the main class to run from the contents of the Manifest file, which is bundled within the JAR file. HTCondor’s **java** universe does not support this discovery, so before submitting the job, the name of the main class must be identified.

For a Java application which is run on the command line with

```
java -jar OneJarFile.jar
```

the equivalent version after discovery might look like

```
java -classpath OneJarFile.jar TheMainClass
```
The specified value for `TheMainClass` can be discovered by unjarring the JAR file, and looking for the `MainClass` definition in the Manifest file. Use that definition in the HTCondor submit description file. Partial contents of that file Java universe submit file will appear as

```plaintext
universe = java
executable = OneJarFile.jar
jar_files = OneJarFile.jar
Arguments = TheMainClass More-Arguments
queue
```

**Packages.** An example of a Java class that is declared in a non-default package is

```plaintext
package hpc;

public class CondorDriver
{
   // class definition here
}
```

The JVM needs to know the location of this package. It is passed as a command-line argument, implying the use of the naming convention and directory structure. Therefore, the submit description file for this example will contain

```plaintext
arguments = hpc.CondorDriver
```

**JVM-version specific features.** If the program uses Java features found only in certain JVMs, then the Java application submitted to HTCondor must only run on those machines within the pool that run the needed JVM. Inform HTCondor by adding a `requirements` statement to the submit description file. For example, to require version 3.2, add to the submit description file:

```plaintext
requirements = (JavaVersion=="3.2")
```

**Benchmark speeds.** Each machine with Java capability in an HTCondor pool will execute a benchmark to determine its speed. The benchmark is taken when HTCondor is started on the machine, and it uses the SciMark2 [http://math.nist.gov/scimark2](http://math.nist.gov/scimark2) benchmark. The result of the benchmark is held as an attribute within the machine ClassAd. The attribute is called `JavaMFlops`. Jobs that are run under the Java universe (as all other HTCondor jobs) may prefer or require a machine of a specific speed by setting `rank` or `requirements` in the submit description file. As an example, to execute only on machines of a minimum speed:

```plaintext
requirements = (JavaMFlops>4.5)
```

**JVM options.** Options to the JVM itself are specified in the submit description file:

```plaintext
java_vm_args = -DMyProperty=Value -verbose:gc -Xmx1024m
```

These options are those which go after the `java` command, but before the user’s main class. Do not use this to set the classpath, as HTCondor handles that itself. Setting these options is useful for setting system properties, system assertions and debugging certain kinds of problems.
2.8.3 Chirp I/O

If a job has more sophisticated I/O requirements that cannot be met by HTCondor’s file transfer mechanism, then the Chirp facility may provide a solution. Chirp has two advantages over simple, whole-file transfers. First, it permits the input files to be decided upon at run-time rather than submit time, and second, it permits partial-file I/O with results that can be seen as the program executes. However, small changes to the program are required in order to take advantage of Chirp. Depending on the style of the program, use either Chirp I/O streams or UNIX-like I/O functions.

Chirp I/O streams are the easiest way to get started. Modify the program to use the objects ChirpInputStream and ChirpOutputStream instead of FileInputStream and FileOutputStream. These classes are completely documented in the HTCondor Software Developer’s Kit (SDK). Here is a simple code example:

```java
import java.io.*;
import edu.wisc.cs.condor.chirp.*;

public class TestChirp {
    public static void main( String args[] ) {
        try {
            BufferedReader in = new BufferedReader(
                new InputStreamReader(
                    new ChirpInputStream("input")));

            PrintWriter out = new PrintWriter(
                new OutputStreamWriter(
                    new ChirpOutputStream("output")));

            while(true) {
                String line = in.readLine();
                if(line==null) break;
                out.println(line);
            }
            out.close();
        } catch( IOException e ) {
            System.out.println(e);
        }
    }
}
```

To perform UNIX-like I/O with Chirp, create a ChirpClient object. This object supports familiar operations such as open, read, write, and close. Exhaustive detail of the methods may be found in the HTCondor SDK, but here is a brief example:

```java
import java.io.*;
```
import edu.wisc.cs.condor.chirp.*;

public class TestChirp {

    public static void main( String args[] ) {

        try {
            ChirpClient client = new ChirpClient();
            String message = "Hello, world!\n";
            byte [] buffer = message.getBytes();

            // Note that we should check that actual==length.
            // However, skip it for clarity.
            int fd = client.open("output","wct",0777);
            int actual = client.write(fd,buffer,0,buffer.length);
            client.close(fd);

            client.rename("output","output.new");
            client.unlink("output.new");

        } catch( IOException e ) {
            System.out.println(e);
        }
    }
}

Regardless of which I/O style, the Chirp library must be specified and included with the job. The Chirp JAR (Chirp.jar) is found in the lib directory of the HTCondor installation. Copy it into your working directory in order to compile the program after modification to use Chirp I/O.

% condor_config_val LIB
/usr/local/condor/lib
% cp /usr/local/condor/lib/lib/Chirp.jar .

Rebuild the program with the Chirp JAR file in the class path.

% javac -classpath Chirp.jar:. TestChirp.java

The Chirp JAR file must be specified in the submit description file. Here is an example submit description file that works for both of the given test programs:

universe = java
2.9 Parallel Applications (Including MPI Applications)

HTCondor’s parallel universe supports jobs that span multiple machines, where the multiple processes within a job must be running concurrently on these multiple machines, perhaps communicating with each other. The parallel universe provides machine scheduling, but does not enforce a particular programming paradigm for the underlying applications. Thus, parallel universe jobs may run under various MPI implementations as well as under other programming environments.

The parallel universe supersedes the mpi universe. The mpi universe eventually will be removed from HTCondor.

2.9.1 How Parallel Jobs Run

Parallel universe jobs are submitted from the machine running the dedicated scheduler. The dedicated scheduler matches and claims a fixed number of machines (slots) for the parallel universe job, and when a sufficient number of machines are claimed, the parallel job is started on each claimed slot.

Each invocation of `condor_submit` assigns a single `ClusterId` for what is considered the single parallel job submitted. The `machine_count` submit command identifies how many machines (slots) are to be allocated. Each instance of the `queue` submit command acquires and claims the number of slots specified by `machine_count`. Each of these slots shares a common job ClassAd and will have the same `ProcId` job ClassAd attribute value.

Once the correct number of machines are claimed, the `executable` is started at more or less the same time on all machines. If desired, a monotonically increasing integer value that starts at 0 may be provided to each of these machines. The macro `$\{Node\}$` is similar to the MPI `rank` construct. This macro may be used within the submit description file in either the `arguments` or `environment` command. Thus, as the executable runs, it may discover its own `$\{Node\}$` value.

Node 0 has special meaning and consequences for the parallel job. The completion of a parallel job is implied and taken to be when the Node 0 executable exits. All other nodes that are part of the parallel job and that have not yet exited on their own are killed. This default behavior may be altered by placing the line

```
+ParallelShutdownPolicy = "WAIT_FOR_ALL"
```

in the submit description file. It causes HTCondor to wait until every node in the parallel job has completed to consider the job finished.
2.9.2 Parallel Jobs and the Dedicated Scheduler

To run parallel universe jobs, HTCondor must be configured such that machines running parallel jobs are dedicated. Note that dedicated has a very specific meaning in HTCondor: while dedicated machines can run serial jobs, they prefer to run parallel jobs, and dedicated machines never preempt a parallel job once it starts running.

A machine becomes a dedicated machine when an administrator configures it to accept parallel jobs from one specific dedicated scheduler. Note the difference between parallel and serial jobs. While any scheduler in a pool can send serial jobs to any machine, only the designated dedicated scheduler may send parallel universe jobs to a dedicated machine. Dedicated machines must be specially configured. See section 3.14.9 for a description of the necessary configuration, as well as examples. Usually, a single dedicated scheduler is configured for a pool which can run parallel universe jobs, and this condor_schedd daemon becomes the single machine from which parallel universe jobs are submitted.

The following command line will list the execute machines in the local pool which have been configured to use a dedicated scheduler, also printing the name of that dedicated scheduler. In order to run parallel jobs, this name will be defined to be the string "DedicatedScheduler@", prepended to the name of the scheduler host.

```
condor_status -const '!isUndefined(DedicatedScheduler)' \ -format "%s\t" Machine -format "%s\n" DedicatedScheduler
execute1.example.com DedicatedScheduler@submit.example.com
execute2.example.com DedicatedScheduler@submit.example.com
```

If this command emits no lines of output, then the pool is not correctly configured to run parallel jobs. Make sure that the name of the scheduler is correct. The string after the @ sign should match the name of the condor_schedd daemon, as returned by the command

```
condor_status -schedd
```

2.9.3 Submission Examples

Simplest Example

Here is a submit description file for a parallel universe job example that is as simple as possible:

```
#############################################
## submit description file for a parallel universe job
#############################################
universe = parallel
executable = /bin/sleep
arguments = 30
machine_count = 8
```
log = log
should_transfer_files = IF_NEEDED
when_to_transfer_output = ON_EXIT
queue

This job specifies the universe as parallel, letting HTCondor know that dedicated resources are required. The machine_count command identifies that eight machines are required for this job.

Because no requirements are specified, the dedicated scheduler claims eight machines with the same architecture and operating system as the submit machine. When all the machines are ready, it invokes the /bin/sleep command, with a command line argument of 30 on each of the eight machines more or less simultaneously. Job events are written to the log specified in the log command.

The file transfer mechanism is enabled for this parallel job, such that if any of the eight claimed execute machines does not share a file system with the submit machine, HTCondor will correctly transfer the executable. This /bin/sleep example implies that the submit machine is running a Unix operating system, and the default assumption for submission from a Unix machine would be that there is a shared file system.

Example with Operating System Requirements

Assume that the pool contains Linux machines installed with either a RedHat or an Ubuntu operating system. If the job should run only on RedHat platforms, the requirements expression may specify this:

```
#submit description file for a parallel program
#targeting RedHat machines
universe = parallel
executable = /bin/sleep
arguments = 30
machine_count = 8
log = log
should_transfer_files = IF_NEEDED
when_to_transfer_output = ON_EXIT
requirements = (OpSysName == "RedHat")
queue
```

The machine selection may be further narrowed, instead using the OpSysAndVer attribute.

```
#submit description file for a parallel program
#targeting RedHat 6 machines
universe = parallel
executable = /bin/sleep
arguments = 30
machine_count = 8
log = log
should_transfer_files = IF_NEEDED
```

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when_to_transfer_output = ON_EXIT
requirements = (OpSysAndVer == "RedHat6")
queue

Using the $(Node) Macro

######################################
## submit description file for a parallel program
## showing the $(Node) macro
######################################
universe = parallel
executable = /bin/cat
log = logfile
input = infile.$(Node)
output = outfile.$(Node)
error = errfile.$(Node)
machine_count = 4
should_transfer_files = IF_NEEDED
when_to_transfer_output = ON_EXIT
queue

The $(Node) macro is expanded to values of 0-3 as the job instances are about to be started. This assigns unique names to the input and output files to be transferred or accessed from the shared file system. The $(Node) value is fixed for the entire length of the job.

Differing Requirements for the Machines

Sometimes one machine’s part in a parallel job will have specialized needs. These can be handled with a Requirements submit command that also specifies the number of needed machines.

######################################
## Example submit description file
## with 4 total machines and differing requirements
######################################
universe = parallel
executable = special.exe
machine_count = 1
requirements = ( machine == "machine1@example.com")
queue

machine_count = 3
requirements = ( machine != "machine1@example.com")
queue

The dedicated scheduler acquires and claims four machines. All four share the same value of ClusterId, as this value is associated with this single parallel job. The existence of a second queue command causes a total of two ProcId values to be assigned for this parallel job. The ProcId values are assigned based on ordering within the submit description file. Value 0 will be assigned for the single executable that must be executed on machine1@example.com, and the value 1 will be assigned for the other three that must be executed elsewhere.
2.9.3. Submission Examples

Requesting multiple cores per slot

If the parallel program has a structure that benefits from running on multiple cores within the same slot, multi-core slots may be specified.

```
## submit description file for a parallel program
## that needs 8-core slots
universe = parallel
executable = foo.sh
log = logfile
input = infile.$(Node)
output = outfile.$(Node)
error = errfile.$(Node)
machine_count = 2
request_cpus = 8
should_transfer_files = IF_NEEDED
when_to_transfer_output = ON_EXIT
queue
```

This parallel job causes the scheduler to match and claim two machines, where each of the machines (slots) has eight cores. The parallel job is assigned a single ClusterId and a single ProcId, meaning that there is a single job ClassAd for this job.

The executable, foo.sh, is started at the same time on a single core within each of the two machines (slots). It is presumed that the executable will take care of invoking processes that are to run on the other seven CPUs (cores) associated with the slot.

Potentially fewer machines are impacted with this specification, as compared with the request that contains

```
machine_count = 16
request_cpus = 1
```

The interaction of the eight cores within the single slot may be advantageous with respect to communication delay or memory access. But, 8-core slots must be available within the pool.

MPI Applications

MPI applications use a single executable, invoked on one or more machines (slots), executing in parallel. The various implementations of MPI such as Open MPI and MPICH require further framework. HTCondor supports this necessary framework through a user-modified script. This implementation-dependent script becomes the HTCondor executable. The script sets up the framework, and then it invokes the MPI application’s executable.

The scripts are located in the $(RELEASE_DIR)/etc/examples directory. The script for the Open MPI implementation is openmpiscript. The scripts for MPICH implementations are mplscript and mp2script. An MPICH3 script is not available at this time. These scripts rely on running ssh for communication between the nodes of the MPI application. The ssh daemon on Unix platforms restricts connections to the approved shells listed in the /etc/shells file.
Here is a sample submit description file for an MPICH MPI application:

```
# Example submit description file
# for MPICH 1 MPI
# works with MPICH 1.2.4, 1.2.5 and 1.2.6
universe = parallel
executable = mp1script
arguments = my_mpich_linked_executable arg1 arg2
machine_count = 4
should_transfer_files = yes
when_to_transfer_output = on_exit
transfer_input_files = my_mpich_linked_executable
```

The executable is the `mp1script` script that will have been modified for this MPI application. This script is invoked on each slot or core. The script, in turn, is expected to invoke the MPI application’s executable. To know the MPI application’s executable, it is the first in the list of arguments. And, since HTCondor must transfer this executable to the machine where it will run, it is listed with the `transfer_input_files` command, and the file transfer mechanism is enabled with the `should_transfer_files` command.

Here is the equivalent sample submit description file, but for an Open MPI application:

```
# Example submit description file
# for Open MPI
universe = parallel
executable = openmpiscript
arguments = my_openmpi_linked_executable arg1 arg2
machine_count = 4
should_transfer_files = yes
when_to_transfer_output = on_exit
transfer_input_files = my_openmpi_linked_executable
```

Most MPI implementations require two system-wide prerequisites. The first prerequisite is the ability to run a command on a remote machine without being prompted for a password. `ssh` is commonly used. The second prerequisite is an ASCII file containing the list of machines that may utilize `ssh`. These common prerequisites are implemented in a further script called `sshd.sh`. `sshd.sh` generates ssh keys to enable password-less remote execution and starts an `sshd` daemon. Use of the `sshd.sh` script requires the definition of two HTCondor configuration variables. Configuration variable `CONDOR_SSHD` is an absolute path to an implementation of `sshd`. `sshd.sh` has been tested with `openssh` version 3.9, but should work with more recent versions. Configuration variable `CONDOR_SSH_KEYGEN` points to the corresponding `ssh-keygen` executable.

`mp1script` and `mp2script` require the PATH to the MPICH installation to be set. The variable `MPDIR` may be modified in the scripts to indicate its proper value. This directory contains the MPICH `mpirun` executable.

`openmpiscript` also requires the PATH to the Open MPI installation. Either the variable `MPDIR` can be set manually in the script, or the administrator can define `MPDIR` using the configuration variable `OPENMPI_INSTALL_PATH`.
When using Open MPI on a multi-machine HTCondor cluster, the administrator may also want to consider tweaking the `OPENMPI_EXCLUDE_NETWORK_INTERFACES` configuration variable as well as set `MOUNT_UNDER_SCRATCH = /tmp`.

### 2.9.4 MPI Applications Within HTCondor’s Vanilla Universe

The vanilla universe may be preferred over the parallel universe for certain parallel applications such as MPI ones. These applications are ones in which the allocated cores need to be within a single slot. The `request_cpus` command causes a claimed slot to have the required number of CPUs (cores).

There are two ways to ensure that the MPI job can run on any machine that it lands on:

1. Statically build an MPI library and statically compile the MPI code.
2. Use CDE to create a directory tree that contains all of the libraries needed to execute the MPI code.

For Linux machines, our experience recommends using CDE, as building static MPI libraries can be difficult. CDE can be found at [http://www.pgbovine.net/cde.html](http://www.pgbovine.net/cde.html).

Here is a submit description file example assuming that MPI is installed on all machines on which the MPI job may run, or that the code was built using static libraries and a static version of `mpirun` is available.

```
############################################################
## submit description file for
## static build of MPI under the vanilla universe
############################################################
universe = vanilla
executable = /path/to/mpirun
request_cpus = 2
arguments = -np 2 my_mpi_linked_executable arg1 arg2 arg3
should_transfer_files = yes
when_to_transfer_output = on_exit
transfer_input_files = my_mpi_linked_executable
queue
```

If CDE is to be used, then CDE needs to be run first to create the directory tree. On the host machine which has the original program, the command

```
prompt-> cde mpirun -n 2 my_mpi_linked_executable
```

creates a directory tree that will contain all libraries needed for the program. By creating a tarball of this directory, the user can package up the executable itself, any files needed for the executable, and all necessary libraries. The following example assumes that the user has created a tarball called `cde_my_mpi_linked_executable.tar` which contains the directory tree created by CDE.

```
############################################################
```

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2.10. DAGMan Applications

The executable is now a specialized shell script tailored to this job. In this example, `cde_script.sh` contains:

```bash
#!/bin/sh
# Untar the CDE package
tar xpf cde_my_mpi_linked_executable.tar
# cd to the subdirectory where I need to run
cd cde-package/cde-root/path/to/original/directory
# Run my command
./mpirun.cde -n 2 ./my_mpi_linked_executable
# Since HTCondor will transfer the contents of this directory back upon job completion.
# We do not want the .cde command and the executable transferred back.
# To prevent the transfer, remove both files.
rm -f mpirun.cde
rm -f my_mpi_linked_executable
```

Any additional input files that will be needed for the executable that are not already in the tarball should be included in the list in `transfer_input_files` command. The corresponding script should then also be updated to move those files into the directory where the executable will be run.

2.10 DAGMan Applications

A directed acyclic graph (DAG) can be used to represent a set of computations where the input, output, or execution of one or more computations is dependent on one or more other computations. The computations are nodes (vertices) in the graph, and the edges (arcs) identify the dependencies. HTCondor finds machines for the execution of programs, but it does not schedule programs based on dependencies. The Directed Acyclic Graph Manager (DAGMan) is a meta-scheduler for the execution of programs (computations). DAGMan submits the programs to HTCondor in an order represented by a DAG and processes the results. A DAG input file describes the DAG.

DAGMan is itself executed as a scheduler universe job within HTCondor. It submits the HTCondor jobs within nodes in such a way as to enforce the DAG’s dependencies. DAGMan also handles recovery and reporting on the HTCondor jobs.
2.10.1 DAGMan Terminology

A node within a DAG may encompass more than a single program submitted to run under HTCondor. Figure 2.1 illustrates the elements of a node.

![Diagram of a node within a DAG]

More than one HTCondor job may belong to a single node. All HTCondor jobs within a node must be within a single cluster, as given by the job ClassAd attribute `ClusterId`.

*DAGMan enforces the dependencies within a DAG using the events recorded in a separate file that is specified by the default configuration. If the exact same DAG were to be submitted more than once, such that these DAGs were running at the same time, expected them to fail in unpredictable and unexpected ways. They would all be using the same single file to enforce dependencies.*

As DAGMan schedules and submits jobs within nodes to HTCondor, these jobs are defined to succeed or fail based on their return values. This success or failure is propagated in well-defined ways to the level of a node within a DAG. Further progression of computation (towards completing the DAG) is based upon the success or failure of nodes.

The failure of a single job within a cluster of multiple jobs (within a single node) causes the entire cluster of jobs to fail. Any other jobs within the failed cluster of jobs are immediately removed. Each node within a DAG may be further constrained to succeed or fail based upon the return values of a PRE script and/or a POST script.

2.10.2 The DAG Input File: Basic Commands

The input file used by DAGMan is called a DAG input file. It specifies the nodes of the DAG as well as the dependencies that order the DAG. All items are optional, except that there must be at least one `JOB` item.

Comments may be placed in the DAG input file. The pound character (`#`) as the first character on a line identifies the line as a comment. Comments do not span lines.
A simple diamond-shaped DAG, as shown in Figure 2.2 is presented as a starting point for examples. This DAG contains 4 nodes.

![Diamond DAG](image)

Figure 2.2: Diamond DAG

A very simple DAG input file for this diamond-shaped DAG is

```plaintext
# File name: diamond.dag

JOB A A.condor
JOB B B.condor
JOB C C.condor
JOB D D.condor
PARENT A CHILD B C
PARENT B C CHILD D
```

A set of basic commands appearing in a DAG input file is described below.

**JOB**

The **JOB** command specifies an HTCondor job. The syntax used for each **JOB** command is

```
JOB JobName SubmitDescriptionFileName [DIR directory] [NOOP] [DONE]
```

A **JOB** entry maps a **JobName** to an HTCondor submit description file. The **JobName** uniquely identifies nodes within the DAG input file and in output messages. Each node name, given by **JobName**, within the DAG must be unique. The **JOB** entry must appear within the DAG input file before other items that reference the node.

The keywords **JOB**, **DIR**, **NOOP**, and **DONE** are not case sensitive. Therefore, **DONE**, **Done**, and **done** are all equivalent. The values defined for **JobName** and **SubmitDescriptionFileName** are case sensitive, as file names in a file system are case sensitive. The **JobName** can be any string that contains no white space, except for the strings **PARENT** and **CHILD** (in upper, lower, or mixed case). **JobName** also cannot contain special characters (`'`, `+`) which are reserved for system use.

Note that **DIR**, **NOOP**, and **DONE**, if used, must appear in the order shown above.

The optional **DIR** keyword specifies a working directory for this node, from which the HTCondor job will be submitted, and from which a **PRE** and/or **POST** script will be run. If a relative directory is specified, it is relative to the current working directory as the DAG is submitted. Note that a DAG containing **DIR** specifications cannot be run in conjunction with the **-usedagdir** command-line argument to **condor_submit_dag**. A "full" rescue DAG generated by a
DAG run with the `-usedagdir` argument will contain DIR specifications, so such a rescue DAG must be run without the `-usedagdir` argument. (Note that "full" rescue DAGs are no longer the default.)

The optional `NOOP` keyword identifies that the HTCondor job within the node is not to be submitted to HTCondor. This optimization is useful in cases such as debugging a complex DAG structure, where some of the individual jobs are long-running. For this debugging of structure, some jobs are marked as `NOOPs`, and the DAG is initially run to verify that the control flow through the DAG is correct. The `NOOP` keywords are then removed before submitting the DAG. Any PRE and POST scripts for jobs specified with `NOOP` are executed; to avoid running the PRE and POST scripts, comment them out. The job that is not submitted to HTCondor is given a return value that indicates success, such that the node may also succeed. Return values of any PRE and POST scripts may still cause the node to fail. Even though the job specified with `NOOP` is not submitted, its submit description file must exist; the log file for the job is used, because DAGMan generates dummy submission and termination events for the job.

The optional `DONE` keyword identifies a node as being already completed. This is mainly used by Rescue DAGs generated by DAGMan itself, in the event of a failure to complete the workflow. Nodes with the `DONE` keyword are not executed when the Rescue DAG is run, allowing the workflow to pick up from the previous endpoint. Users should generally not use the `DONE` keyword. The `NOOP` keyword is more flexible in avoiding the execution of a job within a node. Note that, for any node marked `DONE` in a DAG, all of its parents must also be marked `DONE`; otherwise, a fatal error will result. The `DONE` keyword applies to the entire node. A node marked with `DONE` will not have a PRE or POST script run, and the HTCondor job will not be submitted.

**DATA**

As of version 8.3.5, `condor_dagman` no longer supports DATA nodes.

**PARENT ... CHILD**

The `PARENT CHILD` command specifies the dependencies within the DAG. Nodes are parents and/or children within the DAG. A parent node must be completed successfully before any of its children may be started. A child node may only be started once all its parents have successfully completed.

The syntax used for each dependency (PARENT/CHILD) command is

```
PARENT ParentJobName... CHILD ChildJobName...
```

The `PARENT` keyword is followed by one or more `ParentJobNames`. The `CHILD` keyword is followed by one or more `ChildJobNames`. Each child job depends on every parent job within the line. A single line in the input file can specify the dependencies from one or more parents to one or more children. The diamond-shaped DAG example may specify the dependencies with

```
PARENT A CHILD B C
PARENT B C CHILD D
```

An alternative specification for the diamond-shaped DAG may specify some or all of the dependencies on separate lines:
PARENT A CHILD B C
PARENT B CHILD D
PARENT C CHILD D

As a further example, the line

PARENT p1 p2 CHILD c1 c2

produces four dependencies:

1. p1 to c1
2. p1 to c2
3. p2 to c1
4. p2 to c2

SCRIPT

The optional *SCRIPT* command specifies processing that is done either before a job within a node is submitted or after a job within a node completes its execution. Processing done before a job is submitted is called a *PRE* script. Processing done after a job completes its execution is called a *POST* script. Note that the executable specified does not necessarily have to be a shell script (Unix) or batch file (Windows); but it should be relatively light weight because it will be run directly on the submit machine, not submitted as an HTCondor job.

The syntax used for each *PRE* or *POST* command is

```
SCRIPT [DEFER status time] PRE JobName|ALL_NODES ExecutableName [arguments]
SCRIPT [DEFER status time] POST JobName|ALL_NODES ExecutableName [arguments]
```

The *SCRIPT* command uses the *PRE* or *POST* keyword, which specifies the relative timing of when the script is to be run. The *JobName* identifies the node to which the script is attached. The *ExecutableName* specifies the executable (e.g., shell script or batch file) to be executed, and may not contain spaces. The optional *arguments* are command line arguments to the script, and spaces delimit the arguments. Both *ExecutableName* and optional *arguments* are case sensitive.

Scripts are executed on the submit machine; the submit machine is not necessarily the same machine upon which the node’s job is run. Further, a single cluster of HTCondor jobs may be spread across several machines.

The optional *DEFER* feature causes a retry of only the script, if the execution of the script exits with the exit code given by *status*. The retry occurs after at least *time* seconds, rather than being considered failed. While waiting for the retry, the script does not count against a *maxpre* or *maxpost* limit. The ordering of the *DEFER* feature within the *SCRIPT* specification is fixed. It must come directly after the *SCRIPT* keyword; this is done to avoid backward compatibility issues for any DAG with a *JobName* of *DEFER*. 

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A PRE script is commonly used to place files in a staging area for the jobs to use. A POST script is commonly used to clean up or remove files once jobs are finished running. An example uses PRE and POST scripts to stage files that are stored on tape. The PRE script reads compressed input files from the tape drive, uncompresses them, and places the resulting files in the current directory. The HTCondor jobs can then use these files, producing output files. The POST script compresses the output files, writes them out to the tape, and then removes both the staged files and the output files.

If the PRE script fails, then the HTCondor job associated with the node is not submitted, and (as of version 8.5.4) the POST script is not run either (by default). However, if the job is submitted, and there is a POST script, the POST script is always run once the job finishes. (The behavior when the PRE script fails may be changed to run the POST script by setting configuration variable `DAGMAN_ALWAYS_RUN_POST` to `True` or by passing the `-AlwaysRunPost` argument to `condor_submit_dag`.)

Progress towards completion of the DAG is based upon the success of the nodes within the DAG. The success of a node is based upon the success of the job(s), PRE script, and POST script. A job, PRE script, or POST script with an exit value not equal to 0 is considered failed. The exit value of whatever component of the node was run last determines the success or failure of the node. 

<table>
<thead>
<tr>
<th>PRE</th>
<th>JOB</th>
<th>POST</th>
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Table 2.1: Node success or failure definition with `DAGMAN_ALWAYS_RUN_POST = False` (the default)

Table 2.2 lists the definition of node success and failure only for the cases where the PRE script fails, when `DAGMAN_ALWAYS_RUN_POST` is set to `True`.

Special script argument macros
### 2.10.2. The DAG Input File: Basic Commands

<table>
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Table 2.2: Node Success or Failure definition with \( \text{DAGMAN\_ALWAYS\_RUN\_POST} = \text{True} \)

The five macros \$\text{JOB}, \$\text{RETRY}, \$\text{MAX\_RETRIES}, \$\text{DAG\_STATUS} \text{ and } \$\text{FAILED\_COUNT} \text{ can be used within the DAG input file as arguments passed to a PRE or POST script. The three macros \$\text{JOBID}, \$\text{RETURN}, \text{ and } \$\text{PRE\_SCRIPT\_RETURN} \text{ can be used as arguments to POST scripts. The use of these variables is limited to being used as an individual command line argument to the script, surrounded by spaces, in order to cause the substitution of the variable’s value.}

The special macros are as follows:

- \$\text{JOB} \text{ evaluates to the (case sensitive) string defined for JobName.}
- \$\text{RETRY} \text{ evaluates to an integer value set to 0 the first time a node is run, and is incremented each time the node is retried. See section 2.10.9 for the description of how to cause nodes to be retried.}
- \$\text{MAX\_RETRIES} \text{ evaluates to an integer value set to the maximum number of retries for the node. See section 2.10.9 for the description of how to cause nodes to be retried. If no retries are set for the node, \$\text{MAX\_RETRIES} \text{ will be set to 0.}
- \$\text{JOBID} \text{ (for POST scripts only) evaluates to a representation of the HTCondor job ID of the node job. It is the value of the job ClassAd attribute ClusterId, followed by a period, and then followed by the value of the job ClassAd attribute ProcId. An example of a job ID might be 1234.0. For nodes with multiple jobs in the same cluster, the ProcId value is the one of the last job within the cluster.}
- \$\text{RETURN} \text{ (for POST scripts only) variable evaluates to the return value of the HTCondor job, if there is a single job within a cluster. With multiple jobs within the same cluster, there are two cases to consider. In the first case, all jobs within the cluster are successful; the value of \$\text{RETURN} \text{ will be 0, indicating success. In the second case, one or more jobs from the cluster fail. When condor_dagman sees the first terminated event for a job that failed, it assigns that job’s return value as the value of \$\text{RETURN}, and it attempts to remove all remaining jobs within the cluster. Therefore, if multiple jobs in the cluster fail with different exit codes, a race condition determines which exit code gets assigned to \$\text{RETURN.}

A job that dies due to a signal is reported with a \$\text{RETURN} \text{ value representing the additive inverse of the signal number. For example, SIGKILL (signal 9) is reported as -9. A job whose batch system submission fails is reported as -1001. A job that is externally removed from the batch system queue (by something other than condor_dagman) is reported as -1002.}

- \$\text{PRE\_SCRIPT\_RETURN} \text{ (for POST scripts only) variable evaluates to the return value of the PRE script of a node, if there is one. If there is no PRE script, this value will be -1. If the node job was skipped because of failure of the PRE script, the value of \$\text{RETURN} \text{ will be -1004 and the value of \$\text{PRE\_SCRIPT\_RETURN} \text{ will be the exit value of the PRE script; the POST script can use this to see if the PRE script exited with an error condition, and assign success or failure to the node, as appropriate.}
• $\textit{DAG\_STATUS}$ is the status of the DAG. Note that this macro’s value and definition is unrelated to the attribute \textit{DagStatus} as defined for use in a node status file. This macro’s value is the same as the job ClassAd attribute \textit{DAG\_Status} that is defined within the \textit{condor\_dagman} job’s ClassAd. This macro may have the following values:

– 0: OK
– 1: error; an error condition different than those listed here
– 2: one or more nodes in the DAG have failed
– 3: the DAG has been aborted by an ABORT-DAG-ON specification
– 4: removed; the DAG has been removed by \textit{condor\_rm}
– 5: cycle; a cycle was found in the DAG
– 6: halted; the DAG has been halted (see section 2.10.8)

• $\textit{FAILED\_COUNT}$ is defined by the number of nodes that have failed in the DAG.

**Examples that use PRE or POST scripts**

Examples use the diamond-shaped DAG. A first example uses a PRE script to expand a compressed file needed as input to each of the HTCondor jobs of nodes B and C. The DAG input file:

```
# File name: diamond.dag
#
JOB A A.condor
JOB B B.condor
JOB C C.condor
JOB D D.condor
SCRIPT PRE B pre.csh $JOB .gz
SCRIPT PRE C pre.csh $JOB .gz
PARENT A CHILD B C
PARENT B C CHILD D
```

The script \textit{pre.csh} uses its command line arguments to form the file name of the compressed file. The script contains

```
#!/bin/csh
```

Therefore, the PRE script invokes

```
gunzip B.gz
```

for node B, which uncompresses file \textit{B.gz}, placing the result in file \textit{B}.

A second example uses the $\textit{RETURN}$ macro. The DAG input file contains the POST script specification:
2.10.3 Command Order

As of version 8.5.6, commands referencing a JobName can come before the JOB command defining that JobName.

For example, the command sequence

```plaintext
SCRIPT PRE NodeA foo.pl
VARS NodeA state="Wisconsin"
JOB NodeA bar.sub
```

is now legal (it would have been illegal in 8.5.5 and all previous versions).
2.10.4 Node Job Submit File Contents

Each node in a DAG may use a unique submit description file. A key limitation is that each HTCondor submit description file must submit jobs described by a single cluster number; DAGMan cannot deal with a submit description file producing multiple job clusters.

Consider again the diamond-shaped DAG example, where each node job uses the same submit description file.

```bash
# File name: diamond.dag
#
JOB A diamond_job.condor
JOB B diamond_job.condor
JOB C diamond_job.condor
JOB D diamond_job.condor
PARENT A CHILD B C
PARENT B C CHILD D
```

Here is a sample HTCondor submit description file for this DAG:

```bash
# File name: diamond_job.condor
#
executable = /path/diamond.exe
output = diamond.out.$(cluster)
error = diamond.err.$(cluster)
log = diamond_condor.log
universe = vanilla
queue
```

Since each node uses the same HTCondor submit description file, this implies that each node within the DAG runs the same job. The $(Cluster) macro produces unique file names for each job’s output.

The job ClassAd attribute DAGParentNodeNames is also available for use within the submit description file. It defines a comma separated list of each JobName which is a parent node of this job’s node. This attribute may be used in the arguments command for all but scheduler universe jobs. For example, if the job has two parents, with JobNames B and C, the submit description file command

```bash
arguments = $$([DAGParentNodeNames])
```

will pass the string "B,C" as the command line argument when invoking the job.

DAGMan supports jobs with queues of multiple procs, so for example:

```bash
queue 500
```
will queue 500 procs as expected.

Additionally, as of version 8.7.4 DAGMan supports late materialization. To use this functionality, set both `SCHEDD_ALLOW_LATE_MATERIALIZATION` and `SUBMIT_FACTORY_JOBS_BY_DEFAULT` knobs in your HTCondor configuration to True. This will have the side effect of submitting all jobs as factory jobs (not just the ones you explicitly flag) so use this sparingly.

### 2.10.5 DAG Submission

A DAG is submitted using the tool `condor_submit_dag`. The manual page 921 details the command. The simplest of DAG submissions has the syntax

```
condor_submit_dag DAGInputFileName
```

and the current working directory contains the DAG input file.

The diamond-shaped DAG example may be submitted with

```
condor_submit_dag diamond.dag
```

Do not submit the same DAG, with same DAG input file, from within the same directory, such that more than one of this same DAG is running at the same time. It will fail in an unpredictable manner, as each instance of this same DAG will attempt to use the same file to enforce dependencies.

To increase robustness and guarantee recoverability, the `condor_dagman` process is run as an HTCondor job. As such, it needs a submit description file. `condor_submit_dag` generates this needed submit description file, naming it by appending `.condor.sub` to the name of the DAG input file. This submit description file may be edited if the DAG is submitted with

```
condor_submit_dag -no_submit diamond.dag
```

causing `condor_submit_dag` to create the submit description file, but not submit `condor_dagman` to HTCondor. To submit the DAG, once the submit description file is edited, use

```
condor_submit diamond.dag.condor.sub
```

Submit machines with limited resources are supported by command line options that place limits on the submission and handling of HTCondor jobs and PRE and POST scripts. Presented here are descriptions of the command line options to `condor_submit_dag`. These same limits can be set in configuration. Each limit is applied within a single DAG.

### DAG Throttling

**Total nodes/clusters:** The `-maxjobs` option specifies the maximum number of clusters that `condor_dagman` can submit at one time. Since each node corresponds to a single cluster, this limit restricts the number of nodes that can be
submitted (in the HTCondor queue) at a time. It is commonly used when there is a limited amount of input file staging capacity. As a specific example, consider a case where each node represents a single HTCondor proc that requires 4 MB of input files, and the proc will run in a directory with a volume of 100 MB of free space. Using the argument `-maxjobs 25` guarantees that a maximum of 25 clusters, using a maximum of 100 MB of space, will be submitted to HTCondor at one time. (See the `condor_submit_dag` man page (12) for more information. Also see the equivalent `DAGMAN_MAX_JOBS_SUBMITTED` configuration option (3.5.23).)

**Idle procs:** The number of idle procs within a given DAG can be limited with the optional command line argument `-maxidle`. `condor_dagman` will not submit any more node jobs until the number of idle procs in the DAG goes below this specified value, even if there are ready nodes in the DAG. This allows `condor_dagman` to submit jobs in a way that adapts to the load on the HTCondor pool at any given time. If the pool is lightly loaded, `condor_dagman` will end up submitting more jobs; if the pool is heavily loaded, `condor_dagman` will submit fewer jobs. (See the `condor_submit_dag` man page (12) for more information. Also see the equivalent `DAGMAN_MAX_JOBS_IDLE` configuration option (3.5.23).)

Note that the `-maxjobs` option applies to counts of `clusters`, whereas the `-maxidle` option applies to counts of `procs`. Unfortunately, this can be a bit confusing. Of course, if none of your submit files create more than one proc, the distinction doesn’t matter. For example, though, a node job submit file that queues 5 procs will count as one for `-maxjobs`, but five for `-maxidle` (if all of the procs are idle).

**Subsets of nodes:** Node submission can also be throttled in a finer-grained manner by grouping nodes into categories. See section 2.10.9 for more details.

**PRE/POST scripts:** Since PRE and POST scripts run on the submit machine, it may be desirable to limit the number of PRE or POST scripts running at one time. The optional `-maxpre` command line argument limits the number of PRE scripts that may be running at one time, and the optional `-maxpost` command line argument limits the number of POST scripts that may be running at one time. (See the `condor_submit_dag` man page (12) for more information. Also see the equivalent `DAGMAN_MAX_PRE_SCRIPTS` (3.5.23) and `DAGMAN_MAX_POST_SCRIPTS` (3.5.23) configuration options.)

### 2.10.6 File Paths in DAGs

`condor_dagman` assumes that all relative paths in a DAG input file and the associated HTCondor submit description files are relative to the current working directory when `condor_submit_dag` is run. This works well for submitting a single DAG. It presents problems when multiple independent DAGs are submitted with a single invocation of `condor_submit_dag`. Each of these independent DAGs would logically be in its own directory, such that it could be run or tested independent of other DAGs. Thus, all references to files will be designed to be relative to the DAG’s own directory.

Consider an example DAG within a directory named `dag1`. There would be a DAG input file, named `one.dag` for this example. Assume the contents of this DAG input file specify a node job with

```
JOB A A.submit
```

Further assume that partial contents of submit description file `A.submit` specify
executable = programA
input = A.input

Directory contents are

dag1 (directory)
one.dag
A.submit
programA
A.input

All file paths are correct relative to the dag1 directory. Submission of this example DAG sets the current working directory to dag1 and invokes condor_submit_dag:

cd dag1
condor_submit_dag one.dag

Expand this example such that there are now two independent DAGs, and each is contained within its own directory. For simplicity, assume that the DAG in dag2 has remarkably similar files and file naming as the DAG in dag1. Assume that the directory contents are

parent (directory)
dag1 (directory)
one.dag
A.submit
programA
A.input
dag2 (directory)
two.dag
B.submit
programB
B.input

The goal is to use a single invocation of condor_submit_dag to run both dag1 and dag2. The invocation

cd parent
condor_submit_dag dag1/one.dag dag2/two.dag

does not work. Path names are now relative to parent, which is not the desired behavior.

The solution is the -usedagdir command line argument to condor_submit_dag. This feature runs each DAG as if condor_submit_dag had been run in the directory in which the relevant DAG file exists. A working invocation is

cd parent
condor_submit_dag -usedagdir dag1/one.dag dag2/two.dag
2.10.7 DAG Monitoring and DAG Removal

Output files will be placed in the correct directory, and the .dagman.out file will also be in the correct directory. A Rescue DAG file will be written to the current working directory, which is the directory when condor_submit_dag is invoked. The Rescue DAG should be run from that same current working directory. The Rescue DAG includes all the path information necessary to run each node job in the proper directory.

Use of -usedagdir does not work in conjunction with a JOB node specification within the DAG input file using the DIR keyword. Using both will be detected and generate an error.

2.10.7 DAG Monitoring and DAG Removal

After submission, the progress of the DAG can be monitored by looking at the job event log file(s) or observing the e-mail that job submission to HTCondor causes, or by using condor_q -dag.

Detailed information about a DAG’s job progress can be obtained using condor_q -l <jobID>. This information is not updated frequently, however, so expect to see stale data. You can increase the frequency of updates by setting the DAGMAN_QUEUE_UPDATE_INTERVAL configuration macro to a lower number, i.e. 5 or 10 seconds. Doing so will increase the workload on the condor_schedd, so be cautious about setting it too low.

There is also a large amount of information logged in an extra file. The name of this extra file is produced by appending .dagman.out to the name of the DAG input file; for example, if the DAG input file is diamond.dag, this extra file is named diamond.dag.dagman.out. If this extra file grows too large, limit its size with the configuration variable MAX_DAGMAN_LOG, as defined in section 3.5.2. The dagman.out file is an important resource for debugging; save this file if a problem occurs. The dagman.out is appended to, rather than overwritten, with each new DAGMan run.

To remove an entire DAG, consisting of the condor_dagman job, plus any jobs submitted to HTCondor, remove the condor_dagman job by running condor_rm. For example,

```
% condor_q
ID  OWNER  SUBMITTED  RUN_TIME  ST  PRI  SIZE  CMD
  9.0  taylor  10/12 11:47  0+00:01:32  R  0  8.7  condor_dagman -f -
 11.0  taylor  10/12 11:48  0+00:00:00  I  0  3.6  B.out
 12.0  taylor  10/12 11:48  0+00:00:00  I  0  3.6  C.out

3 jobs; 2 idle, 1 running, 0 held

% condor_rm 9.0
```

When a condor_dagman job is removed, all node jobs (including sub-DAGs) of that condor_dagman will be removed by the condor_schedd. As of version 8.5.8, the default is that condor_dagman itself also removes the node jobs (to fix a race condition that could result in "orphaned" node jobs). (The condor_schedd has to remove the node jobs to deal with the case of removing a condor_dagman job that has been held.)

The previous behavior of condor_dagman itself not removing the node jobs can be restored by setting the DAGMAN_REMOVE_NODE_JOBS configuration macro (see 3.5.23) to False. This will decrease the load on the condor_schedd, at the cost of allowing the possibility of "orphaned" node jobs.

A removed DAG will be considered failed unless the DAG has a FINAL node that succeeds.
In the case where a machine is scheduled to go down, DAGMan will clean up memory and exit. However, it will leave any submitted jobs in the HTCondor queue.

2.10.8 Suspending a Running DAG

It may be desired to temporarily suspend a running DAG. For example, the load may be high on the submit machine, and therefore it is desired to prevent DAGMan from submitting any more jobs until the load goes down. There are two ways to suspend (and resume) a running DAG.

- Use `condor_hold`/`condor_release` on the `condor_dagman` job.
  After placing the `condor_dagman` job on hold, no new node jobs will be submitted, and no PRE or POST scripts will be run. Any node jobs already in the HTCondor queue will continue undisturbed. Any running PRE or POST scripts will be killed. If the `condor_dagman` job is left on hold, it will remain in the HTCondor queue after all of the currently running node jobs are finished. To resume the DAG, use `condor_release` on the `condor_dagman` job. Note that while the `condor_dagman` job is on hold, no updates will be made to the `dagman.out` file.

- Use a DAG halt file.
  The second way of suspending a DAG uses the existence of a specially-named file to change the state of the DAG. When in this halted state, no PRE scripts will be run, and no node jobs will be submitted. Running node jobs will continue undisturbed. A halted DAG will still run POST scripts, and it will still update the `dagman.out` file. This differs from behavior of a DAG that is held. Furthermore, a halted DAG will not remain in the queue indefinitely; when all of the running node jobs have finished, DAGMan will create a Rescue DAG and exit.
  To resume a halted DAG, remove the halt file.
  The specially-named file must be placed in the same directory as the DAG input file. The naming is the same as the DAG input file concatenated with the string `.halt`. For example, if the DAG input file is `test1.dag`, then `test1.dag.halt` will be the required name of the halt file.
  As any DAG is first submitted with `condor_submit_dag`, a check is made for a halt file. If one exists, it is removed.

Note that neither `condor_hold` nor a DAG halt is propagated to sub-DAGs. In other words, if you `condor_hold` or create a halt file for a DAG that has sub-DAGs, any sub-DAGs that are already in the queue will continue to submit node jobs.

A `condor_hold` or DAG halt does, however, apply to splices, because they are merged into the parent DAG and controlled by a single `condor_dagman` instance.

2.10.9 Advanced Features of DAGMan

Retrying Failed Nodes

DAGMan can retry any failed node in a DAG by specifying the node in the DAG input file with the `RETRY` command. The use of retry is optional. The syntax for retry is
**RETRY** *JobName*\|ALL\_NODES NumberOfRetries [UNLESS\_EXIT value]

where *JobName* identifies the node. *NumberOfRetries* is an integer number of times to retry the node after failure. The implied number of retries for any node is 0, the same as not having a retry line in the file. Retry is implemented on nodes, not parts of a node.

The diamond-shaped DAG example may be modified to retry node C:

```condor
# File name: diamond.dag

JOB A A.condor
JOB B B.condor
JOB C C.condor
JOB D D.condor
PARENT A CHILD B C
PARENT B C CHILD D
Retry C 3
```

If node C is marked as failed for any reason, then it is started over as a first retry. The node will be tried a second and third time, if it continues to fail. If the node is marked as successful, then further retries do not occur.

Retry of a node may be short circuited using the optional keyword *UNLESS\_EXIT*, followed by an integer exit value. If the node exits with the specified integer exit value, then no further processing will be done on the node.

The macro `$RETRY` evaluates to an integer value, set to 0 first time a node is run, and is incremented each time for each time the node is retried. The macro `$MAX\_RETRIES` is the value set for *NumberOfRetries*. These macros may be used as arguments passed to a PRE or POST script.

**Stopping the Entire DAG**

The *ABORT\_DAG\_ON* command provides a way to abort the entire DAG if a given node returns a specific exit code. The syntax for *ABORT\_DAG\_ON* is

**ABORT\_DAG\_ON** *JobName*\|ALL\_NODES AbortExitValue [RETURN DAGReturnValue]

If the return value of the node specified by *JobName* matches *AbortExitValue*, the DAG is immediately aborted. A DAG abort differs from a node failure, in that a DAG abort causes all nodes within the DAG to be stopped immediately. This includes removing the jobs in nodes that are currently running. A node failure differs, as it would allow the DAG to continue running, until no more progress can be made due to dependencies.

The behavior differs based on the existence of PRE and/or POST scripts. If a PRE script returns the *AbortExitValue* value, the DAG is immediately aborted. If the HTCondor job within a node returns the *AbortExitValue* value, the DAG is aborted if the node has no POST script. If the POST script returns the *AbortExitValue* value, the DAG is aborted.

An abort overrides node retries. If a node returns the abort exit value, the DAG is aborted, even if the node has retry specified.

When a DAG aborts, by default it exits with the node return value that caused the abort. This can be changed by using the optional *RETURN* keyword along with specifying the desired *DAGReturnValue*. The DAG abort return value
can be used for DAGs within DAGs, allowing an inner DAG to cause an abort of an outer DAG.

A DAG return value other than 0, 1, or 2 will cause the condor_dagman job to stay in the queue after it exits and get retried, unless the on_exit_remove expression in the .condor.sub file is manually modified.

Adding ABORT-DAG-ON for node C in the diamond-shaped DAG

```plaintext
# File name: diamond.dag

JOB A A.condor
JOB B B.condor
JOB C C.condor
JOB D D.condor
PARENT A CHILD B C
PARENT B C CHILD D
Retry C 3
ABORT-DAG-ON C 10 RETURN 1
```

causes the DAG to be aborted, if node C exits with a return value of 10. Any other currently running nodes, of which only node B is a possibility for this particular example, are stopped and removed. If this abort occurs, the return value for the DAG is 1.

**Variable Values Associated with Nodes**

Macros defined for DAG nodes can be used within the submit description file of the node job. The VARS command provides a method for defining a macro. Macros are defined on a per-node basis, using the syntax

```plaintext
VARS JobName|ALL_NODES macroname="string" [macroname="string"...]`n
```

The macro may be used within the submit description file of the relevant node. A macroname may contain alphanumeric characters (a-z, A-Z, and 0-9) and the underscore character. The space character delimits macros, such that there may be more than one macro defined on a single line. Multiple lines defining macros for the same node are permitted.

Correct syntax requires that the string must be enclosed in double quotes. To use a double quote mark within a string, escape the double quote mark with the backslash character (\). To add the backslash character itself, use two backslashes (\\).

A restriction is that the macroname itself cannot begin with the string queue, in any combination of upper or lower case letters.

**Examples**

If the DAG input file contains

```plaintext
# File name: diamond.dag

JOB A A.submit
JOB B B.submit
JOB C C.submit
JOB D D.submit
```

HTCondor Version 8.8.0 Manual
VARS A state="Wisconsin"
PARENT A CHILD B C
PARENT B C CHILD D

then the submit description file A.submit may use the macro state. Consider this submit description file A.submit:

```
# file name: A.submit
executable = A.exe
log = A.log
arguments = "$(state)"
queue
```

The macro value expands to become a command-line argument in the invocation of the job. The job is invoked with

A.exe Wisconsin

The use of macros may allow a reduction in the number of distinct submit description files. A separate example shows this intended use of VARS. In the case where the submit description file for each node varies only in file naming, macros reduce the number of submit description files to one.

This example references a single submit description file for each of the nodes in the DAG input file, and it uses the VARS entry to name files used by each job.

The relevant portion of the DAG input file appears as

```
JOB A theonefile.sub
JOB B theonefile.sub
JOB C theonefile.sub
```

VARS A filename="A"
VARS B filename="B"
VARS C filename="C"

The submit description file appears as

```
# submit description file called: theonefile.sub
executable = progX
output = $(filename)
error = error.$(filename)
log = $(filename).log
queue
```

For a DAG such as this one, but with thousands of nodes, the ability to write and maintain a single submit description file together with a single, yet more complex, DAG input file is worthwhile.

**Multiple macroname definitions**
2.10.9. Advanced Features of DAGMan

If a macro name for a specific node in a DAG is defined more than once, as it would be with the partial file contents

```
JOB job1 job1.submit
VARS job1 a="foo"
VARS job1 a="bar"
```

a warning is written to the log, of the format

```
Warning: VAR <macroname> is already defined in job <JobName>
Discovered at file "<DAG input file name>", line <line number>
```

The behavior of DAGMan is such that all definitions for the macro exist, but only the last one defined is used as the variable’s value. Using this example, if the `job1.submit` submit description file contains

```
arguments = "$(a)"
```

then the argument will be `bar`.

Special characters within VARS string definitions

The value defined for a macro may contain spaces and tabs. It is also possible to have double quote marks and backslashes within a value. In order to have spaces or tabs within a value specified for a command line argument, use the New Syntax format for the arguments submit command, as described in section 12. Escapes for double quote marks depend on whether the New Syntax or Old Syntax format is used for the arguments submit command. Note that in both syntaxes, double quote marks require two levels of escaping: one level is for the parsing of the DAG input file, and the other level is for passing the resulting value through `condor_submit`.

As of HTCondor version 8.3.7, single quotes are permitted within the value specification. For the specification of command line arguments, single quotes can be used in three ways:

- in Old Syntax, within a macro’s value specification
- in New Syntax, within a macro’s value specification
- in New Syntax only, to delimit an argument containing white space

There are examples of all three cases below. In New Syntax, to pass a single quote as part of an argument, escape it with another single quote for `condor_submit` parsing as in the example’s NodeA fourth macro.

As an example that shows uses of all special characters, here are only the relevant parts of a DAG input file. Note that the NodeA value for the macro `second` contains a tab.

```
VARS NodeA first="Alberto Contador"
VARS NodeA second="\\And Sailck"
VARS NodeA third="Lance\ Armstrong"
```
Consider an example in which the submit description file for NodeA uses the New Syntax for the arguments command:

```
arguments = "'$(first)' '$(second)' '$(third)' '($fourth)' '$(misc)'"
```

The single quotes around each variable reference are only necessary if the variable value may contain spaces or tabs. The resulting values passed to the NodeA executable are:

```
Alberto Contador
"Andy Schleck"
Lance\ Armstrong
Vincenzo 'The Shark' Nibali
!@#$%^&*()_-=+=\[
```

Consider an example in which the submit description file for NodeB uses the Old Syntax for the arguments command:

```
arguments = $(first) $(second) $(third) $(fourth) $(misc)
```

The resulting values passed to the NodeB executable are:

```
Lance_Armstrong
"Andreas_Kloden"
Ivan\_Basso
Bernard_'The_Badger'_Hinault
!@#$%^&*()_-=+=\[
```

Consider an example in which the submit description file for NodeC uses the New Syntax for the arguments command:

```
arguments = "$\{args\}"
```

The resulting values passed to the NodeC executable are:

```
Nairo Quintana
Chris Froome
```

Using special macros within a definition
The \$(JOB) and \$(RETRY) macros may be used within a definition of the string that defines a variable. This usage requires parentheses, such that proper macro substitution may take place when the macro’s value is only a portion of the string.

- **\$(JOB)** expands to the node JobName. If the VARS line appears in a DAG file used as a splice file, then \$(JOB) will be the fully scoped name of the node.

  For example, the DAG input file lines

  ```
  JOB NodeC NodeC.submit
  VARS NodeC nodename="$(JOB)"
  ```

  set nodename to NodeC, and the DAG input file lines

  ```
  JOB NodeD NodeD.submit
  VARS NodeD outfilename="$(JOB)-output"
  ```

  set outfilename to NodeD-output.

- **\$(RETRY)** expands to 0 the first time a node is run; the value is incremented each time the node is retried. For example:

  ```
  VARS NodeE noderetry="$(RETRY)"
  ```

### Using VARS to define ClassAd attributes

The `macroname` may also begin with a `+` character, in which case it names a ClassAd attribute. For example, the VARS specification

```
VARS NodeF +A="\"bob\""
```

results in the job ClassAd attribute

```
A = "bob"
```

Note that ClassAd string values must be quoted, hence there are escaped quotes in the example above. The outer quotes are consumed in the parsing of the DAG input file, so the escaped inner quotes remain in the definition of the attribute value.

Continuing this example, it allows the HTCondor submit description file for NodeF to use the following line:

```
arguments = "$$([A])"
```
VARS NodeG +B="$(RETRY)"

places the numerical attribute

\[ B = 1 \]

into the ClassAd when the NodeG job is run for a second time, which is the first retry and the value 1.

### Setting Priorities for Nodes

The `PRIORITY` command assigns a priority to a DAG node (and to the HTCondor job(s) associated with the node). The syntax for `PRIORITY` is

```
PRIORITY JobName | ALL_NODES PriorityValue
```

The priority value is an integer (which can be negative). A larger numerical priority is better. The default priority is 0.

The node priority affects the order in which nodes that are ready (all of their parent nodes have finished successfully) at the same time will be submitted. The node priority also sets the node job's priority in the queue (that is, its `JobPrio` attribute), which affects the order in which jobs will be run once they are submitted (see 2.7.1 for more information about job priority). The node priority only affects the order of job submission *within a given DAG*; but once jobs are submitted, their `JobPrio` value affects the order in which they will be run relative to all jobs submitted by the same user.

Sub-DAGs can have priorities, just as "regular" nodes can. (The priority of a sub-DAG will affect the priorities of its nodes: see "effective node priorities" below.) Splices cannot be assigned a priority, but individual nodes within a splice can be assigned priorities.

Note that node priority does *not* override the DAG dependencies. Also note that node priorities are not guarantees of the relative order in which nodes will be run, even among nodes that become ready at the same time – so node priorities should not be used as a substitute for parent/child dependencies. In other words, priorities should be used when it is preferable, but not required, that some jobs run before others. (The order in which jobs are run once they are submitted can be affected by many things other than the job's priority; for example, whether there are machines available in the pool that match the job's requirements.)

PRE scripts can affect the order in which jobs run, so DAGs containing PRE scripts may not submit the nodes in exact priority order, even if doing so would satisfy the DAG dependencies.

Node priority is most relevant if node submission is throttled (via the -maxjobs or -maxidle command-line arguments or the `DAGMAN_MAX_JOBS_SUBMITTED` or `DAGMAN_MAX_JOBS_IDLE` configuration variables), or if there are not enough resources in the pool to immediately run all submitted node jobs. This is often the case for DAGs with large numbers of "sibling" nodes, or DAGs running on heavily-loaded pools.

### Example

Adding `PRIORITY` for node C in the diamond-shaped DAG:
This will cause node C to be submitted (and, mostly likely, run) before node B. Without this priority setting for node C, node B would be submitted first because the "JOB" statement for node B comes earlier in the DAG file than the "JOB" statement for node C.

**Effective node priorities**

The "effective" priority for a node (the priority controlling the order in which nodes are actually submitted, and which is assigned to JobPrio) is the sum of the explicit priority (specified in the DAG file) and the priority of the DAG itself. DAG priorities also default to 0, so they are most relevant for sub-DAGs (although a top-level DAG can be submitted with a non-zero priority by specifying a -priority value on the condor_submit_dag command line). This algorithm for calculating effective priorities is a simplification introduced in version 8.5.7 (a node’s effective priority is no longer dependent on the priorities of its parents).

Here is an example to clarify:

```plaintext
# File name: priorities.dag
#
JOB A A.sub
SUBDAG EXTERNAL B SD.dag
PARENT A CHILD B
PRIORITY A 60
PRIORITY B 100

# File name: SD.dag
#
JOB SA SA.sub
JOB SB SB.sub
PARENT SA CHILD SB
PRIORITY SA 10
PRIORITY SB 20
```

In this example (assuming that priorities.dag is submitted with the default priority of 0), the effective priority of node A will be 60, and the effective priority of sub-DAG B will be 100. Therefore, the effective priority of node SA will be 110 and the effective priority of node SB will be 120.

The effective priorities listed above are assigned by DAGMan. There is no way to change the priority in the submit description file for a job, as DAGMan will override any priority command placed in a submit description file (unless the effective node priority is 0; in this case, any priority specified in the submit file will take effect).
2.10.9. Advanced Features of DAGMan

Throttling Nodes by Category

In order to limit the number of submitted job clusters within a DAG, the nodes may be placed into categories by assignment of a name. Then, a maximum number of submitted clusters may be specified for each category.

The \texttt{CATEGORY} command assigns a category name to a DAG node. The syntax for \texttt{CATEGORY} is

\texttt{CATEGORY JobName|ALL\_NODES CategoryName}

Category names cannot contain white space.

The \texttt{MAXJOBS} command limits the number of submitted job clusters on a per category basis. The syntax for \texttt{MAXJOBS} is

\texttt{MAXJOBS CategoryName MaxJobsValue}

If the number of submitted job clusters for a given category reaches the limit, no further job clusters in that category will be submitted until other job clusters within the category terminate. If \texttt{MAXJOBS} is not set for a defined category, then there is no limit placed on the number of submissions within that category.

Note that a single invocation of \texttt{condor_submit} results in one job cluster. The number of HTCondor jobs within a cluster may be greater than 1.

The configuration variable \texttt{DAGMAN\_MAX\_JOBS\_SUBMITTED} and the \texttt{condor_submit_dag -maxjobs} command-line option are still enforced if these \texttt{CATEGORY} and \texttt{MAXJOBS} throttles are used.

Please see the end of section 2.10.9 on DAG Splicing for a description of the interaction between categories and splices.

Configuration Specific to a DAG

All configuration variables and their definitions that relate to DAGMan may be found in section 3.5.23.

Configuration variables for \texttt{condor_dagman} can be specified in several ways, as given within the ordered list:

1. In an HTCondor configuration file.
2. With an environment variable. Prepend the string \_CONDOR\_ to the configuration variable’s name.
3. With a line in the DAG input file using the keyword \texttt{CONFIG}, such that there is a configuration file specified that is specific to an instance of \texttt{condor_dagman}. The configuration file specification may instead be specified on the \texttt{condor_submit_dag} command line using the \texttt{-config} option.
4. For some configuration variables, \texttt{condor_submit_dag} command line argument specifies a configuration variable. For example, the configuration variable \texttt{DAGMAN\_MAX\_JOBS\_SUBMITTED} has the corresponding command line argument \texttt{-maxjobs}.

For this ordered list, configuration values specified or parsed later in the list override ones specified earlier. For example, a value specified on the \texttt{condor_submit_dag} command line overrides corresponding values in any configuration
Advanced Features of DAGMan

file. And, a value specified in a DAGMan-specific configuration file overrides values specified in a general HTCondor configuration file.

The `CONFIG` command within the DAG input file specifies a configuration file to be used to set configuration variables related to `condor_dagman` when running this DAG. The syntax for `CONFIG` is

```
CONFIG ConfigFileName
```

As an example, if the DAG input file contains:

```
CONFIG dagman.config
```

then the configuration values in file `dagman.config` will be used for this DAG. If the contents of file `dagman.config` is

```
DAGMAN_MAX_JOBS_IDLE = 10
```

then this configuration is defined for this DAG.

Only a single configuration file can be specified for a given `condor_dagman` run. For example, if one file is specified within a DAG input file, and a different file is specified on the `condor_submit_dag` command line, this is a fatal error at submit time. The same is true if different configuration files are specified in multiple DAG input files and referenced in a single `condor_submit_dag` command.

If multiple DAGs are run in a single `condor_dagman` run, the configuration options specified in the `condor_dagman` configuration file, if any, apply to all DAGs, even if some of the DAGs specify no configuration file.

Configuration variables that are not for `condor_dagman` and not utilized by DaemonCore, yet are specified in a `condor_dagman`-specific configuration file are ignored.

Setting ClassAd attributes in the DAG file

The `SET_JOB_ATTR` keyword within the DAG input file specifies an attribute/value pair to be set in the DAGMan job’s ClassAd. The syntax for `SET_JOB_ATTR` is

```
SET_JOB_ATTR AttributeName=AttributeValue
```

As an example, if the DAG input file contains:

```
SET_JOB_ATTR TestNumber = 17
```

the ClassAd of the DAGMan job itself will have an attribute `TestNumber` with the value 17.

The attribute set by the `SET_JOB_ATTR` command is set only in the ClassAd of the DAGMan job itself – it is not propagated to node jobs of the DAG.

Values with spaces can be set by surrounding the string containing a space with single or double quotes. (Note that the quote marks themselves will be part of the value.)
Only a single attribute/value pair can be specified per `SET_JOB_ATTR` command. If the same attribute is specified multiple times in the DAG (or in multiple DAGs run by the same DAGMan instance) the last-specified value is the one that will be utilized. An attribute set in the DAG file can be overridden by specifying

```
-append '+<attribute> = <value>'
```

on the `condor_submit_dag` command line.

**Optimization of Submission Time**

`condor_dagman` works by watching log files for events, such as submission, termination, and going on hold. When a new job is ready to be run, it is submitted to the `condor_schedd`, which needs to acquire a computing resource. Acquisition requires the `condor_schedd` to contact the central manager and get a claim on a machine, and this claim cycle can take many minutes.

Configuration variable `DAGMAN_HOLD_CLAIM_TIME` avoids the wait for a negotiation cycle. When set to a non-zero value, the `condor_schedd` keeps a claim idle, such that the `condor_startd` delays in shifting from the Claimed to the Preempting state (see Figure 3.1). Thus, if another job appears that is suitable for the claimed resource, then the `condor_schedd` will submit the job directly to the `condor_startd`, avoiding the wait and overhead of a negotiation cycle. This results in a speed up of job completion, especially for linear DAGs in pools that have lengthy negotiation cycle times.

By default, `DAGMAN_HOLD_CLAIM_TIME` is 20, causing a claim to remain idle for 20 seconds, during which time a new job can be submitted directly to the already-claimed `condor_startd`. A value of 0 means that claims are not held idle for a running DAG. If a DAG node has no children, the value of `DAGMAN_HOLD_CLAIM_TIME` will be ignored; the `KeepClaimIdle` attribute will not be defined in the job ClassAd of the node job, unless the job requests it using the submit command `keep_claim_idle`.

**Single Submission of Multiple, Independent DAGs**

A single use of `condor_submit_dag` may execute multiple, independent DAGs. Each independent DAG has its own, distinct DAG input file. These DAG input files are command-line arguments to `condor_submit_dag`.

Internally, all of the independent DAGs are combined into a single, larger DAG, with no dependencies between the original independent DAGs. As a result, any generated Rescue DAG file represents all of the original independent DAGs with a single DAG. The file name of this Rescue DAG is based on the DAG input file listed first within the command-line arguments. For example, assume that three independent DAGs are submitted with

```
condor_submit_dag A.dag B.dag C.dag
```

The first listed is `A.dag`. The remainder of the specialized file name adds a suffix onto this first DAG input file name, `A.dag`. The suffix is `_multi.rescue<XXX>`, where `<XXX>` is substituted by the 3-digit number of the Rescue DAG created as defined in section 2.10.10. The first time a Rescue DAG is created for the example, it will have the file name `A.dag_multi.rescue001`.  

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Other files such as dagman.out and the lock file also have names based on this first DAG input file.

The success or failure of the independent DAGs is well defined. When multiple, independent DAGs are submitted with a single command, the success of the composite DAG is defined as the logical AND of the success of each independent DAG. This implies that failure is defined as the logical OR of the failure of any of the independent DAGs.

By default, DAGMan internally renames the nodes to avoid node name collisions. If all node names are unique, the renaming of nodes may be disabled by setting the configuration variable DAGMAN_MUNGE_NODE_NAMES to False (see 3.5.23).

**INCLUDE**

The *INCLUDE* command allows the contents of one DAG file to be parsed as if they were physically included in the referencing DAG file. The syntax for *INCLUDE* is

```
INCLUDE FileName
```

For example, if we have two DAG files like this:

```
# File name: foo.dag
#      JOB A A.sub
      INCLUDE bar.dag

# File name: bar.dag
#      JOB B B.sub
      JOB C C.sub
```

this is equivalent to the single DAG file:

```
      JOB A A.sub
      JOB B B.sub
      JOB C C.sub
```

Note that the included file must be in proper DAG syntax. Also, there are many cases where a valid included DAG file will cause a parse error, such as the including and included files defining nodes with the same name.

*INCLUDEs* can be nested to any depth (be sure not to create a cycle of includes!).

**Example: Using INCLUDE to simplify multiple similar workflows**

One use of the *INCLUDE* command is to simplify the DAG files when we have a single workflow that we want to run on a number of data sets. In that case, we can do something like this:
# File name: workflow.dag
# Defines the structure of the workflow
JOB Split split.sub
JOB Process00 process.sub
...
JOB Process99 process.sub
JOB Combine combine.sub
PARENT Split CHILD Process00 ... Process99
PARENT Process00 ... Process99 CHILD Combine

# File name: split.sub
executable = my_split
input = $(dataset).phase1
output = $(dataset).phase2
...

# File name: data57.vars
VARS Split dataset="data57"
VARS Process00 dataset="data57"
...
VARS Process99 dataset="data57"
VARS Combine dataset="data57"

# File name: run_dataset57.dag
INCLUDE workflow.dag
INCLUDE data57.vars

Then, to run our workflow on dataset 57, we run the following command:

```
condor_submit_dag run_dataset57.dag
```

This avoids having to duplicate the JOB and PARENT/CHILD commands for every dataset – we can just re-use the workflow.dag file, in combination with a dataset-specific vars file.

### Composing workflows from multiple DAG files

The organization and dependencies of the jobs within a DAG are the keys to its utility. Some workflows are naturally constructed hierarchically, such that a node within a DAG is also a DAG (instead of a "simple" HTCondor job). HTCondor DAGMan handles this situation easily, and allows DAGs to be nested to any depth.

There are two ways that DAGs can be nested within other DAGs: sub-DAGs (see 2.10.9) and splices (see 2.10.9).

With sub-DAGs, each DAG has its own condor_dagman job, which then becomes a node job within the higher-level DAG. With splices, on the other hand, the nodes of the spliced DAG are directly incorporated into the higher-level DAG. Therefore, splices do not result in additional condor_dagman instances.
A weakness in scalability exists when submitting external sub-DAGs, because each executing independent DAG requires its own instance of \texttt{condor\_dagman} to be running. The outer DAG has an instance of \texttt{condor\_dagman}, and each named SUBDAG has an instance of \texttt{condor\_dagman} while it is in the HTCondor queue. The scaling issue presents itself when a workflow contains hundreds or thousands of sub-DAGs that are queued at the same time. (In this case, the resources (especially memory) consumed by the multiple \texttt{condor\_dagman} instances can be a problem.) Further, there may be many Rescue DAGs created if a problem occurs. (Note that the scaling issue depends only on how many sub-DAGs are queued at any given time, not the total number of sub-DAGs in a given workflow; division of a large workflow into \textit{sequential} sub-DAGs can actually enhance scalability.) To alleviate these concerns, the DAGMan language introduces the concept of graph splicing.

Because splices are simpler in some ways than sub-DAGs, they are generally preferred unless certain features are needed that are only available with sub-DAGs. This document: \url{https://htcondor-wiki.cs.wisc.edu/index.cgi/wiki?p=SubDagsVsSplices} explains the pros and cons of splices and external sub-DAGs, and should help users decide which alternative is better for their application.

Note that sub-DAGs and splices can be combined in a single workflow, and can be nested to any depth (but be sure to avoid recursion, which will cause problems!).

\section*{A DAG Within a DAG Is a SUBDAG}

As stated above, the SUBDAG EXTERNAL command causes the specified DAG file to be run by a separate instance of \texttt{condor\_dagman}, with the \texttt{condor\_dagman} job becoming a node job within the higher-level DAG.

The syntax for the SUBDAG command is

\begin{verbatim}
SUBDAG EXTERNAL JobName DagFileName [DIR directory] [NOOP] [DONE]
\end{verbatim}

The optional specifications of \texttt{DIR}, \texttt{NOOP}, and \texttt{DONE}, if used, must appear in this order within the entry. \texttt{NOOP} and \texttt{DONE} for SUBDAG nodes have the same effect that they do for JOB nodes.

A SUBDAG node is essentially the same as any other node, except that the DAG input file for the inner DAG is specified, instead of the HTCondor submit file. The keyword \texttt{EXTERNAL} means that the SUBDAG is run within its own instance of \texttt{condor\_dagman}.

Since more than one DAG is being discussed, here is terminology introduced to clarify which DAG is which. Reuse the example diamond-shaped DAG as given in Figure \ref{fig:example-diamond-dag}. Assume that node B of this diamond-shaped DAG will itself be a DAG. The DAG of node B is called a SUBDAG, inner DAG, or lower-level DAG. The diamond-shaped DAG is called the outer or top-level DAG.

Work on the inner DAG first. Here is a very simple linear DAG input file used as an example of the inner DAG.

\begin{verbatim}
# File name: inner.dag
#
JOB X X.submit
JOB Y Y.submit
JOB Z Z.submit
PARENT X CHILD Y
\end{verbatim}
The HTCondor submit description file, used by `condor_dagman`, corresponding to `inner.dag` will be named `inner.dag.condor.sub`. The DAGMan submit description file is always named `<DAG file name>.condor.sub`. Each DAG or SUBDAG results in the submission of `condor_dagman` as an HTCondor job, and `condor_submit_dag` creates this submit description file.

The preferred specification of the DAG input file for the outer DAG is

```plaintext
# File name: diamond.dag
#
JOB A A.submit
SUBDAG EXTERNAL B inner.dag
JOB C C.submit
JOB D D.submit
PARENT A CHILD B C
PARENT B C CHILD D
```

Within the outer DAG’s input file, the `SUBDAG` command specifies a special case of a `JOB` node, where the job is itself a DAG.

One of the benefits of using the SUBDAG feature is that portions of the overall workflow can be constructed and modified during the execution of the DAG (a SUBDAG file doesn’t have to exist until just before it is submitted). A drawback can be that each SUBDAG causes its own distinct job submission of `condor_dagman`, leading to a larger number of jobs, together with their potential need of carefully constructed policy configuration to throttle node submission or execution (because each SUBDAG has its own throttles).

Here are details that affect SUBDAGs:

- **Nested DAG Submit Description File Generation**

  There are three ways to generate the `<DAG file name>.condor.sub` file of a SUBDAG:

  - **Lazily** (the default in HTCondor version 7.5.2 and later versions)
  - **Eagerly** (the default in HTCondor versions 7.4.1 through 7.5.1)
  - **Manually** (the only way prior to version HTCondor version 7.4.1)

  When the `<DAG file name>.condor.sub` file is generated **lazily**, this file is generated immediately before the SUBDAG job is submitted. Generation is accomplished by running

  ```plaintext
  condor_submit_dag -no_submit
  ```

  on the DAG input file specified in the `SUBDAG` entry. This is the default behavior. There are advantages to this lazy mode of submit description file creation for the SUBDAG:

  - The DAG input file for a SUBDAG does not have to exist until the SUBDAG is ready to run, so this file can be dynamically created by earlier parts of the outer DAG or by the PRE script of the node containing the SUBDAG.
– It is now possible to have SUBDAGs within splices. That is not possible with eager submit description file creation, because `condor_submit_dag` does not understand splices.

The main disadvantage of lazy submit file generation is that a syntax error in the DAG input file of a SUBDAG will not be discovered until the outer DAG tries to run the inner DAG.

When `<DAG file name>.condor.sub` files are generated eagerly, `condor_submit_dag` runs itself recursively (with the `-no_submit` option) on each SUBDAG, so all of the `<DAG file name>.condor.sub` files are generated before the top-level DAG is actually submitted. To generate the `<DAG file name>.condor.sub` files eagerly, pass the `-do_recurs` flag to `condor_submit_dag`; also set the `DAGMAN_GENERATE_SUBDAG_SUBMITS` configuration variable to `False`, so that `condor_dagman` does not re-run `condor_submit_dag` at run time thereby regenerating the submit description files.

To generate the `.condor.sub` files manually, run

```
condor_submit_dag -no_submit
```

on each lower-level DAG file, before running `condor_submit_dag` on the top-level DAG file; also set the `DAGMAN_GENERATE_SUBDAG_SUBMITS` configuration variable to `False`, so that `condor_dagman` does not re-run `condor_submit_dag` at run time. The main reason for generating the `<DAG file name>.condor.sub` files manually is to set options for the lower-level DAG that one would not otherwise be able to set. An example of this is the `-insert_sub_file` option. For instance, using the given example do the following to manually generate HTCondor submit description files:

```
condor_submit_dag -no_submit -insert_sub_file fragment.sub inner.dag
condor_submit_dag diamond.dag
```

Note that most `condor_submit_dag` command-line flags have corresponding configuration variables, so we encourage the use of per-DAG configuration files, especially in the case of nested DAGs. This is the easiest way to set different options for different DAGs in an overall workflow.

It is possible to combine more than one method of generating the `<DAG file name>.condor.sub` files. For example, one might pass the `-do_recurs` flag to `condor_submit_dag`, but leave the `DAGMAN_GENERATE_SUBDAG_SUBMITS` configuration variable set to the default of `True`. Doing this would provide the benefit of an immediate error message at submit time, if there is a syntax error in one of the inner DAG input files, but the lower-level `<DAG file name>.condor.sub` files would still be regenerated before each nested DAG is submitted.

The values of the following command-line flags are passed from the top-level `condor_submit_dag` instance to any lower-level `condor_submit_dag` instances. This occurs whether the lower-level submit description files are generated lazily or eagerly:

- `-verbose`
- `-force`
- `-notification`
- `-allowlogerror`
- `-dagman`
- `-usedagdir`
- `-outfile_dir`
- -oldrescue
- -autorescue
- -dorescuelfrom
- -allowversionmismatch
- -no_recurse/do_recurse
- -update_submit
- -import_env
- -suppress_notification
- -priority
- -dont_use_default_node_log

The values of the following command-line flags are preserved in any already-existing lower-level DAG submit description files:
- -maxjobs
- -maxidle
- -maxpre
- -maxpost
- -debug

Other command-line arguments are set to their defaults in any lower-level invocations of condor_submit_dag. The -force option will cause existing DAG submit description files to be overwritten without preserving any existing values.

• Submission of the outer DAG
  The outer DAG is submitted as before, with the command
  
  condor_submit_dag diamond.dag

• Interaction with Rescue DAGs
  The use of new-style Rescue DAGs is now the default. With new-style rescue DAGs, the appropriate rescue DAG(s) will be run automatically if there is a failure somewhere in the workflow. For example (given the DAGs in the example at the beginning of the SUBDAG section), if one of the nodes in inner.dag fails, this will produce a Rescue DAG for inner.dag (named inner.dag.rescue.001). Then, since inner.dag failed, node B of diamond.dag will fail, producing a Rescue DAG for diamond.dag (named diamond.dag.rescue.001, etc.). If the command
  
  condor_submit_dag diamond.dag

  is re-run, the most recent outer Rescue DAG will be run, and this will re-run the inner DAG, which will in turn run the most recent inner Rescue DAG.

• File Paths
  Remember that, unless the DIR keyword is used in the outer DAG, the inner DAG utilizes the current working directory when the outer DAG is submitted. Therefore, all paths utilized by the inner DAG file must be specified accordingly.
DAG Splicing

As stated above, the SPLICE command causes the nodes of the spliced DAG to be directly incorporated into the higher-level DAG (the DAG containing the SPLICE command).

The syntax for the SPLICE command is

```
SPLICE SpliceName DagFileName [DIR directory]
```

A splice is a named instance of a subgraph which is specified in a separate DAG file. The splice is treated as an entity for dependency specification in the including DAG. (Conceptually, a splice is treated as a node within the DAG containing the SPLICE command, although there are some limitations, which are discussed below. This means, for example, that splices can have parents and children.) A splice can also be incorporated into an including DAG without any dependencies; it is then considered a disjoint DAG within the including DAG.

The same DAG file can be reused as differently named splices, each one incorporating a copy of the dependency graph (and nodes therein) into the including DAG.

The nodes within a splice are scoped according to a hierarchy of names associated with the splices, as the splices are parsed from the top level DAG file. The scoping character to describe the inclusion hierarchy of nodes into the top level dag is '+'. (In other words, if a splice named "SpliceX" contains a node named "NodeY", the full node name once the DAGs are parsed is "SpliceX+NodeY". This character is chosen due to a restriction in the allowable characters which may be in a file name across the variety of platforms that HTCondor supports. In any DAG input file, all splices must have unique names, but the same splice name may be reused in different DAG input files.

HTCondor does not detect nor support splices that form a cycle within the DAG. A DAGMan job that causes a cyclic inclusion of splices will eventually exhaust available memory and crash.

The SPLICE command in a DAG input file creates a named instance of a DAG as specified in another file as an entity which may have PARENT and CHILD dependencies associated with other splice names or node names in the including DAG file.

The following series of examples illustrate potential uses of splicing. To simplify the examples, presume that each and every job uses the same, simple HTCondor submit description file:

```
# BEGIN SUBMIT FILE submit.condor
executable = /bin/echo
arguments = OK
universe = vanilla
output = $(jobname).out
error = $(jobname).err
log = submit.log
notification = NEVER
queue
# END SUBMIT FILE submit.condor
```

This first simple example splices a diamond-shaped DAG in between the two nodes of a top level DAG. Here is the DAG input file for the diamond-shaped DAG:
The top level DAG incorporates the diamond-shaped splice:

```
# BEGIN DAG FILE toplevel.dag
JOB X submit.condor
VARS X jobname="$(JOB)"

JOB Y submit.condor
VARS Y jobname="$(JOB)"

# This is an instance of diamond.dag, given the symbolic name DIAMOND
SPLICE DIAMOND diamond.dag

# Set up a relationship between the nodes in this dag and the splice
PARENT X CHILD DIAMOND
PARENT DIAMOND CHILD Y

# END DAG FILE toplevel.dag
```

Figure 2.3 illustrates the resulting top level DAG and the dependencies produced. Notice the naming of nodes scoped with the splice name. This hierarchy of splice names assures unique names associated with all nodes.

Figure 2.4 illustrates the starting point for a more complex example. The DAG input file X.dag describes this X-shaped DAG. The completed example displays more of the spatial constructs provided by splices. Pay particular attention to the notion that each named splice creates a new graph, even when the same DAG input file is specified.

```
# BEGIN DAG FILE X.dag
```

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Figure 2.3: The diamond-shaped DAG spliced between two nodes.

```
JOB A submit.condor
VARS A jobname="$(JOB)"

JOB B submit.condor
VARS B jobname="$(JOB)"

JOB C submit.condor
VARS C jobname="$(JOB)"

JOB D submit.condor
VARS D jobname="$(JOB)"

JOB E submit.condor
VARS E jobname="$(JOB)"

JOB F submit.condor
VARS F jobname="$(JOB)"
```
Figure 2.4: The X-shaped DAG.

```diff
JOB G submit.condor
VARS G jobname="$(JOB)"

# Make an X-shaped dependency graph
PARENT A B C CHILD D
PARENT D CHILD E F G

# END DAG FILE X.dag
```

File `s1.dag` continues the example, presenting the DAG input file that incorporates two separate splices of the X-shaped DAG. Figure 2.5 illustrates the resulting DAG.

```diff
# BEGIN DAG FILE s1.dag

JOB A submit.condor
VARS A jobname="$(JOB)"

JOB B submit.condor
VARS B jobname="$(JOB)"

# name two individual splices of the X-shaped DAG
SPLICE X1 X.dag
SPLICE X2 X.dag

# Define dependencies
# A must complete before the initial nodes in X1 can start
PARENT A CHILD X1
# All final nodes in X1 must finish before
```

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The top level DAG in the hierarchy of this complex example is described by the DAG input file `toplevel.dag`. Figure 2.6 illustrates the final DAG. Notice that the DAG has two disjoint graphs in it as a result of splice S3 not having any dependencies associated with it in this top level DAG.

Splices and rescue DAGs

Because the nodes of a splice are directly incorporated into the DAG containing the SPLICE command, splices do not generate their own rescue DAGs, unlike SUBDAG EXTERNALS.
Figure 2.5: The DAG described by \texttt{s1.dag}.
Figure 2.6: The complex splice example DAG.
The DIR option with splices

The DIR option specifies a working directory for a splice, from which the splice will be parsed and the jobs within the splice submitted. The directory associated with the splice’s DIR specification will be propagated as a prefix to all nodes in the splice and any included splices. If a node already has a DIR specification, then the splice’s DIR specification will be a prefix to the node’s, separated by a directory separator character. Jobs in included splices with an absolute path for their DIR specification will have their DIR specification untouched. Note that a DAG containing DIR specifications cannot be run in conjunction with the -usedagdir command-line argument to condor_submit_dag.

A "full" rescue DAG generated by a DAG run with the -usedagdir argument will contain DIR specifications, so such a rescue DAG must be run without the -usedagdir argument. (Note that "full" rescue DAGs are no longer the default.)

Limitation: splice DAGs must exist at submit time

Unlike the DAG files referenced in a SUBDAG EXTERNAL command, DAG files referenced in a SPLICE command must exist when the DAG containing the SPLICE command is submitted. (Note that, if a SPLICE is contained within a sub-DAG, the splice DAG must exist at the time that the sub-DAG is submitted, not when the top-most DAG is submitted, so the splice DAG can be created by a part of the workflow that runs before the relevant sub-DAG.)

Limitation: Splices and PRE or POST Scripts

A PRE or POST script may not be specified for a splice (however, nodes within a spliced DAG can have PRE and POST scripts). (The reason for this is that, when the DAG is parsed, the splices are also parsed and the splice nodes are directly incorporated into the DAG containing the SPLICE command. Therefore, once parsing is complete, there are no actual nodes corresponding to the splice itself to which to "attach" the PRE or POST scripts.)

To achieve the desired effect of having a PRE script associated with a splice, introduce a new NOOP node into the DAG with the splice as a dependency. Attach the PRE script to the NOOP node.

    # BEGIN DAG FILE example1.dag
    # Names a node with no associated node job, a NOOP node
    # Note that the file noop.submit does not need to exist
    JOB OnlyPreNode noop.submit NOOP

    # Attach a PRE script to the NOOP node
    SCRIPT PRE OnlyPreNode prescript.sh

    # Define the splice
    SPLICE TheSplice thenode.dag

    # Define the dependency
    PARENT OnlyPreNode CHILD TheSplice

    # END DAG FILE example1.dag

The same technique is used to achieve the effect of having a POST script associated with a splice. Introduce a new NOOP node into the DAG as a child of the splice, and attach the POST script to the NOOP node.
# BEGIN DAG FILE example2.dag

# Names a node with no associated node job, a NOOP node
# Note that the file noop.submit does not need to exist.
JOB OnlyPostNode noop.submit NOOP

# Attach a POST script to the NOOP node
SCRIPT POST OnlyPostNode postscript.sh

# Define the splice
SPLICE TheSplice thenode.dag

# Define the dependency
PARENT TheSplice CHILD OnlyPostNode

# END DAG FILE example2.dag

Limitation: Splices and the RETRY of a Node, use of VARS, or use of PRIORITY

A RETRY, VARS or PRIORITY command cannot be specified for a SPLICE; however, individual nodes within a spliced DAG can have a RETRY, VARS or PRIORITY specified.

Here is an example showing a DAG that will not be parsed successfully:

# top level DAG input file
JOB A a.sub
SPLICE B b.dag
PARENT A CHILD B

# cannot work, as B is not a node in the DAG once
# splice B is incorporated
RETRY B 3
VARS B dataset="10"
PRIORITY B 20

The following example will work:

# top level DAG input file
JOB A a.sub
SPLICE B b.dag
PARENT A CHILD B

# file: b.dag
JOB X x.sub
RETRY X 3
VARS X dataset="10"
PRIORITY X 20
When RETRY is desired on an entire subgraph of a workflow, sub-DAGs (see above) must be used instead of splices.

Here is the same example, now defining job B as a SUBDAG, and effecting RETRY on that SUBDAG.

```
# top level DAG input file
JOB A a.sub
SUBDAG EXTERNAL B b.dag
PARENT A CHILD B

RETRY B 3
```

**Limitation: The Interaction of Categories and MAXJOBS with Splices**

Categories normally refer only to nodes within a given splice. All of the assignments of nodes to a category, and the setting of the category throttle, should be done within a single DAG file. However, it is now possible to have categories include nodes from within more than one splice. To do this, the category name is prefixed with the ‘+’ (plus) character. This tells DAGMan that the category is a cross-splice category. Towards deeper understanding, what this really does is prevent renaming of the category when the splice is incorporated into the upper-level DAG. The MAXJOBS specification for the category can appear in either the upper-level DAG file or one of the splice DAG files. It probably makes the most sense to put it in the upper-level DAG file.

Here is an example which applies a single limitation on submitted jobs, identifying the category with `+init`.

```
# relevant portion of file name: upper.dag

SPLICE A splice1.dag
SPLICE B splice2.dag

MAXJOBS +init 2

# relevant portion of file name: splice1.dag

JOB C C.sub
CATEGORY C +init
JOB D D.sub
CATEGORY D +init

# relevant portion of file name: splice2.dag

JOB X X.sub
CATEGORY X +init
JOB Y Y.sub
CATEGORY Y +init
```
For both global and non-global category throttles, settings at a higher level in the DAG override settings at a lower level. In this example:

```
# relevant portion of file name: upper.dag
SPLICE A lower.dag
MAXJOBS A+catX 10
MAXJOBS +catY 2

# relevant portion of file name: lower.dag
MAXJOBS catX 5
MAXJOBS +catY 1
```

the resulting throttle settings are 2 for the $+\text{catY}$ category and 10 for the $A+\text{catX}$ category in splice. Note that non-global category names are prefixed with their splice name(s), so to refer to a non-global category at a higher level, the splice name must be included.

**DAG Splice Connections**

In the "default" usage of splices described above, when one splice is the parent of another splice, all "terminal" nodes (nodes with no children) of the parent splice become parents of all "initial" nodes (nodes with no parents) of the child splice. The CONNECT, PIN_IN, and PIN_OUT commands (added in version 8.5.7) allow more flexible dependencies between splices. (The terms PIN_IN and PIN_OUT were chosen because of the hardware analogy.)

The syntax for **CONNECT** is

```
CONNECT OutputSpliceName InputSpliceName
```

The syntax for **PIN_IN** is

```
PIN_IN NodeName PinNumber
```

The syntax for **PIN_OUT** is

```
PIN_OUT NodeName PinNumber
```

All output splice nodes connected to a given pin_out will become parents of all input splice nodes connected to the corresponding pin_in. (The pin_ins and pin_outs exist only to create the correct parent/child dependencies between nodes. Once the DAG is parsed, there are no actual DAG objects corresponding to the pin_ins and pin_outs.)

Any given splice can contain both PIN_IN and PIN_OUT definitions, and can be both an input and output splice in different CONNECT commands. Furthermore, a splice can appear in any number of CONNECT commands (for example, a given splice could be the output splice in two CONNECT commands that have different input splices).
not an error for a splice to have PIN_IN or PIN_OUT definitions that are not associated with a CONNECT command – such PIN_IN and PIN_OUT commands are simply ignored.

Note that the pin_ins and pin_outs must be defined within the relevant splices (this can be done with INCLUDE commands), not in the DAG that connects the splices.

There are a number of restrictions on splice connections:

• Connections can be made only between two splices; "regular" nodes or sub-DAGs cannot be used in a CONNECT command.
• Pin_ins and pin_outs must be numbered consecutively starting at 1.
• The pin_outs of the output splice in a connect command must match the pin_ins of the input splice in the command.
• All "initial" nodes (nodes with no parents) of an input splice used in a CONNECT command must be connected to a pin_in.

Violating any of these restrictions will result in an error during the parsing of the DAG files.

Note: it is probably desirable for any "terminal" node (a node with no children) in the output splice to be connected to a pin_out – but this is not required.

Here is a simple example:

# File: top.dag
SPLICE A spliceA.dag
SPLICE B spliceB.dag
SPLICE C spliceC.dag

CONNECT A B
CONNECT B C

# File: spliceA.dag
JOB A1 A1.sub
JOB A2 A2.sub

PIN_OUT A1 1
PIN_OUT A2 2

# File: spliceB.dag
JOB B1 B1.sub
JOB B2 B2.sub
JOB B3 B3.sub
JOB B4 B4.sub

PIN_IN B1 1
In this example, node A1 will be the parent of B1 and B2; node A2 will be the parent of B3 and B4; and nodes B1, B2, B3 and B4 will all be parents of C1.

A diagram of the above example:

**FINAL node**

A FINAL node is a single and special node that is always run at the end of the DAG, even if previous nodes in the DAG have failed. A FINAL node can be used for tasks such as cleaning up intermediate files and checking the output of previous nodes. The FINAL command in the DAG input file specifies a node job to be run at the end of the DAG.

The syntax used for the FINAL command is

```
FINAL JobName SubmitDescriptionFileName [DIR directory] [NOOP]
```

The FINAL node within the DAG is identified by JobName, and the HTCondor job is described by the contents of the HTCondor submit description file given by SubmitDescriptionFileName.

The keywords DIR and NOOP are as detailed in section 2.10.2. If both DIR and NOOP are used, they must appear in the order shown within the syntax specification.

There may only be one FINAL node in a DAG. A parse error will be logged by the condor_dagman job in the dagman.out file, if more than one FINAL node is specified.

The FINAL node is virtually always run. It is run if the condor_dagman job is removed with condor_rm. The only case in which a FINAL node is not run is if the configuration variable DAGMAN_STARTUP_CYCLE_DETECT is set to True, and a cycle is detected at start up time. If DAGMAN_STARTUP_CYCLE_DETECT is set to False and a cycle is detected during the course of the run, the FINAL node will be run.
Figure 2.7: Diagram of the splice connect example

Splice A

Splice B

Splice C
The success or failure of the FINAL node determines the success or failure of the entire DAG, overriding the status of all previous nodes. This includes any status specified by any ABORT-DAG-ON specification that has taken effect.

If some nodes of a DAG fail, but the FINAL node succeeds, the DAG will be considered successful. Therefore, it is important to be careful about setting the exit status of the FINAL node.

The \texttt{$DAG\_STATUS}$ and \texttt{$FAILED\_COUNT$} macros can be used both as PRE and POST script arguments, and in node job submit description files. As an example of this, here are the partial contents of the DAG input file,

\begin{verbatim}
FINAL final_node final_node.sub
SCRIPT PRE final_node final_pre.pl $DAG\_STATUS $FAILED\_COUNT
\end{verbatim}

and here are the partial contents of the submit description file, \texttt{final_node.sub}

\begin{verbatim}
arguments = "$(DAG\_STATUS) $(FAILED\_COUNT)"
\end{verbatim}

If there is a FINAL node specified for a DAG, it will be run at the end of the workflow. If this FINAL node must not do anything in certain cases, use the \texttt{$DAG\_STATUS}$ and \texttt{$FAILED\_COUNT$} macros to take appropriate actions. Here is an example of that behavior. It uses a PRE script that aborts if the DAG has been removed with \texttt{condor\_rm}, which, in turn, causes the FINAL node to be considered failed without actually submitting the HTCondor job specified for the node. Partial contents of the DAG input file:

\begin{verbatim}
FINAL final_node final_node.sub
SCRIPT PRE final_node final_pre.pl $DAG\_STATUS
\end{verbatim}

and partial contents of the Perl PRE script, \texttt{final_pre.pl}:

\begin{verbatim}
#!/usr/bin/env perl
if ($ARGV[0] eq 4) {
   exit(1);
}
\end{verbatim}

There are restrictions on the use of a FINAL node. The DONE option is \textit{not} allowed for a FINAL node. And, a FINAL node may not be referenced in any of the following specifications:

- PARENT, CHILD
- RETRY
- ABORT-DAG-ON
- PRIORITY
- CATEGORY

As of HTCondor version 8.3.7, DAGMan allows at most two submit attempts of a FINAL node, if the DAG has been removed from the queue with \texttt{condor\_rm}.
The **ALL_NODES** option

In the following commands, a specific node name can be replaced by the option `ALL_NODES`:

- **SCRIPT**
- **PRE_SKIP**
- **RETRY**
- **ABORT-DAG-ON**
- **VARS**
- **PRIORITY**
- **CATEGORY**

This will cause the given command to apply to all nodes (except any FINAL node) in that DAG.

The **ALL_NODES** never applies to a FINAL node. (If the **ALL_NODES** option is used in a DAG that has a FINAL node, the `dagman.out` file will contain messages noting that the FINAL node is skipped when parsing the relevant commands.)

The **ALL_NODES** option is case-insensitive.

It is important to note that the **ALL_NODES** option does not apply across splices and sub-DAGs. In other words, an **ALL_NODES** option within a splice or sub-DAG will apply only to nodes within that splice or sub-DAG; also, an **ALL_NODES** option in a parent DAG will not apply to any splices or sub-DAGs referenced by the parent DAG.

The **ALL_NODES** option does work in combination with the **INCLUDE** command. In other words, a command within an included file that uses the **ALL_NODES** option will apply to all nodes in the including DAG (again, except any FINAL node).

As of version 8.5.8, the **ALL_NODES** option cannot be used when multiple DAG files are specified on the `condor_submit_dag` command line. Hopefully this limitation will be fixed in a future release.

When multiple commands (whether using the **ALL_NODES** option or not) set a given property of a DAG node, the last relevant command overrides earlier commands, as shown in the following examples:

For example, in this DAG:

```plaintext
JOB A node.sub
VARS A name="A"
VARS ALL_NODES name="X"
```

the value of `name` for node A will be "X".

In this DAG:
the value of name for node A will be "foo".

Here is an example DAG using the ALL_NODES option:

```plaintext
# File: all_ex.dag
JOB A node.sub
JOB B node.sub
JOB C node.sub
SCRIPT PRE ALL_NODES my_script $JOB
VARS ALL_NODES name="${JOB}" -- This overrides the above VARS command for node B.
VARS B name="nodeB"
RETRY all_nodes 3
```

### 2.10.10 The Rescue DAG

Any time a DAG exits unsuccessfully, DAGMan generates a Rescue DAG. The Rescue DAG records the state of the DAG, with information such as which nodes completed successfully, and the Rescue DAG will be used when the DAG is again submitted. With the Rescue DAG, nodes that have already successfully completed are not re-run.

There are a variety of circumstances under which a Rescue DAG is generated. If a node in the DAG fails, the DAG does not exit immediately; the remainder of the DAG is continued until no more forward progress can be made based on the DAG’s dependencies. At this point, DAGMan produces the Rescue DAG and exits. A Rescue DAG is produced on Unix platforms if the `condor_dagman` job itself is removed with `condor_rm`. On Windows, a Rescue DAG is not generated in this situation, but re-submitting the original DAG will invoke a lower-level recovery functionality, and it will produce similar behavior to using a Rescue DAG. A Rescue DAG is produced when a node sets and triggers an `ABORT-DAG-ON` event with a non-zero return value. A zero return value constitutes successful DAG completion, and therefore a Rescue DAG is not generated.

By default, if a Rescue DAG exists, it will be used when the DAG is submitted specifying the original DAG input file. If more than one Rescue DAG exists, the newest one will be used. By using the Rescue DAG, DAGMan will avoid re-running nodes that completed successfully in the previous run. **Note that passing the `-force` option to `condor_submit_dag` or `condor_dagman` will cause `condor_dagman` to not use any existing rescue DAG. This means that previously-completed node jobs will be re-run.**

The granularity defining success or failure in the Rescue DAG is the node. For a node that fails, all parts of the node will be re-run, even if some parts were successful the first time. For example, if a node’s PRE script succeeds, but then
the node’s HTCondor job cluster fails, the entire node, including the PRE script, will be re-run. A job cluster may result in the submission of multiple HTCondor jobs. If one of the jobs within the cluster fails, the node fails. Therefore, the Rescue DAG will re-run the entire node, implying the submission of the entire cluster of jobs, not just the one(s) that failed.

Statistics about the failed DAG execution are presented as comments at the beginning of the Rescue DAG input file.

**Rescue DAG Naming**

The file name of the Rescue DAG is obtained by appending the string `.rescue<XXX>` to the original DAG input file name. Values for `<XXX>` start at 001 and continue to 002, 003, and beyond. The configuration variable `DAGMAN_MAX_RESCUE_NUM` sets a maximum value for `<XXX>`; see section [3.5.23](#) for the complete definition of this configuration variable. If you hit the `DAGMAN_MAX_RESCUE_NUM` limit, the last Rescue DAG file is overwritten if the DAG fails again.

If a Rescue DAG exists when the original DAG is re-submitted, the Rescue DAG with the largest magnitude value for `<XXX>` will be used, and its usage is implied.

**Example**

Here is an example showing file naming and DAG submission for the case of a failed DAG. The initial DAG is submitted with

```
condor_submit_dag my.dag
```

A failure of this DAG results in the Rescue DAG named `my.dag.rescue001`. The DAG is resubmitted using the same command:

```
condor_submit_dag my.dag
```

This resubmission of the DAG uses the Rescue DAG file `my.dag.rescue001`, because it exists. Failure of this Rescue DAG results in another Rescue DAG called `my.dag.rescue002`. If the DAG is again submitted, using the same command as with the first two submissions, but not repeated here, then this third submission uses the Rescue DAG file `my.dag.rescue002`, because it exists, and because the value 002 is larger in magnitude than 001.

**Backtracking to an Older Rescue DAG**

To explicitly specify a particular Rescue DAG, use the optional command-line argument `-dorescuefrom` with `condor_submit_dag`. Note that this will have the side effect of renaming existing Rescue DAG files with larger magnitude values of `<XXX>`. Each renamed file has its existing name appended with the string `.old`. For example, assume that `my.dag` has failed 4 times, resulting in the Rescue DAGs named `my.dag.rescue001`, `my.dag.rescue002`, `my.dag.rescue003`, and `my.dag.rescue004`. A decision is made to re-run using `my.dag.rescue002`. The submit command is

```
condor_submit_dag -dorescuefrom my.dag resuce002
```
The Rescue DAG

`condor_submit_dag -dorecusefrom 2 my.dag`

The DAG specified by the DAG input file `my.dag.rescue002` is submitted. And, the existing Rescue DAG `my.dag.rescue003` is renamed to be `my.dag.rescue003.old`, while the existing Rescue DAG `my.dag.rescue004` is renamed to be `my.dag.rescue004.old`.

**Special Cases**

Note that if multiple DAG input files are specified on the `condor_submit_dag` command line, a single Rescue DAG encompassing all of the input DAGs is generated. A DAG file containing splices also produces a single Rescue DAG file. On the other hand, a DAG containing sub-DAGs will produce a separate Rescue DAG for each sub-DAG that is queued (and for the top-level DAG).

If the Rescue DAG file is generated before all retries of a node are completed, then the Rescue DAG file will also contain *Retry* entries. The number of retries will be set to the appropriate remaining number of retries. The configuration variable `DAGMAN_RESET_RETRIES_UPON_RESCUE`, section 3.5.23, controls whether or not node retries are reset in a Rescue DAG.

**Partial versus Full Rescue DAGs**

As of HTCondor version 7.7.2, the Rescue DAG file is a partial DAG file, not a complete DAG input file as in the past.

A partial Rescue DAG file contains only information about which nodes are done, and the number of retries remaining for nodes with retries. It does not contain information such as the actual DAG structure and the specification of the submit description file for each node job. Partial Rescue DAGs are automatically parsed in combination with the original DAG input file, which contains information about the DAG structure. This updated implementation means that a change in the original DAG input file, such as specifying a different submit description file for a node job, will take effect when running the partial Rescue DAG. In other words, you can fix mistakes in the original DAG file while still gaining the benefit of using the Rescue DAG.

To use a partial Rescue DAG, you must re-run `condor_submit_dag` on the original DAG file, not the Rescue DAG file.

Note that the existence of a DONE specification in a partial Rescue DAG for a node that no longer exists in the original DAG input file is a warning, as opposed to an error, unless the `DAGMAN_USE STRICT` configuration variable is set to a value of 1 or higher (which is now the default). Comment out the line with *DONE* in the partial Rescue DAG file to avoid a warning or error.

The previous (prior to version 7.7.2) behavior of producing full DAG input file as the Rescue DAG is obtained by setting the configuration variable `DAGMAN_WRITE_PARTIAL_RESCUE` to the non-default value of `False`. Note that the option to generate full Rescue DAGs is likely to disappear some time during the 8.3 series.

To run a full Rescue DAG, either one left over from an older version of DAGMan, or one produced by setting `DAGMAN_WRITE_PARTIAL_RESCUE` to `False`, directly specify the full Rescue DAG file on the command line instead of the original DAG file. For example:
condor_submit_dag my.dag.rescue002

Attempting to re-submit the original DAG file, if the Rescue DAG file is a complete DAG, will result in a parse failure.

Rescue DAG Generated When There Are Parse Errors

Starting in HTCondor version 7.5.5, passing the -DumpRescue option to either condor_dagman or condor_submit_dag causes condor_dagman to output a Rescue DAG file, even if the parsing of a DAG input file fails. In this parse failure case, condor_dagman produces a specially named Rescue DAG containing whatever it had successfully parsed up until the point of the parse error. This Rescue DAG may be useful in debugging parse errors in complex DAGs, especially ones using splices. This incomplete Rescue DAG is not meant to be used when resubmitting a failed DAG. Note that this incomplete Rescue DAG generated by the -DumpRescue option is a full DAG input file, as produced by versions of HTCondor prior to HTCondor version 7.7.2. It is not a partial Rescue DAG file, regardless of the value of the configuration variable DAGMAN_WRITE_PARTIAL_RESCUE.

To avoid confusion between this incomplete Rescue DAG generated in the case of a parse failure and a usable Rescue DAG, a different name is given to the incomplete Rescue DAG. The name appends the string .parse_failed to the original DAG input file name. Therefore, if the submission of a DAG with

condor_submit_dag my.dag

has a parse failure, the resulting incomplete Rescue DAG will be named my.dag.parse_failed.

To further prevent one of these incomplete Rescue DAG files from being used, a line within the file contains the single command REJECT. This causes condor_dagman to reject the DAG, if used as a DAG input file. This is done because the incomplete Rescue DAG may be a syntactically correct DAG input file. It will be incomplete relative to the original DAG, such that if the incomplete Rescue DAG could be run, it could erroneously be perceived as having successfully executed the desired workflow, when, in fact, it did not.

2.10.11 DAG Recovery

DAG recovery restores the state of a DAG upon resubmission. Recovery is accomplished by reading the .nodes.log file that is used to enforce the dependencies of the DAG. The DAG can then continue towards completion.

Recovery is different than a Rescue DAG. Recovery is appropriate when no Rescue DAG has been created. There will be no Rescue DAG if the machine running the condor_dagman job crashes, or if the condor_schedd daemon crashes, or if the condor_dagman job crashes, or if the condor_dagman job is placed on hold.

Much of the time, when a not-completed DAG is re-submitted, it will automatically be placed into recovery mode due to the existence and contents of a lock file created as the DAG is first run. In recovery mode, the .nodes.log is used to identify nodes that have completed and should not be re-submitted.

DAGMan can be told to work in recovery mode by including the -DoRecovery option on the command line, as in the example
2.10.12 Visualizing DAGs with \textit{dot}

```bash
condor_submit_dag diamond.dag -DoRecovery
```

where \texttt{diamond.dag} is the name of the DAG input file.

When debugging a DAG in which something has gone wrong, a first determination is whether a resubmission will use a Rescue DAG or benefit from recovery. The existence of a Rescue DAG means that recovery would be inappropriate. A Rescue DAG is has a file name ending in \texttt{.rescue<XXX>}, where \texttt{<XXX>} is replaced by a 3-digit number.

Determine if a DAG ever completed (independent of whether it was successful or not) by looking at the last lines of the \texttt{.dagman.out} file. If there is a line similar to

```
(condor_DAGMAN) pid 445 EXITING WITH STATUS 0
```

then the DAG completed. This line explains that the \texttt{condor_dagman} job finished normally. If there is no line similar to this at the end of the \texttt{.dagman.out} file, and output from \texttt{condor_q} shows that the \texttt{condor_dagman} job for the DAG being debugged is not in the queue, then recovery is indicated.

\section*{2.10.12 Visualizing DAGs with \textit{dot}}

It can be helpful to see a picture of a DAG. DAGMan can assist you in visualizing a DAG by creating the input files used by the AT&T Research Labs \texttt{graphviz} package. \texttt{dot} is a program within this package, available from \url{http://www.graphviz.org/}, and it is used to draw pictures of DAGs.

DAGMan produces one or more \texttt{dot} files as the result of an extra line in a DAG input file. The line appears as

```plaintext
DOT dag.dot
```

This creates a file called \texttt{dag.dot}, which contains a specification of the DAG before any jobs within the DAG are submitted to HTCondor. The \texttt{dag.dot} file is used to create a visualization of the DAG by using this file as input to \texttt{dot}. This example creates a Postscript file, with a visualization of the DAG:

```bash
dot -Tps dag.dot -o dag.ps
```

Within the DAG input file, the \texttt{DOT} command can take several optional parameters:

- **UPDATE** This will update the \texttt{dot} file every time a significant update happens.
- **DONT-UPDATE** Creates a single \texttt{dot} file, when the DAGMan begins executing. This is the default if the parameter \texttt{UPDATE} is not used.
- **OVERWRITE** Overwrites the \texttt{dot} file each time it is created. This is the default, unless \texttt{DONT-OVERWRITE} is specified.
• **DONT-OVERWRITE** Used to create multiple dot files, instead of overwriting the single one specified. To create file names, DAGMan uses the name of the file concatenated with a period and an integer. For example, the DAG input file line

```
DOT dag.dot DONT-OVERWRITE
```

causes files `dag.dot.0`, `dag.dot.1`, `dag.dot.2`, etc. to be created. This option is most useful when combined with the **UPDATE** option to visualize the history of the DAG after it has finished executing.

• **INCLUDE** *path-to-filename* Includes the contents of a file given by *path-to-filename* in the file produced by the **DOT** command. The include file contents are always placed after the line of the form `label=...`. This may be useful if further editing of the created files would be necessary, perhaps because you are automatically visualizing the DAG as it progresses.

If conflicting parameters are used in a **DOT** command, the last one listed is used.

### 2.10.13 Capturing the Status of Nodes in a File

DAGMan can capture the status of the overall DAG and all DAG nodes in a **node status file**, such that the user or a script can monitor this status. This file is periodically rewritten while the DAG runs. To enable this feature, the DAG input file must contain a line with the **NODE_STATUS_FILE** command.

The syntax for a **NODE_STATUS_FILE** command is

```
NODE_STATUS_FILE statusFileName [minimumUpdateTime] [ALWAYS-UPDATE]
```

The status file is written on the machine on which the DAG is submitted; its location is given by *statusFileName*, and it may be a full path and file name.

The optional **minimumUpdateTime** specifies the minimum number of seconds that must elapse between updates to the node status file. This setting exists to avoid having DAGMan spend too much time writing the node status file for very large DAGs. If no value is specified, this value defaults to 60 seconds (as of version 8.5.8; previously, it defaulted to 0). The node status file can be updated at most once per **DAGMAN_USER_LOG_SCAN_INTERVAL**, as defined at section 3.5.23, no matter how small the **minimumUpdateTime** value. Also, the node status file will be updated when the DAG finishes, whether successfully or not, even if **minimumUpdateTime** seconds have not elapsed since the last update.

Normally, the node status file is only updated if the status of some nodes has changed since the last time the file was written. However, the optional **ALWAYS-UPDATE** keyword specifies that the node status file should be updated every time the minimum update time (and **DAGMAN_USER_LOG_SCAN_INTERVAL**), has passed, even if no nodes have changed status since the last time the file was updated. (The file will change slightly, because timestamps will be updated.) For performance reasons, large DAGs with approximately 10,000 or more nodes are poor candidates for using the **ALWAYS-UPDATE** option.

As an example, if the DAG input file contains the line

```
NODE_STATUS_FILE my.dag.status 30
```
the file my.dag.status will be rewritten at intervals of 30 seconds or more.

This node status file is overwritten each time it is updated. Therefore, it only holds information about the current status of each node; it does not provide a history of the node status.

**NOTE:** HTCondor version 8.1.6 changes the format of the node status file.

The node status file is a collection of ClassAds in New ClassAd format. There is one ClassAd for the overall status of the DAG, one ClassAd for the status of each node, and one ClassAd with the time at which the node status file was completed as well as the time of the next update.

Here is an example portion of a node status file:

```plaintext
[
  Type = "DagStatus";
  DagFiles = {
    "job_dagman_node_status.dag"
  };
  Timestamp = 1399674138; /* Fri May  9 17:22:18 2014 */
  DagStatus = 3; /* STATUS_SUBMITTED */
  NodesTotal = 12;
  NodesDone = 11;
  NodesPre = 0;
  NodesQueued = 1;
  NodesPost = 0;
  NodesReady = 0;
  NodesUnready = 0;
  NodesFailed = 0;
  JobProcsHeld = 0;
  JobProcsIdle = 1;
]
[
  Type = "NodeStatus";
  Node = "A";
  NodeStatus = 5; /* STATUS_DONE */
  StatusDetails = "";
  RetryCount = 0;
  JobProcsQueued = 0;
  JobProcsHeld = 0;
]
...
[
  Type = "NodeStatus";
  Node = "C";
  NodeStatus = 3; /* STATUS_SUBMITTED */
  StatusDetails = "idle";
  RetryCount = 0;
]
Possible DagStatus and NodeStatus attribute values are:

- 0 (STATUS_NOT_READY): At least one parent has not yet finished or the node is a FINAL node.
- 1 (STATUS_READY): All parents have finished, but the node is not yet running.
- 2 (STATUS_PRERUN): The node’s PRE script is running.
- 3 (STATUS_SUBMITTED): The node’s HTCondor job(s) are in the queue.
- 4 (STATUS_POSTRUN): The node’s POST script is running.
- 5 (STATUS_DONE): The node has completed successfully.
- 6 (STATUS_ERROR): The node has failed.

A NODE_STATUS_FILE command inside any splice is ignored. If multiple DAG files are specified on the condor_submit_dag command line, and more than one specifies a node status file, the first specification takes precedence.

2.10.14 A Machine-Readable Event History, the jobstate.log File

DAGMan can produce a machine-readable history of events. The jobstate.log file is designed for use by the Pegasus Workflow Management System, which operates as a layer on top of DAGMan. Pegasus uses the jobstate.log file to monitor the state of a workflow. The jobstate.log file can used by any automated tool for the monitoring of workflows.

DAGMan produces this file when the command JOBSTATE_LOG is in the DAG input file. The syntax for JOBSTATE_LOG is

```
JOBSTATE_LOG JobstateLogFileName
```

No more than one jobstate.log file can be created by a single instance of condor_dagman. If more than one jobstate.log file is specified, the first file name specified will take effect, and a warning will be printed in the dagman.out file when subsequent JOBSTATE_LOG specifications are parsed. Multiple specifications may exist in the same DAG file, within splices, or within multiple, independent DAGs run with a single condor_dagman instance.

The jobstate.log file can be considered a filtered version of the dagman.out file, in a machine-readable format. It contains the actual node job events that from condor_dagman, plus some additional meta-events.
The `jobstate.log` file is different from the node status file, in that the `jobstate.log` file is appended to, rather than being overwritten as the DAG runs. Therefore, it contains a history of the DAG, rather than a snapshot of the current state of the DAG.

There are 5 line types in the `jobstate.log` file. Each line begins with a Unix timestamp in the form of seconds since the Epoch. Fields within each line are separated by a single space character.

**DAGMan start** This line identifies the `condor_dagman` job. The formatting of the line is

```
timestamp INTERNAL *** DAGMAN_STARTED dagmanCondorID ***
```

The `dagmanCondorID` field is the `condor_dagman` job’s `ClusterId` attribute, a period, and the `ProcId` attribute.

**DAGMan exit** This line identifies the completion of the `condor_dagman` job. The formatting of the line is

```
timestamp INTERNAL *** DAGMAN_FINISHED exitCode ***
```

The `exitCode` field is value the `condor_dagman` job returns upon exit.

**Recovery started** If the `condor_dagman` job goes into recovery mode, this meta-event is printed. During recovery mode, events will only be printed in the file if they were not already printed before recovery mode started. The formatting of the line is

```
timestamp INTERNAL *** RECOVERY_STARTED ***
```

**Recovery finished or Recovery failure** At the end of recovery mode, either a `RECOVERY_FINISHED` or `RECOVERY_FAILURE` meta-event will be printed, as appropriate.

The formatting of the line is

```
timestamp INTERNAL *** RECOVERY_FINISHED ***
```

or

```
timestamp INTERNAL *** RECOVERY_FAILURE ***
```

**Normal** This line is used for all other event and meta-event types. The formatting of the line is

```
timestamp JobName eventName condorID jobTag - sequenceNumber
```

The `JobName` is the name given to the node job as defined in the DAG input file with the command `JOB`. It identifies the node within the DAG.

The `eventName` is one of the many defined event or meta-events given in the lists below.

The `condorID` field is the job’s `ClusterId` attribute, a period, and the `ProcId` attribute. There is no `condorID` assigned yet for some meta-events, such as `PRE_SCRIPT_STARTED`. For these, the dash character (`-`) is printed.

The `jobTag` field is defined for the Pegasus workflow manager. Its usage is generalized to be useful to other workflow managers. Pegasus-managed jobs add a line of the following form to their HTCondor submit description file:

```
+pegasus_site = "local"
```
This defines the string local as the jobTag field.

Generalized usage adds a set of 2 commands to the HTCondor submit description file to define a string as the jobTag field:

```
+job_tag_name = "+job_tag_value"
+job_tag_value = "viz"
```

This defines the string viz as the jobTag field. Without any of these added lines within the HTCondor submit description file, the dash character (‘-’) is printed for the jobTag field.

The sequenceNumber is a monotonically-increasing number that starts at one. It is associated with each attempt at running a node. If a node is retried, it gets a new sequence number; a submit failure does not result in a new sequence number. When a Rescue DAG is run, the sequence numbers pick up from where they left off within the previous attempt at running the DAG. Note that this only applies if the Rescue DAG is run automatically or with the -dorescuefrom command-line option.

Here is an example of a very simple Pegasus jobstate.log file, assuming the example jobTag field of local:

```
1292620511 INTERNAL *** DAGMAN_STARTED 4972.0 ***
1292620523 NodeA PRE_SCRIPT_STARTED - local - 1
1292620523 NodeA PRE_SCRIPT_SUCCESS - local - 1
1292620525 NodeA SUBMIT 4973.0 local - 1
1292620525 NodeA EXECUTE 4973.0 local - 1
1292620526 NodeA JOB_TERMINATED 4973.0 local - 1
1292620526 NodeA JOB_SUCCESS 0 local - 1
1292620526 NodeA POST_SCRIPT_STARTED 4973.0 local - 1
1292620531 NodeA POST_SCRIPT_TERMINATED 4973.0 local - 1
1292620531 NodeA POST_SCRIPT_SUCCESS 4973.0 local - 1
1292620535 INTERNAL *** DAGMAN_FINISHED 0 ***
```

Events defining the eventName field

- SUBMIT
- EXECUTE
- EXECUTABLE_ERROR
- CHECKPOINTED
- JOB_EVICTED
- JOB_TERMINATED
- IMAGE_SIZE
- SHADOW_EXCEPTION
- GENERIC
- JOB_ABORTED
- JOB_SUSPENDED
- JOB_UNSUSPENDED
• JOB_HELD
• JOB_RELEASED
• NODE_EXECUTE
• NODE_TERMINATED
• POST_SCRIPT_TERMINATED
• GLOBUS_SUBMIT
• GLOBUS_SUBMIT_FAILED
• GLOBUS_RESOURCE_UP
• GLOBUS_RESOURCE_DOWN
• REMOTE_ERROR
• JOB_DISCONNECTED
• JOB_RECONNECTED
• JOB_RECONNECT_FAILED
• GRID_RESOURCE_UP
• GRID_RESOURCE_DOWN
• GRID_SUBMIT
• JOB_AD_INFORMATION
• JOB_STATUS_UNKNOWN
• JOB_STATUS_KNOWN
• JOB_STAGE_IN
• JOB_STAGE_OUT

**Meta-Events defining the eventName field**

• SUBMIT_FAILURE

• JOB_SUCCESS
• JOB_FAILURE
• PRE_SCRIPT_STARTED
• PRE_SCRIPT_SUCCESS
• PRE_SCRIPT_FAILURE
• POST_SCRIPT_STARTED
• POST_SCRIPT_SUCCESS
• POST_SCRIPT_FAILURE
• DAGMAN_STARTED
• DAGMAN_FINISHED
• RECOVERY_STARTED
• RECOVERY_FINISHED
• RECOVERY_FAILURE
2.10.15 Status Information for the DAG in a ClassAd

The `condor_dagman` job places information about the status of the DAG into its own job ClassAd. The attributes are fully described at section A.2. The attributes are

- `DAG_NodesTotal`
- `DAG_NodesDone`
- `DAG_NodesPrerun`
- `DAG_NodesQueued`
- `DAG_NodesPostrun`
- `DAG_NodesReady`
- `DAG_NodesFailed`
- `DAG_NodesUnready`
- `DAG_Status`
- `DAG_InRecovery`

Note that most of this information is also available in the `dagman.out` file as described in section 2.10.7.

2.10.16 Utilizing the Power of DAGMan for Large Numbers of Jobs

Using DAGMan is recommended when submitting large numbers of jobs. The recommendation holds whether the jobs are represented by a DAG due to dependencies, or all the jobs are independent of each other, such as they might be in a parameter sweep. DAGMan offers:

- **Throttling**  Throttling limits the number of submitted jobs at any point in time.
- **Retry of jobs that fail**  This is a useful tool when an intermittent error may cause a job to fail or may cause a job to fail to run to completion when attempted at one point in time, but not at another point in time. The conditions under which retry occurs are user-defined. In addition, the administrative support that facilitates the rerunning of only those jobs that fail is automatically generated.
- **Scripts associated with node jobs**  PRE and POST scripts run on the submit host before and/or after the execution of specified node jobs.

Each of these capabilities is described in detail within this manual section about DAGMan. To make effective use of DAGMan, there is no way around reading the appropriate subsections.

To run DAGMan with large numbers of independent jobs, there are generally two ways of organizing and specifying the files that control the jobs. Both ways presume that programs or scripts will generate needed files, because the file
2.10.16. Utilizing the Power of DAGMan for Large Numbers of Jobs

Contents are either large and repetitive, or because there are a large number of similar files to be generated representing the large numbers of jobs. The two file types needed are the DAG input file and the submit description file(s) for the HTCondor jobs represented. Each of the two ways is presented separately:

**A unique submit description file for each of the many jobs.** A single DAG input file lists each of the jobs and specifies a distinct submit description file for each job. The DAG input file is simple to generate, as it chooses an identifier for each job and names the submit description file. For example, the simplest DAG input file for a set of 1000 independent jobs, as might be part of a parameter sweep, appears as

```
# file sweep.dag
JOB job0 job0.submit
JOB job1 job1.submit
JOB job2 job2.submit
...
JOB job999 job999.submit
```

There are 1000 submit description files, with a unique one for each of the job<N> jobs. Assuming that all files associated with this set of jobs are in the same directory, and that files continue the same naming and numbering scheme, the submit description file for `job6.submit` might appear as

```
# file job6.submit
universe = vanilla
executable = /path/to/executable
log = job6.log
input = job6.in
output = job6.out
arguments = "-file job6.out"
queue
```

Submission of the entire set of jobs uses the command line

```
condor_submit_dag sweep.dag
```

A benefit to having unique submit description files for each of the jobs is that they are available if one of the jobs needs to be submitted individually. A drawback to having unique submit description files for each of the jobs is that there are lots of submit description files.

**Single submit description file.** A single HTCondor submit description file might be used for all the many jobs of the parameter sweep. To distinguish the jobs and their associated distinct input and output files, the DAG input file assigns a unique identifier with the VARS command.

```
# file sweep.dag
JOB job0 common.submit
VARS job0 runnumber="0"
```
Utilizing the Power of DAGMan for Large Numbers of Jobs

The single submit description file for all these jobs utilizes the `runnumber` variable value in its identification of the job’s files. This submit description file might appear as

```bash
# file common.submit
universe = vanilla
executable = /path/to/executable
log = wholeDAG.log
input = job$(runnumber).in
output = job$(runnumber).out
arguments = "-$\{(runnumber)\"
queue
```

The job with `runnumber=8` expects to find its input file `job8.in` in the single, common directory, and it sends its output to `job8.out`. The single log for all job events of the entire DAG is `wholeDAG.log`. Using one file for the entire DAG meets the limitation that no macro substitution may be specified for the job log file, and it is likely more efficient as well. This node’s executable is invoked with

```
/path/to/executable -8
```

These examples work well with respect to file naming and file location when there are less than several thousand jobs submitted as part of a DAG. The large numbers of files per directory becomes an issue when there are greater than several thousand jobs submitted as part of a DAG. In this case, consider a more hierarchical structure for the files instead of a single directory. Introduce a separate directory for each run. For example, if there were 10,000 jobs, there would be 10,000 directories, one for each of these jobs. The directories are presumed to be generated and populated by programs or scripts that, like the previous examples, utilize a run number. Each of these directories named utilizing the run number will be used for the input, output, and log files for one of the many jobs.

As an example, for this set of 10,000 jobs and directories, assume that there is a run number of 600. The directory will be named `dir600`, and it will hold the 3 files called `in`, `out`, and `log`, representing the input, output, and HTCondor job log files associated with run number 600.

The DAG input file sets a variable representing the run number, as in the previous example:

```bash
# file biggersweep.dag
JOB job0 bigger.submit
VARS job0 runnumber="0"
```
A single HTCondor submit description file may be written. It resides in the same directory as the DAG input file.

```plaintext
# file bigger.submit
universe = vanilla
executable = /path/to/executable
log = log
input = in
output = out
arguments = "-$(runnumber)"
initialdir = dir$(runnumber)
queue
```

One item to care about with this set up is the underlying file system for the pool. The transfer of files (or not) when using `initialdir` differs based upon the job `universe` and whether or not there is a shared file system. See section 12 for the details on the submit command `initialdir`.

Submission of this set of jobs is no different than the previous examples. With the current working directory the same as the one containing the submit description file, the DAG input file, and the subdirectories,

```bash
condor_submit_dag biggersweep.dag
```

## 2.10.17 Workflow Metrics

`condor_dagman` may report workflow metrics to one or more HTTP servers. This capability is currently only used for workflows run under Pegasus. The reporting is disabled by setting the `CONDOR_DEVELOPERS` configuration variable to `NONE`, or by setting the `PEGASUS_METRICS` environment variable to any value other than `True` (case-insensitive) or `1`. The `dagman.out` file will indicate whether or not metrics were reported.

For every DAG, a metrics file is created independent of the reporting of those metrics. This metrics file is named `<dag_file_name>.metrics`, where `<dag_file_name>` is the name of the DAG input file. In a workflow with nested DAGs, each nested DAG will create its own metrics file.

Here is an example metrics output file:

```json
{
}
```
Here is an explanation of each of the items in the file:

- **client**: the name of the client workflow software; in the example, it is "condor_dagman"
- **version**: the version of the client workflow software
- **planner**: the workflow planner, as read from the braindump.txt file
- **planner_version**: the planner software version, as read from the braindump.txt file
- **type**: the type of data, "metrics"
- **wf_uuid**: the workflow ID, generated by pegasus-plan, as read from the braindump.txt file
- **root_wf_uuid**: the root workflow ID, which is relevant for nested workflows. It is generated by pegasus-plan, as read from the braindump.txt file.
- **start_time**: the start time of the client, in epoch seconds, with millisecond precision
- **end_time**: the end time of the client, in epoch seconds, with millisecond precision
- **duration**: the duration of the client, in seconds, with millisecond precision
• **exitcode**: the *condor_dagman* exit code

• **dagman_id**: the value of the ClusterId attribute of the *condor_dagman* instance

• **parent_dagman_id**: the value of the ClusterId attribute of the parent *condor_dagman* instance of this DAG; empty if this DAG is not a SUBDAG

• **rescue_dag_number**: the number of the Rescue DAG being run, or 0 if not running a Rescue DAG

• **jobs**: the number of nodes in the DAG input file, not including SUBDAG nodes

• **jobs_failed**: the number of failed nodes in the workflow, not including SUBDAG nodes

• **jobs_succeeded**: the number of successful nodes in the workflow, not including SUBDAG nodes; this includes jobs that succeeded after retries

• **dag_jobs**: the number of SUBDAG nodes in the DAG input file

• **dag_jobs_failed**: the number of SUBDAG nodes that failed

• **dag_jobs_succeeded**: the number of SUBDAG nodes that succeeded

• **total_jobs**: the total number of jobs in the DAG input file

• **total_jobs_run**: the total number of nodes executed in a DAG. It should be equal to jobs_succeeded + jobs_failed + dag_jobs_succeeded + dag_jobs_failed

• **total_job_time**: the sum of the time between the first execute event and the terminated event for all jobs that are not SUBDAGs

• **dag_status**: the final status of the DAG, with values
  
  - 0: OK
  - 1: error; an error condition different than those listed here
  - 2: one or more nodes in the DAG have failed
  - 3: the DAG has been aborted by an ABORT-DAG-ON specification
  - 4: removed; the DAG has been removed by *condor_rm*
  - 5: a cycle was found in the DAG
  - 6: the DAG has been halted; see section [2.10.8](#) for an explanation of halting a DAG

  Note that any **dag_status** other than 0 corresponds to a non-zero exit code.

The *braindump.txt* file is generated by *pegasus-plan*; the name of the *braindump.txt* file is specified with the PEGASUS_BRAINDUMP_FILE environment variable. If not specified, the file name defaults to *braindump.txt*, and it is placed in the current directory.

Note that the **total_job_time** value is always zero, because the calculation of that value has not yet been implemented.

If a DAG succeeds, but the metrics reporting fails, the DAG is still considered successful.
The metrics are reported only at the end of a DAG run. This includes reporting the metrics if the condor_dagman job is removed, or if the DAG drains from the queue because of being halted by a halt file.

The metrics are reported by the condor_dagman_metrics_reporter executable as described in the manual page at \[761\]

2.10.18 DAGMan and Accounting Groups

As of version 8.5.6, condor_dagman propagates accounting_group and accounting_group_user values specified for condor_dagman itself to all jobs within the DAG (including sub-DAGs).

The accounting_group and accounting_group_user values can be specified using the -append flag to condor_submit_dag, for example:

condor_submit_dag -append accounting_group=group_physics -append accounting_group_user=albert relativity.dag

See section 3.6.7 for a discussion of group accounting and section 3.6.8 for a discussion of accounting groups with hierarchical group quotas.

2.11 Virtual Machine Applications

The vm universe facilitates an HTCondor job that matches and then lands a disk image on an execute machine within an HTCondor pool. This disk image is intended to be a virtual machine. In this manner, the virtual machine is the job to be executed.

This section describes this type of HTCondor job. See section 3.5.25 for details of configuration variables.

2.11.1 The Submit Description File

Different than all other universe jobs, the vm universe job specifies a disk image, not an executable. Therefore, the submit commands input, output, and error do not apply. If specified, condor_submit rejects the job with an error. The executable command changes definition within a vm universe job. It no longer specifies an executable file, but instead provides a string that identifies the job for tools such as condor_q. Other commands specific to the type of virtual machine software identify the disk image.

VMware, Xen, and KVM virtual machine software are supported. As these differ from each other, the submit description file specifies one of

vm_type = vmware

or
vm_type = xen

or

vm_type = kvm

The job is required to specify its memory needs for the disk image with \texttt{vm\_memory}, which is given in Mbytes. HTCondor uses this number to assure a match with a machine that can provide the needed memory space.

Virtual machine networking is enabled with the command

\texttt{vm\_networking = true}

And, when networking is enabled, a definition of \texttt{vm\_networking\_type} as \texttt{bridge} matches the job only with a machine that is configured to use bridge networking. A definition of \texttt{vm\_networking\_type} as \texttt{nat} matches the job only with a machine that is configured to use NAT networking. When no definition of \texttt{vm\_networking\_type} is given, HTCondor may match the job with a machine that enables networking, and further, the choice of bridge or NAT networking is determined by the machine’s configuration.

Modified disk images are transferred back to the machine from which the job was submitted as the \texttt{vm\_universe} job completes. Job completion for a \texttt{vm\_universe} job occurs when the virtual machine is shut down, and HTCondor notices (as the result of a periodic check on the state of the virtual machine). Should the job not want any files transferred back (modified or not), for example because the job explicitly transferred its own files, the submit command to prevent the transfer is

\texttt{vm\_no\_output\_vm = true}

The required disk image must be identified for a virtual machine. This \texttt{vm\_disk} command specifies a list of comma-separated files. Each disk file is specified by colon-separated fields. The first field is the path and file name of the disk file. The second field specifies the device. The third field specifies permissions, and the optional fourth specifies the format. Here is an example that identifies a single file:

\texttt{vm\_disk = swap.img:sda2:w:raw}

If HTCondor will be transferring the disk file, then the file name given in \texttt{vm\_disk} should not contain any path information. Otherwise, the full path to the file should be given.

Setting values in the submit description file for some commands have consequences for the virtual machine description file. These commands are

- \texttt{vm\_memory}
- \texttt{vm\_macaddr}
- \texttt{vm\_networking}
- \texttt{vm\_networking\_type}
• **vm_disk**

For VMware virtual machines, setting values for these commands causes HTCondor to modify the .vmx file, overwriting existing values. For KVM and Xen virtual machines, HTCondor uses these values when it produces the description file.

For Xen and KVM jobs, if any files need to be transferred from the submit machine to the machine where the vm universe job will execute, HTCondor must be explicitly told to do so with the standard file transfer attributes:

```plaintext
should_transfer_files = YES
when_to_transfer_output = ON_EXIT
transfer_input_files = /myxen/diskfile.img,/myxen/swap.img
```

Any and all needed files that will not accessible directly from the machines where the job may execute must be listed.

Further commands specify information that is specific to the virtual machine type targeted.

**VMware-Specific Submit Commands**

Specific to VMware, the submit description file command `vmware_dir` gives the path and directory (on the machine from which the job is submitted) to where VMware-specific files and applications reside. One example of a VMware-specific application is the VMDK files, which form a virtual hard drive (disk image) for the virtual machine. VMX files containing the primary configuration for the virtual machine would also be in this directory.

HTCondor must be told whether or not the contents of the `vmware_dir` directory must be transferred to the machine where the job is to be executed. This required information is given with the submit command `vmware_should_transfer_files`. With a value of `True`, HTCondor does transfer the contents of the directory. With a value of `False`, HTCondor does not transfer the contents of the directory, and instead presumes that access to this directory is available through a shared file system.

By default, HTCondor uses a snapshot disk for new and modified files. They may also be utilized for check-points. The snapshot disk is initially quite small, growing only as new files are created or files are modified. When `vmware_should_transfer_files` is `True`, a job may specify that a snapshot disk is not to be used with the command

```plaintext
vmware_snapshot_disk = False
```

In this case, HTCondor will utilize original disk files in producing checkpoints. Note that `condor_submit` issues an error message and does not submit the job if both `vmware_should_transfer_files` and `vmware_snapshot_disk` are `False`.

Because VMware Player does not support snapshots, machines using VMware Player may only run vm jobs that set `vmware_snapshot_disk` to `False`. These jobs will also set `vmware_should_transfer_files` to `True`. A job using VMware Player will go on hold if it attempts to use a snapshot. The pool administrator should have configured the pool such that machines will not start jobs they cannot run.

Note that if snapshot disks are requested and file transfer is not being used, the `vmware_dir` setting given in the submit description file should not contain any symbolic link path components, as described on the [https://htcondor-wiki.cs.wisc.edu/index.cgi/wiki?p=HowToAdminRecipes](https://htcondor-wiki.cs.wisc.edu/index.cgi/wiki?p=HowToAdminRecipes) page under the answer to why VMware jobs with symbolic links fail.
Here is a sample submit description file for a VMware virtual machine:

```plaintext
universe = vm
executable = vmware_sample_job
log = simple.vm.log.txt
vm_type = vmware
vm_memory = 64
vmware_dir = C:\condor-test
vmware_should_transfer_files = True
queue
```

This sample uses the `vmware_dir` command to identify the location of the disk image to be executed as an HTCondor job. The contents of this directory are transferred to the machine assigned to execute the HTCondor job.

**Xen-Specific Submit Commands**

A Xenvm universe job requires specification of the guest kernel. The `xen_kernel` command accomplishes this, utilizing one of the following definitions.

1. `xen_kernel = included` implies that the kernel is to be found in disk image given by the definition of the single file specified in `vm_disk`.

2. `xen_kernel = path-to-kernel` gives the file name of the required kernel. If this kernel must be transferred to machine on which the `vm` universe job will execute, it must also be included in the `transfer_input_files` command.

   This form of the `xen_kernel` command also requires further definition of the `xen_root` command. `xen_root` defines the device containing files needed by `root`.

**2.11.2 Checkpoints**

Creating a checkpoint is straightforward for a virtual machine, as a checkpoint is a set of files that represent a snapshot of both disk image and memory. The checkpoint is created and all files are transferred back to the `$\{(SPOOL)\}` directory on the machine from which the job was submitted. The submit command to create checkpoints is

```plaintext
vm_checkpoint = true
```

Without this command, no checkpoints are created (by default). With the command, a checkpoint is created any time the `vm` universe jobs is evicted from the machine upon which it is executing. This occurs as a result of the machine configuration indicating that it will no longer execute this job.

`vm` universe jobs can not use a checkpoint server.

Periodic creation of checkpoints is not supported at this time.
Enabling both networking and checkpointing for a vm universe job can cause networking problems when the job restarts, particularly if the job migrates to a different machine. condor_submit will normally reject such jobs. To enable both, then add the command

```
when_to_transfer_output = ON_EXIT_OR_EVICT
```

Take care with respect to the use of network connections within the virtual machine and their interaction with checkpoints. Open network connections at the time of the checkpoint will likely be lost when the checkpoint is subsequently used to resume execution of the virtual machine. This occurs whether or not the execution resumes on the same machine or a different one within the HTCondor pool.

### 2.11.3 Disk Images

**VMware on Windows and Linux**

Following the platform-specific guest OS installation instructions found at [http://partnerweb.vmware.com/GOSIG/home.html](http://partnerweb.vmware.com/GOSIG/home.html), creates a VMware disk image.

**Xen and KVM**

While the following web page contains instructions specific to Fedora on how to create a virtual guest image, it should provide a good starting point for other platforms as well.

[http://fedoraproject.org/wiki/Virtualization_Quick_Start](http://fedoraproject.org/wiki/Virtualization_Quick_Start)

### 2.11.4 Job Completion in the vm Universe

Job completion for a vm universe job occurs when the virtual machine is shut down, and HTCondor notices (as the result of a periodic check on the state of the virtual machine). This is different from jobs executed under the environment of other universes.

Shut down of a virtual machine occurs from within the virtual machine environment. A script, executed with the proper authorization level, is the likely source of the shut down commands.

Under a Windows 2000, Windows XP, or Vista virtual machine, an administrator issues the command

```
shutdown -s -t 01
```

Under a Linux virtual machine, the root user executes

```
/sbin/poweroff
```
The command `/sbin/halt` will not completely shut down some Linux distributions, and instead causes the job to hang.

Since the successful completion of the `vm` universe job requires the successful shut down of the virtual machine, it is good advice to try the shut down procedure outside of HTCondor, before a `vm` universe job is submitted.

### 2.11.5 Failures to Launch

It is not uncommon for a `vm` universe job to fail to launch because of a problem with the execute machine. In these cases, HTCondor will reschedule the job and note, in its user event log (if requested), the reason for the failure and that the job will be rescheduled. The reason is unlikely to be directly useful to you as an HTCondor user, but may help your HTCondor administrator understand the problem.

If the VM fails to launch for other reasons, the job will be placed on hold and the reason placed in the job ClassAd’s `HoldReason` attribute. The following table may help in understanding such reasons.

<table>
<thead>
<tr>
<th>Reason Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VMGAHP_ERR_JOBCLASSAD_NO_VM_MEMORY_PARAM</td>
<td>The attribute <code>JobVMMemory</code> was not set in the job ad sent to the VM GAHP. HTCondor will usually prevent you from submitting a VM universe job without <code>JobVMMemory</code> set. Examine your job and verify that <code>JobVMMemory</code> is set. If it is, please contact your administrator.</td>
</tr>
<tr>
<td>VMGAHP_ERR_JOBCLASSAD_NO_VMWARE_VMX_PARAM</td>
<td>The attribute <code>VMPARAM_VMware_Dir</code> was not set in the job ad sent to the VM GAHP. HTCondor will usually set this attribute when you submit a valid VMWare job (it is derived from <code>vmware_dir</code>). If you used <code>condor_submit</code> to submit this job, contact your administrator. Otherwise, examine your job and verify that <code>VMPARAM_VMware_Dir</code> is set. If it is, contact your administrator.</td>
</tr>
<tr>
<td>VMGAHP_ERR_JOBCLASSAD_KVM_NO_DISK_PARAM</td>
<td>The attribute <code>VMPARAM_vm_Disk</code> was not set in the job ad sent to the VM GAHP. HTCondor will usually set this attribute when you submit a valid KVM job (it is derived from <code>vm_disk</code>). Examine your job and verify that <code>VMPARAM_vm_Disk</code> is set. If it is, please contact your administrator.</td>
</tr>
<tr>
<td>VMGAHP_ERR_JOBCLASSAD_KVM_INVALID_DISK_PARAM</td>
<td>The attribute <code>vm_disk</code> was invalid. Please consult the manual, or the <code>condor_submit</code> man page, for information about the syntax of <code>vm_disk</code>. A syntactically correct value may be invalid if the on-disk permissions of a file specified in it do not match the requested permissions.</td>
</tr>
</tbody>
</table>
permissions. Presently, files not transferred to the root of the working
directory must be specified with full paths.

VMGAHP_ERR_JOBCLASSAD_KVM_MISMATCHED_CHECKPOINT

KVM jobs can not presently checkpoint if any of their disk files are not
on a shared filesystem. Files on a shared filesystem must be specified in
vm_disk with full paths.

VMGAHP_ERR_JOBCLASSAD_XEN_NO_KERNEL_PARAM

The attribute VMPARAM_Xen_Kernel was not set in the job ad sent to the
VM GAHP. HTCondor will usually set this attribute when you submit a valid
Xen job (it is derived from xen_kernel). Examine your job and verify that
VMPARAM_Xen_Kernel is set. If it is, please contact your administrator.

VMGAHP_ERR_JOBCLASSAD_MISMATCHED_HARDWARE_VT

Don't use 'vmx' as the name of your kernel image. Pick something else and
change xen_kernel to match.

VMGAHP_ERR_JOBCLASSAD_XEN_KERNEL_NOT_FOUND

HTCondor could not read from the file specified by xen_kernel.
Check the path and the file's permissions. If it's on a shared filesystem,
you may need to alter your job's requirements expression to ensure the
filesystem's availability.

VMGAHP_ERR_JOBCLASSAD_XEN_INITRD_NOT_FOUND

HTCondor could not read from the file specified by xen_initrd.
Check the path and the file's permissions. If it's on a shared filesystem,
you may need to alter your job's requirements expression to ensure the
filesystem's availability.

VMGAHP_ERR_JOBCLASSAD_XEN_NO_ROOT_DEVICE_PARAM

The attribute VMPARAM_Xen_Root was not set in the job ad sent to the
VM GAHP. HTCondor will usually set this attribute when you submit a valid
Xen job (it is derived from xen_root). Examine your job and verify that
VMPARAM_Xen_Root is set. If it is, please contact your administrator.

VMGAHP_ERR_JOBCLASSAD_XEN_NO_DISK_PARAM

The attribute VMPARAM_vm_Disk was not set in the job ad sent to the
VM GAHP. HTCondor will usually set this attribute when you submit a valid
Xen job (it is derived from vm_disk). Examine your job and verify that VMPARAM_vm_Disk is set. If it is, please contact your administrator.

VMGAHP_ERR_JOBCLASSAD_XEN_INVALID_DISK_PARAM

The attribute vm_disk was invalid. Please consult the manual, or the condor_submit man page, for information about the syntax of vm_disk. A syntactically correct value may be invalid if the on-disk permissions of a file specified in it do not match the requested permissions. Presently, files not transferred to the root of the working directory must be specified with full paths.

VMGAHP_ERR_JOBCLASSAD_XEN_MISMATCHED_CHECKPOINT

Xen jobs can not presently checkpoint if any of their disk files are not on a shared filesystem. Files on a shared filesystem must be specified in vm_disk with full paths.

2.12 Docker Universe Applications

A docker universe job instantiates a Docker container from a Docker image, and HTCondor manages the running of that container as an HTCondor job, on an execute machine. This running container can then be managed as any HTCondor job. For example, it can be scheduled, removed, put on hold, or be part of a workflow managed by DAGMan.

The docker universe job will only be matched with an execute host that advertises its capability to run docker universe jobs. When an execute machine with docker support starts, the machine checks to see if the docker command is available and has the correct settings for HTCondor. Docker support is advertised if available and if it has the correct settings.

The image from which the container is instantiated is defined by specifying a Docker image with the submit command docker_image. This image must be pre-staged on a docker hub that the execute machine can access.

After submission, the job is treated much the same way as a vanilla universe job. Details of file transfer are the same as applied to the vanilla universe. One of the benefits of Docker containers is the file system isolation they provide. Each container has a distinct file system, from the root on down, and this file system is completely independent of the file system on the host machine. The container does not share a file system with either the execute host or the submit host, with the exception of the scratch directory, which is volume mounted to the host, and is the initial working directory of the job. Optionally, the administrator may configure other directories from the host machine to be volume mounted, and thus visible inside the container. See the docker section of the administrator’s manual for details.

In Docker universe (as well as vanilla), HTCondor never allows a containerized process to run as root inside the container, it always runs as a non-root user. It will run as the same non-root user that a vanilla job will. If a Docker Universe job fails in an obscure way, but runs fine in a docker container on a desktop, try running the job as a non-root user on the desktop to try to duplicate the problem.
HTCondor creates a per-job scratch directory on the execute machine, transfers any input files to that directory, bind-mounts that directory to a directory of the same name inside the container, and sets the IWD of the contained job to that directory. The assumption is that the job will look in the cwd for input files, and drop output files in the same directory. In docker terms, we docker run with the `-v /some_scratch_directory -w /some_scratch_directory –user non-root-user command line options (along with many others).

The executable file can come from one of two places: either from within the container’s image, or it can be a script transferred from the submit machine to the scratch directory of the execute machine. To specify the former, use an absolute path (starting with a `/`) for the executable. For the latter, use a relative path.

Therefore, the submit description file should contain the submit command

```
should_transfer_files = YES
```

With this command, all input and output files will be transferred as required to and from the scratch directory mounted as a Docker volume.

If no executable is specified in the submit description file, it is presumed that the Docker container has a default command to run.

When the job completes, is held, evicted, or is otherwise removed from the machine, the container will be removed.

Here is a complete submit description file for a sample docker universe job:

```
universe = docker
docker_image = debian
executable = /bin/cat
arguments = /etc/hosts
should_transfer_files = YES
when_to_transfer_output = ON_EXIT
output = out.$(Process)
error = err.$(Process)
log = log.$(Process)
request_memory = 100M
queue 1
```

A debian container is the HTCondor job, and it runs the `/bin/cat` program on the `/etc/hosts` file before exiting.

### 2.13 Time Scheduling for Job Execution

Jobs may be scheduled to begin execution at a specified time in the future with HTCondor’s job deferral functionality. All specifications are in a job’s submit description file. Job deferral functionality is expanded to provide for the periodic execution of a job, known as the CronTab scheduling.
2.13.1 Job Deferral

Job deferral allows the specification of the exact date and time at which a job is to begin executing. HTCondor attempts to match the job to an execution machine just like any other job, however, the job will wait until the exact time to begin execution. A user can define the job to allow some flexibility in the execution of jobs that miss their execution time.

Deferred Execution Time

A job’s deferral time is the exact time that HTCondor should attempt to execute the job. The deferral time attribute is defined as an expression that evaluates to a Unix Epoch timestamp (the number of seconds elapsed since 00:00:00 on January 1, 1970, Coordinated Universal Time). This is the time that HTCondor will begin to execute the job.

After a job is matched and all of its files have been transferred to an execution machine, HTCondor checks to see if the job’s ClassAd contains a deferral time. If it does, HTCondor calculates the number of seconds between the execution machine’s current system time and the job’s deferral time. If the deferral time is in the future, the job waits to begin execution. While a job waits, its job ClassAd attribute JobStatus indicates the job is in the Running state. As the deferral time arrives, the job begins to execute. If a job misses its execution time, that is, if the deferral time is in the past, the job is evicted from the execution machine and put on hold in the queue.

The specification of a deferral time does not interfere with HTCondor’s behavior. For example, if a job is waiting to begin execution when a condor_hold command is issued, the job is removed from the execution machine and is put on hold. If a job is waiting to begin execution when a condor_suspend command is issued, the job continues to wait. When the deferral time arrives, HTCondor begins execution for the job, but immediately suspends it.

The deferral time is specified in the job’s submit description file with the command deferral_time.

Deferral Window

If a job arrives at its execution machine after the deferral time has passed, the job is evicted from the machine and put on hold in the job queue. This may occur, for example, because the transfer of needed files took too long due to a slow network connection. A deferral window permits the execution of a job that misses its deferral time by specifying a window of time within which the job may begin.

The deferral window is the number of seconds after the deferral time, within which the job may begin. When a job arrives too late, HTCondor calculates the difference in seconds between the execution machine’s current time and the job’s deferral time. If this difference is less than or equal to the deferral window, the job immediately begins execution. If this difference is greater than the deferral window, the job is evicted from the execution machine and is put on hold in the job queue.

The deferral window is specified in the job’s submit description file with the command deferral_window.
Preparation Time

When a job defines a deferral time far in the future and then is matched to an execution machine, potential computation cycles are lost because the deferred job has claimed the machine, but is not actually executing. Other jobs could execute during the interval when the job waits for its deferral time. To make use of the wasted time, a job defines a **deferral_prep_time** with an integer expression that evaluates to a number of seconds. At this number of seconds before the deferral time, the job may be matched with a machine.

Usage Examples

Here are examples of how the job deferral time, deferral window, and the preparation time may be used.

The job’s submit description file specifies that the job is to begin execution on January 1st, 2006 at 12:00 pm:

\[
\text{deferral\_time} = 1136138400
\]

The Unix *date* program may be used to calculate a Unix epoch time. The syntax of the command to do this depends on the options provided within that flavor of Unix. In some, it appears as

\[
\% \text{ date --date "MM/DD/YYYY HH:MM:SS" +%s}
\]

and in others, it appears as

\[
\% \text{ date -d "YYYY-MM-DD HH:MM:SS" +%s}
\]

*MM* is a 2-digit month number, *DD* is a 2-digit day of the month number, and *YYYY* is a 4-digit year. *HH* is the 2-digit hour of the day, *MM* is the 2-digit minute of the hour, and *SS* are the 2-digit seconds within the minute. The characters *%s* tell the *date* program to give the output as a Unix epoch time.

The job always waits 60 seconds after submission before beginning execution:

\[
\text{deferral\_time} = (QDate + 60)
\]

In this example, assume that the deferral time is 45 seconds in the past as the job is available. The job begins execution, because 75 seconds remain in the deferral window:

\[
\text{deferral\_window} = 120
\]

In this example, a job is scheduled to execute far in the future, on January 1st, 2010 at 12:00 pm. The **deferral_prep_time** attribute delays the job from being matched until 60 seconds before the job is to begin execution.

\[
\begin{align*}
\text{deferral\_time} &= 1262368800 \\
\text{deferral\_prep\_time} &= 60
\end{align*}
\]
2.13.2 CronTab Scheduling

<table>
<thead>
<tr>
<th>Submit Command</th>
<th>Allowed Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>cron_minute</td>
<td>0 - 59</td>
</tr>
<tr>
<td>cron_hour</td>
<td>0 - 23</td>
</tr>
<tr>
<td>cron_day_of_month</td>
<td>1 - 31</td>
</tr>
<tr>
<td>cron_month</td>
<td>1 - 12</td>
</tr>
<tr>
<td>cron_day_of_week</td>
<td>0 - 7 (Sunday is 0 or 7)</td>
</tr>
</tbody>
</table>

Table 2.3: The list of submit commands and their value ranges.

Limitations

There are some limitations to HTCondor’s job deferral feature.

- Job deferral is not available for scheduler universe jobs. A scheduler universe job defining the deferral_time produces a fatal error when submitted.
- The time that the job begins to execute is based on the execution machine’s system clock, and not the submission machine’s system clock. Be mindful of the ramifications when the two clocks show dramatically different times.
- A job’s JobStatus attribute is always in the Running state when job deferral is used. There is currently no way to distinguish between a job that is executing and a job that is waiting for its deferral time.

2.13.2 CronTab Scheduling

HTCondor’s CronTab scheduling functionality allows jobs to be scheduled to execute periodically. A job’s execution schedule is defined by commands within the submit description file. The notation is much like that used by the Unix cron daemon. As such, HTCondor developers are fond of referring to CronTab scheduling as Crondor. The scheduling of jobs using HTCondor’s CronTab feature calculates and utilizes the DeferralTime ClassAd attribute.

Also, unlike the Unix cron daemon, HTCondor never runs more than one instance of a job at the same time.

The capability for repetitive or periodic execution of the job is enabled by specifying an on_exit_remove command for the job, such that the job does not leave the queue until desired.

Semantics for CronTab Specification

A job’s execution schedule is defined by a set of specifications within the submit description file. HTCondor uses these to calculate a DeferralTime for the job.

Table 2.3 lists the submit commands and acceptable values for these commands. At least one of these must be defined in order for HTCondor to calculate a DeferralTime for the job. Once one CronTab value is defined, the default for all the others uses all the values in the allowed values ranges.
The day of a job’s execution can be specified by both the `cron_day_of_month` and the `cron_day_of_week` attributes. The day will be the logical or of both.

The semantics allow more than one value to be specified by using the `*` operator, ranges, lists, and steps (strides) within ranges.

**The asterisk operator** The `*` (asterisk) operator specifies that all of the allowed values are used for scheduling. For example,

```plaintext
cron_month = *
```

becomes any and all of the list of possible months: (1,2,3,4,5,6,7,8,9,10,11,12). Thus, a job runs any month in the year.

**Ranges** A range creates a set of integers from all the allowed values between two integers separated by a hyphen. The specified range is inclusive, and the integer to the left of the hyphen must be less than the right hand integer. For example,

```plaintext
cron_hour = 0-4
```

represents the set of hours from 12:00 am (midnight) to 4:00 am, or (0,1,2,3,4).

**Lists** A list is the union of the values or ranges separated by commas. Multiple entries of the same value are ignored. For example,

```plaintext
cron_minute = 15,20,25,30
cron_hour = 0-3,9-12,15
```

where this `cron_minute` example represents (15,20,25,30) and `cron_hour` represents (0,1,2,3,9,10,11,12,15).

**Steps** Steps select specific numbers from a range, based on an interval. A step is specified by appending a range or the asterisk operator with a slash character (\slash{}), followed by an integer value. For example,

```plaintext
cron_minute = 10-30/5
cron_hour = */3
```

where this `cron_minute` example specifies every five minutes within the specified range to represent (10,15,20,25,30), and `cron_hour` specifies every three hours of the day to represent (0,3,6,9,12,15,18,21).
Preparation Time and Execution Window

The `cron_prep_time` command is analogous to the deferral time’s `deferral_prep_time` command. It specifies the number of seconds before the deferral time that the job is to be matched and sent to the execution machine. This permits HTCondor to make necessary preparations before the deferral time occurs.

Consider the submit description file example that includes

```plaintext
cron_minute = 0
cron_hour = *
cron_prep_time = 300
```

The job is scheduled to begin execution at the top of every hour. Note that the setting of `cron_hour` in this example is not required, as the default value will be `*`, specifying any and every hour of the day. The job will be matched and sent to an execution machine no more than five minutes before the next deferral time. For example, if a job is submitted at 9:30am, then the next deferral time will be calculated to be 10:00am. HTCondor may attempt to match the job to a machine and send the job once it is 9:55am.

As the CronTab scheduling calculates and uses deferral time, jobs may also make use of the deferral window. The submit command `cron_window` is analogous to the submit command `deferral_window`. Consider the submit description file example that includes

```plaintext
cron_minute = 0
cron_hour = *
cron_window = 360
```

As the previous example, the job is scheduled to begin execution at the top of every hour. Yet with no preparation time, the job is likely to miss its deferral time. The 6-minute window allows the job to begin execution, as long as it arrives and can begin within 6 minutes of the deferral time, as seen by the time kept on the execution machine.

Scheduling

When a job using the CronTab functionality is submitted to HTCondor, use of at least one of the submit description file commands beginning with `cron`, causes HTCondor to calculate and set a deferral time for when the job should run. A deferral time is determined based on the current time rounded later in time to the next minute. The deferral time is the job’s `DeferralTime` attribute. A new deferral time is calculated when the job first enters the job queue, when the job is re-queued, or when the job is released from the hold state. New deferral times for all jobs in the job queue using the CronTab functionality are recalculated when a `condor_reconfig` or a `condor_restart` command that affects the job queue is issued.

A job’s deferral time is not always the same time that a job will receive a match and be sent to the execution machine. This is because HTCondor operates on the job queue at times that are independent of job events, such as when job execution completes. Therefore, HTCondor may operate on the job queue just after a job’s deferral time states that it is to begin execution. HTCondor attempts to start a job when the following pseudo-code boolean expression evaluates to `True`:
( time() + SCHEDD_INTERVAL ) >= ( DeferralTime - CronPrepTime )

If the \texttt{time()} plus the number of seconds until the next time HTCondor checks the job queue is greater than or equal to the time that the job should be submitted to the execution machine, then the job is to be matched and sent now.

Jobs using the CronTab functionality are not automatically re-queued by HTCondor after their execution is complete. The submit description file for a job must specify an appropriate \texttt{on\_exit\_remove} command to ensure that a job remains in the queue. This job maintains its original \texttt{ClusterId} and \texttt{ProcId}.

\textbf{Usage Examples}

Here are some examples of the submit commands necessary to schedule jobs to run at multifarious times. Please note that it is not necessary to explicitly define each attribute; the default value is \texttt{*}.

\begin{itemize}
  \item \textbf{Run 23 minutes after every two hours, every day of the week:}

  
  \begin{verbatim}
  on_exit_remove = false
  cron_minute = 23
  cron_hour = 0-23/2
  cron_day_of_month = *
  cron_month = *
  cron_day_of_week = *
  \end{verbatim}

  \item \textbf{Run at 10:30pm on each of May 10th to May 20th, as well as every remaining Monday within the month of May:}

  \begin{verbatim}
  on_exit_remove = false
  cron_minute = 30
  cron_hour = 20
  cron_day_of_month = 10-20
  cron_month = 5
  cron_day_of_week = 2
  \end{verbatim}

  \item \textbf{Run every 10 minutes and every 6 minutes before noon on January 18th with a 2-minute preparation time:}

  \begin{verbatim}
  on_exit_remove = false
  cron_minute = */10,*/6
  cron_hour = 0-11
  cron_day_of_month = 18
  cron_month = 1
  cron_day_of_week = *
  cron_prep_time = 120
  \end{verbatim}
\end{itemize}
Limitations

The use of the CronTab functionality has all of the same limitations of deferral times, because the mechanism is based upon deferral times.

- It is impossible to schedule vanilla and standard universe jobs at intervals that are smaller than the interval at which HTCondor evaluates jobs. This interval is determined by the configuration variable `SCHEDD_INTERVAL`. As a vanilla or standard universe job completes execution and is placed back into the job queue, it may not be placed in the idle state in time. This problem does not afflict local universe jobs.

- HTCondor cannot guarantee that a job will be matched in order to make its scheduled deferral time. A job must be matched with an execution machine just as any other HTCondor job; if HTCondor is unable to find a match, then the job will miss its chance for executing and must wait for the next execution time specified by the CronTab schedule.

2.14 Special Environment Considerations

2.14.1 AFS

The HTCondor daemons do not run authenticated to AFS; they do not possess AFS tokens. Therefore, no child process of HTCondor will be AFS authenticated. The implication of this is that you must set file permissions so that your job can access any necessary files residing on an AFS volume without relying on having your AFS permissions.

If a job you submit to HTCondor needs to access files residing in AFS, you have the following choices:

1. Copy the needed files from AFS to either a local hard disk where HTCondor can access them using remote system calls (if this is a standard universe job), or copy them to an NFS volume.

2. If the files must be kept on AFS, then set a host ACL (using the AFS `fs setacl` command) on the subdirectory to serve as the current working directory for the job. If this is a standard universe job, then the host ACL needs to give read/write permission to any process on the submit machine. If this is a vanilla universe job, then set the ACL such that any host in the pool can access the files without being authenticated. If you do not know how to use an AFS host ACL, ask the person at your site responsible for the AFS configuration.

The Center for High Throughput Computing hopes to improve upon how HTCondor deals with AFS authentication in a subsequent release.

Please see section 3.14.1 for further discussion of this problem.

2.14.2 NFS

If the current working directory when a job is submitted is accessed via an NFS automounter, HTCondor may have problems if the automounter later decides to unmount the volume before the job has completed. This is because
condor_submit likely has stored the dynamic mount point as the job’s initial current working directory, and this mount point could become automatically unmounted by the automounter.

There is a simple work around. When submitting the job, use the submit command initialdir to point to the stable access point. For example, suppose the NFS automounter is configured to mount a volume at mount point /a/myserver.company.com/vol1/johndoe whenever the directory /home/johndoe is accessed. Adding the following line to the submit description file solves the problem.

```
initialdir = /home/johndoe
```

HTCondor attempts to flush the NFS cache on a submit machine in order to refresh a job’s initial working directory. This allows files written by the job into an NFS mounted initial working directory to be immediately visible on the submit machine. Since the flush operation can require multiple round trips to the NFS server, it is expensive. Therefore, a job may disable the flushing by setting

```
+IwdFlushNFSCache = False
```

in the job’s submit description file. See page 981 for a definition of the job ClassAd attribute.

### 2.14.3 HTCondor Daemons That Do Not Run as root

HTCondor is normally installed such that the HTCondor daemons have root permission. This allows HTCondor to run the condor_shadow daemon and the job with the submitting user’s UID and file access rights. When HTCondor is started as root, HTCondor jobs can access whatever files the user that submits the jobs can.

However, it is possible that the HTCondor installation does not have root access, or has decided not to run the daemons as root. That is unfortunate, since HTCondor is designed to be run as root. To see if HTCondor is running as root on a specific machine, use the command

```
condor_status -master -l <machine-name>
```

where `<machine-name>` is the name of the specified machine. This command displays the full condor_master ClassAd; if the attribute RealUid equals zero, then the HTCondor daemons are indeed running with root access. If the RealUid attribute is not zero, then the HTCondor daemons do not have root access.

**NOTE:** The Unix program `ps` is not an effective method of determining if HTCondor is running with root access. When using `ps`, it may often appear that the daemons are running as the condor user instead of root. However, note that the `ps` command shows the current effective owner of the process, not the real owner. (See the `getuid(2)` and `geteuid(2)` Unix man pages for details.) In Unix, a process running under the real UID of root may switch its effective UID. (See the `seteuid(2)` man page.) For security reasons, the daemons only set the effective UID to root when absolutely necessary, as it will be to perform a privileged operation.

If daemons are not running with root access, make any and all files and/or directories that the job will touch readable and/or writable by the UID (user id) specified by the RealUid attribute. Often this may mean using the Unix command `chmod 777` on the directory from which the HTCondor job is submitted.
2.14.4 Job Leases

A job lease specifies how long a given job will attempt to run on a remote resource, even if that resource loses contact with the submitting machine. Similarly, it is the length of time the submitting machine will spend trying to reconnect to the (now disconnected) execution host, before the submitting machine gives up and tries to claim another resource to run the job. The goal aims at run only once semantics, so that the condor_schedd daemon does not allow the same job to run on multiple sites simultaneously.

If the submitting machine is alive, it periodically renews the job lease, and all is well. If the submitting machine is dead, or the network goes down, the job lease will no longer be renewed. Eventually the lease expires. While the lease has not expired, the execute host continues to try to run the job, in the hope that the submit machine will come back to life and reconnect. If the job completes and the lease has not expired, yet the submitting machine is still dead, the condor_starter daemon will wait for a condor_shadow daemon to reconnect, before sending final information on the job, and its output files. Should the lease expire, the condor_startd daemon kills off the condor_starter daemon and user job.

A default value equal to 40 minutes exists for a job’s ClassAd attribute JobLeaseDuration, or this attribute may be set in the submit description file, using job_lease_duration, to keep a job running in the case that the submit side no longer renews the lease. There is a trade off in setting the value of job_lease_duration. Too small a value, and the job might get killed before the submitting machine has a chance to recover. Forward progress on the job will be lost. Too large a value, and an execute resource will be tied up waiting for the job lease to expire. The value should be chosen based on how long the user is willing to tie up the execute machines, how quickly submit machines come back up, and how much work would be lost if the lease expires, the job is killed, and the job must start over from its beginning.

As a special case, a submit description file setting of

job_lease_duration = 0

as well as utilizing submission other than condor_submit that do not set JobLeaseDuration (such as using the web services interface) results in the corresponding job ClassAd attribute to be explicitly undefined. This has the further effect of changing the duration of a claim lease, the amount of time that the execution machine waits before dropping a claim due to missing keep alive messages.

2.15 Potential Problems

2.15.1 Renaming of argv[0]

When HTCondor starts up your job, it renames argv[0] (which usually contains the name of the program) to condor_exec. This is convenient when examining a machine’s processes with the Unix command ps; the process is easily identified as an HTCondor job.

Unfortunately, some programs read argv[0] expecting their own program name and get confused if they find something unexpected like condor_exec.
Chapter 3

Administrators’ Manual

3.1 Introduction

This is the HTCondor Administrator’s Manual. Its purpose is to aid in the installation and administration of an HTCondor pool. For help on using HTCondor, see the HTCondor User’s Manual.

An HTCondor pool is comprised of a single machine which serves as the central manager, and an arbitrary number of other machines that have joined the pool. Conceptually, the pool is a collection of resources (machines) and resource requests (jobs). The role of HTCondor is to match waiting requests with available resources. Every part of HTCondor sends periodic updates to the central manager, the centralized repository of information about the state of the pool. Periodically, the central manager assesses the current state of the pool and tries to match pending requests with the appropriate resources.

Each resource has an owner, the one who sets the policy for the use of the machine. This person has absolute power over the use of the machine, and HTCondor goes out of its way to minimize the impact on this owner caused by HTCondor. It is up to the resource owner to define a policy for when HTCondor requests will serviced and when they will be denied.

Each resource request has an owner as well: the user who submitted the job. These people want HTCondor to provide as many CPU cycles as possible for their work. Often the interests of the resource owners are in conflict with the interests of the resource requesters. The job of the HTCondor administrator is to configure the HTCondor pool to find the happy medium that keeps both resource owners and users of resources satisfied. The purpose of this manual is to relate the mechanisms that HTCondor provides to enable the administrator to find this happy medium.

3.1.1 The Different Roles a Machine Can Play

Every machine in an HTCondor pool can serve a variety of roles. Most machines serve more than one role simultaneously. Certain roles can only be performed by a single machine in the pool. The following list describes what these roles are and what resources are required on the machine that is providing that service:
Central Manager  There can be only one central manager for the pool. This machine is the collector of information, and the negotiator between resources and resource requests. These two halves of the central manager’s responsibility are performed by separate daemons, so it would be possible to have different machines providing those two services. However, normally they both live on the same machine. This machine plays a very important part in the HTCondor pool and should be reliable. If this machine crashes, no further matchmaking can be performed within the HTCondor system, although all current matches remain in effect until they are broken by either party involved in the match. Therefore, choose for central manager a machine that is likely to be up and running all the time, or at least one that will be rebooted quickly if something goes wrong. The central manager will ideally have a good network connection to all the machines in the pool, since these pool machines all send updates over the network to the central manager.

Execute  Any machine in the pool, including the central manager, can be configured as to whether or not it should execute HTCondor jobs. Obviously, some of the machines will have to serve this function, or the pool will not be useful. Being an execute machine does not require lots of resources. About the only resource that might matter is disk space. In general the more resources a machine has in terms of swap space, memory, number of CPUs, the larger variety of resource requests it can serve.

Submit  Any machine in the pool, including the central manager, can be configured as to whether or not it should allow HTCondor jobs to be submitted. The resource requirements for a submit machine are actually much greater than the resource requirements for an execute machine. First, every submitted job that is currently running on a remote machine runs a process on the submit machine. As a result, lots of running jobs will need a fair amount of swap space and/or real memory. In addition, the checkpoint files from standard universe jobs are stored on the local disk of the submit machine. If these jobs have a large memory image and there are a lot of them, the submit machine will need a lot of disk space to hold these files. This disk space requirement can be somewhat alleviated by using a checkpoint server, however the binaries of the jobs are still stored on the submit machine.

Checkpoint Server  Machines in the pool can be configured to act as checkpoint servers. This is optional, and is not part of the standard HTCondor binary distribution. A checkpoint server is a machine that stores checkpoint files for sets of jobs. A machine with this role should have lots of disk space and a good network connection to the rest of the pool, as the traffic can be quite heavy.

3.1.2 The HTCondor Daemons

The following list describes all the daemons and programs that could be started under HTCondor and what they do:

condor_master  This daemon is responsible for keeping all the rest of the HTCondor daemons running on each machine in the pool. It spawns the other daemons, and it periodically checks to see if there are new binaries installed for any of them. If there are, the condor_master daemon will restart the affected daemons. In addition, if any daemon crashes, the condor_master will send e-mail to the HTCondor administrator of the pool and restart the daemon. The condor_master also supports various administrative commands that enable the administrator to start, stop or reconfigure daemons remotely. The condor_master will run on every machine in the pool, regardless of the functions that each machine is performing.

condor_startd  This daemon represents a given resource to the HTCondor pool, as a machine capable of running jobs. It advertises certain attributes about machine that are used to match it with pending resource requests. The condor_startd will run on any machine in the pool that is to be able to execute jobs. It is responsible for enforcing
3.1.2. The HTCondor Daemons

The policy that the resource owner configures, which determines under what conditions jobs will be started, suspended, resumed, vacated, or killed. When the *condor_startd* is ready to execute an HTCondor job, it spawns the *condor_starter*.

**condor_starter**  This daemon is the entity that actually spawns the HTCondor job on a given machine. It sets up the execution environment and monitors the job once it is running. When a job completes, the *condor_starter* notices this, sends back any status information to the submitting machine, and exits.

**condor_schedd**  This daemon represents resource requests to the HTCondor pool. Any machine that is to be a submit machine needs to have a *condor_schedd* running. When users submit jobs, the jobs go to the *condor_schedd*, where they are stored in the job queue. The *condor_schedd* manages the job queue. Various tools to view and manipulate the job queue, such as *condor_submit*, *condor_q*, and *condor_rm*, all must connect to the *condor_schedd* to do their work. If the *condor_schedd* is not running on a given machine, none of these commands will work.

The *condor_schedd* advertises the number of waiting jobs in its job queue and is responsible for claiming available resources to serve those requests. Once a job has been matched with a given resource, the *condor_schedd* spawns a *condor_shadow* daemon to serve that particular request.

**condor_shadow**  This daemon runs on the machine where a given request was submitted and acts as the resource manager for the request. Jobs that are linked for HTCondor’s standard universe, which perform remote system calls, do so via the *condor_shadow*. Any system call performed on the remote execute machine is sent over the network, back to the *condor_shadow* which performs the system call on the submit machine, and the result is sent back over the network to the job on the execute machine. In addition, the *condor_shadow* is responsible for making decisions about the request, such as where checkpoint files should be stored, and how certain files should be accessed.

**condor_collector**  This daemon is responsible for collecting all the information about the status of an HTCondor pool. All other daemons periodically send ClassAd updates to the *condor_collector*. These ClassAds contain all the information about the state of the daemons, the resources they represent or resource requests in the pool.

The *condor_status* command can be used to query the *condor_collector* for specific information about various parts of HTCondor. In addition, the HTCondor daemons themselves query the *condor_collector* for important information, such as what address to use for sending commands to a remote machine.

**condor_negotiator**  This daemon is responsible for all the match making within the HTCondor system. Periodically, the *condor_negotiator* begins a negotiation cycle, where it queries the *condor_collector* for the current state of all the resources in the pool. It contacts each *condor_schedd* that has waiting resource requests in priority order, and tries to match available resources with those requests. The *condor_negotiator* is responsible for enforcing user priorities in the system, where the more resources a given user has claimed, the less priority they have to acquire more resources. If a user with a better priority has jobs that are waiting to run, and resources are claimed by a user with a worse priority, the *condor_negotiator* can preempt that resource and match it with the user with better priority.

**NOTE**: A higher numerical value of the user priority in HTCondor translate into worse priority for that user. The best priority is 0.5, the lowest numerical value, and this priority gets worse as this number grows.

**condor_kbdd**  This daemon is used on both Linux and Windows platforms. On those platforms, the *condor_startd* frequently cannot determine console (keyboard or mouse) activity directly from the system, and requires a separate process to do so. On Linux, the *condor_kbdd* connects to the X Server and periodically checks to
3.1.2. The HTCondor Daemons

see if there has been any activity. On Windows, the *condor_kbd* runs as the logged-in user and registers with the system to receive keyboard and mouse events. When it detects console activity, the *condor_kbd* sends a command to the *condor_startd*. That way, the *condor_startd* knows the machine owner is using the machine again and can perform whatever actions are necessary, given the policy it has been configured to enforce.

*condor_ckpt_server* The checkpoint server services requests to store and retrieve checkpoint files. If the pool is configured to use a checkpoint server, but that machine or the server itself is down, HTCondor will revert to sending the checkpoint files for a given job back to the submit machine.

*condor_gridmanager* This daemon handles management and execution of all grid universe jobs. The *condor_schedd* invokes the *condor_gridmanager* when there are grid universe jobs in the queue, and the *condor_gridmanager* exits when there are no more grid universe jobs in the queue.

*condor_credd* This daemon runs on Windows platforms to manage password storage in a secure manner.

*condor_had* This daemon implements the high availability of a pool’s central manager through monitoring the communication of necessary daemons. If the current, functioning, central manager machine stops working, then this daemon ensures that another machine takes its place, and becomes the central manager of the pool.

*condor_replication* This daemon assists the *condor_had* daemon by keeping an updated copy of the pool’s state. This state provides a better transition from one machine to the next, in the event that the central manager machine stops working.

*condor_transferer* This short lived daemon is invoked by the *condor_replication* daemon to accomplish the task of transferring a state file before exiting.

*condor_procd* This daemon controls and monitors process families within HTCondor. Its use is optional in general, but it must be used if group-ID based tracking (see Section 3.14.12) is enabled.

*condor_job_router* This daemon transforms vanilla universe jobs into grid universe jobs, such that the transformed jobs are capable of running elsewhere, as appropriate.

*condor_lease_manager* This daemon manages leases in a persistent manner. Leases are represented by ClassAds.

*condor_rooster* This daemon wakes hibernating machines based upon configuration details.

*condor_defrag* This daemon manages the draining of machines with fragmented partitionable slots, so that they become available for jobs requiring a whole machine or larger fraction of a machine.

*condor_shared_port* This daemon listens for incoming TCP packets on behalf of HTCondor daemons, thereby reducing the number of required ports that must be opened when HTCondor is accessible through a firewall.

When compiled from source code, the following daemons may be compiled in to provide optional functionality.

*condor_hdfs* This daemon manages the configuration of a Hadoop file system as well as the invocation of a properly configured Hadoop file system.
3.2 Installation, Start Up, Shut Down, and Reconfiguration

This section contains the instructions for installing HTCondor. The installation will have a default configuration that can be customized. Sections of the manual below explain customization.

Please read this entire section before starting installation.

Please read the copyright and disclaimer information in section . Installation and use of HTCondor is acknowledgment that you have read and agree to the terms.

Before installing HTCondor, please consider joining the htcondor-world mailing list. Traffic on this list is kept to an absolute minimum; it is only used to announce new releases of HTCondor. To subscribe, go to https://lists.cs.wisc.edu/mailman/listinfo/htcondor-world and fill out the online form.

You might also want to consider joining the htcondor-users mailing list. This list is meant to be a forum for HTCondor users to learn from each other and discuss using HTCondor. It is an excellent place to ask the HTCondor community about using and configuring HTCondor. To subscribe, go to https://lists.cs.wisc.edu/mailman/listinfo/htcondor-users and fill out the online form.

Note that forward and reverse DNS lookup must be enabled for HTCondor to work properly.

3.2.1 Obtaining the HTCondor Software

The first step to installing HTCondor is to download it from the HTCondor web site, http://htcondor.org/. The downloads are available from the downloads page, at http://htcondor.org/downloads/.

3.2.2 Installation on Unix

The HTCondor binary distribution is packaged in the following files and directories:

- LICENSE-2.0.txt the licensing agreement. By installing HTCondor, you agree to the contents of this file
- README general information
- bin directory which contains the distribution HTCondor user programs.
- bosco_install the Perl script used to install Bosco.
- condor_configure the Perl script used to install and configure HTCondor.
- condor_install the Perl script used to install HTCondor.
- etc directory which contains the distribution HTCondor configuration data.
- examples directory containing C, Fortran and C++ example programs to run with HTCondor.
- include directory containing HTCondor header files.
lib directory which contains the distribution HTCondor libraries.

libexec directory which contains the distribution HTCondor auxiliary programs for use internally by HTCondor.

man directory which contains the distribution HTCondor manual pages.

sbin directory containing HTCondor daemon binaries and admin tools.

src directory containing source for some interfaces.

Preparation

Before installation, you need to make a few important decisions about the basic layout of your pool. These decisions answer the following questions:

1. What machine will be the central manager?
2. What machines should be allowed to submit jobs?
3. Will HTCondor run as root or not?
4. Who will be administering HTCondor on the machines in your pool?
5. Will you have a Unix user named condor and will its home directory be shared?
6. Where should the machine-specific directories for HTCondor go?
7. Where should the parts of the HTCondor system be installed?
   - Configuration files
   - Release directory
     - user binaries
     - system binaries
     - lib directory
     - etc directory
   - Documentation
8. Am I using AFS?
9. Do I have enough disk space for HTCondor?

What machine will be the central manager? One machine in your pool must be the central manager. Install HTCondor on this machine first. This is the centralized information repository for the HTCondor pool, and it is also the machine that does match-making between available machines and submitted jobs. If the central manager machine crashes, any currently active matches in the system will keep running, but no new matches will be made. Moreover, most HTCondor tools will stop working. Because of the importance of this machine for the proper
functioning of HTCondor, install the central manager on a machine that is likely to stay up all the time, or on one
that will be rebooted quickly if it does crash.

Also consider network traffic and your network layout when choosing your central manager. All the daemons send
updates (by default, every 5 minutes) to this machine. Memory requirements for the central manager differ by the
number of machines in the pool: a pool with up to about 100 machines will require approximately 25 Mbytes of
memory for the central manager’s tasks, and a pool with about 1000 machines will require approximately 100
Mbytes of memory for the central manager’s tasks.

A faster CPU will speed up matchmaking.

Generally jobs should not be either submitted or run on the central manager machine.

2. Which machines should be allowed to submit jobs? HTCondor can restrict the machines allowed to submit jobs.
Alternatively, it can allow any machine the network allows to connect to a submit machine to submit jobs. If
the HTCondor pool is behind a firewall, and all machines inside the firewall are trusted, the ALLOW_WRITE
configuration entry can be set to */*. Otherwise, it should be set to reflect the set of machines permitted to
submit jobs to this pool. HTCondor tries to be secure by default: it is shipped with an invalid value that allows no
machine to connect and submit jobs.

3. Will HTCondor run as root or not? We strongly recommend that the HTCondor daemons be installed and run
as the Unix user root. Without this, HTCondor can do very little to enforce security and policy decisions. You
can install HTCondor as any user; however there are serious security and performance consequences do doing a
non-root installation. Please see section 3.8.13 in the manual for the details and ramifications of installing and
running HTCondor as a Unix user other than root.

4. Who will administer HTCondor? Either root will be administering HTCondor directly, or someone else will be
acting as the HTCondor administrator. If root has delegated the responsibility to another person, keep in mind
that as long as HTCondor is started up as root, it should be clearly understood that whoever has the ability to edit
the condor configuration files can effectively run arbitrary programs as root.

The HTCondor administrator will be regularly updating HTCondor by following these instructions or by using
the system-specific installation methods below. The administrator will also customize policies of the HTCondor
submit and execute nodes. This person will also receive information from HTCondor if something goes wrong
with the pool, as described in the documentation of the CONDOR_ADMIN configuration variable.

5. Will you have a Unix user named condor, and will its home directory be shared? To simplify installation of
HTCondor, you should create a Unix user named condor on all machines in the pool. The HTCondor daemons
will create files (such as the log files) owned by this user, and the home directory can be used to specify the
location of files and directories needed by HTCondor. The home directory of this user can either be shared
among all machines in your pool, or could be a separate home directory on the local partition of each machine.
Both approaches have advantages and disadvantages. Having the directories centralized can make administration
easier, but also concentrates the resource usage such that you potentially need a lot of space for a single shared
home directory. See the section below on machine-specific directories for more details.

Note that the user condor must not be an account into which a person can log in. If a person can log in as user
condor, it permits a major security breach, in that the user condor could submit jobs that run as any other user,
providing complete access to the user’s data by the jobs. A standard way of not allowing log in to an account on
Unix platforms is to enter an invalid shell in the password file.
If you choose not to create a user named condor, then you must specify either via the \texttt{CONDOR\_IDS} environment variable or the \texttt{CONDOR\_IDS} config file setting which uid:gid pair should be used for the ownership of various HTCondor files. See section \ref{sec:ids} on UIDs in HTCondor in the Administrator’s Manual for details.

6. Where should the machine-specific directories for HTCondor go? HTCondor needs a few directories that are unique on every machine in your pool. These are execute, spool, log, (and possibly lock). Generally, all of them are subdirectories of a single machine specific directory called the local directory (specified by the \texttt{LOCAL\_DIR} macro in the configuration file). Each should be owned by the user that HTCondor is to be run as. Do not stage other files in any of these directories; any files not created by HTCondor in these directories are subject to removal.

If you have a Unix user named condor with a local home directory on each machine, the \texttt{LOCAL\_DIR} could just be user condor’s home directory (\texttt{LOCAL\_DIR = \$(TILDE)} in the configuration file). If this user’s home directory is shared among all machines in your pool, you would want to create a directory for each host (named by host name) for the local directory (for example, \texttt{LOCAL\_DIR = \$(TILDE)/hosts/\$(HOSTNAME)}). If you do not have a condor account on your machines, you can put these directories wherever you’d like. However, where to place the directories will require some thought, as each one has its own resource needs:

**execute** This is the directory that acts as the current working directory for any HTCondor jobs that run on a given execute machine. The binary for the remote job is copied into this directory, so there must be enough space for it. (HTCondor will not send a job to a machine that does not have enough disk space to hold the initial binary.) In addition, if the remote job dumps core for some reason, it is first dumped to the execute directory before it is sent back to the submit machine. So, put the execute directory on a partition with enough space to hold a possible core file from the jobs submitted to your pool.

**spool** The spool directory holds the job queue and history files, and the checkpoint files for all jobs submitted from a given machine. As a result, disk space requirements for the spool directory can be quite large, particularly if users are submitting jobs with very large executables or image sizes. By using a checkpoint server (see section \ref{sec:checkpoint_server} on Installing a Checkpoint Server on for details), you can ease the disk space requirements, since all checkpoint files are stored on the server instead of the spool directories for each machine. However, the initial checkpoint files (the executables for all the clusters you submit) are still stored in the spool directory, so you will need some space, even with a checkpoint server. The amount of space will depend on how many executables, and what size they are, that need to be stored in the spool directory.

**log** Each HTCondor daemon writes its own log file, and each log file is placed in the log directory. You can specify what size you want these files to grow to before they are rotated, so the disk space requirements of the directory are configurable. The larger the log files, the more historical information they will hold if there is a problem, but the more disk space they use up. If you have a network file system installed at your pool, you might want to place the log directories in a shared location (such as \texttt{/usr/local/condor/logs/\$(HOSTNAME)}), so that you can view the log files from all your machines in a single location. However, if you take this approach, you will have to specify a local partition for the \texttt{lock} directory (see below).

**lock** HTCondor uses a small number of lock files to synchronize access to certain files that are shared between multiple daemons. Because of problems encountered with file locking and network file systems (particularly NFS), these lock files should be placed on a local partition on each machine. By default, they are placed in the log directory. If you place your log directory on a network file system partition, specify a local partition for the lock files with the \texttt{LOCK} parameter in the configuration file (such as \texttt{/var/lock/condor}).
Generally speaking, it is recommended that you do not put these directories (except lock) on the same partition as /var, since if the partition fills up, you will fill up /var as well. This will cause lots of problems for your machines. Ideally, you will have a separate partition for the HTCondor directories. Then, the only consequence of filling up the directories will be HTCondor's malfunction, not your whole machine.

7. Where should the parts of the HTCondor system be installed?

- Configuration Files
- Release directory
  - User Binaries
  - System Binaries
  - lib Directory
  - etc Directory
- Documentation

Configuration Files There can be more than one configuration file. They allow different levels of control over how HTCondor is configured on each machine in the pool. The global configuration file is shared by all machines in the pool. For ease of administration, this file should be located on a shared file system, if possible. Local configuration files override settings in the global file permitting different daemons to run, different policies for when to start and stop HTCondor jobs, and so on. There may be configuration files specific to each platform in the pool. See section 3.14.4 on about Configuring HTCondor for Multiple Platforms for details.

The location of configuration files is described in section 3.3.2.

Release Directory Every binary distribution contains a contains five subdirectories: bin, etc, lib, sbin, and libexec. Wherever you choose to install these five directories we call the release directory (specified by the RELEASE_DIR macro in the configuration file). Each release directory contains platform-dependent binaries and libraries, so you will need to install a separate one for each kind of machine in your pool. For ease of administration, these directories should be located on a shared file system, if possible.

- User Binaries:
  All of the files in the bin directory are programs that HTCondor users should expect to have in their path. You could either put them in a well known location (such as /usr/local/condor/bin) which you have HTCondor users add to their PATH environment variable, or copy those files directly into a well known place already in the user's PATHs (such as /usr/local/bin). With the above examples, you could also leave the binaries in /usr/local/condor/bin and put in soft links from /usr/local/bin to point to each program.

- System Binaries:
  All of the files in the sbin directory are HTCondor daemons and agents, or programs that only the HTCondor administrator would need to run. Therefore, add these programs only to the PATH of the HTCondor administrator.

- Private HTCondor Binaries:
  All of the files in the libexec directory are HTCondor programs that should never be run by hand, but are only used internally by HTCondor.

- lib Directory:
  The files in the lib directory are the HTCondor libraries that must be linked in with user jobs for all of HTCondor’s checkpointing and migration features to be used. lib also contains scripts used by the condor_compile program to help re-link jobs with the HTCondor libraries. These files should be
placed in a location that is world-readable, but they do not need to be placed in anyone’s PATH. The 
condor Compile script checks the configuration file for the location of the lib directory.

- etc Directory:
  etc contains an examples subdirectory which holds various example configuration files and other 
  files used for installing HTCondor. etc is the recommended location to keep the master copy of your 
  configuration files. You can put in soft links from one of the places mentioned above that HTCondor 
  checks automatically to find its global configuration file.

Documentation  The documentation provided with HTCondor is currently available in HTML, Postscript and 
PDF (Adobe Acrobat). It can be locally installed wherever is customary at your site. You can also find the 
HTCondor documentation on the web at: [http://htcondor.org/manual](http://htcondor.org/manual)

8. Am I using AFS?  If you are using AFS at your site, be sure to read the section 3.14.1 in the manual. HTCondor 
does not currently have a way to authenticate itself to AFS. A solution is not ready for Version 8.8.0. This implies 
that you are probably not going to want to have the LOCAL_DIR for HTCondor on AFS. However, you can 
(and probably should) have the HTCondor RELEASE_DIR on AFS, so that you can share one copy of those files 
and upgrade them in a centralized location. You will also have to do something special if you submit jobs to 
HTCondor from a directory on AFS. Again, read manual section 3.14.1 for all the details.

9. Do I have enough disk space for HTCondor?  The compressed downloads of HTCondor currently range from a 
low of about 13 Mbytes for 64-bit Ubuntu 12/Linux to about 115 Mbytes for Windows. The compressed source 
code takes approximately 17 Mbytes.

In addition, you will need a lot of disk space in the local directory of any machines that are submitting jobs to 
HTCondor. See question 6 above for details on this.

Unix Installation from a repository

Installing HTCondor from repositories preferred for systems that you administer. If you do not have administrative 
access, use the tarball instructions below.

Repositories are available Red Hat Enterprise Linux and derivatives such as CentOS and Scientific 
Linux. Repositories are also available for Debian and Ubuntu LTS. Visit the installation documentation at 
[https://research.cs.wisc.edu/htcondor/instructions/](https://research.cs.wisc.edu/htcondor/instructions/)

Unix Installation from a Tarball

Note that installation from a tarball is no longer the preferred method for installing HTCondor on Unix systems. 
Installation via RPM or Debian package is recommended if available for your Unix version.

An overview of the tarball-based installation process is as follows:

1. Untar the HTCondor software.
2. Run condor_install or condor_configure to install the software.
Details are given below.

After download, all the files are in a compressed, tar format. They need to be untarred, as

```
tar xzf <completename>.tar.gz
```

After untarring, the directory will have the Perl scripts `condor_configure` and `condor_install` (and `bosco_install`), as well as `bin`, `etc`, `examples`, `include`, `lib`, `libexec`, `man`, `sbin`, `sql` and `src` subdirectories.

The Perl script `condor_configure` installs HTCondor. Command-line arguments specify all needed information to this script. The script can be executed multiple times, to modify or further set the configuration. `condor_configure` has been tested using Perl 5.003. Use this or a more recent version of Perl.

`condor_configure` and `condor_install` are the same program, but have different default behaviors. `condor_install` is identical to running

```
condor_configure --install=.
```

`condor_configure` and `condor_install` work on the named directories. As the names imply, `condor_install` is used to install HTCondor, whereas `condor_configure` is used to modify the configuration of an existing HTCondor install.

`condor_configure` and `condor_install` are completely command-line driven and are not interactive. Several command-line arguments are always needed with `condor_configure` and `condor_install`. The argument

```
--install=/path/to/release
```

specifies the path to the HTCondor release directories. The default command-line argument for `condor_install` is

```
--install=.
```

The argument

```
--install-dir=<directory>
```

or

```
--prefix=<directory>
```

specifies the path to the install directory.

The argument

```
--local-dir=<directory>
```
specifies the path to the local directory.

The `--type` option to `condor_configure` specifies one or more of the roles that a machine can take on within the HTCondor pool: central manager, submit or execute. These options are given in a comma separated list. So, if a machine is both a submit and execute machine, the proper command-line option is

```
--type=submit,execute
```

Install HTCondor on the central manager machine first. If HTCondor will run as root in this pool (Item 3 above), run `condor_install` as root, and it will install and set the file permissions correctly. On the central manager machine, run `condor_install` as follows.

```
% condor_install --prefix=~condor \
--local-dir=/scratch/condor --type=manager
```

To update the above HTCondor installation, for example, to also be submit machine:

```
% condor_configure --prefix=~condor \
--local-dir=/scratch/condor --type=manager,submit
```

As in the above example, the central manager can also be a submit point or an execute machine, but this is only recommended for very small pools. If this is the case, the `--type` option changes to `manager,execute` or `manager,submit` or `manager,submit,execute`.

After the central manager is installed, the execute and submit machines should then be configured. Decisions about whether to run HTCondor as root should be consistent throughout the pool. For each machine in the pool, run

```
% condor_install --prefix=~condor \
--local-dir=/scratch/condor --type=execute,submit
```

See the `condor_configure` manual page 746 for details.

### Starting HTCondor Under Unix After Installation

Now that HTCondor has been installed on the machine(s), there are a few things to check before starting up HTCondor.

1. Read through the `<release_dir>/etc/condor_config` file. There are a lot of possible settings and you should at least take a look at the first two main sections to make sure everything looks okay. In particular, you might want to set up security for HTCondor. See the section 3.8.1 to learn how to do this.

2. For Linux platforms, run the `condor_kbdd` to monitor keyboard and mouse activity on all machines within the pool that will run a `condor_startd`; these are machines that execute jobs. To do this, the subsystem `KBDD` will need to be added to the `DAEMON_LIST` configuration variable definition.
For Unix platforms other than Linux, HTCondor can monitor the activity of your mouse and keyboard, provided that you tell it where to look. You do this with the CONSOLE_DEVICES entry in the condor_startd section of the configuration file. On most platforms, reasonable defaults are provided. For example, the default device for the mouse is 'mouse', since most installations have a soft link from /dev/mouse that points to the right device (such as tty00 if you have a serial mouse, psaux if you have a PS/2 bus mouse, etc). If you do not have a /dev/mouse link, you should either create one (you will be glad you did), or change the CONSOLE_DEVICES entry in HTCondor’s configuration file. This entry is a comma separated list, so you can have any devices in /dev count as ‘console devices’ and activity will be reported in the condor_startd’s ClassAd as ConsoleIdleTime.

3. (Linux only) HTCondor needs to be able to find the utmp file. According to the Linux File System Standard, this file should be /var/run/utmp. If HTCondor cannot find it there, it looks in /var/adm/utmp. If it still cannot find it, it gives up. So, if your Linux distribution places this file somewhere else, be sure to put a soft link from /var/run/utmp to point to the real location.

To start up the HTCondor daemons, execute the command <release_dir>/sbin/condor_master. This is the HTCondor master, whose only job in life is to make sure the other HTCondor daemons are running. The master keeps track of the daemons, restarts them if they crash, and periodically checks to see if you have installed new binaries (and, if so, restarts the affected daemons).

If you are setting up your own pool, you should start HTCondor on your central manager machine first. If you have done a submit-only installation and are adding machines to an existing pool, the start order does not matter.

To ensure that HTCondor is running, you can run either:

```bash
ps -ef | egrep condor_
```

or

```bash
ps -aux | egrep condor_
```

depending on your flavor of Unix. On a central manager machine that can submit jobs as well as execute them, there will be processes for:

- condor_master
- condor_collector
- condor_negotiator
- condor_startd
- condor_schedd

On a central manager machine that does not submit jobs nor execute them, there will be processes for:

- condor_master
3.2.2. Installation on Unix

- condor_collector
- condor_negotiator

For a machine that only submits jobs, there will be processes for:

- condor_master
- condor_schedd

For a machine that only executes jobs, there will be processes for:

- condor_master
- condor_startd

Once you are sure the HTCondor daemons are running, check to make sure that they are communicating with each other. You can run condor_status to get a one line summary of the status of each machine in your pool.

Once you are sure HTCondor is working properly, you should add condor_master into your startup/bootup scripts (i.e. /etc/rc) so that your machine runs condor_master upon bootup. condor_master will then fire up the necessary HTCondor daemons whenever your machine is rebooted.

If your system uses System-V style init scripts, you can look in <release_dir>/etc/examples/condor.boot for a script that can be used to start and stop HTCondor automatically by init. Normally, you would install this script as /etc/init.d/condor and put in soft link from various directories (for example, /etc/rc2.d) that point back to /etc/init.d/condor. The exact location of these scripts and links will vary on different platforms.

If your system uses BSD style boot scripts, you probably have an /etc/rc.local file. Add a line to start up <release_dir>/sbin/condor_master.

Now that the HTCondor daemons are running, there are a few things you can and should do:

1. (Optional) Do a full install for the condor_compile script. condor_compile assists in linking jobs with the HTCondor libraries to take advantage of all of HTCondor’s features. As it is currently installed, it will work by placing it in front of any of the following commands that you would normally use to link your code: gcc, g++, g77, cc, acc, c89, CC, f77, fort77 and ld. If you complete the full install, you will be able to use condor_compile with any command whatsoever, in particular, make. See section 3.14.5 in the manual for directions.

2. Try building and submitting some test jobs. See examples/README for details.

3. If your site uses the AFS network file system, see section 3.14.1 in the manual.

4. We strongly recommend that you start up HTCondor (run the condor_master daemon) as user root. If you must start HTCondor as some user other than root, see section 3.8.13.
3.2.3 Installation on Windows

This section contains the instructions for installing the Windows version of HTCondor. The install program will set up a slightly customized configuration file that can be further customized after the installation has completed.

Be sure that the HTCondor tools are of the same version as the daemons installed. The HTCondor executable for distribution is packaged in a single file named similarly to:

```
condor-8.4.11-390598-Windows-x86.msi
```

This file is approximately 107 Mbytes in size, and it can be removed once HTCondor is fully installed.

For any installation, HTCondor services are installed and run as the Local System account. Running the HTCondor services as any other account (such as a domain user) is not supported and could be problematic.

**Installation Requirements**

- HTCondor for Windows is supported for Windows Vista or a more recent version.
- 300 megabytes of free disk space is recommended. Significantly more disk space could be necessary to be able to run jobs with large data files.
- HTCondor for Windows will operate on either an NTFS or FAT32 file system. However, for security purposes, NTFS is preferred.
- HTCondor for Windows uses the Visual C++ 2012 C runtime library.

**Preparing to Install HTCondor under Windows**

Before installing the Windows version of HTCondor, there are two major decisions to make about the basic layout of the pool.

1. What machine will be the central manager?
2. Is there enough disk space for HTCondor?

If the answers to these questions are already known, skip to the Windows Installation Procedure section below, section 3.2.3 If unsure, read on.

- What machine will be the central manager?
  One machine in your pool must be the central manager. This is the centralized information repository for the HTCondor pool and is also the machine that matches available machines with waiting jobs. If the central manager machine crashes, any currently active matches in the system will keep running, but no new matches will be made. Moreover, most HTCondor tools will stop working. Because of the importance of this machine for the proper
functioning of HTCondor, we recommend installing it on a machine that is likely to stay up all the time, or at
the very least, one that will be rebooted quickly if it does crash. Also, because all the services will send updates
(by default every 5 minutes) to this machine, it is advisable to consider network traffic and network layout when
choosing the central manager.

Install HTCondor on the central manager before installing on the other machines within the pool.
Generally jobs should not be either submitted or run on the central manager machine.

• Is there enough disk space for HTCondor?
The HTCondor release directory takes up a fair amount of space. The size requirement for the release directory is
approximately 250 Mbytes. HTCondor itself, however, needs space to store all of the jobs and their input files. If
there will be large numbers of jobs, consider installing HTCondor on a volume with a large amount of free space.

Installation Procedure Using the MSI Program

Installation of HTCondor must be done by a user with administrator privileges. After installation, the HTCondor
services will be run under the local system account. When HTCondor is running a user job, however, it will run that
user job with normal user permissions.

Download HTCondor, and start the installation process by running the installer. The HTCondor installation is
completed by answering questions and choosing options within the following steps.

If HTCondor is already installed. If HTCondor has been previously installed, a dialog box will appear before
the installation of HTCondor proceeds. The question asks if you wish to preserve your current HTCondor
configuration files. Answer yes or no, as appropriate.

If you answer yes, your configuration files will not be changed, and you will proceed to the point where the new
binaries will be installed.

If you answer no, then there will be a second question that asks if you want to use answers given during the
previous installation as default answers.

STEP 1: License Agreement. The first step in installing HTCondor is a welcome screen and license agreement. You
are reminded that it is best to run the installation when no other Windows programs are running. If you need to
close other Windows programs, it is safe to cancel the installation and close them. You are asked to agree to the
license. Answer yes or no. If you should disagree with the License, the installation will not continue.

Also fill in name and company information, or use the defaults as given.

STEP 2: HTCondor Pool Configuration. The HTCondor configuration needs to be set based upon if this is a new
pool or to join an existing one. Choose the appropriate radio button.

For a new pool, enter a chosen name for the pool. To join an existing pool, enter the host name of the central
manager of the pool.

STEP 3: This Machine’s Roles. Each machine within an HTCondor pool can either submit jobs or execute submitted
jobs, or both submit and execute jobs. A check box determines if this machine will be a submit point for the pool.
A set of radio buttons determines the ability and configuration of the ability to execute jobs. There are four
choices:
Do not run jobs on this machine. This machine will not execute HTCondor jobs.
Always run jobs and never suspend them.
Run jobs when the keyboard has been idle for 15 minutes.
Run jobs when the keyboard has been idle for 15 minutes, and the CPU is idle.

For testing purposes, it is often helpful to use the always run HTCondor jobs option.
For a machine that is to execute jobs and the choice is one of the last two in the list, HTCondor needs to further know what to do with the currently running jobs. There are two choices:

Keep the job in memory and continue when the machine meets the condition chosen for when to run jobs.
Restart the job on a different machine.

This choice involves a trade off. Restarting the job on a different machine is less intrusive on the workstation owner than leaving the job in memory for a later time. A suspended job left in memory will require swap space, which could be a scarce resource. Leaving a job in memory, however, has the benefit that accumulated run time is not lost for a partially completed job.

STEP 4: The Account Domain. Enter the machine’s accounting (or UID) domain. On this version of HTCondor for Windows, this setting is only used for user priorities (see section 3.6) and to form a default e-mail address for the user.

STEP 5: E-mail Settings. Various parts of HTCondor will send e-mail to an HTCondor administrator if something goes wrong and requires human attention. Specify the e-mail address and the SMTP relay host of this administrator. Please pay close attention to this e-mail, since it will indicate problems in the HTCondor pool.

STEP 6: Java Settings. In order to run jobs in the java universe, HTCondor must have the path to the jvm executable on the machine. The installer will search for and list the jvm path, if it finds one. If not, enter the path. To disable use of the java universe, leave the field blank.

STEP 7: Host Permission Settings. Machines within the HTCondor pool will need various types of access permission. The three categories of permission are read, write, and administrator. Enter the machines or domain to be given access permissions, or use the defaults provided. Wild cards and macros are permitted.

Read Read access allows a machine to obtain information about HTCondor such as the status of machines in the pool and the job queues. All machines in the pool should be given read access. In addition, giving read access to *.cs.wisc.edu will allow the HTCondor team to obtain information about the HTCondor pool, in the event that debugging is needed.

Write All machines in the pool should be given write access. It allows the machines you specify to send information to your local HTCondor daemons, for example, to start an HTCondor job. Note that for a machine to join the HTCondor pool, it must have both read and write access to all of the machines in the pool.

Administrator A machine with administrator access will be allowed more extended permission to do things such as change other user’s priorities, modify the job queue, turn HTCondor services on and off, and restart HTCondor. The central manager should be given administrator access and is the default listed. This setting is granted to the entire machine, so care should be taken not to make this too open.
For more details on these access permissions, and others that can be manually changed in your configuration file, please see the section titled Setting Up IP/Host-Based Security in HTCondor in section 3.8.9.

STEP 8: VM Universe Setting. A radio button determines whether this machine will be configured to run vm universe jobs utilizing VMware. In addition to having the VMware Server installed, HTCondor also needs Perl installed. The resources available for vm universe jobs can be tuned with these settings, or the defaults listed can be used.

**Version** Use the default value, as only one version is currently supported.

**Maximum Memory** The maximum memory that each virtual machine is permitted to use on the target machine.

**Maximum Number of VMs** The number of virtual machines that can be run in parallel on the target machine.

**Networking Support** The VMware instances can be configured to use network support. There are four options in the pull-down menu.
- None: No networking support.
- NAT: Network address translation.
- Bridged: Bridged mode.
- NAT and Bridged: Allow both methods.

**Path to Perl Executable** The path to the Perl executable.

STEP 9: HDFS Settings. A radio button enables support for the Hadoop Distributed File System (HDFS). When enabled, a further radio button specifies either name node or data node mode.

Running HDFS requires Java to be installed, and HTCondor must know where the installation is. Running HDFS in data node mode also requires the installation of Cygwin, and the path to the Cygwin directory must be added to the global `PATH` environment variable.

HDFS has several configuration options that must be filled in to be used.

**Primary Name Node** The full host name of the primary name node.

**Name Node Port** The port that the name node is listening on.

**Name Node Web Port** The port the name node’s web interface is bound to. It should be different from the name node’s main port.

STEP 10: Choose Setup Type The next step is where the destination of the HTCondor files will be decided. We recommend that HTCondor be installed in the location shown as the default in the install choice: `C:\Condor`. This is due to several hard coded paths in scripts and configuration files. Clicking on the Custom choice permits changing the installation directory.

Installation on the local disk is chosen for several reasons. The HTCondor services run as local system, and within Microsoft Windows, local system has no network privileges. Therefore, for HTCondor to operate, HTCondor should be installed on a local hard drive, as opposed to a network drive (file server).

The second reason for installation on the local disk is that the Windows usage of drive letters has implications for where HTCondor is placed. The drive letter used must be not change, even when different users are logged in. Local drive letters do not change under normal operation of Windows.

While it is strongly discouraged, it may be possible to place HTCondor on a hard drive that is not local, if a dependency is added to the service control manager such that HTCondor starts after the required file services are available.
Unattended Installation Procedure Using the Included Setup Program

This section details how to run the HTCondor for Windows installer in an unattended batch mode. This mode is one that occurs completely from the command prompt, without the GUI interface.

The HTCondor for Windows installer uses the Microsoft Installer (MSI) technology, and it can be configured for unattended installs analogous to any other ordinary MSI installer.

The following is a sample batch file that is used to set all the properties necessary for an unattended install.

```batch
@echo on
set ARGSS=
set ARGSS=NEWPOOL="N"
set ARGSS=%ARGS% POOLNAME=""
set ARGSS=%ARGS% RUNJOBS="C"
set ARGSS=%ARGS% VACATEJOBS="Y"
set ARGSS=%ARGS% SUBMITJOBS="Y"
set ARGSS=%ARGS% CONDOREMAIL="you@yours.com"
set ARGSS=%ARGS% SMTPSERVER="smtp.localhost"
set ARGSS=%ARGS% HOSTALLOWREAD="*"
set ARGSS=%ARGS% HOSTALLOWWRITE="*"
set ARGSS=%ARGS% HOSTALLOWADMINISTRATOR="$(IP_ADDRESS)"
set ARGSS=%ARGS% INSTALLDIR="C:\Condor"
set ARGSS=%ARGS% POOLHOSTNAME="$(IP_ADDRESS)"
set ARGSS=%ARGS% ACCOUNTINGDOMAIN="none"
set ARGSS=%ARGS% JVMLOCATION="C:\Windows\system32\java.exe"
set ARGSS=%ARGS% USEVMUNIVERSE="N"
set ARGSS=%ARGS% VMMEMORY="128"
set ARGSS=%ARGS% VMMAXNUMBER="$(NUM_CPUS)"
set ARGSS=%ARGS% VMNETWORKING="N"
REM set ARGSS=%ARGS% LOCALCONFIG="http://my.example.com/condor_config.$(FULL_HOSTNAME)"
msiexec /qb /l* condor-install-log.txt /i condor-8.0.0-133173-Windows-x86.msi %ARGS%
```

Each property corresponds to answers that would have been supplied while running an interactive installer. The following is a brief explanation of each property as it applies to unattended installations:

**NEWPOOL = < Y | N >** determines whether the installer will create a new pool with the target machine as the central manager.

**POOLNAME** sets the name of the pool, if a new pool is to be created. Possible values are either the name or the empty string "".

**RUNJOBS = < N | A | I | C >** determines when HTCondor will run jobs. This can be set to:

- Never run jobs (N)
3.2.3. Installation on Windows

- Always run jobs (A)
- Only run jobs when the keyboard and mouse are Idle (I)
- Only run jobs when the keyboard and mouse are idle and the CPU usage is low (C)

**VACATEJOBS** = <Y | N> determines what HTCondor should do when it has to stop the execution of a user job. When set to Y, HTCondor will vacate the job and start it somewhere else if possible. When set to N, HTCondor will merely suspend the job in memory and wait for the machine to become available again.

**SUBMITJOBS** = <Y | N> will cause the installer to configure the machine as a submit node when set to Y.

**CONDOREMAIL** sets the e-mail address of the HTCondor administrator. Possible values are an e-mail address or the empty string "".

**HOSTALLOWREAD** is a list of host names that are allowed to issue READ commands to HTCondor daemons. This value should be set in accordance with the **HOSTALLOW_READ** setting in the configuration file, as described in section 3.8.9.

**HOSTALLOWWRITE** is a list of host names that are allowed to issue WRITE commands to HTCondor daemons. This value should be set in accordance with the **HOSTALLOW_WRITE** setting in the configuration file, as described in section 3.8.9.

**HOSTALLOWADMINISTRATOR** is a list of host names that are allowed to issue ADMINISTRATOR commands to HTCondor daemons. This value should be set in accordance with the **HOSTALLOW_ADMINISTRATOR** setting in the configuration file, as described in section 3.8.9.

**INSTALLDIR** defines the path to the directory where HTCondor will be installed.

**POOLHOSTNAME** defines the host name of the pool’s central manager.

**ACCOUNTINGDOMAIN** defines the accounting (or UID) domain the target machine will be in.

**JVMLOCATION** defines the path to Java virtual machine on the target machine.

**SMTPSERVER** defines the host name of the SMTP server that the target machine is to use to send e-mail.

**VMMEMORY** an integer value that defines the maximum memory each VM run on the target machine.

**VMMAXNUMBER** an integer value that defines the number of VMs that can be run in parallel on the target machine.

**VMNETWORKING** = <N | A | B | C> determines if VM Universe can use networking. This can be set to:

- None (N)
- NAT (A)
- Bridged (B)
- NAT and Bridged (C)

**USEVMUNIVERSE** = <Y | N> will cause the installer to enable VM Universe jobs on the target machine.

**LOCALCONFIG** defines the location of the local configuration file. The value can be the path to a file on the local machine, or it can be a URL beginning with http. If the value is a URL, then the **condor_urlfetch** tool is invoked to fetch configuration whenever the configuration is read.
PERLLOCATION defines the path to Perl on the target machine. This is required in order to use the \texttt{vm} universe.

After defining each of these properties for the MSI installer, the installer can be started with the \texttt{msiexec} command. The following command starts the installer in unattended mode, and it dumps a journal of the installer’s progress to a log file:

\begin{verbatim}
msiexec /qb /lxv* condor-install-log.txt /i condor-8.0.0-173133-Windows-x86.msi [property=value] ...
\end{verbatim}

More information on the features of \texttt{msiexec} can be found at Microsoft’s website at \url{http://www.microsoft.com/resources/documentation/windows/xp/all/proddocs/en-us/msiexec.mspx}.

Manual Installation HTCondor on Windows

If you are to install HTCondor on many different machines, you may wish to use some other mechanism to install HTCondor on additional machines rather than running the Setup program described above on each machine.

\textbf{WARNING:} This is for advanced users only! All others should use the Setup program described above.

Here is a brief overview of how to install HTCondor manually without using the provided GUI-based setup program:

\textbf{The Service} The service that HTCondor will install is called "Condor". The Startup Type is Automatic. The service should log on as System Account, but \textbf{do not enable} "Allow Service to Interact with Desktop". The program that is run is \texttt{condor_master.exe}.

The HTCondor service can be installed and removed using the \texttt{sc.exe} tool, which is included in Windows XP and Windows 2003 Server. The tool is also available as part of the Windows 2000 Resource Kit.

Installation can be done as follows:

\begin{verbatim}
sc create Condor binpath= c:\condor\bin\condor_master.exe
\end{verbatim}

To remove the service, use:

\begin{verbatim}
sc delete Condor
\end{verbatim}

\textbf{The Registry} HTCondor uses a few registry entries in its operation. The key that HTCondor uses is HKEY\_LOCAL\_MACHINE/Software/Condor. The values that HTCondor puts in this registry key serve two purposes.

1. The values of \texttt{CONDOR\_CONFIG} and \texttt{RELEASE\_DIR} are used for HTCondor to start its service. \texttt{CONDOR\_CONFIG} should point to the \texttt{condor\_config} file. In this version of HTCondor, it \textbf{must} reside on the local disk. \texttt{RELEASE\_DIR} should point to the directory where HTCondor is installed. This is typically \texttt{C:\Condor}, and again, this \textbf{must} reside on the local disk.

2. The other purpose is storing the entries from the last installation so that they can be used for the next one.
The File System  The files that are needed for HTCondor to operate are identical to the Unix version of HTCondor, except that executable files end in .exe. For example the on Unix one of the files is condor_master and on HTCondor the corresponding file is condor_master.exe.

These files currently must reside on the local disk for a variety of reasons. Advanced Windows users might be able to put the files on remote resources. The main concern is twofold. First, the files must be there when the service is started. Second, the files must always be in the same spot (including drive letter), no matter who is logged into the machine.

Note also that when installing manually, you will need to create the directories that HTCondor will expect to be present given your configuration. This normally is simply a matter of creating the log, spool, and execute directories. Do not stage other files in any of these directories; any files not created by HTCondor in these directories are subject to removal.

Starting HTCondor Under Windows After Installation

After the installation of HTCondor is completed, the HTCondor service must be started. If you used the GUI-based setup program to install HTCondor, the HTCondor service should already be started. If you installed manually, HTCondor must be started by hand, or you can simply reboot. NOTE: The HTCondor service will start automatically whenever you reboot your machine.

To start HTCondor by hand:

1. From the Start menu, choose Settings.
2. From the Settings menu, choose Control Panel.
3. From the Control Panel, choose Services.
4. From Services, choose Condor, and Start.

Or, alternatively you can enter the following command from a command prompt:

```bash
net start condor
```

Run the Task Manager (Control-Shift-Escape) to check that HTCondor services are running. The following tasks should be running:

- `condor_master.exe`
- `condor_negotiator.exe`, if this machine is a central manager.
- `condor_collector.exe`, if this machine is a central manager.
- `condor_startd.exe`, if you indicated that this HTCondor node should start jobs
- `condor_schedd.exe`, if you indicated that this HTCondor node should submit jobs to the HTCondor pool.

Also, you should now be able to open up a new cmd (DOS prompt) window, and the HTCondor bin directory should be in your path, so you can issue the normal HTCondor commands, such as `condor_q` and `condor_status`. 
HTCondor is Running Under Windows ... Now What?

Once HTCondor services are running, try submitting test jobs. Example 2 within section 2.5.1 presents a vanilla universe job.

3.2.4 Upgrading – Installing a New Version on an Existing Pool

An upgrade changes the running version of HTCondor from the current installation to a newer version. The safe method to install and start running a newer version of HTCondor in essence is: shut down the current installation of HTCondor, install the newer version, and then restart HTCondor using the newer version. To allow for falling back to the current version, place the new version in a separate directory. Copy the existing configuration files, and modify the copy to point to and use the new version, as well as incorporate any configuration variables that are new or changed in the new version. Set the $CONDOR_CONFIG$ environment variable to point to the new copy of the configuration, so the new version of HTCondor will use the new configuration when restarted.

As of HTCondor version 8.2.0, the default configuration file has been substantially reduced in size by defining compile-time default values for most configuration variables. Therefore, when upgrading from a version of HTCondor earlier than 8.2.0 to a more recent version, the option of reducing the size of the configuration file is an option. The goal is to identify and use only the configuration variable values that differ from the compile-time default values. This is facilitated by using $condor\_config\_val$ with the $-writeconfig:upgrade$ argument, to create a file that behaves the same as the current configuration, but is much smaller, because values matching the default values (as well as some obsolete variables) have been removed. Items in the file created by running $condor\_config\_val$ with the $-writeconfig:upgrade$ argument will be in the order that they were read from the original configuration files. This file is a convenient guide to stripping the cruft from old configuration files.

When upgrading from a version of HTCondor earlier than 6.8 to more recent version, note that the configuration settings must be modified for security reasons. Specifically, the $HOSTALLOW\_WRITE$ configuration variable must be explicitly changed, or no jobs can be submitted, and error messages will be issued by HTCondor tools.

Another way to upgrade leaves HTCondor running. HTCondor will automatically restart itself if the $condor\_master$ binary is updated, and this method takes advantage of this. Download the newer version, placing it such that it does not overwrite the currently running version. With the download will be a new set of configuration files; update this new set with any specializations implemented in the currently running version of HTCondor. Then, modify the currently running installation by changing its configuration such that the path to binaries points instead to the new binaries. One way to do that (under Unix) is to use a symbolic link that points to the current HTCondor installation directory (for example, $/opt/condor$). Change the symbolic link to point to the new directory. If HTCondor is configured to locate its binaries via the symbolic link, then after the symbolic link changes, the $condor\_master$ daemon notices the new binaries and restarts itself. How frequently it checks is controlled by the configuration variable $MASTER\_CHECK\_NEW\_EXEC\_INTERVAL$, which defaults 5 minutes.

When the $condor\_master$ notices new binaries, it begins a graceful restart. On an execute machine, a graceful restart means that running jobs are preempted. Standard universe jobs will attempt to take a checkpoint. This could be a bottleneck if all machines in a large pool attempt to do this at the same time. If they do not complete within the cutoff time specified by the $KILL$ policy expression (defaults to 10 minutes), then the jobs are killed without producing a checkpoint. It may be appropriate to increase this cutoff time, and a better approach may be to upgrade the pool in stages rather than all at once.
For universes other than the standard universe, jobs are preempted. If jobs have been guaranteed a certain amount of uninterrupted run time with `MaxJobRetirementTime`, then the job is not killed until the specified amount of retirement time has been exceeded (which is 0 by default). The first step of killing the job is a soft kill signal, which can be intercepted by the job so that it can exit gracefully, perhaps saving its state. If the job has not gone away once the `KILL` expression fires (10 minutes by default), then the job is forcibly hard-killed. Since the graceful shutdown of jobs may rely on shared resources such as disks where state is saved, the same reasoning applies as for the standard universe: it may be appropriate to increase the cutoff time for large pools, and a better approach may be to upgrade the pool in stages to avoid jobs running out of time.

Another time limit to be aware of is the configuration variable `SHUTDOWN_GRACEFUL_TIMEOUT`. This defaults to 30 minutes. If the graceful restart is not completed within this time, a fast restart ensues. This causes jobs to be hard-killed.

### 3.2.5 Shutting Down and Restarting an HTCondor Pool

All of the commands described in this section are subject to the security policy chosen for the HTCondor pool. As such, the commands must be either run from a machine that has the proper authorization, or run by a user that is authorized to issue the commands. Section 3.8 details the implementation of security in HTCondor.

**Shutting Down HTCondor**  There are a variety of ways to shut down all or parts of an HTCondor pool. All utilize the `condor_off` tool.

To stop a single execute machine from running jobs, the `condor_off` command specifies the machine by host name.

```
condor_off -startd <hostname>
```

A running **standard** universe job will be allowed to take a checkpoint before the job is killed. A running job under another universe will be killed. If it is instead desired that the machine stops running jobs only after the currently executing job completes, the command is

```
condor_off -startd -peaceful <hostname>
```

Note that this waits indefinitely for the running job to finish, before the `condor_startd` daemon exits.

To shut down all execution machines within the pool,

```
condor_off -all -startd
```

To wait indefinitely for each machine in the pool to finish its current HTCondor job, shutting down all of the execute machines as they no longer have a running job,

```
condor_off -all -startd -peaceful
```

To shut down HTCondor on a machine from which jobs are submitted,

```
condor_off -schedd <hostname>
```
If it is instead desired that the submit machine shuts down only after all jobs that are currently in the queue are finished, first disable new submissions to the queue by setting the configuration variable

\[
\text{MAX_JOBS_SUBMITTED} = 0
\]

See instructions below in section 3.2.6 for how to reconfigure a pool. After the reconfiguration, the command to wait for all jobs to complete and shut down the submission of jobs is

\[
\text{condor_off -schedd -peaceful <hostname>}
\]

Substitute the option \text{-all} for the host name, if all submit machines in the pool are to be shut down.

**Restarting HTCondor, If HTCondor Daemons Are Not Running** If HTCondor is not running, perhaps because one of the \text{condor_off} commands was used, then starting HTCondor daemons back up depends on which part of HTCondor is currently not running.

If no HTCondor daemons are running, then starting HTCondor is a matter of executing the \text{condor_master} daemon. The \text{condor_master} daemon will then invoke all other specified daemons on that machine. The \text{condor_master} daemon executes on every machine that is to run HTCondor.

If a specific daemon needs to be started up, and the \text{condor_master} daemon is already running, then issue the command on the specific machine with

\[
\text{condor_on -subsystem <subsystemname>}
\]

where \text{<subsystemname>} is replaced by the daemon’s subsystem name. Or, this command might be issued from another machine in the pool (which has administrative authority) with

\[
\text{condor_on <hostname> -subsystem <subsystemname>}
\]

where \text{<subsystemname>} is replaced by the daemon’s subsystem name, and \text{<hostname>} is replaced by the host name of the machine where this \text{condor_on} command is to be directed.

**Restarting HTCondor, If HTCondor Daemons Are Running** If HTCondor daemons are currently running, but need to be killed and newly invoked, the \text{condor_restart} tool does this. This would be the case for a new value of a configuration variable for which using \text{condor_reconfig} is inadequate.

To restart all daemons on all machines in the pool,

\[
\text{condor_restart -all}
\]

To restart all daemons on a single machine in the pool,

\[
\text{condor_restart <hostname>}
\]

where \text{<hostname>} is replaced by the host name of the machine to be restarted.
3.2.6 Reconfiguring an HTCondor Pool

To change a global configuration variable and have all the machines start to use the new setting, change the value within the file, and send a `condor_reconfig` command to each host. Do this with a single command,

```
condor_reconfig -all
```

If the global configuration file is not shared among all the machines, as it will be if using a shared file system, the change must be made to each copy of the global configuration file before issuing the `condor_reconfig` command.

Issuing a `condor_reconfig` command is inadequate for some configuration variables. For those, a restart of HTCondor is required. Those configuration variables that require a restart are listed in section 3.3.11. The manual page for `condor_restart` is at 842.

3.3 Introduction to Configuration

This section of the manual contains general information about HTCondor configuration, relating to all parts of the HTCondor system. If you’re setting up an HTCondor pool, you should read this section before you read the other configuration-related sections:

- Section 3.4 contains information about configuration templates, which are now the preferred way to set many configuration macros.
- Section 3.5 contains information about the hundreds of individual configuration macros. In general, it is best to try to achieve your desired configuration using configuration templates before resorting to setting individual configuration macros, but it is sometimes necessary to set individual configuration macros.
- The settings that control the policy under which HTCondor will start, suspend, resume, vacate or kill jobs are described in section 3.7 on Policy Configuration for the `condor_startd`.

3.3.1 HTCondor Configuration Files

The HTCondor configuration files are used to customize how HTCondor operates at a given site. The basic configuration as shipped with HTCondor can be used as a starting point, but most likely you will want to modify that configuration to some extent.

Each HTCondor program will, as part of its initialization process, configure itself by calling a library routine which parses the various configuration files that might be used, including pool-wide, platform-specific, and machine-specific configuration files. Environment variables may also contribute to the configuration.

The result of configuration is a list of key/value pairs. Each key is a configuration variable name, and each value is a string literal that may utilize macro substitution (as defined below). Some configuration variables are evaluated by HTCondor as ClassAd expressions; some are not. Consult the documentation for each specific case. Unless otherwise
3.3.2 Ordered Evaluation to Set the Configuration

Multiple files, as well as a program’s environment variables, determine the configuration. The order in which attributes are defined is important, as later definitions override earlier definitions. The order in which the (multiple) configuration files are parsed is designed to ensure the security of the system. Attributes which must be set a specific way must appear in the last file to be parsed. This prevents both the naive and the malicious HTCondor user from subverting the system through its configuration. The order in which items are parsed is:

1. a single initial configuration file, which has historically been known as the global configuration file (see below);
2. other configuration files that are referenced and parsed due to specification within the single initial configuration file (these files have historically been known as local configuration files);
3. if HTCondor daemons are not running as root on Unix platforms, the file $(HOME)/.condor/user_config if it exists, or the file defined by configuration variable USER_CONFIG_FILE;
   if HTCondor daemons are not running as Local System on Windows platforms, the file %USERPROFILE\.condor\user_config if it exists, or the file defined by configuration variable USER_CONFIG_FILE;
4. specific environment variables whose names are prefixed with _CONDOR_ (note that these environment variables directly define macro name/value pairs, not the names of configuration files).

Some HTCondor tools utilize environment variables to set their configuration; these tools search for specifically-named environment variables. The variable names are prefixed by the string _CONDOR_ or _condor_. The tools strip off the prefix, and utilize what remains as configuration. As the use of environment variables is the last within the ordered evaluation, the environment variable definition is used. The security of the system is not compromised, as only specific variables are considered for definition in this manner, not any environment variables with the _CONDOR_ prefix.

The location of the single initial configuration file differs on Windows from Unix platforms. For Unix platforms, the location of the single initial configuration file starts at the top of the following list. The first file that exists is used, and then remaining possible file locations from this list become irrelevant.

1. the file specified by the CONDOR_CONFIG environment variable. If there is a problem reading that file, HTCondor will print an error message and exit right away.
2. /etc/condor/condor_config

noted, configuration values that are expected to be numeric or boolean constants can be any valid ClassAd expression of operators on constants. Example:

MINUTE = 60
HOUR = (60 + $(MINUTE))
SHUTDOWN_GRACEFUL_TIMEOUT = ($(HOUR)*24)
3.3.3. Configuration File Macros

3. /usr/local/etc/condor_config
4. ~condor/condor_config

For Windows platforms, the location of the single initial configuration file is determined by the contents of the environment variable CONDOR_CONFIG. If this environment variable is not defined, then the location is the registry value of HKEY_LOCAL_MACHINE/Software/Condor/CONDOR_CONFIG.

The single, initial configuration file may contain the specification of one or more other configuration files, referred to here as local configuration files. Since more than one file may contain a definition of the same variable, and since the last definition of a variable sets the value, the parse order of these local configuration files is fully specified here. In order:

1. The value of configuration variable LOCAL_CONFIG_DIR lists one or more directories which contain configuration files. The list is parsed from left to right. The leftmost (first) in the list is parsed first. Within each directory, a lexicographical ordering by file name determines the ordering of file consideration.

2. The value of configuration variable LOCAL_CONFIG_FILE lists one or more configuration files. These listed files are parsed from left to right. The leftmost (first) in the list is parsed first.

3. If one of these steps changes the value (right hand side) of LOCAL_CONFIG_DIR, then LOCAL_CONFIG_DIR is processed for a second time, using the changed list of directories.

The parsing and use of configuration files may be bypassed by setting environment variable CONDOR_CONFIG with the string ONLY_ENV. With this setting, there is no attempt to locate or read configuration files. This may be useful for testing where the environment contains all needed information.

3.3.3 Configuration File Macros

Macro definitions are of the form:

<macro_name> = <macro_definition>

The macro name given on the left hand side of the definition is a case insensitive identifier. There may be white space between the macro name, the equals sign (=), and the macro definition. The macro definition is a string literal that may utilize macro substitution.

Macro invocations are of the form:

$(macro_name[:<default if macro_name not defined>])

The colon and default are optional in a macro invocation. Macro definitions may contain references to other macros, even ones that are not yet defined, as long as they are eventually defined in the configuration files. All macro expansion is done after all configuration files have been parsed, with the exception of macros that reference themselves.
A = xxx
C = $(A)

is a legal set of macro definitions, and the resulting value of C is xxx. Note that C is actually bound to $(A), not its value.

As a further example,

A = xxx
C = $(A)
A = yyy

is also a legal set of macro definitions, and the resulting value of C is yyy.

A macro may be incrementally defined by invoking itself in its definition. For example,

A = xxx
B = $(A)
A = $(A)yyy
A = $(A)zzz

is a legal set of macro definitions, and the resulting value of A is xxxyyyzzz. Note that invocations of a macro in its own definition are immediately expanded. $(A)$ is immediately expanded in line 3 of the example. If it were not, then the definition would be impossible to evaluate.

Recursively defined macros such as

A = $(B)
B = $(A)

are not allowed. They create definitions that HTCondor refuses to parse.

A macro invocation where the macro name is not defined results in a substitution of the empty string. Consider the example

MAX_ALLOC_CPUS = $(NUMCPUS)-1

If NUMCPUS is not defined, then this macro substitution becomes

MAX_ALLOC_CPUS = -1

The default value may help to avoid this situation. The default value may be a literal

MAX_ALLOC_CPUS = $(NUMCPUS:4)-1
such that if \texttt{NUMCPUS} is not defined, the result of macro substitution becomes

\begin{verbatim}
MAX_ALLOC_CPUS = 4-1
\end{verbatim}

The default may be another macro invocation:

\begin{verbatim}
MAX_ALLOC_CPUS = $(NUMCPUS:$(DETECTED_CPUS))-1
\end{verbatim}

These default specifications are restricted such that a macro invocation with a default can not be nested inside of another default. An alternative way of stating this restriction is that there can only be one colon character per line. The effect of nested defaults can be achieved by placing the macro definitions on separate lines of the configuration.

All entries in a configuration file must have an operator, which will be an equals sign (=). Identifiers are alphanumerics combined with the underscore character, optionally with a subsystem name and a period as a prefix. As a special case, a line without an operator that begins with a left square bracket will be ignored. The following two-line example treats the first line as a comment, and correctly handles the second line.

\begin{verbatim}
[HTCondor Settings]
my_classad = [ foo=bar ]
\end{verbatim}

To simplify pool administration, any configuration variable name may be prefixed by a subsystem (see the \texttt{$\{\text{SUBSYSTEM}\}$} macro in section \ref{sec:sys} for the list of subsystems) and the period (.) character. For configuration variables defined this way, the value is applied to the specific subsystem. For example, the ports that HTCondor may use can be restricted to a range using the \texttt{HIGHPORT} and \texttt{LOWPORT} configuration variables.

\begin{verbatim}
MASTER.LOWPORT = 20000
MASTER.HIGHPORT = 20100
\end{verbatim}

Note that all configuration variables may utilize this syntax, but nonsense configuration variables may result. For example, it makes no sense to define

\begin{verbatim}
NEGOTIATOR.MASTER_UPDATE_INTERVAL = 60
\end{verbatim}

since the \texttt{condor_negotiator} daemon does not use the \texttt{MASTER_UPDATE_INTERVAL} variable.

It makes little sense to do so, but HTCondor will configure correctly with a definition such as

\begin{verbatim}
MASTER.MASTER_UPDATE_INTERVAL = 60
\end{verbatim}

The \texttt{condor_master} uses this configuration variable, and the prefix of \texttt{MASTER.} causes this configuration to be specific to the \texttt{condor_master} daemon.

As of HTCondor version 8.1.1, evaluation works in the expected manner when combining the definition of a macro with use of a prefix that gives the subsystem name and a period. Consider the example
3.3.3. Configuration File Macros

```plaintext
FILESPEC = A
MASTER.FILESPEC = B
```

combined with a later definition that incorporates `FILESPEC` in a macro:

```plaintext
USEFILE = mydir/$(FILESPEC)
```

When the `condor_master` evaluates variable `USEFILE`, it evaluates to `mydir/B`. Previous to HTCondor version 8.1.1, it evaluated to `mydir/A`. When any other subsystem evaluates variable `USEFILE`, it evaluates to `mydir/A`.

This syntax has been further expanded to allow for the specification of a local name on the command line using the command line option

```plaintext
-local-name <local-name>
```

This allows multiple instances of a daemon to be run by the same `condor_master` daemon, each instance with its own local configuration variable.

The ordering used to look up a variable, called `<parameter name>`:

1. `<subsystem name>..<local name>..<parameter name>
2. `<local name>..<parameter name>
3. `<subsystem name>..<parameter name>
4. `<parameter name>

If this local name is not specified on the command line, numbers 1 and 2 are skipped. As soon as the first match is found, the search is completed, and the corresponding value is used.

This example configures a `condor_master` to run 2 `condor_schedd` daemons. The `condor_master` daemon needs the configuration:

```plaintext
XYZZY = $(SCHEDD)
XYZZY_ARGS = -local-name xyzzy
DAEMON_LIST = $(DAEMON_LIST) XYZZY
DC_DAEMON_LIST = + XYZZY
XYZZY_LOG = $(LOG)/SchedLog.xyzzy
```

Using this example configuration, the `condor_master` starts up a second `condor_schedd` daemon, where this second `condor_schedd` daemon is passed `-local-name xyzzy` on the command line.

Continuing the example, configure the `condor_schedd` daemon named `xyzzy`. This `condor_schedd` daemon will share all configuration variable definitions with the other `condor_schedd` daemon, except for those specified separately.
Note that the example SCHEDD_NAME and SPOOL are specific to the condor_schedd daemon, as opposed to a different daemon such as the condor_startd. Other HTCondor daemons using this feature will have different requirements for which parameters need to be specified individually. This example works for the condor_schedd, and more local configuration can, and likely would be specified.

Also note that each daemon’s log file must be specified individually, and in two places: one specification is for use by the condor_master, and the other is for use by the daemon itself. In the example, the XYZZY condor_schedd configuration variable SCHEDD.XYZZY.SCHEDD_LOG definition references the condor_master daemon’s XYZZY_LOG.

### 3.3.4 Comments and Line Continuations

An HTCondor configuration file may contain comments and line continuations. A comment is any line beginning with a pound character (#). A continuation is any entry that continues across multiples lines. Line continuation is accomplished by placing the backslash character (\) at the end of any line to be continued onto another. Valid examples of line continuation are

```
START = (KeyboardIdle > 15 * $(MINUTE)) && \ 
((LoadAvg - CondorLoadAvg) <= 0.3)
```

and

```
ADMIN_MACHINES = condor.cs.wisc.edu, raven.cs.wisc.edu, \ 
stork.cs.wisc.edu, ostrich.cs.wisc.edu, \ 
bigbird.cs.wisc.edu
HOSTALLOW_ADMINISTRATOR = $(ADMIN_MACHINES)
```

Where a line continuation character directly precedes a comment, the entire comment line is ignored, and the following line is used in the continuation. Line continuation characters within comments are ignored.

Both this example

```
A = $(B) \ 
# $(C) 
$(D)
```

and this example

```
A = $(B) \ 
# $(C) \ 
$(D)
```
result in the same value for $A$:

$$A = \$(B) \$(D)$$

### 3.3.5 Multi-Line Values

As of version 8.5.6, the value for a macro can comprise multiple lines of text. The syntax for this is as follows:

```plaintext
<macro_name> @=<tag>
<macro_definition lines>
@<tag>
```

For example:

```plaintext
JOB_ROUTER_DEFAULTS @=jrd
[
    requirements=target.WantJobRouter is True;
    MaxIdleJobs = 10;
    MaxJobs = 200;

    /* now modify routed job attributes */
    /* remove routed job if it goes on hold or stays idle for over 6 hours */
    set_PeriodicRemove = JobStatus == 5 ||
                      (JobStatus == 1 && (time() - QDate) > 3600*6);
    delete_WantJobRouter = true;
    set_requirements = true;
]
@jrd
```

Note that in this example, the square brackets are part of the JOB_ROUTER_DEFAULTS value.

### 3.3.6 Executing a Program to Produce Configuration Macros

Instead of reading from a file, HTCondor can run a program to obtain configuration macros. The vertical bar character (|) as the last character defining a file name provides the syntax necessary to tell HTCondor to run a program. This syntax may only be used in the definition of the `CONDOR_CONFIG` environment variable, or the `LOCAL_CONFIG_FILE` configuration variable.

The command line for the program is formed by the characters preceding the vertical bar character. The standard output of the program is parsed as a configuration file would be.

An example:
LOCAL_CONFIG_FILE = /bin/make_the_config

Program /bin/make_the_config is executed, and its output is the set of configuration macros.

Note that either a program is executed to generate the configuration macros or the configuration is read from one or more files. The syntax uses space characters to separate command line elements, if an executed program produces the configuration macros. Space characters would otherwise separate the list of files. This syntax does not permit distinguishing one from the other, so only one may be specified.

(Note that the include command syntax (see below) is now the preferred way to execute a program to generate configuration macros.)

3.3.7 Including Configuration from Elsewhere

Externally defined configuration can be incorporated using the following syntax:

```
include [ifexist] : <file>
include : <cmdline>
include [ifexist] command [into <cache-file>] : <cmdline>
```

(Note that the ifexist and into options were added in version 8.5.7. Also note that the command option must be specified in order to use the into option – just using the bar after <cmdline> will not work.)

In the file form of the include command, the <file> specification must describe a single file, the contents of which will be parsed and incorporated into the configuration. Unless the ifexist option is specified, the non-existence of the file is a fatal error.

In the command line form of the include command (specified with either the command option or by appending a bar (|) character after the <cmdline> specification), the <cmdline> specification must describe a command line (program and arguments); the command line will be executed, and the output will be parsed and incorporated into the configuration.

If the into option is not used, the command line will be executed every time the configuration file is referenced. This may well be undesirable, and can be avoided by using the into option. The into keyword must be followed by the full pathname of a file into which to write the output of the command line. If that file exists, it will be read and the command line will not be executed. If that file does not exist, the output of the command line will be written into it and then the cache file will be read and incorporated into the configuration. If the command line produces no output, a zero length file will be created. If the command line returns a non-zero exit code, configuration will abort and the cache file will not be created unless the ifexist keyword is also specified.

The include key word is case insensitive. There are no requirements for white space characters surrounding the colon character.

Consider the example

```
FILE = config.$(FULL_HOSTNAME)
include : $(LOCAL_DIR)/$(FILE)
```
3.3.8 Reporting Errors and Warnings

Values are acquired for configuration variables FILE, and LOCAL_DIR by immediate evaluation, causing variable FULL_HOSTNAME to also be immediately evaluated. The resulting value forms a full path and file name. This file is read and parsed. The resulting configuration is incorporated into the current configuration. This resulting configuration may contain further nested include specifications, which are also parsed, evaluated, and incorporated. Levels of nested includes are limited, such that infinite nesting is discovered and thwarted, while still permitting nesting.

Consider the further example

```
SCRIPT_FILE = script.$(IP_ADDRESS)
include : $(RELEASE_DIR)/$(SCRIPT_FILE) |
```

In this example, the bar character at the end of the line causes a script to be invoked, and the output of the script is incorporated into the current configuration. The same immediate parsing and evaluation occurs in this case as when a file’s contents are included.

For pools that are transitioning to using this new syntax in configuration, while still having some tools and daemons with HTCondor versions earlier than 8.1.6, special syntax in the configuration will cause those daemons to fail upon startup, rather than continuing, but incorrectly parsing the new syntax. Newer daemons will ignore the extra syntax. Placing the @ character before the include key word causes the older daemons to fail when they attempt to parse this syntax.

Here is the same example, but with the syntax that causes older daemons to fail when reading it.

```
FILE = config.$(FULL_HOSTNAME)
@include : $(LOCAL_DIR)/$(FILE)
```

A daemon older than version 8.1.6 will fail to start. Running an older condor_config_val identifies the @include line as being bad. A daemon of HTCondor version 8.1.6 or more recent sees:

```
FILE = config.$(FULL_HOSTNAME)
include : $(LOCAL_DIR)/$(FILE)
```

and starts up successfully.

Here is an example using the new ifexist and into options:

```
# stuff.pl writes "STUFF=1" to stdout
include ifexist command into $(LOCAL_DIR)/stuff.config : perl $(LOCAL_DIR)/stuff.pl
```

### 3.3.8 Reporting Errors and Warnings

As of version 8.5.7, warning and error messages can be included in HTCondor configuration files.

The syntax for warning and error messages is as follows:
warning : <warning message>
error : <error message>

The warning and error messages will be printed when the configuration file is used (when almost any HTCondor command is run, for example). Error messages (unlike warnings) will prevent the successful use of the configuration file. This will, for example, prevent a daemon from starting, and prevent \texttt{condor\_config\_val} from returning a value.

Here’s an example of using an error message in a configuration file (combined with some of the new include features documented above):

\begin{verbatim}
# stuff.pl writes "STUFF=1" to stdout
include command into $(LOCAL_DIR)/stuff.config : perl $(LOCAL_DIR)/stuff.pl
if ! defined stuff
    error : stuff is needed!
endif
\end{verbatim}

\section*{3.3.9 Conditionals in Configuration}

Conditional \texttt{if/else} semantics are available in a limited form. The syntax:

\begin{verbatim}
if <simple condition>
    <statement>
    . . .
    <statement>
else
    <statement>
    . . .
    <statement>
endif
\end{verbatim}

An \texttt{else} key word and statements are not required, such that simple \texttt{if} semantics are implemented. The \texttt{<simple condition>} does not permit compound conditions. It optionally contains the exclamation point character (\texttt{!}) to represent the \texttt{not} operation, followed by

- the \texttt{defined} keyword followed by the name of a variable. If the variable is defined, the statement(s) are incorporated into the expanded input. If the variable is \texttt{not} defined, the statement(s) are not incorporated into the expanded input. As an example,

\begin{verbatim}
if defined MY\_UNDEFINED\_VARIABLE
    X = 12
else
    X = -1
endif
\end{verbatim}
results in \( X = -1 \), when \texttt{MY\_UNDEFINED\_VARIABLE} is \textit{not} yet defined.

- the \texttt{version} keyword, representing the version number of of the daemon or tool currently reading this conditional. This keyword is followed by an HTCondor version number. That version number can be of the form \( x.y.z \) or \( x.y \). The version of the daemon or tool is compared to the specified version number. The comparison operators are
  - \( == \) for equality. Current version 8.2.3 is equal to 8.2.
  - \( >= \) to see if the current version number is greater than or equal to. Current version 8.2.3 is greater than 8.2.2, and current version 8.2.3 is greater than or equal to 8.2.
  - \( <= \) to see if the current version number is less than or equal to. Current version 8.2.0 is less than 8.2.2, and current version 8.2.3 is less than or equal to 8.2.

As an example,

```plaintext
if version >= 8.1.6
   DO_X = True
else
   DO_Y = True
endif
```

results in defining \texttt{DO\_X} as \texttt{True} if the current version of the daemon or tool reading this if statement is 8.1.6 or a more recent version.

- \texttt{True} or \texttt{yes} or the value 1. The statement(s) are incorporated.
- \texttt{False} or \texttt{no} or the value 0 The statement(s) are \textit{not} incorporated.
- \texttt{$<$variable\textgreater{}} may be used where the immediately evaluated value is a simple boolean value. A value that evaluates to the empty string is considered \texttt{False}, otherwise a value that does not evaluate to a simple boolean value is a syntax error.

The syntax

```plaintext
if <simple condition>
   <statement>
   ...
   <statement>
elif <simple condition>
   <statement>
   ...
   <statement>
endif
```

is the same as syntax
if <simple condition>
  <statement>
  . . .
  <statement>
else
  if <simple condition>
  <statement>
  . . .
  <statement>
endif
endif

### 3.3.10 Function Macros in Configuration

A set of predefined functions increase flexibility. Both submit description files and configuration files are read using the same parser, so these functions may be used in both submit description files and configuration files.

Case is significant in the function’s name, so use the same letter case as given in these definitions.

$\text{CHOICE}(\text{index}, \text{listname})$ or $\text{CHOICE}(\text{index}, \text{item1, item2, ...})$ An item within the list is returned. The list is represented by a parameter name, or the list items are the parameters. The $\text{index}$ parameter determines which item. The first item in the list is at index 0. If the index is out of bounds for the list contents, an error occurs.

$\text{ENV}(\text{environment-variable-name}[:\text{default-value}])$ Evaluates to the value of environment variable $\text{environment-variable-name}$. If there is no environment variable with that name, Evaluates to UNDEFINED unless the optional $:\text{default-value}$ is used; in which case it evaluates to default-value. For example,

$$A = \text{ENV(HOME)}$$

binds $A$ to the value of the $\text{HOME}$ environment variable.

$\text{F}[fpduwnxbqa](\text{filename})$ One or more of the lower case letters may be combined to form the function name and thus, its functionality. Each letter operates on the $\text{filename}$ in its own way.

- $f$ convert relative path to full path by prefixing the current working directory to it. This option works only in $\text{condor_submit}$ files.
- $p$ refers to the entire directory portion of $\text{filename}$, with a trailing slash or backslash character. Whether a slash or backslash is used depends on the platform of the machine. The slash will be recognized on Linux platforms; either a slash or backslash will be recognized on Windows platforms, and the parser will use the same character specified.
- $d$ refers to the last portion of the directory within the path, if specified. It will have a trailing slash or backslash, as appropriate to the platform of the machine. The slash will be recognized on Linux platforms; either a slash or backslash will be recognized on Windows platforms, and the parser will use the same character specified unless u or w is used. If b is used the trailing slash or backslash will be omitted.
• u convert path separators to Unix style slash characters
• w convert path separators to Windows style backslash characters
• n refers to the file name at the end of any path, but without any file name extension. As an example, the return value from $Fn(/tmp/simulate.exe) will be simulate (without the .exe extension).
• x refers to a file name extension, with the associated period (.). As an example, the return value from $Fn(/tmp/simulate.exe) will be .exe.
• b when combined with the d option, causes the trailing slash or backslash to be omitted. When combined with the x option, causes the leading period (.) to be omitted.
• q causes the return value to be enclosed within quotes. Double quote marks are used unless a is also specified.
• a When combined with the q option, causes the return value to be enclosed within single quotes.

$DIRNAME(filename) is the same as $Fp(filename)

$BASENAME(filename) is the same as $Fnx(filename)

$INT(item-to-convert) or $INT(item-to-convert, format-specifier) Expands, evaluates, and returns a string version of item-to-convert. The format-specifier has the same syntax as a C language or Perl format specifier. If no format-specifier is specified, "%d" is used as the format specifier.

$RANDOM_CHOICE(choice1, choice2, choice3, ...) A random choice of one of the parameters in the list of parameters is made. For example, if one of the integers 0-8 (inclusive) should be randomly chosen:

    $RANDOM_CHOICE(0,1,2,3,4,5,6,7,8)

$RANDOM_INTEGER(min, max [, step]) A random integer within the range min and max, inclusive, is selected. The optional step parameter controls the stride within the range, and it defaults to the value 1. For example, to randomly chose an even integer in the range 0-8 (inclusive):

    $RANDOM_INTEGER(0, 8, 2)

$REAL(item-to-convert) or $REAL(item-to-convert, format-specifier) Expands, evaluates, and returns a string version of item-to-convert for a floating point type. The format-specifier is a C language or Perl format specifier. If no format-specifier is specified, "%16G" is used as a format specifier.

$SUBSTR(name, start-index) or $SUBSTR(name, start-index, length) Expands name and returns a substring of it. The first character of the string is at index 0. The first character of the substring is at index start-index. If the optional length is not specified, then the substring includes characters up to the end of the string. A negative value of start-index works back from the end of the string. A negative value of length eliminates use of characters from the end of the string. Here are some examples that all assume

Name = abcdef

• $SUBSTR(Name, 2) is cdef.
• $\text{SUBSTR(Name, 0, -2)}$ is abcd.
• $\text{SUBSTR(Name, 1, 3)}$ is bcd.
• $\text{SUBSTR(Name, -1)}$ is f.
• $\text{SUBSTR(Name, 4, -3)}$ is the empty string, as there are no characters in the substring for this request.

Environment references are not currently used in standard HTCondor configurations. However, they can sometimes be useful in custom configurations.

### 3.3.11 Macros That Will Require a Restart When Changed

When any of the following listed configuration variables are changed, HTCondor must be restarted. Reconfiguration using `condor_reconfig` will not be enough.

- `BIND_ALL_INTERFACES`
- `FetchWorkDelay`
- `MAX_NUM_CPUS`
- `MAX_TRACKING_GID`
- `MEMORY`
- `MIN_TRACKING_GID`
- `NETWORK_HOSTNAME`
- `NETWORK_INTERFACE`
- `NUM_CPUS`
- `PREEMPTION_REQUIREMENTS_STABLE`
- `PRIVSEP_ENABLED`
- `PROCD_ADDRESS`
- `SLOT_TYPE_<N>`
- `OFFLINE_MACHINE_RESOURCE_<name>`
3.3.12 Pre-Defined Macros

HTCondor provides pre-defined macros that help configure HTCondor. Pre-defined macros are listed as $(macro_name).

This first set are entries whose values are determined at run time and cannot be overwritten. These are inserted automatically by the library routine which parses the configuration files. This implies that a change to the underlying value of any of these variables will require a full restart of HTCondor in order to use the changed value.

$(FULL_HOSTNAME) The fully qualified host name of the local machine, which is host name plus domain name.

$(HOSTNAME) The host name of the local machine, without a domain name.

$(IP_ADDRESS) The ASCII string version of the local machine’s “most public” IP address. This address may be IPv4 or IPv6, but the macro will always be set.

HTCondor selects the “most public” address heuristically. Your configuration should not depend on HTCondor picking any particular IP address for this macro; this macro’s value may not even be one of the IP addresses HTCondor is configured to advertise.

$(IPV4_ADDRESS) The ASCII string version of the local machine’s “most public” IPv4 address; unset if the local machine has no IPv4 address.

See IP_ADDRESS about “most public”.

$(IPV6_ADDRESS) The ASCII string version of the local machine’s “most public” IPv6 address; unset if the local machine has no IPv6 address.

See IP_ADDRESS about “most public”.

$(IP_ADDRESS_IS_V6) A boolean which is true if and only if IP_ADDRESS is an IPv6 address. Useful for conditional configuration.

$(TILDE) The full path to the home directory of the Unix user condor, if such a user exists on the local machine.

$(SUBSYSTEM) The subsystem name of the daemon or tool that is evaluating the macro. This is a unique string which identifies a given daemon within the HTCondor system. The possible subsystem names are:

- C_GAHP
- C_GAHP_WORKER_THREAD
- CKPT_SERVER
- COLLECTOR
- DBMSD
- DEFRAG
- EC2_GAHP
- GANGLIAD
- GCE_GAHP
3.3.12. Pre-Defined Macros

- GRIDMANAGER
- HAD
- HDFS
- JOB_ROUTER
- KBDD
- LEASEMANAGER
- MASTER
- NEGOTIATOR
- REPLICATION
- ROOSTER
- SCHEDD
- SHADOW
- SHARED_PORT
- STARTD
- STARTER
- SUBMIT
- TOOL
- TRANSFERER

\$(DETECTED_CPUS)\) The integer number of hyper-threaded CPUs, as given by \$(DETECTED_CORES)\), when COUNT_HYPERTHREAD_CPUS is True. The integer number of physical (non hyper-threaded) CPUs, as given by \$(DETECTED_PHYSICAL_CPUS)\), when COUNT_HYPERTHREAD_CPUS is False. When COUNT_HYPERTHREAD_CPUS is True.

\$(DETECTED_PHYSICAL_CPUS)\) The integer number of physical (non hyper-threaded) CPUs. This will be equal the number of unique CPU IDs.

This second set of macros are entries whose default values are determined automatically at run time but which can be overwritten.

\$(ARCH)\) Defines the string used to identify the architecture of the local machine to HTCondor. The condor_startd will advertise itself with this attribute so that users can submit binaries compiled for a given platform and force them to run on the correct machines. condor_submit will append a requirement to the job ClassAd that it must run on the same ARCH and OPSYS of the machine where it was submitted, unless the user specifies ARCH and/or OPSYS explicitly in their submit file. See the condor_submit manual page on page 880 for details.

\$(OPSYS)\) Defines the string used to identify the operating system of the local machine to HTCondor. If it is not defined in the configuration file, HTCondor will automatically insert the operating system of this machine as determined by uname.

\$(OPSYS_VER)\) Defines the integer used to identify the operating system version number.
3.4 Configuration Templates

$(OPSYS_AND_VER) Defines the string used prior to HTCondor version 7.7.2 as $(OPSYS).

$(UNAME_ARCH) The architecture as reported by `uname(2)`'s `machine` field. Always the same as ARCH on Windows.

$(UNAME_OPSYS) The operating system as reported by `uname(2)`’s `sysname` field. Always the same as OPSYS on Windows.

$(DETECTED_MEMORY) The amount of detected physical memory (RAM) in MiB.

$(DETECTED_CORES) The number of CPU cores that the operating system schedules. On machines that support hyper-threading, this will be the number of hyper-threads.

$(PID) The process ID for the daemon or tool.

$(PPID) The process ID of the parent process for the daemon or tool.

$(USERNAME) The user name of the UID of the daemon or tool. For daemons started as root, but running under another UID (typically the user condor), this will be the other UID.

$(FILESYSTEM_DOMAIN) Defaults to the fully qualified host name of the machine it is evaluated on. See section 3.5.5, Shared File System Configuration File Entries for the full description of its use and under what conditions it could be desirable to change it.

$(UID_DOMAIN) Defaults to the fully qualified host name of the machine it is evaluated on. See section 3.5.5 for the full description of this configuration variable.

Since $(ARCH) and $(OPSYS) will automatically be set to the correct values, we recommend that you do not overwrite them.

3.4 Configuration Templates

Achieving certain behaviors in an HTCondor pool often requires setting the values of a number of configuration macros in concert with each other. We have added configuration templates as a way to do this more easily, at a higher level, without having to explicitly set each individual configuration macro.

Configuration templates are pre-defined; users cannot define their own templates.

Note that the value of an individual configuration macro that is set by a configuration template can be overridden by setting that configuration macro later in the configuration.

Detailed information about configuration templates (such as the macros they set) can be obtained using the `condor_config_val use` option (see 12). (This document does not contain such information because the `condor_config_val` command is a better way to obtain it.)
3.4.1 Configuration Templates: Using Predefined Sets of Configuration

Predefined sets of configuration can be identified and incorporated into the configuration using the syntax

```
use <category name> : <template name>
```

The `use` keyword is case insensitive. There are no requirements for white space characters surrounding the colon character. More than one `<template name>` identifier may be placed within a single `use` line. Separate the names by a space character. There is no mechanism by which the administrator may define their own custom `<category name>` or `<template name>`.

Each predefined `<category name>` has a fixed, case insensitive name for the sets of configuration that are predefined. Placement of a `use` line in the configuration brings in the predefined configuration it identifies.

As of version 8.5.6, some of the configuration templates take arguments (as described below).

3.4.2 Available Configuration Templates

There are four `<category name>` values. Within a category, a predefined, case insensitive name identifies the set of configuration it incorporates.

**ROLE category** Describes configuration for the various roles that a machine might play within an HTCondor pool. The configuration will identify which daemons are running on a machine.

- **Personal**
  Settings needed for when a single machine is the entire pool.
- **Submit**
  Settings needed to allow this machine to submit jobs to the pool. May be combined with `Execute` and `CentralManager` roles.
- **Execute**
  Settings needed to allow this machine to execute jobs. May be combined with `Submit` and `CentralManager` roles.
- **CentralManager**
  Settings needed to allow this machine to act as the central manager for the pool. May be combined with `Submit` and `Execute` roles.

**FEATURE category** Describes configuration for implemented features.

- **Remote_Runtime_Config**
  Enables the use of `condor_config_val -rset` to the machine with this configuration. Note that there are security implications for use of this configuration, as it potentially permits the arbitrary modification of configuration. Variable `SETTABLE_ATTRS_CONFIG` must also be defined.
• Remote_Config
   Enables the use of `condor_config_val -set` to the machine with this configuration. Note that there are security implications for use of this configuration, as it potentially permits the arbitrary modification of configuration. Variable `SETTABLE_ATTRS_CONFIG` must also be defined.

• VMware
   Enables use of the vm universe with VMware virtual machines. Note that this feature depends on Perl.

• GPUs
   Sets configuration based on detection with the `condor_gpu_discovery` tool, and defines a custom resource using the name GPUs. Supports both OpenCL and CUDA, if detected. Automatically includes the GPUsMonitor feature.

• GPUsMonitor
   Also adds configuration to report the usage of NVidia GPUs.

• Monitor( resource_name, mode, period, executable, metric[, metric]+ )
   Configures a custom machine resource monitor with the given name, mode, period, executable, and metrics. See 4.4.3 for the definitions of these terms.

• PartitionableSlot( slot_type_num [, allocation] )
   Sets up a partitionable slot of the specified slot type number and allocation (defaults for slot_type_num and allocation are 1 and 100% respectively). See 3.7.1 for information on partitionable slot policies.

• AssignAccountingGroup( map_filename )
   Sets up a `condor_schedd` job transform that assigns an accounting group to each job as it is submitted. The accounting is determined by mapping the Owner attribute of the job using the given map file.

• ScheddUserMapFile( map_name, map_filename )
   Defines a `condor_schedd` usermap named `map_name` using the given map file.

• SetJobAttrFromUserMap( dst_attr, src_attr, map_name [, map_filename] )
   Sets up a `condor_schedd` job transform that sets the `dst_attr` attribute of each job as it is submitted. The value of `dst_attr` is determined by mapping the `src_attr` of the job using the usermap named `map_name`. If the optional map_filename argument is specified, then this metaknob also defines a `condor_schedd` usermap named `map_Name` using the given map file.

• StartdCronOneShot( job_name, exe [, hook_args] )
   Create a one-shot `condor_startd` job hook. (See 4.4.3 for more information about job hooks.)

• StartdCronPeriodic( job_name, period, exe [, hook_args] )
   Create a periodic-shot `condor_startd` job hook. (See 4.4.3 for more information about job hooks.)

• StartdCronContinuous( job_name, exe [, hook_args] )
   Create a (nearly) continuous `condor_startd` job hook. (See 4.4.3 for more information about job hooks.)

• ScheddCronOneShot( job_name, exe [, hook_args] )
   Create a one-shot `condor_schedd` job hook. (See 4.4.3 for more information about job hooks.)

• ScheddCronPeriodic( job_name, period, exe [, hook_args] )
   Create a periodic-shot `condor_schedd` job hook. (See 4.4.3 for more information about job hooks.)

• ScheddCronContinuous( job_name, exe [, hook_args] )
   Create a (nearly) continuous `condor_schedd` job hook. (See 4.4.3 for more information about job hooks.)
• OneShotCronHook( STARTD_CRON | SCHEDD_CRON, job_name, hook_exe [,hook_args] )
  Create a one-shot job hook. (See 4.4.3 for more information about job hooks.)

• PeriodicCronHook( STARTD_CRON | SCHEDD_CRON, job_name, period, hook_exe [,hook_args] )
  Create a periodic job hook. (See 4.4.3 for more information about job hooks.)

• ContinuousCronHook( STARTD_CRON | SCHEDD_CRON, job_name, hook_exe [,hook_args] )
  Create a (nearly) continuous job hook. (See 4.4.3 for more information about job hooks.)

• UWCS_Desktop_Policy_Values
  Configuration values used in the UWCS_DESKTOP policy. (Note that these values were previously in the parameter table; configuration that uses these values will have to use the UWCS_Desktop_Policy_Values template. For example, POLICY : UWCS_Desktop uses the FEATURE : UWCS_Desktop_Policy_Values template.)

POLICY category Describes configuration for the circumstances under which machines choose to run jobs.

• Always_Run_Jobs
  Always start jobs and run them to completion, without consideration of condor_negotiator generated preemption or suspension. This is the default policy, and it is intended to be used with dedicated resources. If this policy is used together with the Limit_Job_Runtimes policy, order the specification by placing this Always_Run_Jobs policy first.

• UWCS_Desktop
  This was the default policy before HTCondor version 8.1.6. It is intended to be used with desktop machines not exclusively running HTCondor jobs. It injects UWCS into the name of some configuration variables.

• Desktop
  An updated and reimplementation of the UWCS_Desktop policy, but without the UWCS naming of some configuration variables.

• Limit_Job_Runtimes( limit_in_seconds )
  Limits running jobs to a maximum of the specified time using preemption. (The default limit is 24 hours.) This policy does not work while the machine is draining; use the following policy instead. If this policy is used together with the Always_Run_Jobs policy, order the specification by placing this Limit_Job_Runtimes policy second.

• Preempt_if_Runtime_Exceeds( limit_in_seconds )
  Limits running jobs to a maximum of the specified time using preemption. (The default limit is 24 hours).

• Hold_if_Runtime_Exceeds( limit_in_seconds )
  Limits running jobs to a maximum of the specified time by placing them on hold immediately (ignoring any job retirement time). (The default limit is 24 hours).

• Preempt_If_Cpus_Exceeded
  If the startd observes the number of CPU cores used by the job exceed the number of cores in the slot by more than 0.8 on average over the past minute, preempt the job immediately ignoring any job retirement time.
• Hold_If_Cpus_Exceeded
If the startd observes the number of CPU cores used by the job exceed the number of cores in the slot by more than 0.8 on average over the past minute, immediately place the job on hold ignoring any job retirement time. The job will go on hold with a reasonable hold reason in job attribute HoldReason and a value of 101 in job attribute HoldReasonCode. The hold reason and code can be customized by specifying HOLD_REASON_CPU_EXCEEDED and HOLD_SUBCODE_CPU_EXCEEDED respectively. Standard universe jobs can’t be held by startd policy expressions, so this metaknob automatically ignores them.

• Preempt_If_Memory_Exceeded
If the startd observes the memory usage of the job exceed the memory provisioned in the slot, preempt the job immediately ignoring any job retirement time.

• Hold_If_Memory_Exceeded
If the startd observes the memory usage of the job exceed the memory provisioned in the slot, immediately place the job on hold ignoring any job retirement time. The job will go on hold with a reasonable hold reason in job attribute HoldReason and a value of 102 in job attribute HoldReasonCode. The hold reason and code can be customized by specifying HOLD_REASON_MEMORY_EXCEEDED and HOLD_SUBCODE_MEMORY_EXCEEDED respectively. Standard universe jobs can’t be held by startd policy expressions, so this metaknob automatically ignores them.

• Preempt_If( policy_variable )
Preempt jobs according to the specified policy. policy_variable must be the name of a configuration macro containing an expression that evaluates to True if the job should be preempted. See an example here: 3.4.4.

• Want_Hold_If( policy_variable, subcode, reason_text )
Add the given policy to the WANT_HOLD expression; if the WANT_HOLD expression is defined, policy_variable is prepended to the existing expression; otherwise WANT_HOLD is simply set to the value of the textttpolicy_variable macro. Standard universe jobs can’t be held by startd policy expressions, so this metaknob automatically ignores them. See an example here: 3.4.4.

• Startd_Publish_CpusUsage
Publish the number of CPU cores being used by the job into slot ad as attribute CpusUsage. This value will be the average number of cores used by the job over the past minute, sampling every 5 seconds.

**SECURITY category** Describes configuration for an implemented security model.

• Host_Based
The default security model (based on IPs and DNS names). Do not combine with User_Based security.

• User_Based
Grants permissions to an administrator and uses With_Authentication. Do not combine with Host_Based security.

• With_Authentication
Requires both authentication and integrity checks.
• **Strong**
  Requires authentication, encryption, and integrity checks.

### 3.4.3 Configuration Template Transition Syntax

For pools that are transitioning to using this new syntax in configuration, while still having some tools and daemons with HTCondor versions earlier than 8.1.6, special syntax in the configuration will cause those daemons to fail upon start up, rather than use the new, but misinterpreted, syntax. Newer daemons will ignore the extra syntax. Placing the `@` character before the `use` key word causes the older daemons to fail when they attempt to parse this syntax.

As an example, consider the `condor_startd` as it starts up. A `condor_startd` previous to HTCondor version 8.1.6 fails to start when it sees:

```
@use feature : GPUs
```

Running an older `condor_config_val` also identifies the `@use` line as being bad. A `condor_startd` of HTCondor version 8.1.6 or more recent sees

```
use feature : GPUs
```

### 3.4.4 Configuration Template Examples

- Preempt a job if its memory usage exceeds the requested memory:

  ```
  MEMORY_EXCEEDED = (isDefined(MemoryUsage) && MemoryUsage > RequestMemory)
  use POLICY : PREEMPT_IF(MEMORY_EXCEEDED)
  ```

- Put a job on hold if its memory usage exceeds the requested memory:

  ```
  MEMORY_EXCEEDED = (isDefined(MemoryUsage) && MemoryUsage > RequestMemory)
  use POLICY : WANT_HOLD_IF(MEMORY_EXCEEDED, 102, memory usage exceeded request_memory)
  ```

- Update dynamic GPU information every 15 minutes:

  ```
  use FEATURE : StartdCronPeriodic(DYNGPU, 15*60, $(LOCAL_DIR)\dynamic_gpu_info.pl, $(LIBEXEC)\condor_gpu_discovery -dynamic)
  ```

  where `dynamic_gpu_info.pl` is a simple perl script that strips off the DetectedGPUs line from textttcondor_gpu_discovery:
#!/usr/bin/env perl
my @attrs = `@ARGV`;
for (@attrs) {
  next if ($_ =~ /^Detected/i);
  print $_;
}

3.5 Configuration Macros

The section contains a list of the individual configuration macros for HTCondor. Before attempting to set up HTCondor configuration, you should probably read the introduction to configuration section (3.3) and possibly the configuration template section (3.4).

The settings that control the policy under which HTCondor will start, suspend, resume, vacate or kill jobs are described in section 3.7 on Policy Configuration for the condor_startd, not in this section.

3.5.1 HTCondor-wide Configuration File Entries

This section describes settings which affect all parts of the HTCondor system. Other system-wide settings can be found in section 3.5.4 on "Network-Related Configuration File Entries", and section 3.5.5 on "Shared File System Configuration File Entries".

CONDOR_HOST This macro is used to define the $(COLLECTOR_HOST) macro. Normally the condor_collector and condor_negotiator would run on the same machine. If for some reason they were not run on the same machine, $(CONDOR_HOST) would not be needed. Some of the host-based security macros use $(CONDOR_HOST) by default. See section 3.8.9 on Setting up IP/host-based security in HTCondor for details.

COLLECTOR_HOST The host name of the machine where the condor_collector is running for your pool. Normally, it is defined relative to the $(CONDOR_HOST) macro. There is no default value for this macro; COLLECTOR_HOST must be defined for the pool to work properly.

In addition to defining the host name, this setting can optionally be used to specify the network port of the condor_collector. The port is separated from the host name by a colon (':'). For example,

    COLLECTOR_HOST = $(CONDOR_HOST):1234

If no port is specified, the default port of 9618 is used. Using the default port is recommended for most sites. It is only changed if there is a conflict with another service listening on the same network port. For more information about specifying a non-standard port for the condor_collector daemon, see section 3.9.1 on page 435.

Multiple condor_collector daemons may be running simultaneously, if COLLECTOR_HOST is defined with a comma separated list of hosts. Multiple condor_collector daemons may run for the implementation of high
availability; see section 3.13 for details. With more than one running, updates are sent to all. With more than one running, queries are sent to one of the condor_collector daemons, chosen at random.

**COLLECTOR_PORT**  The default port used when contacting the condor_collector and the default port the condor_collector listens on if no port is specified. This variable is referenced if no port is given and there is no other means to find the condor_collector port. The default value is 9618.

**NEGOTIATOR_HOST**  This configuration variable is no longer used. It previously defined the host name of the machine where the condor_negotiator is running. At present, the port where the condor_negotiator is listening is dynamically allocated.

**CONDOR_VIEW_HOST**  A list of HTCondorView servers, separated by commas and/or spaces. Each HTCondorView server is denoted by the host name of the machine it is running on, optionally appended by a colon and the port number. This service is optional, and requires additional configuration to enable it. There is no default value for CONDOR_VIEW_HOST. If CONDOR_VIEW_HOST is not defined, no HTCondorView server is used. See section 3.14.7 on page 475 for more details.

**SCHEDD_HOST**  The host name of the machine where the condor_schedd is running for your pool. This is the host that queues submitted jobs. If the host specifies SCHEDD_NAME or MASTER_NAME, that name must be included in the form name@hostname. In most condor installations, there is a condor_schedd running on each host from which jobs are submitted. The default value of SCHEDD_HOST is the current host with the optional name included. For most pools, this macro is not defined, nor does it need to be defined.

**RELEASE_DIR**  The full path to the HTCondor release directory, which holds the bin, etc, lib, and sbin directories. Other macros are defined relative to this one. There is no default value for RELEASE_DIR.

**BIN**  This directory points to the HTCondor directory where user-level programs are installed. The default value is $(RELEASE_DIR)/bin.

**LIB**  This directory points to the HTCondor directory where libraries used to link jobs for HTCondor’s standard universe are stored. The condor_compile program uses this macro to find these libraries, so it must be defined for condor_compile to function. The default value is $(RELEASE_DIR)/lib.

**LIBEXEC**  This directory points to the HTCondor directory where support commands that HTCondor needs will be placed. Do not add this directory to a user or system-wide path.

**INCLUDE**  This directory points to the HTCondor directory where header files reside. The default value is $(RELEASE_DIR)/include. It can make inclusion of necessary header files for compilation of programs (such as those programs that use libcondorapi.a) easier through the use of condor_config_val.

**SBIN**  This directory points to the HTCondor directory where HTCondor’s system binaries (such as the binaries for the HTCondor daemons) and administrative tools are installed. Whatever directory $(SBIN) points to ought to be in the PATH of users acting as HTCondor administrators. The default value is $(BIN) in Windows and $(RELEASE_DIR)/sbin on all other platforms.

**LOCAL_DIR**  The location of the local HTCondor directory on each machine in your pool. The default value is $(RELEASE_DIR) on Windows and $(RELEASE_DIR)/hosts/$(HOSTNAME) on all other platforms. Another possibility is to use the condor user’s home directory, which may be specified with $(TILDE). For example:
LOCAL_DIR = $(tilde)

**LOG** Used to specify the directory where each HTCondor daemon writes its log files. The names of the log files themselves are defined with other macros, which use the $(LOG) macro by default. The log directory also acts as the current working directory of the HTCondor daemons as the run, so if one of them should produce a core file for any reason, it would be placed in the directory defined by this macro. The default value is $(LOCAL_DIR)/log.

Do not stage other files in this directory; any files not created by HTCondor in this directory are subject to removal.

**RUN** A path and directory name to be used by the HTCondor init script to specify the directory where the condor_master should write its process ID (PID) file. The default if not defined is $(LOG).

**SPOOL** The spool directory is where certain files used by the condor_schedd are stored, such as the job queue file and the initial executables of any jobs that have been submitted. In addition, for systems not using a checkpoint server, all the checkpoint files from jobs that have been submitted from a given machine will be store in that machine’s spool directory. Therefore, you will want to ensure that the spool directory is located on a partition with enough disk space. If a given machine is only set up to execute HTCondor jobs and not submit them, it would not need a spool directory (or this macro defined). The default value is $(LOCAL_DIR)/spool. The condor_schedd will not function if SPOOL is not defined.

Do not stage other files in this directory; any files not created by HTCondor in this directory are subject to removal.

**EXECUTE** This directory acts as a place to create the scratch directory of any HTCondor job that is executing on the local machine. The scratch directory is the destination of any input files that were specified for transfer. It also serves as the job’s working directory if the job is using file transfer mode and no other working directory was specified. If a given machine is set up to only submit jobs and not execute them, it would not need an execute directory, and this macro need not be defined. The default value is $(LOCAL_DIR)/execute. The condor_startd will not function if EXECUTE is undefined. To customize the execute directory independently for each batch slot, use SLOT<N>_EXECUTE.

Do not stage other files in this directory; any files not created by HTCondor in this directory are subject to removal.

**TMP_DIR** A directory path to a directory where temporary files are placed by various portions of the HTCondor system. The daemons and tools that use this directory are the condor_gridmanager, condor_config_val when using the -rset option, systems that use lock files when configuration variable CREATE_LOCKS_ON_LOCAL_DISK is True, the Web Service API, and the condor_credd daemon. There is no default value.

If both TMP_DIR and TEMP_DIR are defined, the value set for TMP_DIR is used and TEMP_DIR is ignored.

**TEMP_DIR** A directory path to a directory where temporary files are placed by various portions of the HTCondor system. The daemons and tools that use this directory are the condor_gridmanager, condor_config_val when using the -rset option, systems that use lock files when configuration variable CREATE_LOCKS_ON_LOCAL_DISK is True, the Web Service API, and the condor_credd daemon. There is no default value.

If both TMP_DIR and TEMP_DIR are defined, the value set for TMP_DIR is used and TEMP_DIR is ignored.
**SLOT<\textbf{N}> EXECUTE** Specifies an execute directory for use by a specific batch slot. \(<\textbf{N}>\) represents the number of the batch slot, such as 1, 2, 3, etc. This execute directory serves the same purpose as EXECUTE, but it allows the configuration of the directory independently for each batch slot. Having slots each using a different partition would be useful, for example, in preventing one job from filling up the same disk that other jobs are trying to write to. If this parameter is undefined for a given batch slot, it will use EXECUTE as the default. Note that each slot will advertise TotalDisk and Disk for the partition containing its execute directory.

**LOCAL_CONFIG_FILE** Identifies the location of the local, machine-specific configuration file for each machine in the pool. The two most common choices would be putting this file in the $(LOCAL_DIR), or putting all local configuration files for the pool in a shared directory, each one named by host name. For example,

\begin{verbatim}
LOCAL_CONFIG_FILE = $(LOCAL_DIR)/condor_config.local
\end{verbatim}

or,

\begin{verbatim}
LOCAL_CONFIG_FILE = $(release_dir)/etc/$(hostname).local
\end{verbatim}

or, not using the release directory

\begin{verbatim}
LOCAL_CONFIG_FILE = /full/path/to/configs/$(hostname).local
\end{verbatim}

The value of LOCAL_CONFIG_FILE is treated as a list of files, not a single file. The items in the list are delimited by either commas or space characters. This allows the specification of multiple files as the local configuration file, each one processed in the order given (with parameters set in later files overriding values from previous files). This allows the use of one global configuration file for multiple platforms in the pool, defines a platform-specific configuration file for each platform, and uses a local configuration file for each machine. If the list of files is changed in one of the later read files, the new list replaces the old list, but any files that have already been processed remain processed, and are removed from the new list if they are present to prevent cycles. See section 3.3.6 on page 191 for directions on using a program to generate the configuration macros that would otherwise reside in one or more files as described here. If LOCAL_CONFIG_FILE is not defined, no local configuration files are processed. For more information on this, see section 3.14.4 about Configuring HTCondor for Multiple Platforms on page 471.

If all files in a directory are local configuration files to be processed, then consider using LOCAL_CONFIG_DIR, defined at section 3.5.1.

**REQUIRE_LOCAL_CONFIG_FILE** A boolean value that defaults to True. When True, HTCondor exits with an error, if any file listed in LOCAL_CONFIG_FILE cannot be read. A value of False allows local configuration files to be missing. This is most useful for sites that have both large numbers of machines in the pool and a local configuration file that uses the $(HOSTNAME) macro in its definition. Instead of having an empty file for every host in the pool, files can simply be omitted.

**LOCAL_CONFIG_DIR** A directory may be used as a container for local configuration files. The files found in the directory are sorted into lexicographical order by file name, and then each file is treated as though it was listed in LOCAL_CONFIG_FILE. LOCAL_CONFIG_DIR is processed before any files listed in
LOCAL_CONFIG_FILE, and is checked again after processing the LOCAL_CONFIG_FILE list. It is a list of directories, and each directory is processed in the order it appears in the list. The process is not recursive, so any directories found inside the directory being processed are ignored. See also LOCAL_CONFIG_DIR_EXCLUDE_REGEXP.

USER_CONFIG_FILE The file name of a configuration file to be parsed after other local configuration files and before environment variables set configuration. Relevant only if HTCondor daemons are not run as root on Unix platforms or Local System on Windows platforms. The default is $(HOME)/.condor/user_config on Unix platforms. The default is %USERPROFILE\.condor\user_config on Windows platforms. If a fully qualified path is given, that is used. If a fully qualified path is not given, then the Unix path $(HOME)/.condor/prefixes the file name given on Unix platforms, or the Windows path %USERPROFILE\.condor\prefixes the file name given on Windows platforms.

The ability of a user to use this user-specified configuration file can be disabled by setting this variable to the empty string:

    USER_CONFIG_FILE =

LOCAL_CONFIG_DIR_EXCLUDE_REGEXP A regular expression that specifies file names to be ignored when looking for configuration files within the directories specified via LOCAL_CONFIG_DIR. The default expression ignores files with names beginning with a '.' or a '#', as well as files with names ending in '~'. This avoids accidents that can be caused by treating temporary files created by text editors as configuration files.

CONDOR_IDS The User ID (UID) and Group ID (GID) pair that the HTCondor daemons should run as, if the daemons are spawned as root. This value can also be specified in the CONDOR_IDS environment variable. If the HTCondor daemons are not started as root, then neither this CONDOR_IDS configuration macro nor the CONDOR_IDS environment variable are used. The value is given by two integers, separated by a period. For example, CONDOR_IDS = 1234.1234. If this pair is not specified in either the configuration file or in the environment, and the HTCondor daemons are spawned as root, then HTCondor will search for a condor user on the system, and run as that user’s UID and GID. See section 3.8.13 on UIDs in HTCondor for more details.

CONDOR_ADMIN The email address that HTCondor will send mail to if something goes wrong in the pool. For example, if a daemon crashes, the condor_master can send an obituary to this address with the last few lines of that daemon’s log file and a brief message that describes what signal or exit status that daemon exited with. The default value is root@$ (FULL_HOSTNAME).

<SUBSYS>_ADMIN_EMAIL The email address that HTCondor will send mail to if something goes wrong with the named <SUBSYS>. Identical to CONDOR_ADMIN, but done on a per subsystem basis. There is no default value.

CONDOR_SUPPORT_EMAIL The email address to be included at the bottom of all email HTCondor sends out under the label “Email address of the local HTCondor administrator:”. This is the address where HTCondor users at your site should send their questions about HTCondor and get technical support. If this setting is not defined, HTCondor will use the address specified in CONDOR_ADMIN (described above).

EMAIL_SIGNATURE Every e-mail sent by HTCondor includes a short signature line appended to the body. By default, this signature includes the URL to the global HTCondor project website. When set, this variable defines an alternative signature line to be used instead of the default. Note that the value can only be one line in length. This variable could be used to direct users to look at local web site with information specific to the installation of HTCondor.
3.5.1. HTCondor-wide Configuration File Entries

**MAIL**  The full path to a mail sending program that uses `-s` to specify a subject for the message. On all platforms, the default shipped with HTCondor should work. Only if you installed things in a non-standard location on your system would you need to change this setting. The default value is `$(BIN)/condor_mail.exe` on Windows and `/usr/bin/mail` on all other platforms. The `condor_schedd` will not function unless `MAIL` is defined. For security reasons, non-Windows platforms should not use this setting and should use `SENDMAIL` instead.

**SENDMAIL**  The full path to the `sendmail` executable. If defined, which it is by default on non-Windows platforms, `sendmail` is used instead of the mail program defined by `MAIL`.

**MAIL_FROM**  The e-mail address that notification e-mails appear to come from. Contents is that of the `From` header. There is no default value; if undefined, the `From` header may be nonsensical.

**SMTP_SERVER**  For Windows platforms only, the host name of the server through which to route notification e-mail. There is no default value; if undefined and the debug level is at `FULLDEBUG`, an error message will be generated.

**RESERVED_SWAP**  The amount of swap space in MiB to reserve for this machine. HTCondor will not start up more `condor_shadow` processes if the amount of free swap space on this machine falls below this level. The default value is 0, which disables this check. It is anticipated that this configuration variable will no longer be used in the near future. If `RESERVED_SWAP` is not set to 0, the value of `SHADOW_SIZE_ESTIMATE` is used.

**RESERVED_DISK**  Determines how much disk space you want to reserve for your own machine. When HTCondor is reporting the amount of free disk space in a given partition on your machine, it will always subtract this amount. An example is the `condor_startd`, which advertises the amount of free space in the `$(EXECUTE)` directory. The default value of `RESERVED_DISK` is zero.

**LOCK**  HTCondor needs to create lock files to synchronize access to various log files. Because of problems with network file systems and file locking over the years, we highly recommend that you put these lock files on a local partition on each machine. If you do not have your `$(LOCAL_DIR)` on a local partition, be sure to change this entry.

Whatever user or group HTCondor is running as needs to have write access to this directory. If you are not running as root, this is whatever user you started up the `condor_master` as. If you are running as root, and there is a condor account, it is most likely condor. Otherwise, it is whatever you set in the `CONDOR_IDS` environment variable, or whatever you define in the `CONDOR_IDS` setting in the HTCondor config files. See section 3.8.13 on UIDs in HTCondor for details.

If no value for `LOCK` is provided, the value of `LOG` is used.

**HISTORY**  Defines the location of the HTCondor history file, which stores information about all HTCondor jobs that have completed on a given machine. This macro is used by both the `condor_schedd` which appends the information and `condor_history`, the user-level program used to view the history file. This configuration macro is given the default value of `$(SPOOL)/history` in the default configuration. If not defined, no history file is kept.

**ENABLE_HISTORY_ROTATION**  If this is defined to be true, then the history file will be rotated. If it is false, then it will not be rotated, and it will grow indefinitely, to the limits allowed by the operating system. If this is not defined, it is assumed to be true. The rotated files will be stored in the same directory as the history file.

**MAX_HISTORY_LOG**  Defines the maximum size for the history file, in bytes. It defaults to 20MB. This parameter is only used if history file rotation is enabled.
MAX_HISTORY_ROTATIONS  When history file rotation is turned on, this controls how many backup files there are. It default to 2, which means that there may be up to three history files (two backups, plus the history file that is being currently written to). When the history file is rotated, and this rotation would cause the number of backups to be too large, the oldest file is removed.

HISTORY_HELPER_MAX_CONCURRENCY  Specifies the maximum number of concurrent remote condor_history queries allowed at a time; defaults to 50. When this maximum is exceeded, further queries will be queued in a non-blocking manner. Setting this option to 0 disables remote history access. A remote history access is defined as an invocation of condor_history that specifies a -name option to query a condor_schedd running on a remote machine.

HISTORY_HELPER_MAX_HISTORY  Specifies the maximum number of ClassAds to parse on behalf of remote history clients. The default is 10,000. This allows the system administrator to indirectly manage the maximum amount of CPU time spent on each client. Setting this option to 0 disables remote history access.

MAX_JOB_QUEUE_LOG_ROTATIONS  The condor_schedd daemon periodically rotates the job queue database file, in order to save disk space. This option controls how many rotated files are saved. It defaults to 1, which means there may be up to two history files (the previous one, which was rotated out of use, and the current one that is being written to). When the job queue file is rotated, and this rotation would cause the number of backups to be larger the the maximum specified, the oldest file is removed.

CLASSAD_LOG_STRICT_PARSING  A boolean value that defaults to True. When True, ClassAd log files will be read using a strict syntax checking for ClassAd expressions. ClassAd log files include the job queue log and the accountant log. When False, ClassAd log files are read without strict expression syntax checking, which allows some legacy ClassAd log data to be read in a backward compatible manner. This configuration variable may no longer be supported in future releases, eventually requiring all ClassAd log files to pass strict ClassAd syntax checking.

DEFAULT_DOMAIN_NAME  The value to be appended to a machine’s host name, representing a domain name, which HTCondor then uses to form a fully qualified host name. This is required if there is no fully qualified host name in file /etc/hosts or in NIS. Set the value in the global configuration file, as HTCondor may depend on knowing this value in order to locate the local configuration file(s). The default value as given in the sample configuration file of the HTCondor download is bogus, and must be changed. If this variable is removed from the global configuration file, or if the definition is empty, then HTCondor attempts to discover the value.

NO_DNS  A boolean value that defaults to False. When True, HTCondor constructs host names using the host’s IP address together with the value defined for DEFAULT_DOMAIN_NAME.

CM_IP_ADDR  If neither COLLECTOR_HOST nor COLLECTOR_IP_ADDR macros are defined, then this macro will be used to determine the IP address of the central manager (collector daemon). This macro is defined by an IP address.

EMAIL_DOMAIN  By default, if a user does not specify notify_user in the submit description file, any email HTCondor sends about that job will go to "username@UID_DOMAIN". If your machines all share a common UID domain (so that you would set UID_DOMAIN to be the same across all machines in your pool), but email to user@UID_DOMAIN is not the right place for HTCondor to send email for your site, you can define the default domain to use for email. A common example would be to set EMAIL_DOMAIN to the fully qualified host name of each machine in your pool, so users submitting jobs from a specific machine would get email sent to user@machine.your.domain, instead of user@your.domain. You would do this by setting EMAIL_DOMAIN to
3.5.1. HTCondor-wide Configuration File Entries

$(FULL_HOSTNAME) . In general, you should leave this setting commented out unless two things are true: 1) UID_DOMAIN is set to your domain, not $(FULL_HOSTNAME), and 2) email to user@UID_DOMAIN will not work.

CREATE_CORE_FILES Defines whether or not HTCondor daemons are to create a core file in the LOG directory if something really bad happens. It is used to set the resource limit for the size of a core file. If not defined, it leaves in place whatever limit was in effect when the HTCondor daemons (normally the condor_master) were started. This allows HTCondor to inherit the default system core file generation behavior at start up. For Unix operating systems, this behavior can be inherited from the parent shell, or specified in a shell script that starts HTCondor.

If this parameter is set and True, the limit is increased to the maximum. If it is set to False, the limit is set at 0 (which means that no core files are created). Core files greatly help the HTCondor developers debug any problems you might be having. By using the parameter, you do not have to worry about tracking down where in your boot scripts you need to set the core limit before starting HTCondor. You set the parameter to whatever behavior you want HTCondor to enforce. This parameter defaults to undefined to allow the initial operating system default value to take precedence, and is commented out in the default configuration file.

CKPT_PROBE Defines the path and executable name of the helper process HTCondor will use to determine information for the CheckpointPlatform attribute in the machine’s ClassAd. The default value is $(LIBEXEC)/condor_ckpt_probe.

ABORT_ON_EXCEPTION When HTCondor programs detect a fatal internal exception, they normally log an error message and exit. If you have turned on CREATE_CORE_FILES, in some cases you may also want to turn on ABORT_ON_EXCEPTION so that core files are generated when an exception occurs. Set the following to True if that is what you want.

Q_QUERY_TIMEOUT Defines the timeout (in seconds) that condor_q uses when trying to connect to the condor_schedd. Defaults to 20 seconds.

DEAD_COLLECTOR_MAX_AVOIDANCE_TIME Defines the interval of time (in seconds) between checks for a failed primary condor_collector daemon. If connections to the dead primary condor_collector take very little time to fail, new attempts to query the primary condor_collector may be more frequent than the specified maximum avoidance time. The default value equals one hour. This variable has relevance to flocked jobs, as it defines the maximum time they may be reporting to the primary condor_collector without the condor_negotiator noticing.

PASSWD_CACHE_REFRESH HTCondor can cause NIS servers to become overwhelmed by queries for uid and group information in large pools. In order to avoid this problem, HTCondor caches UID and group information internally. This integer value allows pool administrators to specify (in seconds) how long HTCondor should wait until refreshes a cache entry. The default is set to 72000 seconds, or 20 hours, plus a random number of seconds between 0 and 60 to avoid having lots of processes refreshing at the same time. This means that if a pool administrator updates the user or group database (for example, /etc/passwd or /etc/group), it can take up to 6 minutes before HTCondor will have the updated information. This caching feature can be disabled by setting the refresh interval to 0. In addition, the cache can also be flushed explicitly by running the command condor_reconfig. This configuration variable has no effect on Windows.

SYSAPI_GET_LOADAVG If set to False, then HTCondor will not attempt to compute the load average on the system, and instead will always report the system load average to be 0.0. Defaults to True.

NETWORK_MAX_PENDING-connects This specifies a limit to the maximum number of simultaneous network connection attempts. This is primarily relevant to condor_schedd, which may try to connect to large numbers of
startds when claiming them. The negotiator may also connect to large numbers of startds when initiating security sessions used for sending MATCH messages. On Unix, the default for this parameter is eighty percent of the process file descriptor limit. On windows, the default is 1600.

**WANT_UDP_COMMAND_SOCKET**  
This setting, added in version 6.9.5, controls if HTCondor daemons should create a UDP command socket in addition to the TCP command socket (which is required). The default is True, and modifying it requires restarting all HTCondor daemons, not just a `condor_reconfig` or SIGHUP.

Normally, updates sent to the `condor_collector` use UDP, in addition to certain keep alive messages and other non-essential communication. However, in certain situations, it might be desirable to disable the UDP command port.

Unfortunately, due to a limitation in how these command sockets are created, it is not possible to define this setting on a per-daemon basis, for example, by trying to set `STARTD.WANT_UDP_COMMAND_SOCKET`. At least for now, this setting must be defined machine wide to function correctly.

If this setting is set to true on a machine running a `condor_collector`, the pool should be configured to use TCP updates to that collector (see section 3.9.5 on page 444 for more information).

**ALLOW_SCRIPTS_TO_RUN_AS_EXECUTABLES**  
A boolean value that, when True, permits scripts on Windows platforms to be used in place of the executable in a job submit description file, in place of a `condor_dagman` pre or post script, or in producing the configuration, for example. Allows a script to be used in any circumstance previously limited to a Windows executable or a batch file. The default value is True. See section 8.2.7 on page 658 for further description.

**OPEN_VERB_FOR_<EXT>_FILES**  
A string that defines a Windows verb for use in a root hive registry look up. `<EXT>` defines the file name extension, which represents a scripting language, also needed for the look up. See section 8.2.7 on page 658 for a more complete description.

**ENABLE_CLASSAD_CACHING**  
A boolean value that controls the caching of ClassAds. Caching saves memory when an HTCondor process contains many ClassAds with the same expressions. The default value is True for all daemons other than the `condor_shadow`, `condor_starter`, and `condor_master`. A value of True enables caching.

**STRICT_CLASSAD_EVALUATION**  
A boolean value that controls how ClassAd expressions are evaluated. If set to True, then New ClassAd evaluation semantics are used. This means that attribute references without a `MY.` or `TARGET.` prefix are only looked up in the local ClassAd. If set to the default value of False, Old ClassAd evaluation semantics are used. See section 4.1.1 on page 508 for details.

**CLASSAD_USER_LIBS**  
A comma separated list of paths to shared libraries that contain additional ClassAd functions to be used during ClassAd evaluation.

**CLASSAD_USER_PYTHON_MODULES**  
A comma separated list of python modules to load, which are to be used during ClassAd evaluation. If module `foo` is in this list, then function `bar` can be invoked in ClassAds via the expression `python_invoke("foo", "bar", ...)`. Any further arguments are converted from ClassAd expressions to python; the function return value is converted back to ClassAds. The python modules are loaded at configuration time, so any module-level statements are executed. Module writers can invoke `classad.register` at the module-level in order to use python functions directly.

Functions executed by ClassAds should be non-blocking and have no side-effects; otherwise, unpredictable HTCondor behavior may occur.
CLASSAD_USER_PYTHON_LIB Specifies the path to the python libraries, which is needed when CLASSAD_USER_PYTHON_MODULES is set. Defaults to $(LIBEXEC)/libclassad_python_user.so, and would rarely be changed from the default value.

CONDOR_FSYNC A boolean value that controls whether HTCondor calls fsync() when writing the user job and transaction logs. Setting this value to False will disable calls to fsync(), which can help performance for condor_schedd log writes at the cost of some durability of the log contents, should there be a power or hardware failure. The default value is True.

STATISTICS_TO_PUBLISH A comma and/or space separated list that identifies which statistics collections are to place attributes in ClassAds. Additional information specifies a level of verbosity and other identification of which attributes to include and which to omit from ClassAds. The special value NONE disables all publishing, so no statistics will be published; no option is included. For other list items that define this variable, the syntax defines the two aspects by separating them with a colon. The first aspect defines a collection, which may specify which daemon is to publish the statistics, and the second aspect qualifies and refines the details of which attributes to publish for the collection, including a verbosity level. If the first aspect is ALL, the option is applied to all collections. If the first aspect is DEFAULT, the option is applied to all collections, with the intent that further list items will specify publishing that is to be different than the default. This first aspect may be SCHEDD or SCHEDULER to publish Statistics attributes in the ClassAd of the condor_schedd. It may be TRANSFER to publish file transfer statistics. It may be STARTER to publish Statistics attributes in the ClassAd of the condor_starter. Or, it may be DC or DAEMONCORE to publish DaemonCore statistics. One or more options are specified after the colon.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>turns off the publishing of any statistics attributes</td>
</tr>
<tr>
<td>1</td>
<td>the default level, where some statistics attributes are published and others are omitted</td>
</tr>
<tr>
<td>2</td>
<td>the verbose level, where all statistics attributes are published</td>
</tr>
<tr>
<td>3</td>
<td>the super verbose level, which is currently unused, but intended to be all statistics attributes published at the verbose level plus extra information</td>
</tr>
<tr>
<td>R</td>
<td>include attributes from the most recent time interval; the default</td>
</tr>
<tr>
<td>!R</td>
<td>omit attributes from the most recent time interval</td>
</tr>
<tr>
<td>D</td>
<td>include attributes for debugging</td>
</tr>
<tr>
<td>!D</td>
<td>omit attributes for debugging; the default</td>
</tr>
<tr>
<td>Z</td>
<td>include attributes even if the attribute’s value is 0</td>
</tr>
<tr>
<td>!Z</td>
<td>omit attributes when the attribute’s value is 0</td>
</tr>
<tr>
<td>L</td>
<td>include attributes that represent the lifetime value; the default</td>
</tr>
<tr>
<td>!L</td>
<td>omit attributes that represent the lifetime value</td>
</tr>
</tbody>
</table>

If this variable is not defined, then the default for each collection is used. If this variable is defined, and the definition does not specify each possible collection, then no statistics are published for those collections not defined. If an option specifies conflicting possibilities, such as R!R, then the last one takes precedence and is applied.
As an example, to cause a verbose setting of the publication of Statistics attributes only for the \textit{condor\_schedd}, and do not publish any other Statistics attributes:

\texttt{STATISTICS\_TO\_PUBLISH = SCHEDD:2}

As a second example, to cause all collections other than those for \texttt{DAEMONCORE} to publish at a verbosity setting of 1, and omit lifetime values, where the \texttt{DAEMONCORE} includes all statistics at the verbose level:

\texttt{STATISTICS\_TO\_PUBLISH = DEFAULT:1!L, DC:2RDZL}

\textbf{STATISTICS\_TO\_PUBLISH\_LIST} A comma and/or space separated list of statistics attribute names that should be published in updates to the \textit{condor\_collector} daemon, even though the verbosity specified in \texttt{STATISTICS\_TO\_PUBLISH} would not normally send them. This setting has the effect of redefining the verbosity level of the statistics attributes that it mentions, so that they will always match the current statistics publication level as specified in \texttt{STATISTICS\_TO\_PUBLISH}.

\textbf{STATISTICS\_WINDOW\_SECONDS} An integer value that controls the time window size, in seconds, for collecting windowed daemon statistics. These statistics are, by convention, those attributes with names that are of the form \texttt{Recent<attrname>}. Any data contributing to a windowed statistic that is older than this number of seconds is dropped from the statistic. For example, if \texttt{STATISTICS\_WINDOW\_SECONDS = 300}, then any jobs submitted more than 300 seconds ago are not counted in the windowed statistic \texttt{RecentJobsSubmitted}. Defaults to 1200 seconds, which is 20 minutes.

The window is broken into smaller time pieces called quantum. The window advances one quantum at a time.

\textbf{STATISTICS\_WINDOW\_SECONDS\_<collection>} The same as \texttt{STATISTICS\_WINDOW\_SECONDS}, but used to override the global setting for a particular statistic collection. Collection names currently implemented are \texttt{DC} or \texttt{DAEMONCORE} and \texttt{SCHEDD} or \texttt{SCHEDULER}.

\textbf{STATISTICS\_WINDOW\_QUANTUM} For experts only, an integer value that controls the time quantization that form a time window, in seconds, for the data structures that maintain windowed statistics. Defaults to 240 seconds, which is 6 minutes. This default is purposely set to be slightly smaller than the update rate to the \textit{condor\_collector}. Setting a smaller value than the default increases the memory requirement for the statistics. Graphing of statistics at the level of the quantum expects to see counts that appear like a saw tooth.

\textbf{STATISTICS\_WINDOW\_QUANTUM\_<collection>} The same as \texttt{STATISTICS\_WINDOW\_QUANTUM}, but used to override the global setting for a particular statistic collection. Collection names currently implemented are \texttt{DC} or \texttt{DAEMONCORE} and \texttt{SCHEDD} or \texttt{SCHEDULER}.

\textbf{TCP\_KEEPALIVE\_INTERVAL} The number of seconds specifying a keep alive interval to use for any HTCondor TCP connection. The default keep alive interval is 360 (6 minutes); this value is chosen to minimize the likelihood that keep alive packets are sent, while still detecting dead TCP connections before job leases expire. A smaller value will consume more operating system and network resources, while a larger value may cause jobs to fail unnecessarily due to network disconnects. Most users will not need to tune this configuration variable. A value of 0 will use the operating system default, and a value of -1 will disable HTCondor’s use of a TCP keep alive.

\textbf{ENABLE\_IPV4} A boolean with the additional special value of \texttt{auto}. If true, HTCondor will use IPv4 if available, and fail otherwise. If false, HTCondor will not use IPv4. If \texttt{auto}, which is the default, HTCondor will use IPv4 if it can find an interface with an IPv4 address, and that address is (a) public or private, or (b) no interface’s IPv6
address is public or private. If HTCondor finds more than one address of each protocol, only the most public address is considered for that protocol.

**ENABLE_IPV6** A boolean with the additional special value of `auto`. If true, HTCondor will use IPv6 if available, and fail otherwise. If false, HTCondor will not use IPv6. If `auto`, which is the default, HTCondor will use IPv6 if it can find an interface with an IPv6 address, and that address is (a) public or private, or (b) no interface’s IPv4 address is public or private. If HTCondor finds more than one address of each protocol, only the most public address is considered for that protocol.

**PREFER_IPV4** A boolean which will cause HTCondor to prefer IPv4 when it is able to choose. HTCondor will otherwise prefer IPv6. The default is `True`.

**ADVERTISE_IPV4_FIRST** A string (treated as a boolean). If `ADVERTISE_IPV4_FIRST` evaluates to `True`, HTCondor will advertise its IPv4 addresses before its IPv6 addresses; otherwise the IPv6 addresses will come first. Defaults to `$\{PREFER_IPV4\}$`.

**IGNORE_TARGET_PROTOCOL_PREFERENCE** A string (treated as a boolean). If `IGNORE_TARGET_PROTOCOL_PREFERENCE` evaluates to `True`, the target’s listed protocol preferences will be ignored; otherwise they will not. Defaults to `$\{PREFER_IPV4\}$`.

**IGNORE_DNS_PROTOCOL_PREFERENCE** A string (treated as a boolean). If `IGNORE_DNS_PROTOCOL_PREFERENCE` evaluates to `True`, the protocol order returned by the DNS will be ignored; otherwise it will not. Defaults to `$\{PREFER_IPV4\}$`.

**PREFER_OUTBOUND_IPV4** A string (treated as a boolean). If `PREFER_OUTBOUND_IPV4` evaluates to `True`, HTCondor will prefer IPv4; otherwise it will not. Defaults to `$\{PREFER_IPV4\}$`.

**<SUBSYS>_CLASSAD_USER_MAP_NAMES** A string defining a list of names for username-to-accounting group mappings for the specified daemon. Names must be separated by spaces or commas.

**CLASSAD_USER_MAPFILE_<name>** A string giving the name of a file to parse to initialize the map for the given username. Note that this macro is only used if `<SUBSYS>_CLASSAD_USER_MAP_NAMES` is defined for the relevant daemon.

**CLASSAD_USER_MAPDATA_<name>** A string containing data to be used to initialize the map for the given username. Note that this macro is only used if `<SUBSYS>_CLASSAD_USER_MAP_NAMES` is defined for the relevant daemon, and `CLASSAD_USER_MAPFILE_<name>` is not defined for the given name.

The format for the map file and map data is the same as the format for the security unified map file (see 3.8.4 for details).

The first field must be `*` (or a subset name - see below), the second field is a regex that we will match against the input, and the third field will be the output if the regex matches, the 3 and 4 argument form of the ClassAd userMap() function (see 4.1.2) expect that the third field will be a comma separated list of values. For example:

```plaintext
# file: groups.mapdata
* John chemistry,physics,glassblowing
* Juan physics,chemistry
* Bob security
* Alice security,math
```
Optional submaps: If the first field of the mapfile contains something other than *, then a submap is defined. To select a submap for lookup, the first argument for userMap() should be "mapname.submap". For example:

```plaintext
# mapdata 'groups' with submaps
* Bob security
* Alice security,math
alt Alice math,hacking
```

**IGNORE_LEAF_OOM**  A boolean value that, when True, tells HTCondor not to kill and hold a job that is within its memory allocation, even if other processes within the same cgroup have exceeded theirs. The default value is True. (Note that this represents a change in behavior compared to versions of HTCondor older than 8.6.0; this configuration macro first appeared in version 8.4.11. To restore the previous behavior, set this value to False.)

### 3.5.2 Daemon Logging Configuration File Entries

These entries control how and where the HTCondor daemons write to log files. Many of the entries in this section represents multiple macros. There is one for each subsystem (listed in section 3.3.12). The macro name for each substitutes <SUBSYS> with the name of the subsystem corresponding to the daemon.

**<SUBSYS>_LOG**  Defines the path and file name of the log file for a given subsystem. For example, $(STARTD_LOG) gives the location of the log file for the condor_startd daemon. The default value for most daemons is the daemon’s name in camel case, concatenated with Log. For example, the default log defined for the condor_master daemon is $(LOG)/MasterLog. The default value for other subsystems is $(LOG)/<SUBSYS>LOG. The special value SYSLOG causes the daemon to log via the syslog facility on Linux. If the log file cannot be written to, then the daemon will attempt to log this into a new file of the name $(LOG)/dprintf_failure.<SUBSYS> before the daemon exits.

**LOG_TO_SYSLOG**  A boolean value that is False by default. When True, all daemon logs are routed to the syslog facility on Linux.

**MAX_<SUBSYS>_LOG**  Controls the maximum size in bytes or amount of time that a log will be allowed to grow. For any log not specified, the default is $(MAX_DEFAULT_LOG), which currently defaults to 10 MiB in size. Values are specified with the same syntax as MAX_DEFAULT_LOG.

Note that a log file for the condor_procd does not use this configuration variable definition. Its implementation is separate. See section 3.3.16 for the definition of MAX_PROCD_LOG.

**MAX_DEFAULT_LOG**  Controls the maximum size in bytes or amount of time that any log not explicitly specified using MAX_<SUBSYS>_LOG will be allowed to grow. When it is time to rotate a log file, it will be saved to a file with an ISO timestamp suffix. The oldest rotated file receives the ending .old. The .old files are overwritten each time the maximum number of rotated files (determined by the value of MAX_NUM_<SUBSYS>_LOG) is exceeded. The default value is 10 MiB in size. A value of 0 specifies that the file may grow without bounds. A single integer value is specified; without a suffix, it defaults to specifying a size in bytes. A suffix is case insensitive, except for Mb and Min; these both start with the same letter, and the implementation attaches meaning to the letter case when only the first letter is present. Therefore, use the following suffixes to qualify the integer:

- Bytes for bytes
3.5.2. Daemon Logging Configuration File Entries

Kb for KiB, $2^{10}$ numbers of bytes
Mb for MiB, $2^{20}$ numbers of bytes
Gb for GiB, $2^{30}$ numbers of bytes
Tb for TiB, $2^{40}$ numbers of bytes
Sec for seconds
Min for minutes
Hr for hours
Day for days
Wk for weeks

MAX_NUM_<SUBSYS>_LOG An integer that controls the maximum number of rotations a log file is allowed to perform before the oldest one will be rotated away. Thus, at most MAX_NUM_<SUBSYS>_LOG + 1 log files of the same program coexist at a given time. The default value is 1.

TRUNC_<SUBSYS>_LOG_ON_OPEN If this macro is defined and set to True, the affected log will be truncated and started from an empty file with each invocation of the program. Otherwise, new invocations of the program will append to the previous log file. By default this setting is False for all daemons.

_<SUBSYS>_LOG_KEEP_OPEN A boolean value that controls whether or not the log file is kept open between writes. When True, the daemon will not open and close the log file between writes. Instead the daemon will hold the log file open until the log needs to be rotated. When False, the daemon reverts to the previous behavior of opening and closing the log file between writes. When the $(<SUBSYS>_LOCK)$ macro is defined, setting $(<SUBSYS>_LOG_KEEP_OPEN)$ has no effect, as the daemon will unconditionally revert back to the open/close between writes behavior. On Windows platforms, the value defaults to True for all daemons. On Linux platforms, the value defaults to True for all daemons, except the condor_shadow, due to a global file descriptor limit.

_<SUBSYS>_LOCK This macro specifies the lock file used to synchronize append operations to the log file for this subsystem. It must be a separate file from the $(<SUBSYS>_LOG)$ file, since the $(<SUBSYS>_LOG)$ file may be rotated and you want to be able to synchronize access across log file rotations. A lock file is only required for log files which are accessed by more than one process. Currently, this includes only the SHADOW subsystem. This macro is defined relative to the $(LOCK)$ macro.

JOB_QUEUE_LOG A full path and file name, specifying the job queue log. The default value, when not defined is $(SPOOL)/job_queue.log$. This specification can be useful, if there is a solid state drive which is big enough to hold the frequently written to job_queue.log, but not big enough to hold the whole contents of the spool directory.

FILE_LOCK_VIA_MUTEX This macro setting only works on Win32 – it is ignored on Unix. If set to be True, then log locking is implemented via a kernel mutex instead of via file locking. On Win32, mutex access is FIFO, while obtaining a file lock is non-deterministic. Thus setting to True fixes problems on Win32 where processes (usually shadows) could starve waiting for a lock on a log file. Defaults to True on Win32, and is always False on Unix.
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LOCK_DEBUG_LOG_TO_APPEND  A boolean value that defaults to False. This variable controls whether a
daemon's debug lock is used when appending to the log. When False, the debug lock is only used when rotating
the log file. This is more efficient, especially when many processes share the same log file. When True, the
debug lock is used when writing to the log, as well as when rotating the log file. This setting is ignored under
Windows, and the behavior of Windows platforms is as though this variable were True. Under Unix, the default
value of False is appropriate when logging to file systems that support the POSIX semantics of O_APPEND.
On non-POSIX-compliant file systems, it is possible for the characters in log messages from multiple processes
sharing the same log to be interleaved, unless locking is used. Since HTCondor does not support sharing of debug
logs between processes running on different machines, many non-POSIX-compliant file systems will still avoid
interleaved messages without requiring HTCondor to use a lock. Tests of AFS and NFS have not revealed any
problems when appending to the log without locking.

ENABLE_USERLOG_LOCKING  A boolean value that defaults to False on Unix platforms and True on Windows
platforms. When True, a user's job event log will be locked before being written to. If False, HTCondor will
not lock the file before writing.

ENABLE_USERLOG_FSYNC  A boolean value that is True by default. When True, writes to the user’s job event
log are sync-ed to disk before releasing the lock.

USERLOG_FILE_CACHE_MAX  The integer number of job event log files that the condor_schedd will keep open for
writing during an interval of time (specified by USERLOG_FILE_CACHE_CLEAR_INTERVAL). The default
value is 0, causing no files to remain open; when 0, each job event log is opened, the event is written, and then
the file is closed. Individual file descriptors are removed from this count when the condor_schedd detects that no
jobs are currently using them. Opening a file is a relatively time consuming operation on a networked file system
(NFS), and therefore, allowing a set of files to remain open can improve performance. The value of this variable
needs to be set low enough such that the condor_schedd daemon process does not run out of file descriptors
by leaving these job event log files open. The Linux operating system defaults to permitting 1024 assigned file
descriptors per process; the condor_schedd will have one file descriptor per running job for the condor_shadow.

USERLOG_FILE_CACHE_CLEAR_INTERVAL  The integer number of seconds that forms the time interval within
which job event logs will be permitted to remain open when USERLOG_FILE_CACHE_MAX is greater than
zero. The default is 60 seconds. When the interval has passed, all job event logs that the condor_schedd has
permitted to stay open will be closed, and the interval within which job event logs may remain open between
writes of events begins anew. This time interval may be set to a longer duration if the administrator determines
that the condor_schedd will not exceed the maximum number of file descriptors; a longer interval may yield
higher performance due to fewer files being opened and closed.

EVENT_LOG_COUNT_EVENTS  A boolean value that is False by default. When True, upon rotation of the user’s
job event log, a count of the number of job events is taken by scanning the log, such that the newly created,
post-rotation user job event log will have this count in its header. This configuration variable is relevant when
rotation of the user’s job event log is enabled.

CREATE_LOCKS_ON_LOCAL_DISK  A boolean value utilized only for Unix operating systems, that defaults to
True. This variable is only relevant if ENABLE_USERLOG_LOCKING is True. When True, lock files are
written to a directory named condorLocks, thereby using a local drive to avoid known problems with locking
on NFS. The location of the condorLocks directory is determined by

1. The value of TEMP_DIR, if defined.
2. The value of TMP_DIR, if defined and TEMP_DIR is not defined.
3. The default value of /tmp, if neither TEMP_DIR nor TMP_DIR is defined.

**TOUCH_LOG_INTERVAL** The time interval in seconds between when daemons touch their log files. The change in last modification time for the log file is useful when a daemon restarts after failure or shut down. The last modification date is printed, and it provides an upper bound on the length of time that the daemon was not running. Defaults to 60 seconds.

**LOGS_USE_TIMESTAMP** This macro controls how the current time is formatted at the start of each line in the daemon log files. When True, the Unix time is printed (number of seconds since 00:00:00 UTC, January 1, 1970). When False (the default value), the time is printed like so: <Month>/<Day> <Hour>:<Minute>:<Second> in the local timezone.

**DEBUG_TIME_FORMAT** This string defines how to format the current time printed at the start of each line in the daemon log files. The value is a format string is passed to the C *strftime()* function, so see that manual page for platform-specific details. If not defined, the default value is "%m/%d/%y %H:%M:%S"

**<SUBSYS>_DEBUG** All of the HTCondor daemons can produce different levels of output depending on how much information is desired. The various levels of verbosity for a given daemon are determined by this macro. All daemons have the default level D_ALWAYS, and log messages for that level will be printed to the daemon’s log, regardless of this macro’s setting. Settings are a comma- or space-separated list of the following values:

- **D_ALL** This flag turns on all debugging output by enabling all of the debug levels at once. There is no need to list any other debug levels in addition to D_ALL; doing so would be redundant. Be warned: this will generate about a HUGE amount of output. To obtain a higher level of output than the default, consider using D_FULLDEBUG before using this option.
- **D_FULLDEBUG** This level provides verbose output of a general nature into the log files. Frequent log messages for very specific debugging purposes would be excluded. In those cases, the messages would be viewed by having that another flag and D_FULLDEBUG both listed in the configuration file.
- **D_DAEMONCORE** Provides log file entries specific to DaemonCore, such as timers the daemons have set and the commands that are registered. If both D_FULLDEBUG and D_DAEMONCORE are set, expect very verbose output.
- **D_PRIV** This flag provides log messages about the privilege state switching that the daemons do. See section 3.8.13 on UIDs in HTCondor for details.
- **D_COMMAND** With this flag set, any daemon that uses DaemonCore will print out a log message whenever a command comes in. The name and integer of the command, whether the command was sent via UDP or TCP, and where the command was sent from are all logged. Because the messages about the command used by condor_kbd to communicate with the condor_startd whenever there is activity on the X server, and the command used for keep-alives are both only printed with D_FULLDEBUG enabled, it is best if this setting is used for all daemons.
- **D_LOAD** The condor_startd keeps track of the load average on the machine where it is running. Both the general system load average, and the load average being generated by HTCondor’s activity there are determined. With this flag set, the condor_startd will log a message with the current state of both of these load averages whenever it computes them. This flag only affects the condor_startd.
3.5.2. Daemon Logging Configuration File Entries

**D_KEYBD** With this flag set, the condor_startd will print out a log message with the current values for remote and local keyboard idle time. This flag affects only the condor_startd.

**D_JOB** When this flag is set, the condor_startd will send to its log file the contents of any job ClassAd that the condor_schedd sends to claim the condor_startd for its use. This flag affects only the condor_startd.

**D_MACHINE** When this flag is set, the condor_startd will send to its log file the contents of its resource ClassAd when the condor_schedd tries to claim the condor_startd for its use. This flag affects only the condor_startd.

**D_SYSCALLS** This flag is used to make the condor_shadow log remote syscall requests and return values. This can help track down problems a user is having with a particular job by providing the system calls the job is performing. If any are failing, the reason for the failure is given. The condor_schedd also uses this flag for the server portion of the queue management code. With D_SYSCALLS defined in SCHEDD_DEBUG there will be verbose logging of all queue management operations the condor_schedd performs.

**D_MATCH** When this flag is set, the condor_negotiator logs a message for every match.

**D_NETWORK** When this flag is set, all HTCondor daemons will log a message on every TCP accept, connect, and close, and on every UDP send and receive. This flag is not yet fully supported in the condor_shadow.

**D_HOSTNAME** When this flag is set, the HTCondor daemons and/or tools will print verbose messages explaining how they resolve host names, domain names, and IP addresses. This is useful for sites that are having trouble getting HTCondor to work because of problems with DNS, NIS or other host name resolving systems in use.

**D_CKPT** When this flag is set, the HTCondor process checkpoint support code, which is linked into a STANDARD universe user job, will output some low-level details about the checkpoint procedure into the $(SHADOW_LOG).

**D_SECURITY** This flag will enable debug messages pertaining to the setup of secure network communication, including messages for the negotiation of a socket authentication mechanism, the management of a session key cache, and messages about the authentication process itself. See section 3.8.1 for more information about secure communication configuration.

**D_PROCFAMILY** HTCondor often times needs to manage an entire family of processes, (that is, a process and all descendants of that process). This debug flag will turn on debugging output for the management of families of processes.

**D_ACCOUNTANT** When this flag is set, the condor_negotiator will output debug messages relating to the computation of user priorities (see section 3.6).

**D_PROTOCOL** Enable debug messages relating to the protocol for HTCondor’s matchmaking and resource claiming framework.

**D_STATS** Enable debug messages relating to the TCP statistics for file transfers. Note that the shadow and starter, by default, log these statistics to special log files (see SHADOW_STATS_LOG section 3.5.11 and STARTER_STATS_LOG, section 3.5.11). Note that, as of version 8.5.6, C_GAHP_DEBUG defaults to D_STATS.

**D_PID** This flag is different from the other flags, because it is used to change the formatting of all log messages that are printed, as opposed to specifying what kinds of messages should be printed. If D_PID is set, HTCondor will always print out the process identifier (PID) of the process writing each line to the log file. This is especially helpful for HTCondor daemons that can fork multiple helper-processes (such as the condor_schedd or condor_collector) so the log file will clearly show which thread of execution is generating each log message. 
**D_FDS** This flag is different from the other flags, because it is used to change the formatting of all log messages that are printed, as opposed to specifying what kinds of messages should be printed. If $D_{FDS}$ is set, HTCondor will always print out the file descriptor that the open of the log file was allocated by the operating system. This can be helpful in debugging HTCondor’s use of system file descriptors as it will generally track the number of file descriptors that HTCondor has open.

**D_CATEGORY** This flag is different from the other flags, because it is used to change the formatting of all log messages that are printed, as opposed to specifying what kinds of messages should be printed. If $D_{CATEGORY}$ is set, Condor will include the debugging level flags that were in effect for each line of output. This may be used to filter log output by the level or tag it, for example, identifying all logging output at level $D_{SECURITY}$, or $D_{ACCOUNTANT}$.

**D_TIMESTAMP** This flag is different from the other flags, because it is used to change the formatting of all log messages that are printed, as opposed to specifying what kinds of messages should be printed. If $D_{TIMESTAMP}$ is set, the time at the beginning of each line in the log file will be a number of seconds since the start of the Unix era. This form of timestamp can be more convenient for tools to process.

**D_SUB_SECOND** This flag is different from the other flags, because it is used to change the formatting of all log messages that are printed, as opposed to specifying what kinds of messages should be printed. If $D_{SUB\_SECOND}$ is set, the time at the beginning of each line in the log file will contain a fractional part to the seconds field that is accurate to the millisecond.

**ALL_DEBUG** Used to make all subsystems share a debug flag. Set the parameter ALL_DEBUG instead of changing all of the individual parameters. For example, to turn on all debugging in all subsystems, set $ALL\_DEBUG = D\_ALL$.

**TOOL_DEBUG** Uses the same values (debugging levels) as $<\text{SUBSYS}>\_\text{DEBUG}$ to describe the amount of debugging information sent to stderr for HTCondor tools.

Log files may optionally be specified per debug level as follows:

$<\text{SUBSYS}>\_<\text{LEVEL}>\_\text{LOG}$ The name of a log file for messages at a specific debug level for a specific subsystem. $<\text{LEVEL}>$ is defined by any debug level, but without the $D_\text{ }$ prefix. See section 3.5.2 for the list of debug levels. If the debug level is included in $\$(<\text{SUBSYS}>\_\text{DEBUG})$ then all messages of this debug level will be written both to the log file defined by $<\text{SUBSYS}>\_\text{LOG}$ and the the log file defined by $<\text{SUBSYS}>\_<\text{LEVEL}>\_\text{LOG}$. As examples, $\text{SHADOW\_SYSCALLS\_LOG}$ specifies a log file for all remote system call debug messages, and $\text{NEGOTIATOR\_MATCH\_LOG}$ specifies a log file that only captures $\text{condor\_negotiator}$ debug events occurring with matches.

$\text{MAX\_<SUBSYS>\_<LEVEL>\_LOG}$ See section 3.5.2 the definition of MAX\_<SUBSYS>\_<LEVEL>\_LOG.

$\text{TRUNC\_<SUBSYS>\_<LEVEL>\_LOG\_ON\_OPEN}$ Similar to TRUNC\_<SUBSYS>\_<LEVEL>\_LOG\_ON\_OPEN.

The following macros control where and what is written to the event log, a file that receives job events, but across all users and user’s jobs.

**EVENT\_LOG** The full path and file name of the event log. There is no default value for this variable, so no event log will be written, if not defined.
3.5.3. DaemonCore Configuration File Entries

**EVENT\_LOG\_MAX\_SIZE**  Controls the maximum length in bytes to which the event log will be allowed to grow. The log file will grow to the specified length, then be saved to a file with the suffix .old. The .old files are overwritten each time the log is saved. A value of 0 specifies that the file may grow without bounds (and disables rotation). The default is 1 MiB. For backwards compatibility, MAX\_EVENT\_LOG will be used if EVENT\_LOG\_MAX\_SIZE is not defined. If EVENT\_LOG is not defined, this parameter has no effect.

**MAX\_EVENT\_LOG**  See EVENT\_LOG\_MAX\_SIZE.

**EVENT\_LOG\_MAX\_ROTATIONS**  Controls the maximum number of rotations of the event log that will be stored. If this value is 1 (the default), the event log will be rotated to a “.old” file as described above. However, if this is greater than 1, then multiple rotation files will be stores, up to EVENT\_LOG\_MAX\_ROTATIONS of them. These files will be named, instead of the “.old” suffix, “.1”, “.2”, with the “.1” being the most recent rotation. This is an integer parameter with a default value of 1. If EVENT\_LOG is not defined, or if EVENT\_LOG\_MAX\_SIZE has a value of 0 (which disables event log rotation), this parameter has no effect.

**EVENT\_LOG\_ROTATION\_LOCK**  Specifies the lock file that will be used to ensure that, when rotating files, the rotation is done by a single process. This is a string parameter; its default value is $(LOCK)/EventLogLock. If an empty value is set, then the file that is used is the file path of the event log itself, with the string .lock appended. If EVENT\_LOG is not defined, or if EVENT\_LOG\_MAX\_SIZE has a value of 0 (which disables event log rotation), this configuration variable has no effect.

**EVENT\_LOG\_FSYNC**  A boolean value that controls whether HTCondor will perform an fsync() after writing each event to the event log. When True, an fsync() operation is performed after each event. This fsync() operation forces the operating system to synchronize the updates to the event log to the disk, but can negatively affect the performance of the system. Defaults to False.

**EVENT\_LOG\_LOCKING**  A boolean value that defaults to False on Unix platforms and True on Windows platforms. When True, the event log (as specified by EVENT\_LOG) will be locked before being written to. When False, HTCondor does not lock the file before writing.

**EVENT\_LOG\_USE\_XML**  A boolean value that defaults to False. When True, events are logged in XML format. If EVENT\_LOG is not defined, this parameter has no effect.

**EVENT\_LOG\_JOB\_AD\_INFORMATION\_ATTRS**  A comma separated list of job ClassAd attributes, whose evaluated values form a new event, the JobAdInformationEvent, given Event Number 028. This new event is placed in the event log in addition to each logged event. If EVENT\_LOG is not defined, this configuration variable has no effect. This configuration variable is the same as the job ClassAd attribute JobAdInformationAttrs (see page \ref{JobAdInformationAttrs}), but it applies to the system Event Log rather than the user job log.

### 3.5.3 DaemonCore Configuration File Entries

Please read section\ref{DaemonCore} for details on DaemonCore. There are certain configuration file settings that DaemonCore uses which affect all HTCondor daemons (except the checkpoint server, standard universe shadow, and standard universe starter, none of which use DaemonCore).

**HOSTALLOW . . .**  All macros that begin with either HOSTALLOW or HOSTDENY are settings for HTCondor’s host-based security. See section\ref{Setting up IP/host-based security} on Setting up IP/host-based security in HTCondor for details on these macros and how to configure them.
3.5.3. DaemonCore Configuration File Entries

**ENABLE_RUNTIME_CONFIG**  The `condor_config_val` tool has an option `-rset` for dynamically setting run time configuration values, and which only affect the in-memory configuration variables. Because of the potential security implications of this feature, by default, HTCondor daemons will not honor these requests. To use this functionality, HTCondor administrators must specifically enable it by setting `ENABLE_RUNTIME_CONFIG` to `True`, and specify what configuration variables can be changed using the `SETTABLE_ATTRS...` family of configuration options. Defaults to `False`.

**ENABLE_PERSISTENT_CONFIG**  The `condor_config_val` tool has a `-set` option for dynamically setting persistent configuration values. These values override options in the normal HTCondor configuration files. Because of the potential security implications of this feature, by default, HTCondor daemons will not honor these requests. To use this functionality, HTCondor administrators must specifically enable it by setting `ENABLE_PERSISTENT_CONFIG` to `True`, creating a directory where the HTCondor daemons will hold these dynamically-generated persistent configuration files (declared using `PERSISTENT_CONFIG_DIR`, described below) and specify what configuration variables can be changed using the `SETTABLE_ATTRS...` family of configuration options. Defaults to `False`.

**PERSISTENT_CONFIG_DIR**  Directory where daemons should store dynamically-generated persistent configuration files (used to support `condor_config_val -set`) This directory should only be writable by root, or the user the HTCondor daemons are running as (if non-root). There is no default, administrators that wish to use this functionality must create this directory and define this setting. This directory must not be shared by multiple HTCondor installations, though it can be shared by all HTCondor daemons on the same host. Keep in mind that this directory should not be placed on an NFS mount where “root-squashing” is in effect, or else HTCondor daemons running as root will not be able to write to them. A directory (only writable by root) on the local file system is usually the best location for this directory.

**SETTABLE_ATTRS_<PERMISSION-LEVEL>**  All macros that begin with `SETTABLE_ATTRS` or `<SUBSYS>.SETTABLE_ATTRS` are settings used to restrict the configuration values that can be changed using the `condor_config_val` command. Section 3.8.9 on Setting up IP/Host-Based Security in HTCondor for details on these macros and how to configure them. In particular, section 3.8.9 on page 423 contains details specific to these macros.

**SHUTDOWN_GRACEFUL_TIMEOUT**  Determines how long HTCondor will allow daemons try their graceful shutdown methods before they do a hard shutdown. It is defined in terms of seconds. The default is 1800 (30 minutes).

**<SUBSYS>_ADDRESS_FILE**  A complete path to a file that is to contain an IP address and port number for a daemon. Every HTCondor daemon that uses DaemonCore has a command port where commands are sent. The IP/port of the daemon is put in that daemon’s ClassAd, so that other machines in the pool can query the `condor_collector` (which listens on a well-known port) to find the address of a given daemon on a given machine. When tools and daemons are all executing on the same single machine, communications do not require a query of the `condor_collector` daemon. Instead, they look in a file on the local disk to find the IP/port. This macro causes daemons to write the IP/port of their command socket to a specified file. In this way, local tools will continue to operate, even if the machine running the `condor_collector` crashes. Using this file will also generate slightly less network traffic in the pool, since tools including `condor_q` and `condor_rm` do not need to send any messages over the network to locate the `condor_schedd` daemon. This macro is not necessary for the `condor_collector` daemon, since its command socket is at a well-known port.

The macro is named by substituting `<SUBSYS>` with the appropriate subsystem string as defined in section 3.3.12.
<SUBSYS>_SUPER_ADDRESS_FILE A complete path to a file that is to contain an IP address and port number for a command port that is serviced with priority for a daemon. Every HTCondor daemon that uses DaemonCore may have a higher priority command port where commands are sent. Any command that goes through condor_sos, and any command issued by the super user (root or local system) for a daemon on the local machine will have the command sent to this port. Default values are provided for the condor_schedd daemon at $(SPOOL)/.schedd_address.super and the condor_collector daemon at $(LOG)/.collector_address.super. When not defined for other DaemonCore daemons, there will be no higher priority command port.

<SUBSYS>_DAEMON_AD_FILE A complete path to a file that is to contain the ClassAd for a daemon. When the daemon sends a ClassAd describing itself to the condor_collector, it will also place a copy of the ClassAd in this file. Currently, this setting only works for the condor_schedd.

<SUBSYS>_ATTRS or <SUBSYS>_EXPRS Allows any DaemonCore daemon to advertise arbitrary expressions from the configuration file in its ClassAd. Give the comma-separated list of entries from the configuration file you want in the given daemon’s ClassAd. Frequently used to add attributes to machines so that the machines can discriminate between other machines in a job’s rank and requirements.

The macro is named by substituting <SUBSYS> with the appropriate subsystem string as defined in section 3.3.12. <SUBSYS>_EXPRS is a historic setting that functions identically to <SUBSYS>_ATTRS. It may be removed in the future, so use <SUBSYS>_ATTRS.

NOTE: The condor_kbd does not send ClassAds now, so this entry does not affect it. The condor_startd, condor_schedd, condor_master, and condor_collector do send ClassAds, so those would be valid subsystems to set this entry for.

SUBMIT_ATTRS not part of the <SUBSYS>_ATTRS, it is documented in section 3.5.12.

Because of the different syntax of the configuration file and ClassAds, a little extra work is required to get a given entry into a ClassAd. In particular, ClassAds require quote marks (" ) around strings. Numeric values and boolean expressions can go in directly. For example, if the condor_startd is to advertise a string macro, a numeric macro, and a boolean expression, do something similar to:

```
STRING = This is a string
NUMBER = 666
BOOL1 = True
BOOL2 = time() >= $(NUMBER) || $(BOOL1)
MY_STRING = "$(STRING)"
STARTD_ATTRS = MY_STRING, NUMBER, BOOL1, BOOL2
```

DAEMON_SHUTDOWN Starting with HTCondor version 6.9.3, whenever a daemon is about to publish a ClassAd update to the condor_collector, it will evaluate this expression. If it evaluates to True, the daemon will gracefully shut itself down, exit with the exit code 99, and will not be restarted by the condor_master (as if it sent itself a condor_off command). The expression is evaluated in the context of the ClassAd that is being sent to the condor_collector, so it can reference any attributes that can be seen with condor_status -long [-daemon_type] (for example, condor_status -long [-master] for the condor_master). Since each daemon’s ClassAd will contain different attributes, administrators should define these shutdown expressions specific to each daemon, for example:
STARTD.DAEMON_SHUTDOWN = when to shutdown the startd
MASTER.DAEMON_SHUTDOWN = when to shutdown the master

Normally, these expressions would not be necessary, so if not defined, they default to FALSE.

NOTE: This functionality does not work in conjunction with HTCondor’s high-availability support (see section 3.13 on page 458 for more information). If you enable high-availability for a particular daemon, you should not define this expression.

DAEMON_SHUTDOWN_FAST Identical to DAEMON_SHUTDOWN (defined above), except the daemon will use the fast shutdown mode (as if it sent itself a condor_off command using the -fast option).

USE_CLONE_TO_CREATE_PROCESSES A boolean value that controls how an HTCondor daemon creates a new process on Linux platforms. If set to the default value of True, the clone system call is used. Otherwise, the fork system call is used. clone provides scalability improvements for daemons using a large amount of memory, for example, a condor_schedd with a lot of jobs in the queue. Currently, the use of clone is available on Linux systems. If HTCondor detects that it is running under the valgrind analysis tools, this setting is ignored and treated as False, to work around incompatibilities.

MAX_TIME_SKIP When an HTCondor daemon notices the system clock skip forwards or backwards more than the number of seconds specified by this parameter, it may take special action. For instance, the condor_master will restart HTCondor in the event of a clock skip. Defaults to a value of 1200, which in effect means that HTCondor will restart if the system clock jumps by more than 20 minutes.

NOT_RESPONDING_TIMEOUT When an HTCondor daemon’s parent process is another HTCondor daemon, the child daemon will periodically send a short message to its parent stating that it is alive and well. If the parent does not hear from the child for a while, the parent assumes that the child is hung, kills the child, and restarts the child. This parameter controls how long the parent waits before killing the child. It is defined in terms of seconds and defaults to 3600 (1 hour). The child sends its alive and well messages at an interval of one third of this value.

<SUBSYS>_NOT_RESPONDING_TIMEOUT Identical to NOT_RESPONDING_TIMEOUT, but controls the timeout for a specific type of daemon. For example, SCHEDD_NOT_RESPONDING_TIMEOUT controls how long the condor_schedd's parent daemon will wait without receiving an alive and well message from the condor_schedd before killing it.

NOT_RESPONDING_WANT_CORE A boolean value with a default value of False. This parameter is for debugging purposes on Unix systems, and it controls the behavior of the parent process when the parent process determines that a child process is not responding. If NOT_RESPONDING_WANT_CORE is True, the parent will send a SIGABRT instead of SIGKILL to the child process. If the child process is configured with the configuration variable CREATE_CORE_FILES enabled, the child process will then generate a core dump. See NOT_RESPONDING_TIMEOUT on page 228 and CREATE_CORE_FILES on page 214 for related details.

LOCK_FILE_UPDATE_INTERVAL An integer value representing seconds, controlling how often valid lock files should have their on disk timestamps updated. Updating the timestamps prevents administrative programs, such as tmpwatch, from deleting long lived lock files. If set to a value less than 60, the update time will be 60 seconds. The default value is 28800, which is 8 hours. This variable only takes effect at the start or restart of a daemon.

SOCKET_LISTEN_BACKLOG An integer value that defaults to 500, which defines the backlog value for the listen() network call when a daemon creates a socket for incoming connections. It limits the number
of new incoming network connections the operating system will accept for a daemon that the daemon has not yet serviced.

**MAX_ACCEPTS_PER_CYCLE**  
An integer value that defaults to 8. It is a rarely changed performance tuning parameter to limit the number of accepts of new, incoming, socket connect requests per DaemonCore event cycle. A value of zero or less means no limit. It has the most noticeable effect on the `condor_schedd`, and would be given a higher integer value for tuning purposes when there is a high number of jobs starting and exiting per second.

**MAX_REAPS_PER_CYCLE**  
An integer value that defaults to 0. It is a rarely changed performance tuning parameter that places a limit on the number of child process exits to process per DaemonCore event cycle. A value of zero or less means no limit.

**CORE_FILE_NAME**  
Defines the name of the core file created on Windows platforms. Defaults to `core.$(SUBSYSTEM).WIN32`.

**PIPE_BUFFER_MAX**  
The maximum number of bytes read from a `stdout` or `stderr` pipe. The default value is 10240. A rare example in which the value would need to increase from its default value is when a hook must output an entire ClassAd, and the ClassAd may be larger than the default.

### 3.5.4 Network-Related Configuration File Entries

More information about networking in HTCondor can be found in section 3.9 on page 433.

**BIND_ALL_INTERFACES**  
For systems with multiple network interfaces, if this configuration setting is `False`, HTCondor will only bind network sockets to the IP address specified with `NETWORK_INTERFACE` (described below). If set to `True`, the default value, HTCondor will listen on all interfaces. However, currently HTCondor is still only able to advertise a single IP address, even if it is listening on multiple interfaces. By default, it will advertise the IP address of the network interface used to contact the collector, since this is the most likely to be accessible to other processes which query information from the same collector. More information about using this setting can be found in section 3.9.3 on page 439.

**CCB_ADDRESS**  
This is the address of a `condor_collector` that will serve as this daemon’s HTCondor Connection Broker (CCB). Multiple addresses may be listed (separated by commas and/or spaces) for redundancy. The CCB server must authorize this daemon at DAEMON level for this configuration to succeed. It is highly recommended to also configure `PRIVATE_NETWORK_NAME` if you configure `CCB_ADDRESS` so communications originating within the same private network do not need to go through CCB. For more information about CCB, see page 442.

**CCB_HEARTBEAT_INTERVAL**  
This is the maximum number of seconds of silence on a daemon’s connection to the CCB server after which it will ping the server to verify that the connection still works. The default is 5 minutes. This feature serves to both speed up detection of dead connections and to generate a guaranteed minimum frequency of activity to attempt to prevent the connection from being dropped. The special value 0 disables the heartbeat. The heartbeat is automatically disabled if the CCB server is older than HTCondor version 7.5.0. Having the heartbeat interval greater than the job ClassAd attribute `JobLeaseDuration` may cause unnecessary job disconnects in pools with network issues.

**CCB_POLLING_INTERVAL**  
In seconds, the smallest amount of time that could go by before CCB would begin another round of polling to check on already connected clients. While the value of this variable does not change,
the actual interval used may be exceeded if the measured amount of time previously taken to poll to check on
already connected clients exceeded the amount of time desired, as expressed with \texttt{CCB\_POLLING\_TIMESLICE}.
The default value is 20 seconds.

\textbf{CCB\_POLLING\_MAX\_INTERVAL}  In seconds, the interval of time after which polling to check on already connected
clients must occur, independent of any other factors. The default value is 600 seconds.

\textbf{CCB\_POLLING\_TIMESLICE}  A floating point fraction representing the fractional amount of the total run time of
\texttt{CCB} to set as a target for the maximum amount of \texttt{CCB} running time used on polling to check on already
connected clients. The default value is 0.05.

\textbf{CCB\_READ\_BUFFER}  The size of the kernel TCP read buffer in bytes for all sockets used by \texttt{CCB}. The default value
is 2 KiB.

\textbf{CCB\_WRITE\_BUFFER}  The size of the kernel TCP write buffer in bytes for all sockets used by \texttt{CCB}. The default
value is 2 KiB.

\textbf{CCB\_SWEEP\_INTERVAL}  The interval, in seconds, between times when the \texttt{CCB} server writes its information about
open TCP connections to a file. Crash recovery is accomplished using the information. The default value is 1200
seconds (20 minutes).

\textbf{CCB\_RECONNECT\_FILE}  The full path and file name of the file that the \texttt{CCB} server writes its information about
open TCP connections to a file. Crash recovery is accomplished using the information. The default value is
\texttt{$(SPOOL)/.ccb\_reconnect}$.

\textbf{COLLECTOR\_USES\_SHARED\_PORT}  A boolean value that specifies whether the \texttt{condor\_collector} uses the \texttt{condor\_shared\_port}
daemon. When true, the \texttt{condor\_shared\_port} will transparently proxy queries to the \texttt{condor\_collector} so users do not need to be aware of the presence of the \texttt{condor\_shared\_port} when querying the collector and configuring other daemons. The default is \texttt{True}.

\textbf{SHARED\_PORT\_DEFAULT\_ID}  When \texttt{COLLECTOR\_USES\_SHARED\_PORT} is set to \texttt{True}, this is the shared port ID used by the \texttt{condor\_collector}. This defaults to \texttt{collector} and will not need to be changed by most sites.

\textbf{AUTO\_INCLUDE\_SHARED\_PORT\_IN\_DAEMON\_LIST}  A boolean value that specifies whether \texttt{SHARED\_PORT} should be automatically inserted into \texttt{condor\_master}'s \texttt{DAEMON\_LIST} when \texttt{USE\_SHARED\_PORT} is \texttt{True}. The default for this setting is \texttt{True}.

\textbf{<SUBSYS>_MAX\_FILE\_DESCRIPTORS}  This setting is identical to \texttt{MAX\_FILE\_DESCRIPTORS}, but it only applies to a specific subsystem. If the subsystem-specific setting is unspecified, \texttt{MAX\_FILE\_DESCRIPTORS} is used. For the \texttt{condor\_collector} daemon, the value defaults to 10240, and for the \texttt{condor\_schedd} daemon, the value defaults to 4096. If the \texttt{condor\_shared\_port} daemon is in use, its value for this parameter should match the largest value set for the other daemons.

\textbf{MAX\_FILE\_DESCRIPTORS}  Under Unix, this specifies the maximum number of file descriptors to allow the
HTCondor daemon to use. File descriptors are a system resource used for open files and for network connections.
HTCondor daemons that make many simultaneous network connections may require an increased number of file
descriptors. For example, see page \pageref{SECURITY} for information on file descriptor requirements of CCB. Changes to this configuration variable require a restart of HTCondor in order to take effect. Also note that only if HTCondor is running as root will it be able to increase the limit above the hard limit (on maximum open files) that it inherits.
3.5.4. Network-Related Configuration File Entries

**NETWORK_HOSTNAME** The name HTCondor should use as the host name of the local machine, overriding the value returned by `gethostname()`. Among other things, the host name is used to identify daemons in an HTCondor pool, via the `Machine` and `Name` attributes of daemon ClassAds. This variable can be used when a machine has multiple network interfaces with different host names, to use a host name that is not the primary one. It should be set to a fully-qualified host name that will resolve to an IP address of the local machine.

**NETWORK_INTERFACE** An IP address of the form 123.123.123.123 or the name of a network device, as in the example `eth0`. The wild card character (`*`) may be used within either. For example, 123.123.* would match a network interface with an IP address of 123.123.123.123 or 123.123.100.100. The default value is `*`, which matches all network interfaces.

The effect of this variable depends on the value of `BIND_ALL_INTERFACES`. There are two cases:

If `BIND_ALL_INTERFACES` is `True` (the default), `NETWORK_INTERFACE` controls what IP address will be advertised as the public address of the daemon. If multiple network interfaces match the value, the IP address that is chosen to be advertised will be the one associated with the first device (in system-defined order) that is in a public address space, or a private address space, or a loopback address, in that order of preference. If it is desired to advertise an IP address that is not associated with any local network interface, for example, when TCP forwarding is being used, then `TCP_FORWARDING_HOST` should be used instead of `NETWORK_INTERFACE`.

If `BIND_ALL_INTERFACES` is `False`, then `NETWORK_INTERFACE` specifies which IP address HTCondor should use for all incoming and outgoing communication. If more than one IP address matches the value, then the IP address that is chosen will be the one associated with the first device (in system-defined order) that is in a public address space, or a private address space, or a loopback address, in that order of preference.

More information about configuring HTCondor on machines with multiple network interfaces can be found in section 3.9.3 on page 439.

**PRIVATE_NETWORK_NAME** If two HTCondor daemons are trying to communicate with each other, and they both belong to the same private network, this setting will allow them to communicate directly using the private network interface, instead of having to use CCB or to go through a public IP address. Each private network should be assigned a unique network name. This string can have any form, but it must be unique for a particular private network. If another HTCondor daemon or tool is configured with the same `PRIVATE_NETWORK_NAME`, it will attempt to contact this daemon using its private network address. Even for sites using CCB, this is an important optimization, since it means that two daemons on the same network can communicate directly, without having to go through the broker. If CCB is enabled, and the `PRIVATE_NETWORK_NAME` is defined, the daemon’s private address will be defined automatically. Otherwise, you can specify a particular private IP address to use by defining the `PRIVATE_NETWORK_INTERFACE` setting (described below). The default is `$(FULL_HOSTNAME)`. After changing this setting and running `condor_reconfig`, it may take up to one `condor_collector` update interval before the change becomes visible.

**PRIVATE_NETWORK_INTERFACE** For systems with multiple network interfaces, if this configuration setting and `PRIVATE_NETWORK_NAME` are both defined, HTCondor daemons will advertise some additional attributes in their ClassAds to help other HTCondor daemons and tools in the same private network to communicate directly. `PRIVATE_NETWORK_INTERFACE` defines what IP address of the form 123.123.123.123 or name of a network device (as in the example `eth0`) a given multi-homed machine should use for the private network. The asterisk (`*`) may be used as a wild card character within either the IP address or the device name. If another HTCondor daemon or tool is configured with the same `PRIVATE_NETWORK_NAME`, it will attempt to contact this daemon using the IP address specified here. The syntax for specifying an IP address is identical.
to \texttt{NETWORK\_INTERFACE}. Sites using CCB only need to define the \texttt{PRIVATE\_NETWORK\_NAME}, and the \texttt{PRIVATE\_NETWORK\_INTERFACE} will be defined automatically. Unless CCB is enabled, there is no default value for this variable. After changing this variable and running \texttt{condor\_reconfig}, it may take up to one \texttt{condor\_collector} update interval before the change becomes visible.

**TCP\_FORWARDING\_HOST**  This specifies the host or IP address that should be used as the public address of this daemon. If a host name is specified, be aware that it will be resolved to an IP address by this daemon, not by the clients wishing to connect to it. It is the IP address that is advertised, not the host name. This setting is useful if HTCondor on this host may be reached through a NAT or firewall by connecting to an IP address that forwards connections to this host. It is assumed that the port number on the \texttt{TCP\_FORWARDING\_HOST} that forwards to this host is the same port number assigned to HTCondor on this host. This option could also be used when ssh port forwarding is being used. In this case, the incoming addresses of connections to this daemon will appear as though they are coming from the forwarding host rather than from the real remote host, so any authorization settings that rely on host addresses should be considered accordingly.

**HIGHPORT**  Specifies an upper limit of given port numbers for HTCondor to use, such that HTCondor is restricted to a range of port numbers. If this macro is not explicitly specified, then HTCondor will not restrict the port numbers that it uses. HTCondor will use system-assigned port numbers. For this macro to work, both \texttt{HIGHPORT} and \texttt{LOWPORT} (given below) must be defined.

**LOWPORT**  Specifies a lower limit of given port numbers for HTCondor to use, such that HTCondor is restricted to a range of port numbers. If this macro is not explicitly specified, then HTCondor will not restrict the port numbers that it uses. HTCondor will use system-assigned port numbers. For this macro to work, both \texttt{HIGHPORT} (given above) and \texttt{LOWPORT} must be defined.

**IN\_LOWPORT**  An integer value that specifies a lower limit of given port numbers for HTCondor to use on incoming connections (ports for listening), such that HTCondor is restricted to a range of port numbers. This range implies the use of both \texttt{IN\_LOWPORT} and \texttt{IN\_HIGHPORT}. A range of port numbers less than 1024 may be used for daemons running as root. Do not specify \texttt{IN\_LOWPORT} in combination with \texttt{IN\_HIGHPORT} such that the range crosses the port 1024 boundary. Applies only to Unix machine configuration. Use of \texttt{IN\_LOWPORT} and \texttt{IN\_HIGHPORT} overrides any definition of \texttt{LOWPORT} and \texttt{HIGHPORT}.

**IN\_HIGHPORT**  An integer value that specifies an upper limit of given port numbers for HTCondor to use on incoming connections (ports for listening), such that HTCondor is restricted to a range of port numbers. This range implies the use of both \texttt{IN\_LOWPORT} and \texttt{IN\_HIGHPORT}. A range of port numbers less than 1024 may be used for daemons running as root. Do not specify \texttt{IN\_LOWPORT} in combination with \texttt{IN\_HIGHPORT} such that the range crosses the port 1024 boundary. Applies only to Unix machine configuration. Use of \texttt{IN\_LOWPORT} and \texttt{IN\_HIGHPORT} overrides any definition of \texttt{LOWPORT} and \texttt{HIGHPORT}.

**OUT\_LOWPORT**  An integer value that specifies a lower limit of given port numbers for HTCondor to use on outgoing connections, such that HTCondor is restricted to a range of port numbers. This range implies the use of both \texttt{OUT\_LOWPORT} and \texttt{OUT\_HIGHPORT}. A range of port numbers less than 1024 is inappropriate, as not all daemons and tools will be run as root. Applies only to Unix machine configuration. Use of \texttt{OUT\_LOWPORT} and \texttt{OUT\_HIGHPORT} overrides any definition of \texttt{LOWPORT} and \texttt{HIGHPORT}.

**OUT\_HIGHPORT**  An integer value that specifies an upper limit of given port numbers for HTCondor to use on outgoing connections, such that HTCondor is restricted to a range of port numbers. This range implies the use of both \texttt{OUT\_LOWPORT} and \texttt{OUT\_HIGHPORT}. A range of port numbers less than 1024 is inappropriate, as not all
daemons and tools will be run as root. Applies only to Unix machine configuration. Use of OUT_LOWPORT and OUT_HIGHPORT overrides any definition of LOWPORT and HIGHPORT.

**UPDATE_COLLECTOR_WITH_TCP**  This boolean value controls whether TCP or UDP is used by daemons to send ClassAd updates to the condor_collector. Please read section 3.9.5 for more details and a discussion of when this functionality is needed. When using TCP in large pools, it is also necessary to ensure that the condor_collector has a large enough file descriptor limit using COLLECTOR_MAX_FILE_DESCRIPTORS. The default value is True.

**UPDATE_VIEW_COLLECTOR_WITH_TCP**  This boolean value controls whether TCP or UDP is used by the condor_collector to forward ClassAd updates to the condor_collector daemons specified by CONDOR_VIEW_HOST. Please read section 3.9.5 for more details and a discussion of when this functionality is needed. The default value is False.

**TCP_UPDATE_COLLECTORS**  The list of condor_collector daemons which will be updated with TCP instead of UDP when UPDATE_COLLECTOR_WITH_TCP or UPDATE_VIEW_COLLECTOR_WITH_TCP is False. Please read section 3.9.5 for more details and a discussion of when a site needs this functionality.

**<SUBSYS>_TIMEOUT_MULTIPLIER**  An integer value that defaults to 1. This value multiplies configured timeout values for all targeted subsystem communications, thereby increasing the time until a timeout occurs. This configuration variable is intended for use by developers for debugging purposes, where communication timeouts interfere.

**NONBLOCKING_COLLECTOR_UPDATE**  A boolean value that defaults to True. When True, the establishment of TCP connections to the condor_collector daemon for a security-enabled pool are done in a nonblocking manner.

**NEGOTIATOR_USE_NONBLOCKING_STARTD_CONTACT**  A boolean value that defaults to True. When True, the establishment of TCP connections from the condor_negotiator daemon to the condor_startd daemon for a security-enabled pool are done in a nonblocking manner.

**UDP_NETWORK_FRAGMENT_SIZE**  An integer value that defaults to 1000 and represents the maximum size in bytes of an outgoing UDP packet. If the outgoing message is larger than $(UDP_NETWORK_FRAGMENT_SIZE)$, then the message will be split (fragmented) into multiple packets no larger than $(UDP_NETWORK_FRAGMENT_SIZE)$. If the destination of the message is the loopback network interface, see UDP_LOOPBACK_FRAGMENT_SIZE below. For instance, the maximum payload size of a UDP packet over Ethernet is typically 1472 bytes, and thus if a UDP payload exceeds 1472 bytes the IP network stack on either hosts or forwarding devices (such as network routers) will have to perform message fragmentation on transmission and reassembly on receipt. Experimentation has shown that such devices are more likely to simply drop a UDP message under high-traffic scenarios if the message requires reassembly. HTCondor avoids this situation via the capability to perform UDP fragmentation and reassembly on its own.

**UDP_LOOPBACK_FRAGMENT_SIZE**  An integer value that defaults to 60000 and represents the maximum size in bytes of an outgoing UDP packet that is being sent to the loopback network interface (e.g. 127.0.0.1). If the outgoing message is larger than $(UDP_LOOPBACK_FRAGMENT_SIZE)$, then the message will be split (fragmented) into multiple packets no larger than $(UDP_LOOPBACK_FRAGMENT_SIZE)$. If the destination of the message is not the loopback interface, see UDP_NETWORK_FRAGMENT_SIZE above.

**ALWAYS_REUSEADDR**  A boolean value that, when True, tells HTCondor to set SO_REUSEADDR socket option, so that the schedd can run large numbers of very short jobs without exhausting the number of local ports needed for
3.5.5 Shared File System Configuration File Macros

These macros control how HTCondor interacts with various shared and network file systems. If you are using AFS as your shared file system, be sure to read section 3.14.1 on Using HTCondor with AFS. For information on submitting jobs under shared file systems, see section 2.5.8.

**UID_DOMAIN** The UID_DOMAIN macro is used to decide under which user to run jobs. If the $(UID_DOMAIN) on the submitting machine is different than the $(UID_DOMAIN) on the machine that runs a job, then HTCondor runs the job as the user nobody. For example, if the submit machine has a $(UID_DOMAIN) of flippy.cs.wisc.edu, and the machine where the job will execute has a $(UID_DOMAIN) of cs.wisc.edu, the job will run as user nobody, because the two $(UID_DOMAIN)s are not the same. If the $(UID_DOMAIN) is the same on both the submit and execute machines, then HTCondor will run the job as the user that submitted the job. A further check attempts to assure that the submitting machine can not lie about its UID_DOMAIN. HTCondor compares the submit machine’s claimed value for UID_DOMAIN to its fully qualified name. If the two do not end the same, then the submit machine is presumed to be lying about its UID_DOMAIN. In this case, HTCondor will run the job as user nobody. For example, a job submission to the HTCondor pool at the UW Madison from flippy.example.com, claiming a UID_DOMAIN of of cs.wisc.edu, will run the job as the user nobody. Because of this verification, $(UID_DOMAIN) must be a real domain name. At the Computer Sciences department at the UW Madison, we set the $(UID_DOMAIN) to be cs.wisc.edu to indicate that whenever someone submits from a department machine, we will run the job as the user who submits it. Also see SOFT_UID_DOMAIN below for information about one more check that HTCondor performs before running a job as a given user.

A few details:
An administrator could set UID_DOMAIN to *. This will match all domains, but it is a gaping security hole. It is not recommended.

An administrator can also leave UID_DOMAIN undefined. This will force HTCondor to always run jobs as user nobody. Running standard universe jobs as user nobody enhances security and should cause no problems, because the jobs use remote I/O to access all of their files. However, if vanilla jobs are run as user nobody, then files that need to be accessed by the job will need to be marked as world readable/writable so the user nobody can access them.

When HTCondor sends e-mail about a job, HTCondor sends the e-mail to user@$(UID_DOMAIN). If UID_DOMAIN is undefined, the e-mail is sent to user@submitmachinename.

**TRUST_UID_DOMAIN** As an added security precaution when HTCondor is about to spawn a job, it ensures that the UID_DOMAIN of a given submit machine is a substring of that machine’s fully-qualified host name. However, at some sites, there may be multiple UID spaces that do not clearly correspond to Internet domain names. In these cases, administrators may wish to use names to describe the UID domains which are not substrings of the host names of the machines. For this to work, HTCondor must not do this regular security check. If the TRUST_UID_DOMAIN setting is defined to True, HTCondor will not perform this test, and will trust whatever

shadows. The default value is True. (Note that this represents a change in behavior compared to versions of HTCondor older than 8.6.0, which did not include this configuration macro. To restore the previous behavior, set this value to False.)
UID_DOMAIN is presented by the submit machine when trying to spawn a job, instead of making sure the submit machine’s host name matches the UID_DOMAIN. When not defined, the default is False, since it is more secure to perform this test.

TRUST_LOCAL_UID_DOMAIN This parameter works like TRUST_UID_DOMAIN, but is only applied when the condor_start and condor_shadow are on the same machine. If this parameter is set to True, then the condor_shadow’s UID_DOMAIN doesn’t have to be a substring its hostname. If this parameter is set to False, then UID_DOMAIN controls whether this substring requirement is enforced by the condor_start. The default is True.

SOFTWARE_UID_DOMAIN A boolean variable that defaults to False when not defined. When HTCondor is about to run a job as a particular user (instead of as user nobody), it verifies that the UID given for the user is in the password file and actually matches the given user name. However, under installations that do not have every user in every machine’s password file, this check will fail and the execution attempt will be aborted. To cause HTCondor not to do this check, set this configuration variable to True. HTCondor will then run the job under the user’s UID.

SLOT<n>_USER The name of a user for HTCondor to use instead of user nobody, as part of a solution that plugs a security hole whereby a lurker process can prey on a subsequent job run as user name nobody. <n> is an integer associated with slots. On Windows, SLOT<n>_USER will only work if the credential of the specified user is stored on the execute machine using condor_store_cred. See Section 3.8.13 for more information.

STARTER_ALLOW_RUNAS_OWNER A boolean expression evaluated with the job ad as the target, that determines whether the job may run under the job owner’s account (True) or whether it will run as SLOT<n>_USER or nobody (False). On Unix, this defaults to True. On Windows, it defaults to False. The job ClassAd may also contain the attribute RunAsOwner which is logically ANDed with the condor_start daemon’s boolean value. Under Unix, if the job does not specify it, this attribute defaults to True. Under Windows, the attribute defaults to False. In Unix, if the UidDomain of the machine and job do not match, then there is no possibility to run the job as the owner anyway, so, in that case, this setting has no effect. See Section 3.8.13 for more information.

DEDICATED_EXECUTE_ACCOUNT_REGEXP This is a regular expression (i.e. a string matching pattern) that matches the account name(s) that are dedicated to running condor jobs on the execute machine and which will never be used for more than one job at a time. The default matches no account name. If you have configured SLOT<n>_USER to be a different account for each HTCondor slot, and no non-condor processes will ever be run by these accounts, then this pattern should match the names of all SLOT<n>_USER accounts. Jobs run under a dedicated execute account are reliably tracked by HTCondor, whereas other jobs, may spawn processes that HTCondor fails to detect. Therefore, a dedicated execution account provides more reliable tracking of CPU usage by the job and it also guarantees that when the job exits, no “lurker” processes are left behind. When the job exits, condor will attempt to kill all processes owned by the dedicated execution account. Example:

```
SLOT1_USER = cndrusr1
SLOT2_USER = cndrusr2
STARTER_ALLOW_RUNAS_OWNER = False
DEDICATED_EXECUTE_ACCOUNT_REGEXP = cndrusr[0-9]+
```

You can tell if the starter is in fact treating the account as a dedicated account, because it will print a line such as the following in its log file:
Tracking process family by login "cndrusr1"

**EXECUTE>Login_IS_DEDICTATED**  This configuration setting is deprecated because it cannot handle the case where some jobs run as dedicated accounts and some do not. Use `DEDICATED_EXECUTE_ACCOUNT_REGEXP` instead.

A boolean value that defaults to `False`. When `True`, HTCondor knows that all jobs are being run by dedicated execution accounts (whether they are running as the job owner or as nobody or as `SLOT<N>_USER`). Therefore, when the job exits, all processes running under the same account will be killed.

**FILESYSTEM_DOMAIN**  An arbitrary string that is used to decide if the two machines, a submit machine and an execute machine, share a file system. Although this configuration variable name contains the word “DOMAIN”, its value is not required to be a domain name. It often is a domain name.

Note that this implementation is not ideal: machines may share some file systems but not others. HTCondor currently has no way to express this automatically. A job can express the need to use a particular file system where machines advertise an additional ClassAd attribute and the job requires machines with the attribute, as described on the question within the [HowToAdminRecipes](https://htcondor-wiki.cs.wisc.edu/index.cgi/wiki?p=HowToAdminRecipes) page for how to run jobs on a subset of machines that have required software installed.

Note that if you do not set `${FILESYSTEM_DOMAIN}`, the value defaults to the fully qualified host name of the local machine. Since each machine will have a different `${FILESYSTEM_DOMAIN}`, they will not be considered to have shared file systems.

**RESERVE_AFS_CACHE**  If your machine is running AFS and the AFS cache lives on the same partition as the other HTCondor directories, and you want HTCondor to reserve the space that your AFS cache is configured to use, set this macro to `True`. It defaults to `False`.

**USE_NFS**  This macro influences how HTCondor jobs running in the standard universe access their files. By default, HTCondor will redirect the file I/O requests of standard universe jobs from the executing machine to the submitting machine. So, as an HTCondor job migrates around the network, the file system always appears to be identical to the file system where the job was submitted. However, consider the case where a user’s data files are sitting on an NFS server. The machine running the user’s program will send all I/O over the network to the submitting machine, which in turn sends all the I/O back over the network to the NFS file server. Thus, all of the program’s I/O is being sent over the network twice.

If this configuration variable is `True`, then HTCondor will attempt to read/write files directly on the executing machine without redirecting I/O back to the submitting machine, if both the submitting machine and the machine running the job are both accessing the same NFS servers (if they are both in the same `${FILESYSTEM_DOMAIN}` and in the same `${UID_DOMAIN}`, as described above). The result is I/O performed by HTCondor standard universe jobs is only sent over the network once. While sending all file operations over the network twice might sound really bad, unless you are operating over networks where bandwidth as at a very high premium, practical experience reveals that this scheme offers very little real performance gain. There are also some (fairly rare) situations where this scheme can break down.

Setting `${USE_NFS}` to `False` is always safe. It may result in slightly more network traffic, but HTCondor jobs are most often heavy on CPU and light on I/O. It also ensures that a remote standard universe HTCondor job will always use HTCondor’s remote system calls mechanism to reroute I/O and therefore see the exact same file system that the user sees on the machine where she/he submitted the job.
Some gritty details for folks who want to know: If the you set $(USE_NFS)$ to True, and the $(FILESYSTEM_DOMAIN)$ of both the submitting machine and the remote machine about to execute the job match, and the $(FILESYSTEM_DOMAIN)$ claimed by the submit machine is indeed found to be a subset of what an inverse look up to a DNS (domain name server) reports as the fully qualified domain name for the submit machine’s IP address (this security measure safeguards against the submit machine from lying), then the job will access files using a local system call, without redirecting them to the submitting machine (with NFS). Otherwise, the system call will get routed back to the submitting machine using HTCondor’s remote system call mechanism. **NOTE:** When submitting a vanilla job, *condor_submit* will, by default, append requirements to the Job ClassAd that specify the machine to run the job must be in the same $(FILESYSTEM_DOMAIN)$ and the same $(UID_DOMAIN)$.

This configuration variable similarly changes the semantics of Chirp file I/O when running in the vanilla, java or parallel universe. If this variable is set in those universes, Chirp will not send I/O requests over the network as requested, but perform them directly to the locally mounted file system. Other than Chirp file access, this variable is unused outside of the standard universe.

**IGNORE_NFS_LOCK_ERRORS** When set to True, all errors related to file locking errors from NFS are ignored. Defaults to False, not ignoring errors.

**USE_AFS** If your machines have AFS, this macro determines whether HTCondor will use remote system calls for standard universe jobs to send I/O requests to the submit machine, or if it should use local file access on the execute machine (which will then use AFS to get to the submitter’s files). Read the setting above on $(USE_NFS)$ for a discussion of why you might want to use AFS access instead of remote system calls.

One important difference between $(USE_NFS)$ and $(USE_AFS)$ is the AFS cache. With $(USE_AFS)$ set to True, the remote HTCondor job executing on some machine will start modifying the AFS cache, possibly evicting the machine owner’s files from the cache to make room for its own. Generally speaking, since we try to minimize the impact of having an HTCondor job run on a given machine, we do not recommend using this setting.

While sending all file operations over the network twice might sound really bad, unless you are operating over networks where bandwidth as at a very high premium, practical experience reveals that this scheme offers very little real performance gain. There are also some (fairly rare) situations where this scheme can break down.

Setting $(USE_AFS)$ to False is always safe. It may result in slightly more network traffic, but HTCondor jobs are usually heavy on CPU and light on I/O. False ensures that a remote standard universe HTCondor job will always see the exact same file system that the user on sees on the machine where he/she submitted the job. Plus, it will ensure that the machine where the job executes does not have its AFS cache modified as a result of the HTCondor job being there.

However, things may be different at your site, which is why the setting is there.

### 3.5.6 Checkpoint Server Configuration File Macros

These macros control whether or not HTCondor uses a checkpoint server. This section describes the settings that the checkpoint server itself needs defined. See section [3.10] on Installing a Checkpoint Server for details on installing and running a checkpoint server.

**CKPT_SERVER_HOST** The host name of a checkpoint server.
STARTER_CHOOSES_CKPT_SERVER  If this parameter is True or undefined on the submit machine, the checkpoint server specified by $(CKPT_SERVER_HOST) on the execute machine is used. If it is False on the submit machine, the checkpoint server specified by $(CKPT_SERVER_HOST) on the submit machine is used.

CKPT_SERVER_DIR  The full path of the directory the checkpoint server should use to store checkpoint files. Depending on the size of the pool and the size of the jobs submitted, this directory and its subdirectories might need to store many MiB of data.

USE_CKPT_SERVER  A boolean which determines if a given submit machine is to use a checkpoint server if one is available. If a checkpoint server is not available or the variable USE_CKPT_SERVER is set to False, checkpoints will be written to the local $(SPOOL) directory on the submission machine.

MAX_DISCARDED_RUN_TIME  If the condor_shadow daemon is unable to read a checkpoint file from the checkpoint server, it keeps trying only if the job has accumulated more than this many seconds of CPU usage. Otherwise, the job is started from scratch. Defaults to 3600 (1 hour). This variable is only used if $(USE_CKPT_SERVER) is True.

CKPT_SERVER_CHECK_PARENT_INTERVAL  This is the number of seconds between checks to see whether the parent of the checkpoint server (usually the condor_master) has died. If the parent has died, the checkpoint server shuts itself down. The default is 120 seconds. A setting of 0 disables this check.

CKPT_SERVER_INTERVAL  The maximum number of seconds the checkpoint server waits for activity on network sockets before performing other tasks. The default value is 300 seconds.

CKPT_SERVER_CLASSAD_FILE  A string that represents a file in the file system to which ClassAds will be written. The ClassAds denote information about stored checkpoint files, such as owner, shadow IP address, name of the file, and size of the file. This information is also independently recorded in the TransferLog. The default setting is undefined, which means a checkpoint server ClassAd file will not be kept.

CKPT_SERVER_CLEAN_INTERVAL  The number of seconds that must pass until the ClassAd log file as described by the CKPT_SERVER_CLASSAD_FILE variable gets truncated. The default is 86400 seconds, which is one day.

CKPT_SERVER_REMOVE_STALE_CKPT_INTERVAL  The number of seconds between attempts to discover and remove stale checkpoint files. It defaults to 86400 seconds, which is one day.

CKPT_SERVER_SOCKET_BUFSIZE  The number of bytes representing the size of the TCP send/recv buffer on the socket file descriptor related to moving the checkpoint file to and from the checkpoint server. The default value is 0, which allows the operating system to decide the size.

CKPT_SERVER_MAX_PROCESSES  The maximum number of child processes that could be working on behalf of the checkpoint server. This includes store processes and restore processes. The default value is 50.

CKPT_SERVER_MAX_STORE_PROCESSES  The maximum number of child process strictly devoted to the storage of checkpoints. The default is the value of CKPT_SERVER_MAX_PROCESSES.

CKPT_SERVER_MAX_RESTORE_PROCESSES  The maximum number of child process strictly devoted to the restoring of checkpoints. The default is the value of CKPT_SERVER_MAX_PROCESSES.

CKPT_SERVER_STALE_CKPT_AGE_CUTOFF  The number of seconds after which if a checkpoint file has not been accessed, it is considered stale. The default value is 5184000 seconds, which is sixty days.
3.5.7 condor_master Configuration File Macros

These macros control the condor_master.

DAEMON_LIST This macro determines what daemons the condor_master will start and keep its watchful eyes on. The list is a comma or space separated list of subsystem names (listed in section 3.3.12). For example,

```
DAEMON_LIST = MASTER, STARTD, SCHEDD
```

NOTE: This configuration variable cannot be changed by using condor_reconfig or by sending a SIGHUP. To change this configuration variable, restart the condor_master daemon by using condor_restart. Only then will the change take effect.

NOTE: On your central manager, your $(DAEMON_LIST) will be different from your regular pool, since it will include entries for the condor_collector and condor_negotiator.

DC_DAEMON_LIST A list delimited by commas and/or spaces that lists the daemons in DAEMON_LIST which use the HTCondor DaemonCore library. The condor_master must differentiate between daemons that use DaemonCore and those that do not, so it uses the appropriate inter-process communication mechanisms. This list currently includes all HTCondor daemons except the checkpoint server by default.

As of HTCondor version 7.2.1, a daemon may be appended to the default DC_DAEMON_LIST value by placing the plus character (+) before the first entry in the DC_DAEMON_LIST definition. For example:

```
DC_DAEMON_LIST = +NEW_DAEMON
```

<SUBSYS> Once you have defined which subsystems you want the condor_master to start, you must provide it with the full path to each of these binaries. For example:

```
MASTER = $(SBIN)/condor_master
STARTD = $(SBIN)/condor_startd
SCHEDD = $(SBIN)/condor_schedd
```

These are most often defined relative to the $(SBIN) macro.

The macro is named by substituting <SUBSYS> with the appropriate subsystem string as defined in section 3.3.12.

<DaemonName>_ENVIRONMENT <DaemonName> is the name of a daemon listed in DAEMON_LIST. Defines changes to the environment that the daemon is invoked with. It should use the same syntax for specifying the environment as the environment specification in a submit description file. For example, to redefine the TMP and CONDOR_CONFIG environment variables seen by the condor_schedd, place the following in the configuration:

```
SCHEDD_ENVIRONMENT = "TMP=/new/value CONDOR_CONFIG=/special/config"
```
3.5.7. condor_master Configuration File Macros

When the `condor_schedd` daemon is started by the `condor_master`, it would see the specified values of `TMP` and `CONDOR_CONFIG`.

**<SUBSYS>_ARGS** This macro allows the specification of additional command line arguments for any process spawned by the `condor_master`. List the desired arguments using the same syntax as the arguments specification in a `condor_submit` submit file (see page 883), with one exception: do not escape double-quotes when using the old-style syntax (this is for backward compatibility). Set the arguments for a specific daemon with this macro, and the macro will affect only that daemon. Define one of these for each daemon the `condor_master` is controlling. For example, set `$(STARTD_ARGS)` to specify any extra command line arguments to the `condor_startd`.

The macro is named by substituting `<SUBSYS>` with the appropriate subsystem string as defined in section 3.3.12.

**<SUBSYS>_USERID** The account name that should be used to run the `SUBSYS` process spawned by the `condor_master`. When not defined, the process is spawned as the same user that is running `condor_master`. When defined, the real user id of the spawned process will be set to the specified account, so if this account is not `root`, the process will not have `root` privileges. The `condor_master` must be running as root in order to start processes as other users. Example configuration:

```plaintext
COLLECTOR_USERID = condor
NEGOTIATOR_USERID = condor
```

The above example runs the `condor_collector` and `condor_negotiator` as the `condor` user with no `root` privileges. If we specified some account other than the `condor` user, as set by the `CONDAOR_IDS` configuration variable, then we would need to configure the log files for these daemons to be in a directory that they can write to. When using GSI security or any other security method in which the daemon credential is owned by `root`, it is also necessary to make a copy of the credential, make it be owned by the account the daemons are using, and configure the daemons to use that copy.

**PREEN** In addition to the daemons defined in `$(DAEMON_LIST)`, the `condor_master` also starts up a special process, `condor_preen` to clean out junk files that have been left laying around by HTCondor. This macro determines where the `condor_master` finds the `condor_preen` binary. If this macro is set to nothing, `condor_preen` will not run.

**PREEN_ARGS** Controls how `condor_preen` behaves by allowing the specification of command-line arguments. This macro works as `$(<SUBSYS>_ARGS)` does. The difference is that you must specify this macro for `condor_pleen` if you want it to do anything. `condor_preen` takes action only because of command line arguments. `-m` means you want e-mail about files `condor_preen` finds that it thinks it should remove. `-r` means you want `condor_preen` to actually remove these files.

**PREEN_INTERVAL** This macro determines how often `condor_preen` should be started. It is defined in terms of seconds and defaults to 86400 (once a day).

**PUBLISH_OBITUARIES** When a daemon crashes, the `condor_master` can send e-mail to the address specified by `$(CONDOR_ADMIN)` with an obituary letting the administrator know that the daemon died, the cause of death (which signal or exit status it exited with), and (optionally) the last few entries from that daemon’s log file. If you want obituaries, set this macro to `True`.

**OBITUARY_LOG_LENGTH** This macro controls how many lines of the log file are part of obituaries. This macro has a default value of 20 lines.
**START_MASTER**  If this setting is defined and set to False the condor_master will immediately exit upon startup. This appears strange, but perhaps you do not want HTCondor to run on certain machines in your pool, yet the boot scripts for your entire pool are handled by a centralized set of files – setting START_MASTER to False for those machines would allow this. Note that START_MASTER is an entry you would most likely find in a local configuration file, not a global configuration file. If not defined, START_MASTER defaults to True.

**START_DAEMONS**  This macro is similar to the $(START_MASTER) macro described above. However, the condor_master does not exit; it does not start any of the daemons listed in the $(DAEMON_LIST). The daemons may be started at a later time with a condor_on command.

**MASTER_UPDATE_INTERVAL**  This macro determines how often the condor_master sends a ClassAd update to the condor_collector. It is defined in seconds and defaults to 300 (every 5 minutes).

**MASTER_CHECK_NEW_EXEC_INTERVAL**  This macro controls how often the condor_master checks the timestamps of the running daemons. If any daemons have been modified, the master restarts them. It is defined in seconds and defaults to 300 (every 5 minutes).

**MASTER_NEW_BINARY_RESTART**  Defines a mode of operation for the restart of the condor_master, when it notices that the condor_master binary has changed. Valid values are GRACEFUL, PEACEFUL, and NEVER, with a default value of GRACEFUL. On a GRACEFUL restart of the master, child processes are told to exit, but if they do not before a timer expires, then they are killed. On a PEACEFUL restart, child processes are told to exit, after which the condor_master waits until they do so.

**MASTER_NEW_BINARY_DELAY**  Once the condor_master has discovered a new binary, this macro controls how long it waits before attempting to execute the new binary. This delay exists because the condor_master might notice a new binary while it is in the process of being copied, in which case trying to execute it yields unpredictable results. The entry is defined in seconds and defaults to 120 (2 minutes).

**SHUTDOWN_FAST_TIMEOUT**  This macro determines the maximum amount of time daemons are given to perform their fast shutdown procedure before the condor_master kills them outright. It is defined in seconds and defaults to 300 (5 minutes).

**DEFAULT_MASTER_SHUTDOWN_SCRIPT**  A full path and file name of a program that the condor_master is to execute via the Unix execl() call, or the similar Win32 _execl() call, instead of the normal call to exit(). This allows the admin to specify a program to execute as root when the condor_master exits. Note that a successful call to the condor_set_shutdown program will override this setting; see the documentation for config knob MASTER_SHUTDOWN_<Name> below.

**MASTER_SHUTDOWN_<Name>**  A full path and file name of a program that the condor_master is to execute via the Unix execl() call, or the similar Win32 _execl() call, instead of the normal call to exit(). Multiple programs to execute may be defined with multiple entries, each with a unique Name. These macros have no effect on a condor_master unless condor_set_shutdown is run. The Name specified as an argument to the condor_set_shutdown program must match the Name portion of one of these MASTER_SHUTDOWN_<Name> macros; if not, the condor_master will log an error and ignore the command. If a match is found, the condor_master will attempt to verify the program, and it will store the path and program name. When the condor_master shuts down (that is, just before it exits), the program is then executed as described above. The manual page for condor_set_shutdown on page 859 contains details on the use of this program.

**NOTE:**  This program will be run with root privileges under Unix or administrator privileges under Windows. The administrator must ensure that this cannot be used in such a way as to violate system integrity.
When a daemon crashes, condor_master uses an exponential back off delay before restarting it; see the discussion at the end of this section for a detailed discussion on how these parameters work together. These settings define the constant value of the expression used to determine how long to wait before starting the daemon again (and, effectively becomes the initial backoff time). It is an integer in units of seconds, and defaults to 9 seconds.

\$(\text{MASTER}_<\text{name}>\_\text{BACKOFF_CONSTANT})\) is the daemon-specific form of \text{MASTER_BACKOFF_CONSTANT}; if this daemon-specific macro is not defined for a specific daemon, the non-daemon-specific value will used.

\text{MASTER_BACKOFF_FACTOR} and \text{MASTER}_<\text{name}>\_\text{BACKOFF_FACTOR} When a daemon crashes, condor_master uses an exponential back off delay before restarting it; see the discussion at the end of this section for a detailed discussion on how these parameters work together. This setting is the base of the exponent used to determine how long to wait before starting the daemon again. It defaults to 2 seconds.

\$(\text{MASTER}_<\text{name}>\_\text{BACKOFF_FACTOR})\) is the daemon-specific form of \text{MASTER_BACKOFF_FACTOR}; if this daemon-specific macro is not defined for a specific daemon, the non-daemon-specific value will used.

\text{MASTER_BACKOFF_CEILING} and \text{MASTER}_<\text{name}>\_\text{BACKOFF_CEILING} When a daemon crashes, condor_master uses an exponential back off delay before restarting it; see the discussion at the end of this section for a detailed discussion on how these parameters work together. This entry determines the maximum amount of time you want the master to wait between attempts to start a given daemon. (With 2.0 as the \(\$(\text{MASTER_BACKOFF_FACTOR})\), 1 hour is obtained in 12 restarts). It is defined in terms of seconds and defaults to 3600 (1 hour).

\$(\text{MASTER}_<\text{name}>\_\text{BACKOFF_CEILING})\) is the daemon-specific form of \text{MASTER_BACKOFF_CEILING}; if this daemon-specific macro is not defined for a specific daemon, the non-daemon-specific value will used.

\text{MASTER_RECOVER_FACTOR} and \text{MASTER}_<\text{name}>\_\text{RECOVER_FACTOR} A macro to set how long a daemon needs to run without crashing before it is considered recovered. Once a daemon has recovered, the number of restarts is reset, so the exponential back off returns to its initial state. The macro is defined in terms of seconds and defaults to 300 (5 minutes).

\$(\text{MASTER}_<\text{name}>\_\text{RECOVER_FACTOR})\) is the daemon-specific form of \text{MASTER_RECOVER_FACTOR}; if this daemon-specific macro is not defined for a specific daemon, the non-daemon-specific value will used.

When a daemon crashes, condor_master will restart the daemon after a delay (a back off). The length of this delay is based on how many times it has been restarted, and gets larger after each crashes. The equation for calculating this backoff time is given by:

\[ t = c + k^n \]

where \( t \) is the calculated time, \( c \) is the constant defined by \$(\text{MASTER_BACKOFF_CONSTANT})\), \( k \) is the “factor” defined by \$(\text{MASTER_BACKOFF_FACTOR})\), and \( n \) is the number of restarts already attempted (0 for the first restart, 1 for the next, etc.).

With default values, after the first crash, the delay would be \( t = 9 + 2.0^0 \), giving 10 seconds (remember, \( n = 0 \)). If the daemon keeps crashing, the delay increases.

For example, take the \$(\text{MASTER_BACKOFF_FACTOR})\) (which defaults to 2.0) to the power the number of times the daemon has restarted, and add $(\text{MASTER_BACKOFF_CONSTANT})\) (which defaults to 9). Thus:
1\textsuperscript{st} crash: \( n = 0 \), so: \( t = 9 + 2^0 = 9 + 1 = 10 \text{ seconds} \)

2\textsuperscript{nd} crash: \( n = 1 \), so: \( t = 9 + 2^1 = 9 + 2 = 11 \text{ seconds} \)

3\textsuperscript{rd} crash: \( n = 2 \), so: \( t = 9 + 2^2 = 9 + 4 = 13 \text{ seconds} \)

... 

6\textsuperscript{th} crash: \( n = 5 \), so: \( t = 9 + 2^5 = 9 + 32 = 41 \text{ seconds} \)

... 

9\textsuperscript{th} crash: \( n = 8 \), so: \( t = 9 + 2^8 = 9 + 256 = 265 \text{ seconds} \)

And, after the 13 crashes, it would be:

13\textsuperscript{th} crash: \( n = 12 \), so: \( t = 9 + 2^{12} = 9 + 4096 = 4105 \text{ seconds} \)

This is bigger than the \( $(\text{MASTER\_BACKOFF\_CEILING}) \), which defaults to 3600, so the daemon would really be restarted after only 3600 seconds, not 4105. The \textit{condor\_master} tries again every hour (since the numbers would get larger and would always be capped by the ceiling). Eventually, imagine that daemon finally started and did not crash. This might happen if, for example, an administrator reinstalled an accidentally deleted binary after receiving e-mail about the daemon crashing. If it stayed alive for \( $(\text{MASTER\_RECOVER\_FACTOR}) \) seconds (defaults to 5 minutes), the count of how many restarts this daemon has performed is reset to 0.

The moral of the example is that the defaults work quite well, and you probably will not want to change them for any reason.

\textbf{MASTER\_NAME \textit{}} Defines a unique name given for a \textit{condor\_master} daemon on a machine. For a \textit{condor\_master} running as root, it defaults to the fully qualified host name. When not running as root, it defaults to the user that instantiates the \textit{condor\_master}, concatenated with an at symbol (@), concatenated with the fully qualified host name. If more than one \textit{condor\_master} is running on the same host, then the MASTER\_NAME for each \textit{condor\_master} must be defined to uniquely identify the separate daemons.

A defined MASTER\_NAME is presumed to be of the form identifying-string@full.host.name. If the string does not include an @ sign, HTCondor appends one, followed by the fully qualified host name of the local machine. The identifying-string portion may contain any alphanumeric ASCII characters or punctuation marks, except the @ sign. We recommend that the string does not contain the : (colon) character, since that might cause problems with certain tools. Previous to HTCondor 7.1.1, when the string included an @ sign, HTCondor replaced whatever followed the @ sign with the fully qualified host name of the local machine. HTCondor does not modify any portion of the string, if it contains an @ sign. This is useful for remote job submissions under the high availability of the job queue.

If the MASTER\_NAME setting is used, and the \textit{condor\_master} is configured to spawn a \textit{condor\_schedd}, the name defined with MASTER\_NAME takes precedence over the SCHEDD\_NAME setting (see section 3.5.9 on page 269). Since HTCondor makes the assumption that there is only one instance of the \textit{condor\_startd} running on a machine, the MASTER\_NAME is not automatically propagated to the \textit{condor\_startd}. However, in situations where multiple \textit{condor\_startd} daemons are running on the same host, the STARTD\_NAME should be set to uniquely identify the \textit{condor\_startd} daemons.

If an HTCondor daemon (master, schedd or startd) has been given a unique name, all HTCondor tools that need
to contact that daemon can be told what name to use via the -name command-line option.

**MASTER_ATTRS**  This macro is described in section 3.5.3 as `<SUBSYS>_ATTRS`.

**MASTER_DEBUG**  This macro is described in section 3.5.2 as `<SUBSYS>_DEBUG`.

**MASTER_ADDRESS_FILE**  This macro is described in section 3.5.3 as `<SUBSYS>_ADDRESS_FILE`.

**ALLOW_ADMIN_COMMANDS**  If set to NO for a given host, this macro disables administrative commands, such as condor_restart, condor_on, and condor_off, to that host.

**MASTER_INSTANCE_LOCK**  Defines the name of a file for the condor_master daemon to lock in order to prevent multiple condor_masters from starting. This is useful when using shared file systems like NFS which do not technically support locking in the case where the lock files reside on a local disk. If this macro is not defined, the default file name will be `$(LOCK)/InstanceLock`. `$(LOCK)` can instead be defined to specify the location of all lock files, not just the condor_master’s InstanceLock. If `$(LOCK)` is undefined, then the master log itself is locked.

**ADD_WINDOWS_FIREWALL_EXCEPTION**  When set to False, the condor_master will not automatically add HTCondor to the Windows Firewall list of trusted applications. Such trusted applications can accept incoming connections without interference from the firewall. This only affects machines running Windows XP SP2 or higher. The default is True.

**WINDOWS_FIREWALL_FAILURE_RETRY**  An integer value (default value is 2) that represents the number of times the condor_master will retry to add firewall exceptions. When a Windows machine boots up, HTCondor starts up by default as well. Under certain conditions, the condor_master may have difficulty adding exceptions to the Windows Firewall because of a delay in other services starting up. Examples of services that may possibly be slow are the SharedAccess service, the Netman service, or the Workstation service. This configuration variable allows administrators to set the number of times (once every 5 seconds) that the condor_master will retry to add firewall exceptions. A value of 0 means that HTCondor will retry indefinitely.

**USE_PROCESS_GROUPS**  A boolean value that defaults to True. When False, HTCondor daemons on Unix machines will not create new sessions or process groups. HTCondor uses processes groups to help it track the descendants of processes it creates. This can cause problems when HTCondor is run under another job execution system.

**DISCARD_SESSION_KEYRING_ON_STARTUP**  A boolean value that defaults to True. When True, the condor_master daemon will replace the kernel session keyring it was invoked with with a new keyring named htcondor. Various Linux system services, such as OpenAFS and eCryptFS, use the kernel session keyring to hold passwords and authentication tokens. By replacing the keyring on start up, the condor_master ensures these keys cannot be unintentionally obtained by user jobs.

**ENABLE_KERNEL_TUNING**  Relevant only to Linux platforms, a boolean value that defaults to True. When True, the condor_master daemon invokes the kernel tuning script specified by configuration variable LINUX_KERNEL_TUNING_SCRIPT once as root when the condor_master daemon starts up.

**KERNEL_TUNING_LOG**  A string value that defaults to `$(LOG)/KernelTuningLog`. If the kernel tuning script runs, its output will be logged to this file.

**LINUX_KERNEL_TUNING_SCRIPT**  A string value that defaults to `$(LIBEXEC)/linux_kernel_tuning`. This is the script that the condor_master runs to tune the kernel when ENABLE_KERNEL_TUNING is True.
3.5.8 condor_startd Configuration File Macros

NOTE: If you are running HTCondor on a multi-CPU machine, be sure to also read section 3.7.1 on page 379 which describes how to set up and configure HTCondor on multi-core machines.

These settings control general operation of the condor_startd. Examples using these configuration macros, as well as further explanation is found in section 3.7 on Configuring The Startd Policy.

START A boolean expression that, when True, indicates that the machine is willing to start running an HTCondor job. START is considered when the condor_negotiator daemon is considering evicting the job to replace it with one that will generate a better rank for the condor_startd daemon, or a user with a higher priority.

SUSPEND A boolean expression that, when True, causes HTCondor to suspend running an HTCondor job. The machine may still be claimed, but the job makes no further progress, and HTCondor does not generate a load on the machine.

PREEMPT A boolean expression that, when True, causes HTCondor to stop a currently running job once MAXJOBRETIREMENTTIME has expired. This expression is not evaluated if WANT_SUSPEND is True. The default value is False, such that preemption is disabled.

WANT_HOLD A boolean expression that defaults to False. When True and the value of PREEMPT becomes True and WANT_SUSPEND is False and MAXJOBRETIREMENTTIME has expired, the job is put on hold for the reason (optionally) specified by the variables WANT_HOLD_REASON and WANT_HOLD_SUBCODE. As usual, the job owner may specify periodic_release and/or periodic_remove expressions to react to specific hold states automatically. The attribute HoldReasonCode in the job ClassAd is set to the value 21 when WANT_HOLD is responsible for putting the job on hold.

Here is an example policy that puts jobs on hold that use too much virtual memory:

```
VIRTUAL_MEMORY_AVAILABLE_MB = (VirtualMemory*0.9)
MEMORY_EXCEEDED = ImageSize/1024 > $(VIRTUAL_MEMORY_AVAILABLE_MB)
PREEMPT = ($(PREEMPT)) || ($(MEMORY_EXCEEDED))
WANT_SUSPEND = ($(WANT_SUSPEND)) && ($(MEMORY_EXCEEDED)) =!= TRUE
WANT_HOLD = ($(MEMORY_EXCEEDED))
WANT_HOLD_REASON = 
  ifThenElse( $(MEMORY_EXCEEDED), 
    "Your job used too much virtual memory.", 
    undefined )
```

WANT_HOLD_REASON An expression that defines a string utilized to set the job ClassAd attribute HoldReason when a job is put on hold due to WANT_HOLD. If not defined or if the expression evaluates to Undefined, a default hold reason is provided.

WANT_HOLD_SUBCODE An expression that defines an integer value utilized to set the job ClassAd attribute HoldReasonSubCode when a job is put on hold due to WANT_HOLD. If not defined or if the expression evaluates to Undefined, the value is set to 0. Note that HoldReasonCode is always set to 21.

CONTINUE A boolean expression that, when True, causes HTCondor to continue the execution of a suspended job.
KILL  A boolean expression that, when True, causes HTCondor to immediately stop the execution of a vacating job, without delay. The job is hard-killed, so any attempt by the job to checkpoint or clean up will be aborted. This expression should normally be False. When desired, it may be used to abort the graceful shutdown of a job earlier than the limit imposed by MachineMaxVacateTime.

PERIODIC_CHECKPOINT  A boolean expression that, when True, causes HTCondor to initiate a checkpoint of the currently running job. This setting applies to all standard universe jobs and to vm universe jobs that have set `vm_checkpoint` to True in the submit description file.

RANK  A floating point value that HTCondor uses to compare potential jobs. A larger value for a specific job ranks that job above others with lower values for RANK.

ADVERTISE_P_SLOT_ROLLUP_INFORMATION  A boolean value that defaults to True, causing the condor_startd to advertise ClassAd attributes that may be used in partitionable slot preemption. The attributes are

- ChildAccountingGroup
- ChildActivity
- ChildCPUs
- ChildCurrentRank
- ChildEnteredCurrentState
- ChildMemory
- ChildName
- ChildRemoteOwner
- ChildRemoteUser
- ChildRetirementTimeRemaining
- ChildState
- PslotRollupInformation

STARTD_PARTITIONABLE_SLOT_ATTRS  A list of additional from the above default attributes from dynamic slots that will be rolled up into a list attribute in their parent partitionable slot, prefixed with the name Child.

IS_VALID_CHECKPOINT_PLATFORM  A boolean expression that is logically ANDed with the with the START expression to limit which machines a standard universe job may continue execution on once they have produced a checkpoint. The default expression is

```
IS_VALID_CHECKPOINT_PLATFORM =
{
    (TARGET.JobUniverse == 1) == FALSE) ||

    (MY.CheckpointPlatform != UNDEFINED) &&
    {
        (TARGET.LastCheckpointPlatform == MY.CheckpointPlatform) ||
        (TARGET.NumCkpts == 0)
    }
}
```
CHECKPOINT_PLATFORM  A string used to override the automatically-generated machine ClassAd attribute CheckpointPlatform (see section A.3), which is used to identify the platform upon which a job previously generated a checkpoint under the standard universe. This restricts the machine matches that may be considered for a job and where the job may resume. Overriding the value may be necessary for architectures that are the same in name, but actually have differences in instruction sets, such as the AVX extensions to the Intel processor.

WANT_SUSPEND  A boolean expression that, when True, tells HTCondor to evaluate the SUSPEND expression to decide whether to suspend a running job. When True, the PREEMPT expression is not evaluated. When not explicitly set, the condor_startd exits with an error. When explicitly set, but the evaluated value is anything other than True, the value is utilized as if it were False.

WANT_VACATE  A boolean expression that, when True, defines that a preempted HTCondor job is to be vacated, instead of killed. This means the job will be soft-killed and given time to checkpoint or clean up. The amount of time given depends on MachineMaxVacateTime and KILL. The default value is True.

ENABLE_VERSIONED_OPSYS  A boolean expression that determines whether pre-7.7.2 strings used for the machine ClassAd attribute OpSys are used or not. Defaults to False on Windows platforms, meaning that the newer behavior of setting OpSys = "WINDOWS" and OpSysVer = 601 (for example), while OpSysAndVer = "WINNT61". On platforms other than Windows, the default value is True, meaning that the values for OpSys and OpSysAndVer are the same, implementing the pre-7.7.2 behavior.

IS_OWNER  A boolean expression that determines when a machine ad should enter the Owner state. While in the Owner state, the machine ad will not be matched to any jobs. The default value is False (never enter Owner state). Job ClassAd attributes should not be used in defining IS_OWNER, as they would be Undefined.

STARTD_HISTORY  A file name where the condor_startd daemon will maintain a job history file in an analogous way to that of the history file defined by the configuration variable HISTORY. It will be rotated in the same way, and the same parameters that apply to the HISTORY file rotation apply to the condor_startd daemon history as well. This can be read with the condor_history command by passing the name of the file to the -file option of condor_history.

    condor_history -file `condor_config_val LOG'/startd_history

STARTER  This macro holds the full path to the condor_starter binary that the condor_startd should spawn. It is normally defined relative to $(SBIN).

KILLING_TIMEOUT  The amount of time in seconds that the condor_startd should wait after sending a fast shutdown request to condor_starter before forcibly killing the job and condor_starter. The default value is 30 seconds.

POLLLING_INTERVAL  When a condor_startd enters the claimed state, this macro determines how often the state of the machine is polled to check the need to suspend, resume, vacate or kill the job. It is defined in terms of seconds and defaults to 5.

UPDATE_INTERVAL  Determines how often the condor_startd should send a ClassAd update to the condor_collector. The condor_startd also sends update on any state or activity change, or if the value of its START expression changes. See section 3.7.1 on condor_startd states, section 3.7.1 on condor_startd Activities, and section 3.7.1 on condor_startd START expression for details on states, activities, and the START expression. This macro is defined in terms of seconds and defaults to 300 (5 minutes).
UPDATE_OFFSET  An integer value representing the number of seconds of delay that the condor_startd should wait before sending its initial update, and the first update after a condor_reconfig command is sent to the condor_collector. The time of all other updates sent after this initial update is determined by $(UPDATE_INTERVAL)$. Thus, the first update will be sent after $(UPDATE_OFFSET)$ seconds, and the second update will be sent after $(UPDATE_OFFSET) + $(UPDATE_INTERVAL)$. This is useful when used in conjunction with the $RANDOM_INTEGER()$ macro for large pools, to spread out the updates sent by a large number of condor_startd daemons. Defaults to zero. The example configuration

```
startd.UPDATE_INTERVAL = 300
startd.UPDATE_OFFSET = $RANDOM_INTEGER(0,300)
```

causes the initial update to occur at a random number of seconds falling between 0 and 300, with all further updates occurring at fixed 300 second intervals following the initial update.

MachineMaxVacateTime  An integer expression representing the number of seconds the machine is willing to wait for a job that has been soft-killed to gracefully shut down. The default value is 600 seconds (10 minutes). This expression is evaluated when the job starts running. The job may adjust the wait time by setting JobMaxVacateTime. If the job’s setting is less than the machine’s, the job’s specification is used. If the job’s setting is larger than the machine’s, the result depends on whether the job has any excess retirement time. If the job has more retirement time left than the machine’s maximum vacate time setting, then retirement time will be converted into vacating time, up to the amount of JobMaxVacateTime. The KILL expression may be used to abort the graceful shutdown of the job at any time. At the time when the job is preempted, the WANT_VACATE expression may be used to skip the graceful shutdown of the job.

MAXJOBRETIREMENTTIME  When the condor_startd wants to evict a job, a job which has run for less than the number of seconds specified by this expression will not be hard-killed. The condor_startd will wait for the job to finish or to exceed this amount of time, whichever comes sooner. Time spent in suspension does not count against the job. The default value of 0 (when the configuration variable is not present) means that the job gets no retirement time. If the job vacating policy grants the job X seconds of vacating time, a preempted job will be soft-killed X seconds before the end of its retirement time, so that hard-killing of the job will not happen until the end of the retirement time if the job does not finish shutting down before then. Note that in peaceful shutdown mode of the condor_startd, retirement time is treated as though infinite. In graceful shutdown mode, the job will not be preempted until the configured retirement time expires or SHUTDOWN_GRACEFUL_TIMEOUT expires. In fast shutdown mode, retirement time is ignored. See MAXJOBRETIREMENTTIME in section 3.7.1 for further explanation.

By default the condor_negotiator will not match jobs to a slot with retirement time remaining. This behavior is controlled by NEGOTIATOR_CONSIDER_EARLY_PREEMPTION.

There is no default value for this configuration variable.

CLAIM_WORKLIFE  This expression specifies the number of seconds after which a claim will stop accepting additional jobs. The default is 1200, which is 20 minutes. Once the condor_negotiator gives a condor_schedd a claim to a slot, the condor_schedd will keep running jobs on that slot as long as it has more jobs with matching requirements, and CLAIM_WORKLIFE has not expired, and it is not preempted. Once CLAIM_WORKLIFE expires, any existing job may continue to run as usual, but once it finishes or is preempted, the claim is closed. When CLAIM_WORKLIFE is -1, this is treated as an infinite claim worklife, so claims may be held indefinitely (as long as they are not preempted and the user does not run out of jobs, of course). A value of 0 has the effect of not allowing more than one job to run per claim, since it immediately expires after the first job starts running.
MAXCLAIMALIVESMISSED The condor_schedd sends periodic updates to each condor_startd as a keep alive (see the description of ALIVE_INTERVAL on page 261). If the condor_startd does not receive any keep alive messages, it assumes that something has gone wrong with the condor_schedd and that the resource is not being effectively used. Once this happens, the condor_startd considers the claim to have timed out, it releases the claim, and starts advertising itself as available for other jobs. Because these keep alive messages are sent via UDP, they are sometimes dropped by the network. Therefore, the condor_startd has some tolerance for missed keep alive messages, so that in case a few keep alives are lost, the condor_startd will not immediately release the claim. This setting controls how many keep alive messages can be missed before the condor_startd considers the claim no longer valid. The default is 6.

STARTD_HAS_BAD_UTMP When the condor_startd is computing the idle time of all the users of the machine (both local and remote), it checks the utmp file to find all the currently active ttys, and only checks access time of the devices associated with active logins. Unfortunately, on some systems, utmp is unreliable, and the condor_startd might miss keyboard activity by doing this. So, if your utmp is unreliable, set this macro to true and the condor_startd will check the access time on all tty and pty devices.

CONSOLE_DEVICES This macro allows the condor_startd to monitor console (keyboard and mouse) activity by checking the access times on special files in /dev. Activity on these files shows up as ConsoleIdle time in the condor_startd’s ClassAd. Give a comma-separated list of the names of devices considered the console, without the /dev/ portion of the path name. The defaults vary from platform to platform, and are usually correct.

One possible exception to this is on Linux, where we use “mouse” as one of the entries. Most Linux installations put in a soft link from /dev/mouse that points to the appropriate device (for example, /dev/psaux for a PS/2 bus mouse, or /dev/tty00 for a serial mouse connected to com1). However, if your installation does not have this soft link, you will either need to put it in (you will be glad you did), or change this macro to point to the right device.

Unfortunately, modern versions of Linux do not update the access time of device files for USB devices. Thus, these files cannot be be used to determine when the console is in use. Instead, use the condor_kbdd daemon, which gets this information by connecting to the X server.

KBDD_BUMP_CHECK_SIZE The number of pixels that the mouse can move in the X and/or Y direction, while still being considered a bump, and not keyboard activity. If the movement is greater than this bump size then the move is not a transient one, and it will register as activity. The default is 16, and units are pixels. Setting the value to 0 effectively disables bump testing.

KBDD_BUMP_CHECK_AFT_IDLE_TIME The number of seconds of keyboard idle time that will pass before bump testing begins. The default is 15 minutes.

STARTD_JOB_ATTRS When the machine is claimed by a remote user, the condor_startd can also advertise arbitrary attributes from the job ClassAd in the machine ClassAd. List the attribute names to be advertised. NOTE: Since these are already ClassAd expressions, do not do anything unusual with strings. By default, the job ClassAd attributes JobUniverse, NiceUser, ExecutableSize and ImageSize are advertised into the machine ClassAd. This setting was formerly called STARTD_JOB_EXPRS. The older name is still supported, but support for the older name may be removed in a future version of HTCondor.

STARTD_ATTRS This macro is described in section 3.5.3 as <SUBSYS>_ATTRS.
STARTD_DEBUG  This macro (and other settings related to debug logging in the condor_startd) is described in section 3.5.2 as <SUBSYS>_DEBUG.

STARTD_ADDRESS_FILE  This macro is described in section 3.5.3 as <SUBSYS>_ADDRESS_FILE

STARTD_SHOULD_WRITECLAIM_ID_FILE  The condor_startd can be configured to write out the ClaimId for the next available claim on all slots to separate files. This boolean attribute controls whether the condor_startd should write these files. The default value is True.

STARTD_CLAIM_ID_FILE  This macro controls what file names are used if the above STARTD_SHOULD_WRITECLAIM_ID_FILE is true. By default, HTCondor will write the ClaimId into a file in the $(LOG) directory called .startd_claim_id.slotX, where X is the value of SlotID, the integer that identifies a given slot on the system, or 1 on a single-slot machine. If you define your own value for this setting, you should provide a full path, and HTCondor will automatically append the .slotX portion of the file name.

NUM_CPUS  An integer value, which can be used to lie to the condor_startd daemon about how many CPUs a machine has. When set, it overrides the value determined with HTCondor’s automatic computation of the number of CPUs in the machine. Lying in this way can allow multiple HTCondor jobs to run on a single-CPU machine, by having that machine treated like a multi-core machine with multiple CPUs, which could have different HTCondor jobs running on each one. Or, a multi-core machine may advertise more slots than it has CPUs. However, lying in this manner will hurt the performance of the jobs, since now multiple jobs will run on the same CPU, and the jobs will compete with each other. The option is only meant for people who specifically want this behavior and know what they are doing. It is disabled by default.

The default value is $(DETECTED_CPUS).

The condor_startd only takes note of the value of this configuration variable on start up, therefore it cannot be changed with a simple reconfigure. To change this, restart the condor_startd daemon for the change to take effect.

The command will be

```
condor_restart -startd
```

MAX_NUM_CPUS  An integer value used as a ceiling for the number of CPUs detected by HTCondor on a machine. This value is ignored if NUM_CPUS is set. If set to zero, there is no ceiling. If not defined, the default value is zero, and thus there is no ceiling.

Note that this setting cannot be changed with a simple reconfigure, either by sending a SIGHUP or by using the condor_reconfig command. To change this, restart the condor_startd daemon for the change to take effect. The command will be

```
condor_restart -startd
```

COUNT_HYPERTHREAD_CPUS  This configuration variable controls how HTCondor sees hyper-threaded processors. When set to the default value of True, it includes virtual CPUs in the default value of DETECTED_CPUS. On dedicated cluster nodes, counting virtual CPUs can sometimes improve total throughput at the expense of individual job speed. However, counting them on desktop workstations can interfere with interactive job performance.
MEMORY  Normally, HTCondor will automatically detect the amount of physical memory available on your machine. Define MEMORY to tell HTCondor how much physical memory (in MB) your machine has, overriding the value HTCondor computes automatically. The actual amount of memory detected by HTCondor is always available in the pre-defined configuration macro DETECTED_MEMORY.

RESERVED_MEMORY  How much memory would you like reserved from HTCondor? By default, HTCondor considers all the physical memory of your machine as available to be used by HTCondor jobs. If RESERVED_MEMORY is defined, HTCondor subtracts it from the amount of memory it advertises as available.

STARTD_NAME  Used to give an alternative value to the Name attribute in the condor_startd’s ClassAd. This esoteric configuration macro might be used in the situation where there are two condor_startd daemons running on one machine, and each reports to the same condor_collector. Different names will distinguish the two daemons. See the description of MASTER_NAME in section 3.5.7 on page 243 for defaults and composition of valid HTCondor daemon names.

RUNBENCHMARKS  A boolean expression that specifies whether to run benchmarks. When the machine is in the Unclaimed state and this expression evaluates to True, benchmarks will be run. If RUNBENCHMARKS is specified and set to anything other than False, additional benchmarks will be run once, when the condor_startd starts. To disable start up benchmarks, set RunBenchmarks to False.

DedicatedScheduler  A string that identifies the dedicated scheduler this machine is managed by. Section 3.14.9 on page 479 details the use of a dedicated scheduler.

STARTD_NOCLAIM_SHUTDOWN  The number of seconds to run without receiving a claim before shutting HTCondor down on this machine. Defaults to unset, which means to never shut down. This is primarily intended to facilitate glidein; use in other situations is not recommended.

STARTD_PUBLISH_WINREG  A string containing a semicolon-separated list of Windows registry key names. For each registry key, the contents of the registry key are published in the machine ClassAd. All attribute names are prefixed with WINREG_. The remainder of the attribute name is formed in one of two ways. The first way explicitly specifies the name within the list with the syntax

STARTD_PUBLISH_WINREG = AttrName1 = KeyName1; AttrName2 = KeyName2

The second way of forming the attribute name derives the attribute names from the key names in the list. The derivation uses the last three path elements in the key name and changes each illegal character to an underscore character. Illegal characters are essentially any non-alphanumeric character. In addition, the percent character (%) is replaced by the string Percent, and the string /sec is replaced by the string _Per_Sec.

HTCondor expects that the hive identifier, which is the first element in the full path given by a key name, will be the valid abbreviation. Here is a list of abbreviations:

HKLM is the abbreviation for HKEY_LOCAL_MACHINE
HKCR is the abbreviation for HKEY_CLASSES_ROOT
HKCU is the abbreviation for HKEY_CURRENT_USER
HKPD is the abbreviation for HKEY_PERFORMANCE_DATA
HKCC is the abbreviation for HKEY_CURRENT_CONFIG
HKU is the abbreviation for HKEY_USERS
The HKPD key names are unusual, as they are not shown in regedit. Their values are periodically updated at the interval defined by UPDATE_INTERVAL. The others are not updated until condor_reconfig is issued.

Here is a complete example of the configuration variable definition,

```
STARTD_PUBLISH_WINREG = HKLM\Software\Perl\BinDir; \\
BATFile_RunAs_Command = HKCR\batFile\shell\RunAs\command; \\
HKPD\Memory\Available MBytes; \\
BytesAvail = HKPD\Memory\Available Bytes; \\
HKPD\Terminal Services\Total Sessions; \\
HKPD\Processor\% Idle Time; \\
HKPD\System\Processes
```

which generates the following portion of a machine ClassAd:

```
WINREG_Software_Perl_BinDir = "C:\Perl\bin\perl.exe"
WINREG_BATFile_RunAs_Command = "%SystemRoot%\System32\cmd.exe /C "%1" %*"
WINREG_Memory_Available_MBytes = 5331
WINREG_BytesAvail = 559036192.000000
WINREG_Terminal_Services_Total_Sessions = 2
WINREG_Processor_Percent_Idle_Time = 72.350384
WINREG_System_Processes = 166
```

**MOUNT_UNDER_SCRATCH** A ClassAd expression, which when evaluated in the context of the job ClassAd, evaluates to a string that contains a comma separated list of directories. For each directory in the list, HTCondor creates a directory in the job’s temporary scratch directory with that name, and makes it available at the given name using bind mounts. This is available on Linux systems which provide bind mounts and per-process tree mount tables, such as Red Hat Enterprise Linux 5. A bind mount is like a symbolic link, but is not globally visible to all processes. It is only visible to the job and the job’s child processes. As an example:

```
MOUNT_UNDER_SCRATCH = ifThenElse(TARGET.UtsnameSysname ? "Linux", "/tmp,/var/tmp", "")
```

If the job is running on a Linux system, it will see the usual /tmp and /var/tmp directories, but when accessing files via these paths, the system will redirect the access. The resultant files will actually end up in directories named tmp or var/tmp under the the job’s temporary scratch directory. This is useful, because the job’s scratch directory will be cleaned up after the job completes, two concurrent jobs will not interfere with each other, and because jobs will not be able to fill up the real /tmp directory. Another use case might be for home directories, which some jobs might want to write to, but that should be cleaned up after each job run. The default value is "/tmp,/var/tmp".

If the job’s execute directory is encrypted, /tmp and /var/tmp are automatically added to MOUNT_UNDER_SCRATCH when the job is run (they will not show up if MOUNT_UNDER_SCRATCH is examined with condor_config_val).

Note that the MOUNT_UNDER_SCRATCH mounts do not take place until the PreCmd of the job, if any, completes. (See \[A.2\] for information on PreCmd.)

Also note that, if MOUNT_UNDER_SCRATCH is defined, it must either be a ClassAd string (with double-quotes) or an expression that evaluates to a string.
For Docker Universe jobs, any directories that are mounted under scratch are also volume mounted on the same paths inside the container. That is, any reads or writes to files in those directories goes to the host filesystem under the scratch directory. This is useful if a container has limited space to grow a filesystem.

The following macros control if the condor_startd daemon should perform backfill computations whenever resources would otherwise be idle. See section 3.14.10 on page 482 on Configuring HTCondor for Running Backfill Jobs for details.

**ENABLE_BACKFILL** A boolean value that, when True, indicates that the machine is willing to perform backfill computations when it would otherwise be idle. This is not a policy expression that is evaluated, it is a simple True or False. This setting controls if any of the other backfill-related expressions should be evaluated. The default is False.

**BACKFILL_SYSTEM** A string that defines what backfill system to use for spawning and managing backfill computations. Currently, the only supported value for this is "BOINC", which stands for the Berkeley Open Infrastructure for Network Computing. See http://boinc.berkeley.edu for more information about BOINC. There is no default value, administrators must define this.

**START_BACKFILL** A boolean expression that is evaluated whenever an HTCondor resource is in the Unclaimed/Idle state and the ENABLE_BACKFILL expression is True. If START_BACKFILL evaluates to True, the machine will enter the Backfill state and attempt to spawn a backfill computation. This expression is analogous to the START expression that controls when an HTCondor resource is available to run normal HTCondor jobs. The default value is False (which means do not spawn a backfill job even if the machine is idle and ENABLE_BACKFILL expression is True). For more information about policy expressions and the Backfill state, see section 3.7 beginning on page 353 especially sections 3.7.1, 3.7.1 and 3.7.1.

**EVICT_BACKFILL** A boolean expression that is evaluated whenever an HTCondor resource is in the Backfill state which, when True, indicates the machine should immediately kill the currently running backfill computation and return to the Owner state. This expression is a way for administrators to define a policy where interactive users on a machine will cause backfill jobs to be removed. The default value is False. For more information about policy expressions and the Backfill state, see section 3.7 beginning on page 353 especially sections 3.7.1, 3.7.1 and 3.7.1.

The following macros only apply to the condor_startd daemon when it is running on a multi-core machine. See section 3.7.1 on page 379 for details.

**STARTD_RESOURCE_PREFIX** A string which specifies what prefix to give the unique HTCondor resources that are advertised on multi-core machines. Previously, HTCondor used the term virtual machine to describe these resources, so the default value for this setting was vm. However, to avoid confusion with other kinds of virtual machines, such as the ones created using tools like VMware or Xen, the old virtual machine terminology has been changed, and has become the term slot. Therefore, the default value of this prefix is now slot. If sites want to continue using vm, or prefer something other slot, this setting enables sites to define what string the condor_startd will use to name the individual resources on a multi-core machine.

**SLOTS_CONNECTED_TO_CONSOLE** An integer which indicates how many of the machine slots the condor_startd is representing should be "connected" to the console. This allows the condor_startd to notice console activity. Defaults to the number of slots in the machine, which is $(NUM_CPUS).
**SLOTS_CONNECTED_TO_KEYBOARD**  An integer which indicates how many of the machine slots the condor_startd is representing should be "connected" to the keyboard (for remote tty activity, as well as console activity). This defaults to all slots (N in a machine with N CPUs).

**DISCONNECTED_KEYBOARD_IDLE_BOOST**  If there are slots not connected to either the keyboard or the console, the corresponding idle time reported will be the time since the condor_startd was spawned, plus the value of this macro. It defaults to 1200 seconds (20 minutes). We do this because if the slot is configured not to care about keyboard activity, we want it to be available to HTCondor jobs as soon as the condor_startd starts up, instead of having to wait for 15 minutes or more (which is the default time a machine must be idle before HTCondor will start a job). If you do not want this boost, set the value to 0. If you change your START expression to require more than 15 minutes before a job starts, but you still want jobs to start right away on some of your multi-core nodes, increase this macro's value.

**STARTD_SLOT_ATTRS**  The list of ClassAd attribute names that should be shared across all slots on the same machine. This setting was formerly known as STARTD_VM_ATTRS or STARTD_VM_EXPRS (before version 6.9.3). For each attribute in the list, the attribute's value is taken from each slot's machine ClassAd and placed into the machine ClassAd of all the other slots within the machine. For example, if the configuration file for a 2-slot machine contains

```
STARTD_SLOT_ATTRS = State, Activity, EnteredCurrentActivity
```

then the machine ClassAd for both slots will contain attributes that will be of the form:

```
slot1_State = "Claimed"
slot1_Activity = "Busy"
slot1_EnteredCurrentActivity = 1075249233
slot2_State = "Unclaimed"
slot2_Activity = "Idle"
slot2_EnteredCurrentActivity = 1075240035
```

The following settings control the number of slots reported for a given multi-core host, and what attributes each one has. They are only needed if you do not want to have a multi-core machine report to HTCondor with a separate slot for each CPU, with all shared system resources evenly divided among them. Please read section 3.7.1 on page 379 for details on how to properly configure these settings to suit your needs.

**NOTE:** You can only change the number of each type of slot the condor_startd is reporting with a simple reconfig (such as sending a SIGHUP signal, or using the condor_reconfig command). You cannot change the definition of the different slot types with a reconfig. If you change them, you must restart the condor_startd for the change to take effect (for example, using condor_restart -startd).

**NOTE:** Prior to version 6.9.3, any settings that included the term slot used to use virtual machine or vm. If searching for information about one of these older settings, search for the corresponding attribute names using slot, instead.

**MAX_SLOT_TYPES**  The maximum number of different slot types. Note: this is the maximum number of different types, not of actual slots. Defaults to 10. (You should only need to change this setting if you define more than 10 separate slot types, which would be pretty rare.)
3.5.8. condor_startd Configuration File Macros

SLOT_TYPE_<N>  This setting defines a given slot type, by specifying what part of each shared system resource (like RAM, swap space, etc) this kind of slot gets. This setting has no effect unless you also define NUM_SLOTS_TYPE_<N>. N can be any integer from 1 to the value of $(MAX_SLOT_TYPES)$, such as SLOT_TYPE_1. The format of this entry can be somewhat complex, so please refer to section 3.7.1 on page 379 for details on the different possibilities.

SLOT_TYPE_<N>_PARTITIONABLE  A boolean variable that defaults to False. When True, this slot permits dynamic provisioning, as specified in section 3.7.1.

CLAIM_PARTITIONABLE_LEFTOVERS A boolean variable that defaults to True. When True within the configuration for both the condor_schedd and the condor_startd, and the condor_schedd claims a partitionable slot, the condor_startd returns the slot’s ClassAd and a claim id for leftover resources. In doing so, the condor_schedd can claim multiple dynamic slots without waiting for a negotiation cycle.

MACHINE_RESOURCE_NAMES  A comma and/or space separated list of resource names that represent custom resources specific to a machine. These resources are further intended to be statically divided or partitioned, and these resource names identify the configuration variables that define the partitioning. If used, custom resources without names in the list are ignored.

MACHINE_RESOURCE_<name>  An integer that specifies the quantity of or list of identifiers for the customized local machine resource available for an SMP machine. The portion of this configuration variable’s name identified with <name> will be used to label quantities of the resource allocated to a slot. If a quantity is specified, the resource is presumed to be fungible and slots will be allocated a quantity of the resource but specific instances will not be identified. If a list of identifiers is specified the quantity is the number of identifiers and slots will be allocated both a quantity of the resource without waiting for a negotiation cycle.

OFFLINE_MACHINE_RESOURCE_<name>  A comma and/or space separated list of resource identifiers for any customized local machine resources that are currently offline, and therefore should not be allocated to a slot. The identifiers specified here must match those specified by value of configuration variables MACHINERESOURCE_<name> or MACHINERESOURCE_INVENTORY_<name>, or the identifiers will be ignored. The <name> identifies the type of resource, as specified by the value of configuration variable MACHINERESOURCE_NAMES. This configuration variable is used to have resources that are detected and reported to exist by HTCondor, but not assigned to slots. A restart of the condor_startd is required for changes to this configuration variable to take effect.

MACHINERESOURCE_INVENTORY_<name>  Specifies a command line that is executed upon start up of the condor_startd daemon. The script is expected to output an attribute definition of the form

```
Detected<xxx>=y
```

or of the form

```
Detected<xxx>="y, z, a, ..."
```

where <xxx> is the name of a resource that exists on the machine, and y is the quantity of the resource or "y, z, a, ..." is a comma and/or space separated list of identifiers of the resource that exist on the machine. This attribute is added to the machine ClassAd, such that these resources may be statically divided or partitioned. A script may be a convenient way to specify a calculated or detected quantity of the resource, instead of specifying a fixed quantity or list of the resource in the the configuration when set by MACHINERESOURCE_<name>.
**ENVIRONMENT_FOR_Assigned<name>**  A space separated list of environment variables to set for the job. Each environment variable will be set to the list of assigned resources defined by the slot ClassAd attribute `Assigned<name>`. Each environment variable name may be followed by an equals sign and a Perl style regular expression that defines how to modify each resource ID before using it as the value of the environment variable. As a special case for CUDA GPUs, if the environment variable name is `CUDA_VISIBLE_DEVICES`, then the correct Perl style regular expression is applied automatically.

For example, with the configuration

```
ENVIRONMENT_FOR_AssignedGPUs = VISIBLE_GPUS=/^/gpuid:/
```

and with the machine ClassAd attribute `AssignedGPUs = "CUDA1, CUDA2"`, the job's environment will contain

```
VISIBLE_GPUS = gpuid:CUDA1, gpuid:CUDA2
```

**ENVIRONMENT_VALUE_FOR_UnAssigned<name>**  Defines the value to set for environment variables specified in by configuration variable `ENVIRONMENT_FOR_Assigned<name>` when there is no machine ClassAd attribute `Assigned<name>` for the slot. This configuration variable exists to deal with the situation where jobs will use a resource that they have not been assigned because there is no explicit assignment. The CUDA runtime library (for GPUs) has this problem.

For example, where configuration is

```
ENVIRONMENT_FOR_AssignedGPUs = VISIBLE_GPUS
ENVIRONMENT_VALUE_FOR_UnAssignedGPUs = none
```

and there is no machine ClassAd attribute `AssignedGPUs`, the job's environment will contain

```
VISIBLE_GPUS = none
```

**MUST_MODIFY_REQUEST_EXPRS**  A boolean value that defaults to `False`. When `False`, configuration variables whose names begin with `MODIFY_REQUEST_EXPR` are only applied if the job claim still matches the partitionable slot after modification. If `True`, the modifications always take place, and if the modifications cause the claim to no longer match, then the `condor_startd` will simply refuse the claim.

**MODIFY_REQUEST_EXPR_REQUESTMEMORY**  An integer expression used by the `condor_startd` daemon to modify the evaluated value of the `RequestMemory` job ClassAd attribute, before it used to provision a dynamic slot. The default value is given by

```
quantize(RequestMemory,{128})
```

**MODIFY_REQUEST_EXPR_REQUESTDISK**  An integer expression used by the `condor_startd` daemon to modify the evaluated value of the `RequestDisk` job ClassAd attribute, before it used to provision a dynamic slot. The default value is given by

```
quantize(RequestDisk,{1024})
```
MODIFY_REQUEST_EXPR_REQUESTCPUS  An integer expression used by the condor_startd daemon to modify the evaluated value of the RequestCpus job ClassAd attribute, before it is used to provision a dynamic slot. The default value is given by

\[
\text{quantize(RequestCpus,\{1\})}
\]

NUM_SLOTS_TYPE_<N>  This macro controls how many of a given slot type are actually reported to HTCondor. There is no default.

NUM_SLOTS  An integer value representing the number of slots reported when the multi-core machine is being evenly divided, and the slot type settings described above are not being used. The default is one slot for each CPU. This setting can be used to reserve some CPUs on a multi-core machine, which would not be reported to the HTCondor pool. This value cannot be used to make HTCondor advertise more slots than there are CPUs on the machine. To do that, use NUM_CPUS.

ALLOW_VM_CRUFT  A boolean value that HTCondor sets and uses internally, currently defaulting to True. When True, HTCondor looks for configuration variables named with the previously used string VM after searching unsuccessfully for variables named with the currently used string SLOT. When False, HTCondor does not look for variables named with the previously used string VM after searching unsuccessfully for the string SLOT.

The following variables set consumption policies for partitionable slots. Section 3.7.1 details consumption policies.

CONSUMPTION_POLICY  A boolean value that defaults to False. When True, consumption policies are enabled for partitionable slots within the condor_startd daemon. Any definition of the form SLOT_TYPE_<N>_CONSUMPTION_POLICY overrides this global definition for the given slot type.

CONSUMPTION_<Resource>  An expression that specifies a consumption policy for a particular resource within a partitionable slot. To support a consumption policy, each resource advertised by the slot must have such a policy configured. Custom resources may be specified, substituting the resource name for <Resource>. Any definition of the form SLOT_TYPE_<N>_CONSUMPTION_<Resource> overrides this global definition for the given slot type. CPUs, memory, and disk resources are always advertised by condor_startd, and have the default values:

\[
\begin{align*}
\text{CONSUMPTION_CPUS} &= \text{quantize(target.RequestCpus,\{1\})} \\
\text{CONSUMPTION_MEMORY} &= \text{quantize(target.RequestMemory,\{128\})} \\
\text{CONSUMPTION_DISK} &= \text{quantize(target.RequestDisk,\{1024\})}
\end{align*}
\]

Custom resources have no default consumption policy.

SLOT_WEIGHT  An expression that specifies a slot’s weight, used as a multiplier the condor_negotiator daemon during matchmaking to assess user usage of a slot, which affects user priority. Defaults to Cpus.

In the case of slots with consumption policies, the cost of each match is assessed as the difference in the slot weight expression before and after the resources consumed by the match are deducted from the slot. Only Memory, Cpus and Disk are valid attributes for this parameter.

NUM_CLAIMS  Specifies the number of claims a partitionable slot will advertise for use by the condor_negotiator daemon. In the case of slots with a defined consumption policy, the condor_negotiator may match more than one job to the slot in a single negotiation cycle. For partitionable slots with a consumption policy, NUM_CLAIMS defaults to the number of CPUs owned by the slot. Otherwise, it defaults to 1.
The following configuration variables support java universe jobs.

**JAVA** The full path to the Java interpreter (the Java Virtual Machine).

**JAVA_CLASSPATH_ARGUMENT** The command line argument to the Java interpreter (the Java Virtual Machine) that specifies the Java Classpath. Classpath is a Java-specific term that denotes the list of locations (.jar files and/or directories) where the Java interpreter can look for the Java class files that a Java program requires.

**JAVA_CLASSPATH_SEPARATOR** The single character used to delimit constructed entries in the Classpath for the given operating system and Java Virtual Machine. If not defined, the operating system is queried for its default Classpath separator.

**JAVA_CLASSPATH_DEFAULT** A list of path names to .jar files to be added to the Java Classpath by default. The comma and/or space character delimits list entries.

**JAVA_EXTRA_ARGUMENTS** A list of additional arguments to be passed to the Java executable.

The following configuration variables control .NET version advertisement.

**STARTD_PUBLISH_DOTNET** A boolean value that controls the advertising of the .NET framework on Windows platforms. When True, the `condor_startd` will advertise all installed versions of the .NET framework within the DotNetVersions attribute in the `condor_startd` machine ClassAd. The default value is True. Set the value to false to turn off .NET version advertising.

**DOT_NET_VERSIONS** A string expression that administrators can use to override the way that .NET versions are advertised. If the administrator wishes to advertise .NET installations, but wishes to do so in a format different than what the `condor_startd` publishes in its ClassAds, setting a string in this expression will result in the `condor_startd` publishing the string when STARTD_PUBLISH_DOTNET is True. No value is set by default.

These macros control the power management capabilities of the `condor_startd` to optionally put the machine in to a low power state and wake it up later. See section 3.18 on page 504 on Power Management for more details.

**HIBERNATE_CHECK_INTERVAL** An integer number of seconds that determines how often the `condor_startd` checks to see if the machine is ready to enter a low power state. The default value is 0, which disables the check. If not 0, the HIBERNATE expression is evaluated within the context of each slot at the given interval. If used, a value 300 (5 minutes) is recommended.

As a special case, the interval is ignored when the machine has just returned from a low power state, excluding "SHUTDOWN". In order to avoid machines from volleying between a running state and a low power state, an hour of uptime is enforced after a machine has been woken. After the hour has passed, regular checks resume.

**HIBERNATE** A string expression that represents lower power state. When this state name evaluates to a valid state other than "NONE", causes HTCondor to put the machine into the specified low power state. The following names are supported (and are not case sensitive):

"NONE", "0": No-op; do not enter a low power state
The **HIBERNATE** expression is written in terms of the S-states as defined in the Advanced Configuration and Power Interface (ACPI) specification. The S-states take the form S<n>, where <n> is an integer in the range 0 to 5, inclusive. The number that results from evaluating the expression determines which S-state to enter. The notation was adopted because it appears to be the standard naming scheme for power states on several popular operating systems, including various flavors of Windows and Linux distributions. The other strings, such as "RAM" and "DISK", are provided for ease of configuration.

Since this expression is evaluated in the context of each slot on the machine, any one slot has veto power over the other slots. If the evaluation of **HIBERNATE** in one slot evaluates to "NONE" or "0", then the machine will not be placed into a low power state. On the other hand, if all slots evaluate to a non-zero value, but differ in value, then the largest value is used as the representative power state.

Strings that do not match any in the table above are treated as "NONE".

**UNHIBERNATE** A boolean expression that specifies when an offline machine should be woken up. The default value is `MachineLastMatchTime =!= UNDEFINED`. This expression does not do anything, unless there is an instance of **condor_rooster** running, or another program that evaluates the Unhibernate expression of offline machine ClassAds. In addition, the collecting of offline machine ClassAds must be enabled for this expression to work. The variable `COLLECTOR_PERSISTENT_AD_LOG` on page 291 detailed on page 260 explains this. The special attribute `MachineLastMatchTime` is updated in the ClassAds of offline machines when a job would have been matched to the machine if it had been online. For multi-slot machines, the offline ClassAd for slot 1 will also contain the attributes `slot<X>_MachineLastMatchTime`, where X is replaced by the slot id of the other slots that would have been matched while offline. This allows the slot **UNHIBERNATE** expression to refer to all of the slots on the machine, in case that is necessary. By default, **condor_rooster** will wake up a machine if any slot on the machine has its **UNHIBERNATE** expression evaluate to `True`.

**HIBERNATION_PLUGIN** A string which specifies the path and executable name of the hibernation plug-in that the **condor_startd** should use in the detection of low power states and switching to the low power states. The default value is `$(LIBEXEC)/power_state`. A default executable in that location which meets these specifications is shipped with HTCondor.

The **condor_startd** initially invokes this plug-in with both the value defined for **HIBERNATION_PLUGIN_ARGS** and the argument `ad`, and expects the plug-in to output a ClassAd to its standard output stream. The **condor_startd** will use this ClassAd to determine what low power setting to use on further invocations of the plug-in. To that end, the ClassAd must contain the attribute `HibernationSupportedStates`, a comma separated list of low power modes that are available. The recognized mode strings are the same as those in the table for the configuration variable **HIBERNATE**. The optional attribute `HibernationMethod` specifies a string which describes the mechanism used by the plug-in. The default Linux plug-in shipped with HTCondor will produce one of the strings "NONE", "/sys", "/proc", or "pm-utils". The optional attribute `HibernationRawMask` is an integer which represents the bit mask of the modes detected.

Subsequent **condor_startd** invocations of the plug-in have command line arguments defined by **HIBERNATION_PLUGIN_ARGS** plus the argument `set <power-mode>`, where `<power-mode>` is one of the supported states as given in the attribute `HibernationSupportedStates`.
HIBERNATION_PLUGIN_ARGS Command line arguments appended to the command that invokes the plug-in. The additional argument \textit{ad} is appended when the \textit{condor_startd} initially invokes the plug-in.

HIBERNATION_OVERRIDE_WOL A boolean value that defaults to False. When True, it causes the \textit{condor_startd} daemon’s detection of whether or not the network interface handles WOL packets to be ignored. When False, hibernation is disabled if the network interface does not use WOL packets to wake from hibernation. Therefore, when True hibernation can be enabled despite the fact that WOL packets are not used to wake machines.

LINUX_HIBERNATION_METHOD A string that can be used to override the default search used by HTCondor on Linux platforms to detect the hibernation method to use. This is used by the default hibernation plug-in executable that is shipped with HTCondor. The default behavior orders its search with:

1. Detect and use the \textit{pm-utils} command line tools. The corresponding string is defined with "pm-utils".
2. Detect and use the directory in the virtual file system /sys/power. The corresponding string is defined with "/sys".
3. Detect and use the directory in the virtual file system /proc/ACPI. The corresponding string is defined with "/proc".

To override this ordered search behavior, and force the use of one particular method, set \textbf{LINUX_HIBERNATION_METHOD} to one of the defined strings.

OFFLINE_LOG This configuration variable is no longer used. It has been replaced by \textbf{COLLECTOR_PERSISTENT_AD_LOG}.

OFFLINE_EXPIRE_ADS_AFTER An integer number of seconds specifying the lifetime of the persistent machine ClassAd representing a hibernating machine. Defaults to the largest 32-bit integer.

DOCKER Defines the path and executable name of the Docker CLI. The default value is /usr/bin/docker. Remember that the condor user must also be in the docker group for Docker Universe to work. See the Docker universe manual section for more details (3.16.2) An example of the configuration for running the Docker CLI:

\begin{verbatim}
DOCKER = /usr/bin/docker
\end{verbatim}

DOCKER_VOLUMES A list of directories on the host execute machine to be volume mounted within the container. See the Docker Universe section for full details. (3.16.2)

DOCKER_IMAGE_CACHE_SIZE The number of most recently used Docker images that will be kept on the local machine. The default value is 20.

DOCKER_DROP_ALL_CAPABILITIES A class ad expression, which defaults to true. Evaluated in the context of the job ad and the machine ad, when true, runs the docker container with the command line option –drop-all-capabilities. Admins should be very careful with this setting, and only allow trusted users to run with full linux capabilities within the container.

OPENMPI_INSTALL_PATH The location of the Open MPI installation on the local machine. Referenced by examples/openmpiscript, which is used for running Open MPI jobs in the parallel universe. The Open MPI bin and lib directories should exist under this path. The default value is /usr/lib64/openmpi.
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OPENMPI_EXCLUDE_NETWORK_INTERFACES A comma-delimited list of network interfaces that Open MPI should not use for MPI communications. Referenced by examples/openmpiscript, which is used for running Open MPI jobs in the parallel universe.

The list should contain any interfaces that your job could potentially see from any execute machine. The list may contain undefined interfaces without generating errors. Open MPI should exclusively use low latency/high speed networks it finds (e.g. InfiniBand) regardless of this setting. The default value is docker0,virbr0.

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These macros control the condor_schedd.

SHADOW This macro determines the full path of the condor_shadow binary that the condor_schedd spawns. It is normally defined in terms of $(SBIN).

START_LOCAL_UNIVERSE A boolean value that defaults to TotalLocalJobsRunning < 200. The condor_schedd uses this macro to determine whether to start a local universe job. At intervals determined by SCHEDD_INTERVAL, the condor_schedd daemon evaluates this macro for each idle local universe job that it has. For each job, if the START_LOCAL_UNIVERSE macro is True, then the job’s Requirements expression is evaluated. If both conditions are met, then the job is allowed to begin execution.

The following example only allows 10 local universe jobs to execute concurrently. The attribute TotalLocalJobsRunning is supplied by condor_schedd’s ClassAd:

START_LOCAL_UNIVERSE = TotalLocalJobsRunning < 10

STARTER_LOCAL The complete path and executable name of the condor_starter to run for local universe jobs. This variable’s value is defined in the initial configuration provided with HTCondor as

STARTER_LOCAL = $(SBIN)/condor_starter

This variable would only be modified or hand added into the configuration for a pool to be upgraded from one running a version of HTCondor that existed before the local universe to one that includes the local universe, but without utilizing the newer, provided configuration files.

LOCAL_UNIV_EXECUTE A string value specifying the execute location for local universe jobs. Each running local universe job will receive a uniquely named subdirectory within this directory. If not specified, it defaults to $(SPOOL)/local_univ_execute.

START_SCHEDULER_UNIVERSE A boolean value that defaults to TotalSchedulerJobsRunning < 500. The condor_schedd uses this macro to determine whether to start a scheduler universe job. At intervals determined by SCHEDD_INTERVAL, the condor_schedd daemon evaluates this macro for each idle scheduler universe job that it has. For each job, if the START_SCHEDULER_UNIVERSE macro is True, then the job’s Requirements expression is evaluated. If both conditions are met, then the job is allowed to begin execution.

The following example only allows 10 scheduler universe jobs to execute concurrently. The attribute TotalSchedulerJobsRunning is supplied by condor_schedd’s ClassAd:
3.5.9. condor_schedd Configuration File Entries

START_SCHEDULER_UNIVERSE = TotalSchedulerJobsRunning < 10

**SCHEDD_USES_STARTD_FOR_LOCAL_UNIVERSE** A boolean value that defaults to false. When true, the *condor_schedd* will spawn a special startd process to run local universe jobs. This allows local universe jobs to run with both a condor_shadow and a condor_starter, which means that file transfer will work with local universe jobs.

**MAX_JOBS_RUNNING** An integer representing a limit on the number of *condor_shadow* processes spawned by a given *condor_schedd* daemon, for all job universes except grid, scheduler, and local universe. Limiting the number of running scheduler and local universe jobs can be done using **START_LOCAL_UNIVERSE** and **START_SCHEDULER_UNIVERSE**. The actual number of allowed *condor_shadow* daemons may be reduced, if the amount of memory defined by **RESERVED_SWAP** limits the number of *condor_shadow* daemons. A value for **MAX_JOBS_RUNNING** that is less than or equal to 0 prevents any new job from starting. Changing this setting to be below the current number of jobs that are running will cause running jobs to be aborted until the number running is within the limit.

Like all integer configuration variables, **MAX_JOBS_RUNNING** may be a ClassAd expression that evaluates to an integer, and which refers to constants either directly or via macro substitution. The default value is an expression that depends on the total amount of memory and the operating system. The default expression requires 1MByte of RAM per running job on the submit machine. In some environments and configurations, this is overly generous and can be cut by as much as 50%. On Windows platforms, the number of running jobs is capped at 2000. A 64-bit version of Windows is recommended in order to raise the value above the default. Under Unix, the maximum default is now 10,000. To scale higher, we recommend that the system ephemeral port range is extended such that there are at least 2.1 ports per running job.

Here are example configurations:

```plaintext
## Example 1:
MAX_JOBS_RUNNING = 10000

## Example 2:
## This is more complicated, but it produces the same limit as the default.
## First define some expressions to use in our calculation.
## Assume we can use up to 80% of memory and estimate shadow private data
## size of 800k.
MAX_SHADOWS_MEM = ceiling($(DETECTED_MEMORY)*0.8*1024/800)
## Assume we can use ~21,000 ephemeral ports (avg ~2.1 per shadow).
## Under Linux, the range is set in /proc/sys/net/ipv4/ip_local_port_range.
MAX_SHADOWS_PORTS = 10000
## Under windows, things are much less scalable, currently.
## Note that this can probably be safely increased a bit under 64-bit windows.
MAX_SHADOWS_OPSYS = ifThenElse(regexp("WIN.*","$(OPSYS)"),2000,100000)
## Now build up the expression for MAX_JOBS_RUNNING. This is complicated
## due to lack of a min() function.
MAX_JOBS_RUNNING = $(MAX_SHADOWS_MEM)
MAX_JOBS_RUNNING = \n  ifThenElse( $(MAX_SHADOWS_PORTS) < $(MAX_JOBS_RUNNING), \n    $(MAX_SHADOWS_PORTS), \n    $(MAX_JOBS_RUNNING) )
MAX_JOBS_RUNNING = \n  ifThenElse( $(MAX_SHADOWS_OPSYS) < $(MAX_JOBS_RUNNING), \n    $(MAX_SHADOWS_OPSYS), \n    $(MAX_JOBS_RUNNING) )
```

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MAX_JOBS_SUBMITTED This integer value limits the number of jobs permitted in a condor_schedd daemon’s queue. Submission of a new cluster of jobs fails, if the total number of jobs would exceed this limit. The default value for this variable is the largest positive integer value.

MAX_JOBS_PER_OWNER This integer value limits the number of jobs any given owner (user) is permitted to have within a condor_schedd daemon’s queue. A job submission fails if it would cause this limit on the number of jobs to be exceeded. The default value is 100000.

This configuration variable may be most useful in conjunction with MAX_JOBS_SUBMITTED, to ensure that no one user can dominate the queue.

MAX_RUNNING_SCHEDULER_JOBS_PER_OWNER This integer value limits the number of scheduler universe jobs that any given owner (user) can have running at one time. This limit will affect the number of running Dagman jobs, but not the number of nodes within a DAG. The default value is 200.

MAX_JOBS_PER_SUBMISSION This integer value limits the number of jobs any single submission is permitted to add to a condor_schedd daemon’s queue. The whole submission fails if the number of jobs would exceed this limit. The default value is 20000.

This configuration variable may be useful for catching user error, and for protecting a busy condor_schedd daemon from the excessively lengthy interruption required to accept a very large number of jobs at one time.

MAX_SHADOW_EXCEPTIONS This macro controls the maximum number of times that condor_shadow processes can have a fatal error (exception) before the condor_schedd will relinquish the match associated with the dying shadow. Defaults to 5.

MAX_PENDING_STARTD_CONTACTS An integer value that limits the number of simultaneous connection attempts by the condor_schedd when it is requesting claims from one or more condor_startd daemons. The intention is to protect the condor_schedd from being overloaded by authentication operations. The default value is 0. The special value 0 indicates no limit.

CURB_MATCHMAKING A ClassAd expression evaluated by the condor_schedd in the context of the condor_schedd daemon’s own ClassAd. While this expression evaluates to True, the condor_schedd will refrain from requesting more resources from a condor_negotiator. Defaults to RecentDaemonCoreDutyCycle > 0.98.

MAX_CONCURRENT_DOWNLOADS This specifies the maximum number of simultaneous transfers of output files from execute machines to the submit machine. The limit applies to all jobs submitted from the same condor_schedd. The default is 100. A setting of 0 means unlimited transfers. This limit currently does not apply to grid universe jobs or standard universe jobs, and it also does not apply to streaming output files. When the limit is reached, additional transfers will queue up and wait before proceeding.

MAX_CONCURRENT_UPLOADES This specifies the maximum number of simultaneous transfers of input files from the submit machine to execute machines. The limit applies to all jobs submitted from the same condor_schedd. The default is 100. A setting of 0 means unlimited transfers. This limit currently does not apply to grid universe jobs or standard universe jobs. When the limit is reached, additional transfers will queue up and wait before proceeding.

FILE_TRANSFER_DISK_LOAD_THROTTLE This configures throttling of file transfers based on the disk load generated by file transfers. The maximum number of concurrent file transfers is specified by MAX_CONCURRENT_UPLOADES and MAX_CONCURRENT_DOWNLOADS. Throttling will dynamically reduce the level of concurrency further to attempt to prevent disk load from exceeding the specified level. Disk load is
computed as the average number of file transfer processes conducting read/write operations at the same time. The throttle may be specified as a single floating point number or as a range. Syntax for the range is the smaller number followed by 1 or more spaces or tabs, the string "to", 1 or more spaces or tabs, and then the larger number. Example:

```
FILE_TRANSFER_DISK_LOAD_THROTTLE = 5 to 6.5
```

If only a single number is provided, this serves as the upper limit, and the lower limit is set to 90% of the upper limit. When the disk load is above the upper limit, no new transfers will be started. When between the lower and upper limits, new transfers will only be started to replace ones that finish. The default value is 2.0.

**FILE_TRANSFER_DISK_LOAD_THROTTLE_WAIT_BETWEEN_INCREMENT** This rarely configured variable sets the waiting period between increments to the concurrency level set by **FILE_TRANSFER_DISK_LOAD_THROTTLE**. The default is 1 minute. A value that is too short risks starting too many transfers before their effect on the disk load becomes apparent.

**FILE_TRANSFER_DISK_LOAD_THROTTLE_SHORT_HORIZON** This rarely configured variable specifies the string name of the short monitoring time span to use for throttling. The named time span must exist in **TRANSFER_IO_REPORT_TIMESPANS**. The default is 1m, which is 1 minute.

**FILE_TRANSFER_DISK_LOAD_THROTTLE_LONG_HORIZON** This rarely configured variable specifies the string name of the long monitoring time span to use for throttling. The named time span must exist in **TRANSFER_IO_REPORT_TIMESPANS**. The default is 5m, which is 5 minutes.

**TRANSFER_QUEUE_USER_EXPR** This rarely configured expression specifies the user name to be used for scheduling purposes in the file transfer queue. The scheduler attempts to give equal weight to each user when there are multiple jobs waiting to transfer files within the limits set by **MAX_CONCURRENT_UPLOADS** and/or **MAX_CONCURRENT_DOWNLOADS**. When choosing a new job to allow to transfer, the first job belonging to the transfer queue user who has least number of active transfers will be selected. In case of a tie, the user who has least recently been given an opportunity to start a transfer will be selected. By default, a transfer queue user is identified as the job owner. A different user name may be specified by configuring **TRANSFER_QUEUE_USER_EXPR** to a string expression that is evaluated in the context of the job ad. For example, if this expression were set to a name that is the same for all jobs, file transfers would be scheduled in first-in-first-out order rather than equal share order. Note that the string produced by this expression is used as a prefix in the ClassAd attributes for per-user file transfer I/O statistics that are published in the **condor_schedd** ClassAd.

**MAX_TRANSFER_INPUT_MB** This integer expression specifies the maximum allowed total size in MiB of the input files that are transferred for a job. This expression does not apply to grid universe, standard universe, or files transferred via file transfer plug-ins. The expression may refer to attributes of the job. The special value -1 indicates no limit. The default value is -1. The job may override the system setting by specifying its own limit using the **MaxTransferInputMB** attribute. If the observed size of all input files at submit time is larger than the limit, the job will be immediately placed on hold with a **HoldReasonCode** value of 32. If the job passes this initial test, but the size of the input files increases or the limit decreases so that the limit is violated, the job will be placed on hold at the time when the file transfer is attempted.

**MAX_TRANSFER_OUTPUT_MB** This integer expression specifies the maximum allowed total size in MiB of the output files that are transferred for a job. This expression does not apply to grid universe, standard universe, or files transferred via file transfer plug-ins. The expression may refer to attributes of the job. The special value
-1 indicates no limit. The default value is -1. The job may override the system setting by specifying its own limit using the `MaxTransferOutputMB` attribute. If the total size of the job’s output files to be transferred is larger than the limit, the job will be placed on hold with a `HoldReasonCode` value of 33. The output will be transferred up to the point when the limit is hit, so some files may be fully transferred, some partially, and some not at all.

**MAX_TRANSFER_QUEUE_AGE**  The number of seconds after which an aged and queued transfer may be dequeued from the transfer queue, as it is presumably hung. Defaults to 7200 seconds, which is 120 minutes.

**TRANSFER_IO_REPORT_INTERVAL**  The sampling interval in seconds for collecting I/O statistics for file transfer. The default is 10 seconds. To provide sufficient resolution, the sampling interval should be small compared to the smallest time span that is configured in `TRANSFER_IO_REPORT_TIMESPANS`. The shorter the sampling interval, the more overhead of data collection, which may slow down the `condor_schedd`. See page 1020 for a description of the published attributes.

**TRANSFER_IO_REPORT_TIMESPANS**  A string that specifies a list of time spans over which I/O statistics are reported, using exponential moving averages (like the 1m, 5m, and 15m load averages in Unix). Each entry in the list consists of a label followed by a colon followed by the number of seconds over which the named time span should extend. The default is `1m:60 5m:300 1h:3600 1d:86400`. To provide sufficient resolution, the smallest reported time span should be large compared to the sampling interval, which is configured by `TRANSFER_IO_REPORT_INTERVAL`. See page 1020 for a description of the published attributes.

**SCHEDD_QUERY_WORKERS**  This specifies the maximum number of concurrent sub-processes that the `condor_schedd` will spawn to handle queries. The setting is ignored in Windows. In Unix, the default is 8. If the limit is reached, the next query will be handled in the `condor_schedd`’s main process.

**CONDOR_Q_USE_V3_PROTOCOL**  A boolean value that, when True, causes the `condor_schedd` to use an algorithm that responds to `condor_q` requests by not forking itself to handle each request. It instead handles the requests in a non-blocking way. The default value is True.

**CONDOR_Q_DASH_BATCH_IS_DEFAULT**  A boolean value that, when True, causes `condor_q` to print the `-batch` output unless the `-nobatch` option is used or the other arguments to `condor_q` are incompatible with batch mode. For instance `-long` is incompatible with `-batch`. The default value is True.

**CONDOR_Q_ONLY_MY_JOBS**  A boolean value that, when True, causes `condor_q` to request that only the current user’s jobs be queried unless the current user is a queue superuser. It also causes the `condor_schedd` to honor that request. The default value is True. A value of False in either `condor_q` or the `condor_schedd` will result in the old behavior of querying all jobs.

**CONDOR_Q_SHOW_OLD_SUMMARY**  A boolean value that, when True, causes `condor_q` to show the old single line summary totals. When False `condor_q` will show the new multi-line summary totals.

**SCHEDD_INTERVAL**  This macro determines the maximum interval for both how often the `condor_schedd` sends a ClassAd update to the `condor_collector` and how often the `condor_schedd` daemon evaluates jobs. It is defined in terms of seconds and defaults to 300 (every 5 minutes).

**ABSENT_SUBMITTER_LIFETIME**  This macro determines the maximum time that the `condor_schedd` will remember a submitter after the last job for that submitter leaves the queue. It is defined in terms of seconds and defaults to 1 week.
**ABSENT_SUBMITTER_UPDATE_RATE**  This macro can be used to set the maximum rate at which the `condor_schedd` sends updates to the `condor_collector` for submitters that have no jobs in the queue. It is defined in terms of seconds and defaults to 300 (every 5 minutes).

**WINDOWED_STAT_WIDTH**  The number of seconds that forms a time window within which performance statistics of the `condor_schedd` daemon are calculated. Defaults to 300 seconds.

**SCHEDD_INTERVAL_TIMESLICE**  The bookkeeping done by the `condor_schedd` takes more time when there are large numbers of jobs in the job queue. However, when it is not too expensive to do this bookkeeping, it is best to keep the collector up to date with the latest state of the job queue. Therefore, this macro is used to adjust the bookkeeping interval so that it is done more frequently when the cost of doing so is relatively small, and less frequently when the cost is high. The default is 0.05, which means the schedd will adapt its bookkeeping interval to consume no more than 5% of the total time available to the schedd. The lower bound is configured by `SCHEDD_MIN_INTERVAL` (default 5 seconds), and the upper bound is configured by `SCHEDD_INTERVAL` (default 300 seconds).

**JOB_START_COUNT**  This macro works together with the `JOB_START_DELAY` macro to throttle job starts. The default and minimum values for this integer configuration variable are both 1.

**JOB_START_DELAY**  This integer-valued macro works together with the `JOB_START_COUNT` macro to throttle job starts. The `condor_schedd` daemon starts `$(JOB_START_COUNT)` jobs at a time, then delays for `$(JOB_START_DELAY)` seconds before starting the next set of jobs. This delay prevents a sudden, large load on resources required by the jobs during their start up phase. The resulting job start rate averages as fast as `(($(JOB_START_COUNT)) / $(JOB_START_DELAY))` jobs/second. This setting is defined in terms of seconds and defaults to 0, which means jobs will be started as fast as possible. If you wish to throttle the rate of specific types of jobs, you can use the job attribute `NextJobStartDelay`.

**MAX_NEXT_JOB_START_DELAY**  An integer number of seconds representing the maximum allowed value of the `condor_schedd` daemon starts `$(JOB_START_COUNT)` jobs at a time, then delays for `$(JOB_START_DELAY)` seconds before starting the next set of jobs. This delay prevents a sudden, large load on resources required by the jobs during their start up phase. The resulting job start rate averages as fast as `(($(JOB_START_COUNT)) / $(JOB_START_DELAY))` jobs/second. This setting is defined in terms of seconds and defaults to 0, which means jobs will be started as fast as possible. If you wish to throttle the rate of specific types of jobs, you can use the job attribute `NextJobStartDelay`.

**JOB_STOP_COUNT**  An integer value representing the number of jobs operated on at one time by the `condor_schedd` daemon, when throttling the rate at which jobs are stopped via `condor_rm`, `condor_hold`, or `condor_vacate_job`. The default and minimum values are both 1. This variable is ignored for grid and scheduler universe jobs.

**JOB_STOP_DELAY**  An integer value representing the number of seconds delay utilized by the `condor_schedd` daemon, when throttling the rate at which jobs are stopped via `condor_rm`, `condor_hold`, or `condor_vacate_job`. The `condor_schedd` daemon stops `$(JOB_STOP_COUNT)` jobs at a time, then delays for `$(JOB_STOP_DELAY)` seconds before stopping the next set of jobs. This delay prevents a sudden, large load on resources required by the jobs when they are terminating. The resulting job stop rate averages as fast as `$(JOB_STOP_COUNT) / $(JOB_STOP_DELAY)` jobs per second. This configuration variable is also used during the graceful shutdown of the `condor_schedd` daemon. During graceful shutdown, this macro determines the wait time in between requesting each `condor_shadow` daemon to gracefully shut down. The default value is 0, which means jobs will be stopped as fast as possible. This variable is ignored for grid and scheduler universe jobs.

**JOB_IS_FINISHED_COUNT**  An integer value representing the number of jobs that the `condor_schedd` will let permanently leave the job queue each time that it examines the jobs that are ready to do so. The default value is 1.

**JOB_IS_FINISHED_INTERVAL**  The `condor_schedd` maintains a list of jobs that are ready to permanently leave the job queue, for example, when they have completed or been removed. This integer-valued macro specifies a
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delay in seconds between instances of taking jobs permanently out of the queue. The default value is 0, which tells the condor_schedd to not impose any delay.

**ALIVE_INTERVAL**  An initial value for an integer number of seconds defining how often the condor_schedd sends a UDP keep alive message to any condor_startd it has claimed. When the condor_schedd claims a condor_startd, the condor_schedd tells the condor_startd how often it is going to send these messages. The utilized interval for sending keep alive messages is the smallest of the two values ALIVE_INTERVAL and the expression JobLeaseDuration/3, formed with the job ClassAd attribute JobLeaseDuration. The value of the interval is further constrained by the floor value of 10 seconds. If the condor_startd does not receive any of these keep alive messages during a certain period of time (defined via MAX_CLAIM_ALIVES_MISSED, described on page 248), the condor_startd releases the claim, and the condor_schedd no longer pays for the resource (in terms of user priority in the system). The macro is defined in terms of seconds and defaults to 300, which is 5 minutes.

**STARTD_SENDS_ALIVES**  Note: This setting is deprecated, and may go away in a future version of HTCondor. This setting is mainly useful when running mixing very old condor_schedd daemons with newer pools. A boolean value that defaults to True, causing keep alive messages to be sent from the condor_startd to the condor_schedd by TCP during a claim. When False, the condor_schedd daemon sends keep alive signals to the condor_startd, reversing the direction. If both condor_startd and condor_schedd daemons are HTCondor version 7.5.4 or more recent, this variable is only used by the condor_schedd daemon. For earlier HTCondor versions, the variable must be set to the same value, and it must be set for both daemons.

**REQUEST_CLAIM_TIMEOUT**  This macro sets the time (in seconds) that the condor_schedd will wait for a claim to be granted by the condor_startd. The default is 30 minutes. This is only likely to matter if NEGOTIATOR_CONSIDER_EARLY_PREEMPTION is True, and the condor_startd has an existing claim, and it takes a long time for the existing claim to be preempted due to MaxJobRetirementTime. Once a request times out, the condor_startd will simply begin the process of finding a machine for the job all over again.

Normally, it is not a good idea to set this to be very small, where a small value is a few minutes. Doing so can lead to failure to preempt, because the preempting job will spend a significant fraction of its time waiting to be re-matched. During that time, it would miss out on any opportunity to run if the job it is trying to preempt gets out of the way.

**SHADOW_SIZE_ESTIMATE**  The estimated private virtual memory size of each condor_shadow process in KiB. This value is only used if RESERVED_SWAP is non-zero. The default value is 800.

**SHADOW_RENICE_INCREMENT**  When the condor_schedd spawns a new condor_shadow, it can do so with a nice-level. A nice-level is a Unix mechanism that allows users to assign their own processes a lower priority so that the processes run with less priority than other tasks on the machine. The value can be any integer between 0 and 19, with a value of 19 being the lowest priority. It defaults to 0.

**SCHED_UNIV_RENICE_INCREMENT**  Analogous to JOB_RENICE_INCREMENT and SHADOW_RENICE_INCREMENT, scheduler universe jobs can be given a nice-level. The value can be any integer between 0 and 19, with a value of 19 being the lowest priority. It defaults to 0.

**QUEUE_CLEAN_INTERVAL**  The condor_schedd maintains the job queue on a given machine. It does so in a persistent way such that if the condor_schedd crashes, it can recover a valid state of the job queue. The mechanism it uses is a transaction-based log file (the job_queue.log file, not the SchedLog file). This file...
contains an initial state of the job queue, and a series of transactions that were performed on the queue (such as new jobs submitted, jobs completing, and checkpointing). Periodically, the `condor_schedd` will go through this log, truncate all the transactions and create a new file containing only the new initial state of the log. This is a somewhat expensive operation, but it speeds up when the `condor_schedd` restarts since there are fewer transactions it has to play to figure out what state the job queue is really in. This macro determines how often the `condor_schedd` should rework this queue to cleaning it up. It is defined in terms of seconds and defaults to 86400 (once a day).

**WALL_CLOCK_CKPT_INTERVAL**  The job queue contains a counter for each job’s “wall clock” run time, i.e., how long each job has executed so far. This counter is displayed by `condor_q`. The counter is updated when the job is evicted or when the job completes. When the `condor_schedd` crashes, the run time for jobs that are currently running will not be added to the counter (and so, the run time counter may become smaller than the CPU time counter). The `condor_schedd` saves run time “checkpoints” periodically for running jobs so if the `condor_schedd` crashes, only run time since the last checkpoint is lost. This macro controls how often the `condor_schedd` saves run time checkpoints. It is defined in terms of seconds and defaults to 3600 (one hour). A value of 0 will disable wall clock checkpoints.

**QUEUE_ALL_USERS_TRUSTED**  Defaults to False. If set to True, then unauthenticated users are allowed to write to the queue, and also we always trust whatever the `Owner` value is set to be by the client in the job ad. This was added so users can continue to use the SOAP web-services interface over HTTP (w/o authenticating) to submit jobs in a secure, controlled environment – for instance, in a portal setting.

**QUEUE_SUPER_USERS**  A comma and/or space separated list of user names on a given machine that are given super-user access to the job queue, meaning that they can modify or delete the job ClassAds of other users. When not on this list, users can only modify or delete their own ClassAds from the job queue. Whatever user name corresponds with the UID that HTCondor is running as – usually user `condor` – will automatically be included in this list, because that is needed for HTCondor’s proper functioning. See section 3.8.13 on UIDs in HTCondor for more details on this. By default, the Unix user `root` and the Windows user `administrator` are given the ability to remove other user’s jobs, in addition to user `condor`. In addition to a single user, Unix user groups may be specified by using a special syntax defined for this configuration variable; the syntax is the percent character (%) followed by the user group name. All members of the user group are given super-user access.

**QUEUE_SUPER_USER_MAY_IMPERSONATE**  A regular expression that matches the user names (that is, job owner names) that the queue super user may impersonate when managing jobs. When not set, the default behavior is to allow impersonation of any user who has had a job in the queue during the life of the `condor_schedd`. For proper functioning of the `condor_shadow`, the `condor_gridmanager`, and the `condor_job_router`, this expression, if set, must match the owner names of all jobs that these daemons will manage. Note that a regular expression that matches only part of the user name is still considered a match. If acceptance of partial matches is not desired, the regular expression should begin with ^ and end with $.

**SYSTEM_JOB_MACHINE_ATTRS**  This macro specifies a space and/or comma separated list of machine attributes that should be recorded in the job ClassAd. The default attributes are `Cpus` and `SlotWeight`. When there are multiple run attempts, history of machine attributes from previous run attempts may be kept. The number of run attempts to store is specified by the configuration variable `SYSTEM_JOB_MACHINE_ATTRS_HISTORY_LENGTH`. A machine attribute named X will be inserted into the job ClassAd as an attribute named `MachineAttrX0`. The previous value of this attribute will be named `MachineAttrX1`, the previous to that will be named `MachineAttrX2`, and so on, up to the specified history length. A history of length 1 means that only `MachineAttrX0` will be recorded. Additional attributes to
record may be specified on a per-job basis by using the `job_machine_attrs` submit file command. The value recorded in the job ClassAd is the evaluation of the machine attribute in the context of the job ClassAd when the `condor_schedd` daemon initiates the start up of the job. If the evaluation results in an `Undefined` or `Error` result, the value recorded in the job ClassAd will be `Undefined` or `Error` respectively.

**SYSTEM_JOB_MACHINE_ATTRS_HISTORY_LENGTH**  The integer number of run attempts to store in the job ClassAd when recording the values of machine attributes listed in `SYSTEM_JOB_MACHINE_ATTRS`. The default is 1. The history length may also be extended on a per-job basis by using the submit file command `job_machine_attrs_history_length`. The larger of the system and per-job history lengths will be used. A history length of 0 disables recording of machine attributes.

**SCHEDD_LOCK**  This macro specifies what lock file should be used for access to the SchedLog file. It must be a separate file from the SchedLog, since the SchedLog may be rotated and synchronization across log file rotations is desired. This macro is defined relative to the `$\{\text{LOCK}\}$ macro.

**SCHEDD_NAME**  Used to give an alternative value to the `Name` attribute in the `condor_schedd`’s ClassAd. See the description of `MASTER_NAME` in section 3.5.7 on page 243 for defaults and composition of valid HTCondor daemon names.

**SCHEDD_ATTRS**  This macro is described in section 3.5.3 as `<SUBSYS>_ATTRS`.

**SCHEDD_DEBUG**  This macro (and other settings related to debug logging in the `condor_schedd`) is described in section 3.5.2 as `<SUBSYS>_DEBUG`.

**SCHEDD_ADDRESS_FILE**  This macro is described in section 3.5.3 as `<SUBSYS>_ADDRESS_FILE`.

**SCHEDD_EXECUTE**  A directory to use as a temporary sandbox for local universe jobs. Defaults to `$(SPOOL)/execute`.

**FLOCK_NEGOTIATOR_HOSTS**  Defines a comma and/or space separated list of `condor_negotiator` host names for pools in which the `condor_schedd` should attempt to run jobs. If not set, the `condor_schedd` will query the `condor_collector` daemons for the addresses of the `condor_negotiator` daemons. If set, then the `condor_negotiator` daemons must be specified in order, corresponding to the list set by `FLOCK_COLLECTOR_HOSTS`. In the typical case, where each pool has the `condor_collector` and `condor_negotiator` running on the same machine, `$(FLOCK_NEGOTIATOR_HOSTS)` should have the same definition as `$(FLOCK_COLLECTOR_HOSTS)`. This configuration value is also typically used as a macro for adding the `condor_negotiator` to the relevant authorization lists.

**FLOCK_COLLECTOR_HOSTS**  This macro defines a list of collector host names (not including the local `$(COLLECTOR_HOST)` machine) for pools in which the `condor_schedd` should attempt to run jobs. Hosts in the list should be in order of preference. The `condor_schedd` will only send a request to a central manager in the list if the local pool and pools earlier in the list are not satisfying all the job requests. `$(HOSTALLOW_NEGOTIATOR_SCHEDD)` (see section 3.5.3) must also be configured to allow negotiators from all of the pools to contact the `condor_schedd` at the `NEGOTIATOR` authorization level. Similarly, the central managers of the remote pools must be configured to allow this `condor_schedd` to join the pool (this requires `ADVERTISE_SCHEDD` authorization level, which defaults to `WRITE`).

**FLOCK_INCREMENT**  This integer value controls how quickly flocking to various pools will occur. It defaults to 1, meaning that pools will be considered for flocking slowly. The first `condor_collector` daemon listed in
FLOCK_COLLECTOR_HOSTS will be considered for flocking, and then the second, and so on. A larger value increases the number of condor_collector daemons to be considered for flocking. For example, a value of 2 will partition the FLOCK_COLLECTOR_HOSTS into sets of 2 condor_collector daemons, and each set will be considered for flocking.

NEGOTIATE_ALL_JOBS_IN_CLUSTER If this macro is set to False (the default), when the condor_schedd fails to start an idle job, it will not try to start any other idle jobs in the same cluster during that negotiation cycle. This makes negotiation much more efficient for large job clusters. However, in some cases other jobs in the cluster can be started even though an earlier job can't. For example, the jobs' requirements may differ, because of different disk space, memory, or operating system requirements. Or, machines may be willing to run only some jobs in the cluster, because their requirements reference the jobs' virtual memory size or other attribute. Setting this macro to True will force the condor_schedd to try to start all idle jobs in each negotiation cycle. This will make negotiation cycles last longer, but it will ensure that all jobs that can be started will be started.

PERIODIC_EXPR_INTERVAL This macro determines the minimum period, in seconds, between evaluation of periodic job control expressions, such as periodic_hold, periodic_release, and periodic_remove, given by the user in an HTCondor submit file. By default, this value is 60 seconds. A value of 0 prevents the condor_schedd from performing the periodic evaluations.

MAX_PERIODIC_EXPR_INTERVAL This macro determines the maximum period, in seconds, between evaluation of periodic job control expressions, such as periodic_hold, periodic_release, and periodic_remove, given by the user in an HTCondor submit file. By default, this value is 1200 seconds. If HTCondor is behind on processing events, the actual period between evaluations may be higher than specified.

PERIODIC_EXPR_TIMESLICE This macro is used to adapt the frequency with which the condor_schedd evaluates periodic job control expressions. When the job queue is very large, the cost of evaluating all of the ClassAds is high, so in order for the condor_schedd to continue to perform well, it makes sense to evaluate these expressions less frequently. The default time slice is 0.01, so the condor_schedd will set the interval between evaluations so that it spends only 1% of its time in this activity. The lower bound for the interval is configured by PERIODIC_EXPR_INTERVAL (default 60 seconds) and the upper bound is configured with MAX_PERIODIC_EXPR_INTERVAL (default 1200 seconds).

SYSTEM_PERIODIC_HOLD This expression behaves identically to the job expression periodic_hold, but it is evaluated for every job in the queue. It defaults to False. When True, it causes the job to stop running and go on hold. Here is an example that puts jobs on hold if they have been restarted too many times, have an unreasonably large virtual memory ImageSize, or have unreasonably large disk usage for an invented environment.

```plaintext
SYSTEM_PERIODIC_HOLD = \
    (JobStatus == 1 || JobStatus == 2) && \
    (JobRunCount > 10 || ImageSize > 3000000 || DiskUsage > 10000000)
```

SYSTEM_PERIODIC_HOLD_REASON This string expression is evaluated when the job is placed on hold due to SYSTEM_PERIODIC_HOLD evaluating to True. If it evaluates to a non-empty string, this value is used to set the job attribute HoldReason. Otherwise, a default description is used.

SYSTEM_PERIODIC_HOLD_SUBCODE This integer expression is evaluated when the job is placed on hold due to SYSTEM_PERIODIC_HOLD evaluating to True. If it evaluates to a valid integer, this value is used to set the job attribute HoldReasonSubCode. Otherwise, a default of 0 is used. The attribute HoldReasonCode is set to 26, which indicates that the job went on hold due to a system job policy expression.
### SYSTEM_PERIODIC_RELEASE

This expression behaves identically to a job’s definition of a periodic_release expression in a submit description file, but it is evaluated for every job in the queue. It defaults to False. When True, it causes a Held job to return to the Idle state. Here is an example that releases jobs from hold if they have tried to run less than 20 times, have most recently been on hold for over 20 minutes, and have gone on hold due to Connection timed out when trying to execute the job, because the file system containing the job’s executable is temporarily unavailable.

```
SYSTEM_PERIODIC_RELEASE = (JobRunCount < 20 && (time() - EnteredCurrentStatus) > 1200 ) && (HoldReasonCode == 6 && HoldReasonSubCode == 110)
```

### SYSTEM_PERIODIC_REMOVE

This expression behaves identically to the job expression periodic_remove, but it is evaluated for every job in the queue. As it is in the configuration file, it is easy for an administrator to set a remove policy that applies to all jobs. It defaults to False. When True, it causes the job to be removed from the queue. Here is an example that removes jobs which have been on hold for 30 days:

```
SYSTEM_PERIODIC_REMOVE = (JobStatus == 5 && time() - EnteredCurrentStatus > 3600*24*30)
```

### SCHEDD_ASSUME_NEGOTIATOR_GONE

This macro determines the period, in seconds, that the condor_schedd will wait for the condor_negotiator to initiate a negotiation cycle before the schedd will simply try to claim any local condor_startd. This allows for a machine that is acting as both a submit and execute node to run jobs locally if it cannot communicate with the central manager. The default value, if not specified, is 1200 (20 minutes).

### GRACEFULLY_REMOVE_JOBS

A boolean value that causes jobs to be gracefully removed when the default value of True. A submit description file command want_graceful_removal overrides the value set for this configuration variable.

### SCHEDD_ROUND_ATTR_<xxxx>

This is used to round off attributes in the job ClassAd so that similar jobs may be grouped together for negotiation purposes. There are two cases. One is that a percentage such as 25% is specified. In this case, the value of the attribute named <xxxx> in the job ClassAd will be rounded up to the next multiple of the specified percentage of the values order of magnitude. For example, a setting of 25% will cause a value near 100 to be rounded up to the next multiple of 25 and a value near 1000 will be rounded up to the next multiple of 250. The other case is that an integer, such as 4, is specified instead of a percentage. In this case, the job attribute is rounded up to the specified number of decimal places. Replace <xxxx> with the name of the attribute to round, and set this macro equal to the number of decimal places to round up. For example, to round the value of job ClassAd attribute foo up to the nearest 100, set

```
SCHEDD_ROUND_ATTR_foo = 2
```

When the schedd rounds up an attribute value, it will save the raw (un-rounded) actual value in an attribute with the same name appended with “_RAW”. So in the above example, the raw value will be stored in attribute foo_RAW in the job ClassAd. The following are set by default:

- SCHEDD_ROUND_ATTR_ResidentSetSize = 25%
- SCHEDD_ROUND_ATTR_ProportionalSetSizeKb = 25%
- SCHEDD_ROUND_ATTR_Imgs = 25%
- SCHEDD_ROUND_ATTR_ExecSize = 25%
- SCHEDD_ROUND_ATTR_DiskUsage = 25%
- SCHEDD_ROUND_ATTR_NumCkpts = 4
Thus, an ImageSize near 100MB will be rounded up to the next multiple of 25MB. If your batch slots have less memory or disk than the rounded values, it may be necessary to reduce the amount of rounding, because the job requirements will not be met.

**SCHEDD_BACKUP_SPOOL**  A boolean value that, when True, causes the condor_schedd to make a backup of the job queue as it starts. When True, the condor_schedd creates a host-specific backup of the current spool file to the spool directory. This backup file will be overwritten each time the condor_schedd starts. Defaults to False.

**SCHEDD_PREEMPTION_REQUIREMENTS**  This boolean expression is utilized only for machines allocated by a dedicated scheduler. When True, a machine becomes a candidate for job preemption. This configuration variable has no default; when not defined, preemption will never be considered.

**SCHEDD_PREEMPTION_RANK**  This floating point value is utilized only for machines allocated by a dedicated scheduler. It is evaluated in context of a job ClassAd, and it represents a machine’s preference for running a job. This configuration variable has no default; when not defined, preemption will never be considered.

**ParallelSchedulingGroup**  For parallel jobs which must be assigned within a group of machines (and not cross group boundaries), this configuration variable is a string which identifies a group of which this machine is a member. Each machine within a group sets this configuration variable with a string that identifies the group.

**PER_JOB_HISTORY_DIR**  If set to a directory writable by the HTCondor user, when a job leaves the condor_schedd’s queue, a copy of the job’s ClassAd will be written in that directory. The files are named history, with the job’s cluster and process number appended. For example, job 35.2 will result in a file named history.35.2. HTCondor does not rotate or delete the files, so without an external entity to clean the directory, it can grow very large. This option defaults to being unset. When not set, no files are written.

**DEDICATED_SCHEDULER_USE_FIFO**  When this parameter is set to true (the default), parallel universe jobs will be scheduled in a first-in, first-out manner. When set to false, parallel jobs are scheduled using a best-fit algorithm. Using the best-fit algorithm is not recommended, as it can cause starvation.

**DEDICATED_SCHEDULER_WAIT_FOR_SPOOLER**  A boolean value that when True, causes the dedicated scheduler to schedule parallel universe jobs in a very strict first-in, first-out manner. When the default value of False, parallel jobs that are being remotely submitted to a scheduler and are on hold, waiting for spooled input files to arrive at the scheduler, will not block jobs that arrived later, but whose input files have finished spooling. When True, jobs with larger cluster IDs, but that are in the Idle state will not be scheduled to run until all earlier jobs have finished spooling in their input files and have been scheduled.

**DEDICATED_SCHEDULER_DELAY_FACTOR**  Limits the cpu usage of the dedicated scheduler within the condor_schedd. The default value of 5 is the ratio of time spent not in the dedicated scheduler to the time scheduling parallel jobs. Therefore, the default caps the time spent in the dedicated scheduler to 20%.

**SCHEDD_SEND_VACATE_VIA_TCP**  A boolean value that defaults to True. When True, the condor_schedd daemon sends vacate signals via TCP, instead of the default UDP.

**SCHEDD_CLUSTER_INITIAL_VALUE**  An integer that specifies the initial cluster number value to use within a job id when a job is first submitted. If the job cluster number reaches the value set by SCHEDD_CLUSTER_MAXIMUM_VALUE and wraps, it will be re-set to the value given by this variable. The default value is 1.
SCHEDD_CLUSTER_INCREMENT_VALUE  A positive integer that defaults to 1, representing a stride used for the assignment of cluster numbers within a job id. When a job is submitted, the job will be assigned a job id. The cluster number of the job id will be equal to the previous cluster number used plus the value of this variable.

SCHEDD_CLUSTER_MAXIMUM_VALUE  An integer that specifies an upper bound on assigned job cluster id values. For value \( M \), the maximum job cluster id assigned to any job will be \( M - 1 \). When the maximum id is reached, cluster ids will continue assignment using SCHEDD_CLUSTER_INITIAL_VALUE. The default value of this variable is zero, which represents the behavior of having no maximum cluster id value.

Note that HTCondor does not check for nor take responsibility for duplicate cluster ids for queued jobs. If SCHEDD_CLUSTER_MAXIMUM_VALUE is set to a non-zero value, the system administrator is responsible for ensuring that older jobs do not stay in the queue long enough for cluster ids of new jobs to wrap around and reuse the same id. With a low enough value, it is possible for jobs to be erroneously assigned duplicate cluster ids, which will result in a corrupt job queue.

GRIDMANAGER_SELECTION_EXPR  By default, the condor_schedd daemon will start a new condor_gridmanager process for each discrete user that submits a grid universe job, that is, for each discrete value of job attribute Owner across all grid universe job ClassAds. For additional isolation and/or scalability of grid job management, additional condor_gridmanager processes can be spawned to share the load; to do so, set this variable to be a ClassAd expression. The result of the evaluation of this expression in the context of a grid universe job ClassAd will be treated as a hash value. All jobs that hash to the same value via this expression will go to the same condor_gridmanager. For instance, to spawn a separate condor_gridmanager process to manage each unique remote site, the following expression works:

\[
\text{GRIDMANAGER_SELECTION_EXPR} = \text{GridResource}
\]

CKPT_SERVER_CLIENT_TIMEOUT  An integer which specifies how long in seconds the condor_schedd is willing to wait for a response from a checkpoint server before declaring the checkpoint server down. The value of 0 makes the schedd block for the operating system configured time (which could be a very long time) before the connect() returns on its own with a connection timeout. The default value is 20.

CKPT_SERVER_CLIENT_TIMEOUT_RETRY  An integer which specifies how long in seconds the condor_schedd will ignore a checkpoint server that is deemed to be down. After this time elapses, the condor_schedd will try again in talking to the checkpoint server. The default is 1200.

SCHEDD_JOB_QUEUE_LOG_FLUSH_DELAY  An integer which specifies an upper bound in seconds on how long it takes for changes to the job ClassAd to be visible to the HTCondor Job Router. The default is 5 seconds.

ROTATE_HISTORY_DAILY  A boolean value that defaults to False. When True, the history file will be rotated daily, in addition to the rotations that occur due to the definition of MAX_HISTORY_LOG that rotate due to size.

ROTATE_HISTORY_MONTHLY  A boolean value that defaults to False. When True, the history file will be rotated monthly, in addition to the rotations that occur due to the definition of MAX_HISTORY_LOG that rotate due to size.

SCHEDD_COLLECT_STATS_FOR_<Name>  A boolean expression that when True creates a set of condor_schedd ClassAd attributes of statistics collected for a particular set. These attributes are named using the prefix of <Name>. The set includes each entity for which this expression is True. As an example, assume that condor_schedd statistics attributes are to be created for only user Einstein’s jobs. Defining
SCHEDD_COLLECT_STATS_FOR_Einstein = (Owner=="einstein")

causes the creation of the set of statistics attributes with names such as EinsteinJobsCompleted and EinsteinJobsCoredumped.

SCHEDD_COLLECT_STATS_BY_<Name> Defines a string expression. The evaluated string is used in the naming of a set of condor_schedd statistics ClassAd attributes. The naming begins with <Name>, an underscore character, and the evaluated string. Each character not permitted in an attribute name will be converted to the underscore character. For example,

SCHEDD_COLLECT_STATS_BY_Host = splitSlotName(RemoteHost)[1]

a set of statistics attributes will be created and kept. If the string expression were to evaluate to "storm.04.cs.wisc.edu", the names of two of these attributes will be Host_storm_04_cs_wisc_edu_JobsCompleted and Host_storm_04_cs_wisc_edu_JobsCoredumped.

SCHEDD_EXPIRE_STATS_BY_<Name> The number of seconds after which the condor_schedd daemon will stop collecting and discard the statistics for a subset identified by <Name>, if no event has occurred to cause any counter or statistic for the subset to be updated. If this variable is not defined for a particular <Name>, then the default value will be 60*60*24*7, which is one week's time.

SIGNIFICANT_ATTRIBUTES A comma and/or space separated list of job ClassAd attributes that are to be added to the list of attributes for determining the sets of jobs considered as a unit (an auto cluster) in negotiation, when auto clustering is enabled. When defined, this list replaces the list that the condor_negotiator would define based upon machine ClassAds.

ADD_SIGNIFICANT_ATTRIBUTES A comma and/or space separated list of job ClassAd attributes that will always be added to the list of attributes that the condor_negotiator defines based upon machine ClassAds, for determining the sets of jobs considered as a unit (an auto cluster) in negotiation, when auto clustering is enabled.

REMOVE_SIGNIFICANT_ATTRIBUTES A comma and/or space separated list of job ClassAd attributes that are removed from the list of attributes that the condor_negotiator defines based upon machine ClassAds, for determining the sets of jobs considered as a unit (an auto cluster) in negotiation, when auto clustering is enabled.

SCHEDD_AUDIT_LOG The path and file name of the condor_schedd log that records user-initiated commands that modify the job queue. If not defined, there will be no condor_schedd audit log.

MAX_SCHEDD_AUDIT_LOG Controls the maximum amount of time that a log will be allowed to grow. When it is time to rotate a log file, it will be saved to a file with an ISO timestamp suffix. The oldest rotated file receives the file name suffix .old. The .old files are overwritten each time the maximum number of rotated files (determined by the value of MAX_NUM_SCHEDD_AUDIT_LOG) is exceeded. A value of 0 specifies that the file may grow without bounds. The following suffixes may be used to qualify the integer:

    Sec for seconds
    Min for minutes
    Hr for hours
    Day for days
    Wk for weeks
**MAX_NUM_SCHEDD_AUDIT_LOG**  The integer that controls the maximum number of rotations that the *condor_schedd* audit log is allowed to perform, before the oldest one will be rotated away. The default value is 1.

**SCHEDD_USE_SLOT_WEIGHT**  A boolean that defaults to False. When True, the *condor_schedd* does use configuration variable SLOT_WEIGHT to weight running and idle job counts in the submitter ClassAd.

**JOB_TRANSFORM_NAMES**  A comma and/or space separated list of unique names, where each is used in the formation of a configuration variable name that will contain a set of rules governing the transformation of jobs during submission. Each name in the list will be used in the name of configuration variable JOB_TRANSFORM_<Name>. Transforms are applied in the order in which names appear in this list. Names are not case-sensitive. There is no default value.

**JOB_TRANSFORM_<Name>**  A single job transform specified as a set of transform rules in new classad syntax. The transform rules are applied to jobs that match the transform’s Requirements expression as they are submitted. <Name> corresponds to a name listed in JOB_TRANSFORM_NAMES. Names are not case-sensitive. There is no default value.

**SUBMIT_REQUIREMENT_NAMES**  A comma and/or space separated list of unique names, where each is used in the formation of a configuration variable name that will represent an expression evaluated to decide whether or not to reject a job submission. Each name in the list will be used in the name of configuration variable SUBMIT_REQUIREMENT_<Name>. There is no default value.

**SUBMIT_REQUIREMENT_<Name>**  A boolean expression evaluated in the context of the *condor_schedd* daemon ClassAd, which is the SCHEDD, or MY, name space and the job ClassAd, which is the JOB, or TARGET, name space. When False, it causes the *condor_schedd* to reject the submission of the job or cluster of jobs. <Name> corresponds to a name listed in SUBMIT_REQUIREMENT_NAMES. There is no default value.

**SUBMIT_REQUIREMENT_<Name>_REASON**  An expression that evaluates to a string, to be printed for the job submitter when SUBMIT_REQUIREMENT_<Name> evaluates to False and the *condor_schedd* rejects the job. There is no default value.

**SCHEDD_RESTART_REPORT**  The complete path to a file that will be written with report information. The report is written when the *condor_schedd* starts. It contains statistics about its attempts to reconnect to the *condor_startd* daemons for all jobs that were previously running. The file is updated periodically as reconnect attempts succeed or fail. Once all attempts have completed, a copy of the report is emailed to address specified by CONDOR_ADMIN. The default value is $(LOG)/ScheddRestartReport. If a blank value is set, then no report is written or emailed.

**JOB_SPOOL_PERMISSIONS**  Control the permissions on the job’s spool directory. Defaults to user which sets permissions to 0700. Possible values are user, group, and world. If set to group, then the directory is group-accessible, with permissions set to 0750. If set to world, then the directory is created with permissions set to 0755.

**CHOWN_JOB_SPOOL_FILES**  Prior to HTCondor 8.5.0 on unix, the condor_schedd would chown job files in the SPOOL directory between the condor account and the account of the job submitter. Now, these job files are always owned by the job submitter by default. To restore the older behavior, set this parameter to True. The default value is False.
**IMMUTABLE_JOB_ATTRS** A comma and/or space separated list of attributes provided by the administrator that cannot be changed, once they have committed values. No attributes are in this list by default.

**SYSTEM_IMMUTABLE_JOB_ATTRS** A predefined comma and/or space separated list of attributes that cannot be changed, once they have committed values. The hard-coded value is: Owner ClusterId ProcId MyType TargetType.

**PROTECTED_JOB_ATTRS** A comma and/or space separated list of attributes provided by the administrator that can only be altered by the queue super-user, once they have committed values. No attributes are in this list by default.

**SYSTEM_PROTECTED_JOB_ATTRS** A predefined comma and/or space separated list of attributes that can only be altered by the queue super-user, once they have committed values. The hard-code value is empty.

**ALTERNATE_JOB_SPOOL** A ClassAd expression evaluated in the context of the job ad. If the result is a string, the value is used as an alternate spool directory under which the job’s files will be stored. This alternate directory must already exist and have the same file ownership and permissions as the main SPOOL directory. Care must be taken that the value won’t change during the lifetime of each job.

### 3.5.10 condor_shadow Configuration File Entries

These settings affect the condor_shadow.

**SHADOW_LOCK** This macro specifies the lock file to be used for access to the ShadowLog file. It must be a separate file from the ShadowLog, since the ShadowLog may be rotated and you want to synchronize access across log file rotations. This macro is defined relative to the $(LOCK) macro.

**SHADOW_DEBUG** This macro (and other settings related to debug logging in the shadow) is described in section 3.5.2 as <SUBSYS>_DEBUG.

**SHADOW_QUEUE_UPDATE_INTERVAL** The amount of time (in seconds) between ClassAd updates that the condor_shadow daemon sends to the condor_schedd daemon. Defaults to 900 (15 minutes).

**SHADOW_LAZY_QUEUE_UPDATE** This boolean macro specifies if the condor_shadow should immediately update the job queue for certain attributes (at this time, it only effects the NumJobStarts and NumJobReconnects counters) or if it should wait and only update the job queue on the next periodic update. There is a trade-off between performance and the semantics of these attributes, which is why the behavior is controlled by a configuration macro. If the condor_shadow do not use a lazy update, and immediately ensures the changes to the job attributes are written to the job queue on disk, the semantics for the attributes will be out of sync with reality, but this introduces a potentially large performance and scalability problem for a busy condor_schedd. If the condor_shadow uses a lazy update, there is no additional cost to the condor_schedd, but it means that condor_q will not immediately see the changes to the job attributes, and if the condor_shadow happens to crash or be killed during that time, the attributes are never incremented. Given that the most obvious usage of these counter attributes is for the periodic user policy expressions (which are evaluated directly by the condor_shadow using its own copy of the job’s ClassAd, which is immediately updated in either case), and since the additional cost for aggressive updates to a busy condor_schedd could potentially cause major problems, the default is True to do lazy, periodic updates.
**SHADOW_WORKLIFE**  The integer number of seconds after which the `condor_shadow` will exit when the current job finishes, instead of fetching a new job to manage. Having the `condor_shadow` continue managing jobs helps reduce overhead and can allow the `condor_schedd` to achieve higher job completion rates. The default is 3600, one hour. The value 0 causes `condor_shadow` to exit after running a single job.

**COMPRESS_PERIODIC_CKPT**  A boolean value that when True, directs the `condor_shadow` to instruct applications to compress periodic checkpoints when possible. The default is False.

**COMPRESS_VACATE_CKPT**  A boolean value that when True, directs the `condor_shadow` to instruct applications to compress vacate checkpoints when possible. The default is False.

**PERIODIC_MEMORY_SYNC**  This boolean value specifies whether the `condor_shadow` should instruct applications to commit dirty memory pages to swap space during a periodic checkpoint. The default is False. This potentially reduces the number of dirty memory pages at vacate time, thereby reducing swapping activity on the remote machine.

**SLOW_CKPT_SPEED**  This macro specifies the speed at which vacate checkpoints should be written, in kilobytes per second. If zero (the default), vacate checkpoints are written as fast as possible. Writing vacate checkpoints slowly can avoid overwhelming the remote machine with swapping activity.

**SHADOW_JOB_CLEANUP_RETRY_DELAY**  This integer specifies the number of seconds to wait between tries to commit the final update to the job ClassAd in the `condor_schedd`'s job queue. The default is 30.

**SHADOW_MAX_JOB_CLEANUP_RETRIES**  This integer specifies the number of times to try committing the final update to the job ClassAd in the `condor_schedd`'s job queue. The default is 5.

**SHADOW_CHECKPROXY_INTERVAL**  The number of seconds between tests to see if the job proxy has been updated or should be refreshed. The default is 600 seconds (10 minutes). This variable’s value should be small in comparison to the refresh interval required to keep delegated credentials from expiring (configured via `DELEGATE_JOB_GSI_CREDENTIALS_REFRESH` and `DELEGATE_JOB_GSI_CREDENTIALS_LIFETIME`). If this variable’s value is too small, proxy updates could happen very frequently, potentially creating a lot of load on the submit machine.

**SHADOW_RUN_UNKNOWN_USER_JOBS**  A boolean that defaults to False. When True, it allows the `condor_shadow` daemon to run jobs as user nobody when remotely submitted and from users not in the local password file.

**SHADOW_STATS_LOG**  The full path and file name of a file that stores TCP statistics for shadow file transfers. (Note that the shadow logs TCP statistics to this file by default. Adding `D_STATS` to the `SHADOW_DEBUG` value will cause TCP statistics to be logged to the normal shadow log file (`$(SHADOW_LOG)`).) If not defined, `SHADOW_STATS_LOG` defaults to `$(LOG)/XferStatsLog`. Setting `SHADOW_STATS_LOG` to `/dev/null` disables logging of shadow TCP file transfer statistics.

**MAX_SHADOW_STATS_LOG**  Controls the maximum size in bytes or amount of time that the shadow TCP statistics log will be allowed to grow. If not defined, `MAX_SHADOW_STATS_LOG` defaults to `$(MAX_DEFAULT_LOG)`, which currently defaults to 10 MiB in size. Values are specified with the same syntax as `MAX_DEFAULT_LOG`. 
3.5.11 condor_starter Configuration File Entries

These settings affect the condor_starter.

**EXEC_TRANSFER_ATTEMPTS** Sometimes due to a router misconfiguration, kernel bug, or other network problem, the transfer of the initial checkpoint from the submit machine to the execute machine will fail midway through. This parameter allows a retry of the transfer a certain number of times that must be equal to or greater than 1. If this parameter is not specified, or specified incorrectly, then it will default to three. If the transfer of the initial executable fails every attempt, then the job goes back into the idle state until the next renegotiation cycle.

**NOTE:** This parameter does not exist in the NT starter.

**JOB_RENICE_INCREMENT** When the condor_starter spawns an HTCondor job, it can do so with a nice-level. A nice-level is a Unix mechanism that allows users to assign their own processes a lower priority, such that these processes do not interfere with interactive use of the machine. For machines with lots of real memory and swap space, such that the only scarce resource is CPU time, use this macro in conjunction with a policy that allows HTCondor to always start jobs on the machines. HTCondor jobs would always run, but interactive response on the machines would never suffer. A user most likely will not notice HTCondor is running jobs. See section 3.7 on Startd Policy Configuration for more details on setting up a policy for starting and stopping jobs on a given machine.

The ClassAd expression is evaluated in the context of the job ad to an integer value, which is set by the condor_starter daemon for each job just before the job runs. The range of allowable values are integers in the range of 0 to 19 (inclusive), with a value of 19 being the lowest priority. If the integer value is outside this range, then on a Unix machine, a value greater than 19 is auto-decreased to 19; a value less than 0 is treated as 0. For values outside this range, a Windows machine ignores the value and uses the default instead. The default value is 0, on Unix, and the idle priority class on a Windows machine.

**STARTER_LOCAL_LOGGING** This macro determines whether the starter should do local logging to its own log file, or send debug information back to the condor_shadow where it will end up in the ShadowLog. It defaults to True.

**STARTER_LOG_NAME_APPEND** A fixed value that sets the file name extension of the local log file used by the condor_starter daemon. Permitted values are true, false, slot, cluster and jobid. A value of false will suppress the use of a file extension. A value of true gives the default behavior of using the slot name, unless there is only a single slot. A value of slot uses the slot name. A value of cluster uses the job’s ClusterId ClassAd attribute. A value of jobid uses the job’s ProcId ClassAd attribute. If cluster or jobid are specified, the resulting log files will persist until deleted by the user, so these two options should only be used to assist in debugging, not as permanent options.

**STARTER_DEBUG** This setting (and other settings related to debug logging in the starter) is described above in section 3.5.2 as $(<SUBSYS>_DEBUG).

**STARTER_UPDATE_INTERVAL** An integer value representing the number of seconds between ClassAd updates that the condor_starter daemon sends to the condor_shadow and condor_startd daemons. Defaults to 300 (5 minutes).

**STARTER_UPDATE_INTERVAL_TIMESLICE** A floating point value, specifying the highest fraction of time that the condor_starter daemon should spend collecting monitoring information about the job, such as disk usage.
3.5.11. condor_starter Configuration File Entries

The default value is 0.1. If monitoring, such as checking disk usage takes a long time, the condor_starter will monitor less frequently than specified by STARTER_UPDATE_INTERVAL.

USER_JOB_WRAPPER The full path and file name of an executable or script. If specified, HTCondor never directly executes a job, but instead invokes this executable, allowing an administrator to specify the executable (wrapper script) that will handle the execution of all user jobs. The command-line arguments passed to this program will include the full path to the actual user job which should be executed, followed by all the command-line parameters to pass to the user job. This wrapper script must ultimately replace its image with the user job; thus, it must \texttt{exec()} the user job, not \texttt{fork()} it.

For Bourne type shells (\texttt{sh}, \texttt{bash}, \texttt{ksh}), the last line should be:

\begin{verbatim}
exec "$@
\end{verbatim}

For the C type shells (\texttt{csh}, \texttt{tcsh}), the last line should be:

\begin{verbatim}
exec $*:q
\end{verbatim}

On Windows, the end should look like:

\begin{verbatim}
REM set some environment variables
set LICENSE_SERVER=192.168.1.202:5012
set MY_PARAMS=2

REM Run the actual job now
%* \
\end{verbatim}

This syntax is precise, to correctly handle program arguments which contain white space characters.

For Windows machines, the wrapper will either be a batch script with a file extension of \texttt{.bat} or \texttt{.cmd}, or an executable with a file extension of \texttt{.exe} or \texttt{.com}.

If the wrapper script encounters an error as it runs, and it is unable to run the user job, it is important that the wrapper script indicate this to the HTCondor system so that HTCondor does not assign the exit code of the wrapper script to the job. To do this, the wrapper script should write a useful error message to the file named in the environment variable \_CONDOR.WRAPPER.ERROR.FILE, and then the wrapper script should exit with a non-zero value. If this file is created by the wrapper script, HTCondor assumes that the wrapper script has failed, and HTCondor will place the job back in the queue marking it as Idle, such that the job will again be run. The condor_starter will also copy the contents of this error file to the condor_starter log, so the administrator can debug the problem.

When a wrapper script is in use, the executable of a job submission may be specified by a relative path, as long as the submit description file also contains:

\begin{verbatim}
+PreserveRelativeExecutable = True
\end{verbatim}

For example,
# Let this executable be resolved by user's path in the wrapper
cmd = sleep
+PreserveRelativeExecutable = True

Without this extra attribute:

# A typical fully-qualified executable path
cmd = /bin/sleep

**CGROUP_MEMORY_LIMIT_POLICY**  A string with possible values of `hard`, `soft` and `none`. The default value is `none`. If set to `hard`, the cgroup-based limit on the total amount of physical memory used by the sum of all processes in the job will not be allowed to exceed the limit given by the cgroup memory controller attribute `memory.limit_in_bytes`. If the processes try to allocate more memory, the allocation will succeed, and virtual memory will be allocated, but no additional physical memory will be allocated. If set to the default value `soft`, the cgroup-based limit on the total amount of physical memory used by the sum of all processes in the job will be allowed to go over the limit, if there is free memory available on the system. If set to `none`, no limit will be enforced, but the memory usage of the job will be accurately measured by a cgroup.

**USE_VISIBLE_DESKTOP**  This boolean variable is only meaningful on Windows machines. If `True`, HTCondor will allow the job to create windows on the desktop of the execute machine and interact with the job. This is particularly useful for debugging why an application will not run under HTCondor. If `False`, HTCondor uses the default behavior of creating a new, non-visible desktop to run the job on. See section [8.2](#) for details on how HTCondor interacts with the desktop.

**STARTER_JOB_ENVIRONMENT**  This macro sets the default environment inherited by jobs. The syntax is the same as the syntax for environment settings in the job submit file (see page [885](#)). If the same environment variable is assigned by this macro and by the user in the submit file, the user's setting takes precedence.

**JOB_INHERITS_STARTER_ENVIRONMENT**  A boolean value that defaults to `False`. When `True`, it causes jobs to inherit all environment variables from the `condor_starter`. When the user job and/or `STARTER_JOB_ENVIRONMENT` define an environment variable that is in the `condor_starter`'s environment, the setting from the `condor_starter`'s environment is overridden. This variable does not apply to standard universe jobs.

**NAMED_CHROOT**  A comma and/or space separated list of full paths to one or more directories, under which the `condor_starter` may run a chroot-ed job. This allows HTCondor to invoke `chroot()` before launching a job, if the job requests such by defining the job ClassAd attribute `RequestedChroot` with a directory that matches one in this list. There is no default value for this variable.

**STARTER_UPLOAD_TIMEOUT**  An integer value that specifies the network communication timeout to use when transferring files back to the submit machine. The default value is set by the `condor_shadow` daemon to 300. Increase this value if the disk on the submit machine cannot keep up with large bursts of activity, such as many jobs all completing at the same time.

**ASSIGN_CPU_AFFINITY**  A boolean expression that defaults to `False`. When it evaluates to `True`, each job under this `condor_startd` is confined to using only as many cores as the configured number of slots. When using partitionable slots, each job will be bound to as many cores as requested by specifying `request_cpus`. When `True`, this configuration variable overrides any specification of `ENFORCE_CPU_AFFINITY`. The expression is evaluated in the context of the Job ClassAd.
ENFORCE_CPU_AFFINITY  This configuration variable is replaced by ASSIGN_CPU_AFFINITY. Do not enable this configuration variable unless using glidein or another unusual setup.

A boolean value that defaults to False. When False, the CPU affinity of processes in a job is not enforced. When True, the processes in an HTCondor job maintain their affinity to a CPU. This means that this job will only run on that particular CPU, even if other CPU cores are idle.

If True and SLOT<N>_CPU_AFFINITY is not set, the CPU that the job is locked to is the same as SlotID - 1. Note that slots are numbered beginning with the value 1, while CPU cores are numbered beginning with the value 0.

When True, more fine grained affinities may be specified with SLOT<N>_CPU_AFFINITY.

SLOT<N>_CPU_AFFINITY  This configuration variable is replaced by ASSIGN_CPU_AFFINITY. Do not enable this configuration variable unless using glidein or another unusual setup.

A comma separated list of cores to which an HTCondor job running on a specific slot given by the value of <N> show affinity. Note that slots are numbered beginning with the value 1, while CPU cores are numbered beginning with the value 0. This affinity list only takes effect when ENFORCE_CPU_AFFINITY = True.

ENABLE_URL_TRANSFERS  A boolean value that when True causes the condor_starter for a job to invoke all plug-ins defined by FILETRANSFER_PLUGINS to determine their capabilities for handling protocols to be used in file transfer specified with a URL. When False, a URL transfer specified in a job’s submit description file will cause an error issued by condor_submit. The default value is True.

FILETRANSFER_PLUGINS  A comma separated list of full and absolute path and executable names for plug-ins that will accomplish the task of doing file transfer when a job requests the transfer of an input file by specifying a URL. See section 3.14.2 for a description of the functionality required of a plug-in.

RUN_FILETRANSFER_PLUGINS_WITH_ROOT  A boolean value that affects only Unix platforms and defaults to False, causing file transfer plug-ins invoked for a job to run with both the real and the effective UID set to user that the job runs as. The user that the job runs as may be the job owner, nobody, or the slot user. The group is set to primary group of the user that the job runs as, and all supplemental groups are dropped. The default gives the behavior exhibited prior to the existence of this configuration variable. When set to True, file transfer plug-ins are invoked with a real UID of 0 (root), provided the HTCondor daemons also run as root. The effective UID is set to the user that the job runs as.

This configuration variable can permit plug-ins to do privileged operations, such as access a credential protected by file system permissions. The default value is recommended unless privileged operations are required.

ENABLE_CHIRP  A boolean value that defaults to True. An administrator would set the value to False to disable Chirp remote file access from execute machines.

ENABLE_CHIRP_UPDATES  A boolean value that defaults to True. If ENABLE_CHIRP is True, and ENABLE_CHIRP_UPDATES is False, then the user job can only read job attributes from the submit side; it cannot change them or write to the job event log. If ENABLE_CHIRP is False, the setting of this variable does not matter, as no Chirp updates are allowed in that case.

ENABLE_CHIRP_IO  A boolean value that defaults to True. If False, the file I/O condor_chirp commands are prohibited.

ENABLE_CHIRP_DELAYED  A boolean value that defaults to True. If False, the condor_chirp commands get_job_attr_delayed and set_job_attr_delayed are prohibited.
CHIRP_DELAYED_UPDATE_PREFIX This string-valued parameter, which defaults to "Chirp", defines the allowed prefixes for attribute names which can be used with the condor_chirp commands set_job_attribute_delayed and get_job_attribute_delayed. Because it must be set to the same value on both the submit and execute nodes, it is advised that this parameter not be changed from its built-in default.

CHIRP_DELAYED_UPDATE_MAX_ATTRS This integer-valued parameter, which defaults to 100, represents the maximum number of pending delayed chirp updates buffered by the condor_starter. If the number of unique attributes updated by the condor_chirp command set_job_attr_delayed exceeds this parameter, it is possible for these updates to be ignored.

USE_PSS A boolean value, that when True causes the condor_starter to measure the PSS (Proportional Set Size) of each HTCondor job. The default value is False. When running many short lived jobs, performance problems in the condor_procd have been observed, and a setting of False may relieve these problems.

MEMORY_USAGE_METRIC A ClassAd expression that produces an initial value for the job ClassAd attribute MemoryUsage in jobs that are not standard universe and not vm universe.

MEMORY_USAGE_METRIC_VM A ClassAd expression that produces an initial value for the job ClassAd attribute MemoryUsage in vm universe jobs.

STARTER_RLIMIT_AS An integer ClassAd expression, expressed in MiB, evaluated by the condor_starter to set the RLIMIT_AS parameter of the setrlimit() system call. This limits the virtual memory size of each process in the user job. The expression is evaluated in the context of both the machine and job ClassAds, where the machine ClassAd is the MY.ClassAd, and the job ClassAd is the TARGET.ClassAd. There is no default value for this variable. Since values larger than 2047 have no real meaning on 32-bit platforms, values larger than 2047 result in no limit set on 32-bit platforms.

USE_PID_NAMESPACES A boolean value that, when True, enables the use of per job PID namespaces for HTCondor jobs run on Linux kernels. Defaults to False.

PER_JOB_NAMESPACES A boolean value that defaults to False. Relevant only for Linux platforms using file system namespaces. The default value of False ensures that there will be no private mount points, because auto mounts done by autos would use the wrong name for private file system mounts. A True value is useful when private file system mounts are permitted and autos (for NFS) is not used.

DYNAMIC_RUN_ACCOUNT_LOCAL_GROUP For Windows platforms, a value that sets the local group to a group other than the default Users for the condor-slot<X> run account. Do not place the local group name within quotation marks.

JOB_EXECDIR_PERMISSIONS Control the permissions on the job’s scratch directory. Defaults to user which sets permissions to 0700. Possible values are user, group, and world. If set to group, then the directory is group-accessible, with permissions set to 0750. If set to world, then the directory is created with permissions set to 0755.

STARTER_STATS_LOG The full path and file name of a file that stores TCP statistics for starter file transfers. (Note that the starter logs TCP statistics to this file by default. Adding D_STATS to the STARTER_DEBUG value will cause TCP statistics to be logged to the normal starter log file ($STARTER_LOG).) If not defined, STARTER_STATS_LOG defaults to $(LOG)/XferStatsLog. Setting STARTER_STATS_LOG to /dev/null disables logging of starter TCP file transfer statistics.
### 3.5.12 condor_submit Configuration File Entries

**MAX_STARTER_STATS_LOG**  Controls the maximum size in bytes or amount of time that the starter TCP statistics log will be allowed to grow. If not defined, `MAX_STARTER_STATS_LOG` defaults to `${MAX_DEFAULT_LOG}`, which currently defaults to 10 MiB in size. Values are specified with the same syntax as `MAX_DEFAULT_LOG`.

**SINGULARITY**  The path to the Singularity binary. The default value is `/usr/bin/singularity`.

**SINGULARITY_JOB**  A boolean value specifying whether this startd should run jobs under Singularity. The default value is `False`.

**SINGULARITY_IMAGE_EXPR**  The path to the Singularity container image file. The default value is "SingularityImage".

**SINGULARITY_TARGET_DIR**  A directory within the Singularity image to which `$_CONDOR_SCRATCH_DIR` on the host should be mapped. The default value is "".

**SINGULARITY_BIND_EXPR**  A string value containing a list of bind mount specifications to be passed to Singularity. The default value is "SingularityBind".

**SINGULARITY_EXTRA_ARGUMENTS**  A string value containing a list of extra arguments to be appended to the Singularity command line.

### 3.5.12 condor_submit Configuration File Entries

**DEFAULT_UNIVERSE**  The universe under which a job is executed may be specified in the submit description file. If it is not specified in the submit description file, then this variable specifies the universe (when defined). If the universe is not specified in the submit description file, and if this variable is not defined, then the default universe for a job will be the vanilla universe.

**JOB_DEFAULT_NOTIFICATION**  The default that sets email notification for jobs. This variable defaults to `NEVER`, such that HTCondor will not send email about events for jobs. Possible values are `NEVER`, `ERROR`, `ALWAYS`, or `COMPLETE`. If `ALWAYS`, the owner will be notified whenever the job produces a checkpoint, as well as when the job completes. If `COMPLETE`, the owner will be notified when the job terminates. If `ERROR`, the owner will only be notified if the job terminates abnormally, or if the job is placed on hold because of a failure, and not by user request. If `NEVER`, the owner will not receive email.

**JOB_DEFAULT_LEASE_DURATION**  The default value for the `job_lease_duration` submit command when the submit file does not specify a value. The default value is 2400, which is 40 minutes.

**JOB_DEFAULT_REQUESTMEMORY**  The amount of memory in MiB to acquire for a job, if the job does not specify how much it needs using the `request_memory` submit command. If this variable is not defined, then the default is defined by the expression

\[
\text{ifThenElse}(\text{MemoryUsage} \neq \text{UNDEFINED}, \text{MemoryUsage}, (\text{ImageSize} + 1023)/1024)
\]

**JOB_DEFAULT_REQUESTDISK**  The amount of disk in KiB to acquire for a job, if the job does not specify how much it needs using the `request_disk` submit command. If the job defines the value, then that value takes precedence. If not set, then the default is defined as `DiskUsage`. 

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**JOB_DEFAULT_REQUESTCPUS**  The number of CPUs to acquire for a job, if the job does not specify how many it needs using the `request_cpus` submit command. If the job defines the value, then that value takes precedence. If not set, then the default is 1.

**DEFAULT_JOB_MAX_RETRIES**  The default value for the maximum number of job retries, if the `condor_submit` retry feature is used. (Note that this value is only relevant if either `retry_until` or `success_exit_code` is defined in the submit file, and `max_retries` is not.) (See section [12](#) for more information.) The default value if not defined is 2.

If you want `condor_submit` to automatically append an expression to the `Requirements` expression or `Rank` expression of jobs at your site use the following macros:

**APPEND_REQ_VANILLA**  Expression to be appended to vanilla job requirements.

**APPEND_REQ_STANDARD**  Expression to be appended to standard job requirements.

**APPEND_REQUIREMENTS**  Expression to be appended to any type of universe jobs. However, if `APPEND_REQ_VANILLA` or `APPEND_REQ_STANDARD` is defined, then ignore the `APPEND_REQUIREMENTS` for those universes.

**APPEND_RANK**  Expression to be appended to job rank. `APPEND_RANK_STANDARD` or `APPEND_RANK_VANILLA` will override this setting if defined.

**APPEND_RANK_STANDARD**  Expression to be appended to standard job rank.

**APPEND_RANK_VANILLA**  Expression to be appended to vanilla job rank.

**NOTE:** The `APPEND_RANK_STANDARD` and `APPEND_RANK_VANILLA` macros were called `APPEND_PREF_STANDARD` and `APPEND_PREF_VANILLA` in previous versions of HTCondor.

In addition, you may provide default `Rank` expressions if your users do not specify their own with:

**DEFAULT_RANK**  Default rank expression for any job that does not specify its own rank expression in the submit description file. There is no default value, such that when undefined, the value used will be 0.0.

**DEFAULT_RANK_VANILLA**  Default rank for vanilla universe jobs. There is no default value, such that when undefined, the value used will be 0.0. When both `DEFAULT_RANK` and `DEFAULT_RANK_VANILLA` are defined, the value for `DEFAULT_RANK_VANILLA` is used for vanilla universe jobs.

**DEFAULT_RANK_STANDARD**  Default rank for standard universe jobs. There is no default value, such that when undefined, the value used will be 0.0. When both `DEFAULT_RANK` and `DEFAULT_RANK_STANDARD` are defined, the value for `DEFAULT_RANK_STANDARD` is used for standard universe jobs.

**DEFAULT_IO_BUFFER_SIZE**  HTCondor keeps a buffer of recently-used data for each file an application opens. This macro specifies the default maximum number of bytes to be buffered for each open file at the executing machine. The `condor_status` `buffer_size` command will override this default. If this macro is undefined, a default size of 512 KB will be used.
3.5.12. condor_submit Configuration File Entries

**DEFAULT_IO_BUFFER_BLOCK_SIZE** When buffering is enabled, HTCondor will attempt to consolidate small read and write operations into large blocks. This macro specifies the default block size HTCondor will use. The `condor_status buffer_block_size` command will override this default. If this macro is undefined, a default size of 32 KB will be used.

**SUBMIT_SKIP_FILECHECKS** If `True`, condor_submit behaves as if the -disable command-line option is used. This tells condor_submit to disable file permission checks when submitting a job for read permissions on all input files, such as those defined by commands input and transfer_input_files, as well as write permission to output files, such as a log file defined by log and output files defined with output or transfer_output_files. This can significantly decrease the amount of time required to submit a large group of jobs. For standard universe, the setting is ignored and file checks are always performed. The default value is True.

**WARN_ON_UNUSED_SUBMIT_FILE_MACROS** A boolean variable that defaults to True. When condor_submit performs checks on the job’s submit description file contents for commands that define a macro, but do not use the macro within the file. A warning is issued, but job submission continues. A definition of a new macro occurs when the lhs of a command is not a known submit command. This check may help spot spelling errors of known submit commands.

**SUBMIT_DEFAULT_SHOULD_TRANSFER_FILES** Provides a default value for the submit command should_transfer_files if the submit file does not supply a value and when the value is not forced by some other command in the submit file, such as the universe. Valid values are YES, TRUE, ALWAYS, NO, FALSE, NEVER and IF_NEEDED. If the value is not one of these, then IF_NEEDED will be used.

**SUBMIT_SEND_RESCHEDULE** A boolean expression that when False, prevents condor_submit from automatically sending a condor_reschedule command as it completes. The condor_reschedule command causes the condor_schedd daemon to start searching for machines with which to match the submitted jobs. When True, this step always occurs. In the case that the machine where the job(s) are submitted is managing a huge number of jobs (thousands or tens of thousands), this step would hurt performance in such a way that it became an obstacle to scalability. The default value is True.

**SUBMIT_ATTRS** A comma-separated and/or space-separated list of ClassAd attribute names for which the attribute and value will be inserted into all the job ClassAds that condor_submit creates. In this way, it is like the "+" syntax in a submit description file. Attributes defined in the submit description file with "+" will override attributes defined in the configuration file with SUBMIT_ATTRS. Note that adding an attribute to a job’s ClassAd will not function as a method for specifying default values of submit description file commands forgotten in a job’s submit description file. The command in the submit description file results in actions by condor_submit, while the use of SUBMIT_ATTRS adds a job ClassAd attribute at a later point in time. SUBMIT_EXPRS is a historic setting that functions identically to SUBMIT_ATTRS. It may be removed in the future, so use SUBMIT_ATTRS.

**LOG_ON_NFS_IS_ERROR** A boolean value that controls whether condor_submit prohibits job submit description files with job event log files on NFS. If LOG_ON_NFS_IS_ERROR is set to True, such submit files will be rejected. If LOG_ON_NFS_IS_ERROR is set to False, the job will be submitted. If not defined, LOG_ON_NFS_IS_ERROR defaults to False.

**SUBMIT_MAX_PROCS_IN_CLUSTER** An integer value that limits the maximum number of jobs that would be assigned within a single cluster. Job submissions that would exceed the defined value fail, issuing an error message, and with no jobs submitted. The default value is 0, which does not limit the number of jobs assigned a single cluster number.
**ENABLE_DEPRECATION_WARNINGS**  A boolean value that defaults to False. When True, `condor_submit` issues warnings when a job requests features that are no longer supported.

**INTERACTIVE_SUBMIT_FILE**  The path and file name of a submit description file that `condor_submit` will use in the specification of an interactive job. The default is `$(RELEASE_DIR)/libexec/interactive.sub` when not defined.

**CRED_MIN_TIME_LEFT**  When a job uses an X509 user proxy, `condor_submit` will refuse to submit a job whose x509 expiration time is less than this many seconds in the future. The default is to only refuse jobs whose expiration time has already passed.

### 3.5.13 condor_preen Configuration File Entries

These macros affect `condor_preen`.

**PREEN_ADMIN**  This macro sets the e-mail address where `condor_preen` will send e-mail (if it is configured to send email at all; see the entry for PREEN). Defaults to `$(CONDOR_ADMIN)`.

**VALID_SPOOL_FILES**  A comma or space separated list of files that `condor_preen` considers valid files to find in the `$(SPOOL)` directory, such that `condor_preen` will not remove these files. There is no default value. `condor_preen` will add to the list files and directories that are normally present in the `$(SPOOL)` directory. A single asterisk (*+) wild card character is permitted in each file item within the list.

**SYSTEM_VALID_SPOOL_FILES**  A comma or space separated list of files that `condor_preen` considers valid files to find in the `$(SPOOL)` directory. The default value is all files known by HTCondor to be valid. This variable exists such that it can be queried; it should not be changed. `condor_preen` use it to initialize the the list files and directories that are normally present in the `$(SPOOL)` directory. A single asterisk (+) wild card character is permitted in each file item within the list.

**INVALID_LOG_FILES**  This macro contains a (comma or space separated) list of files that `condor_preen` considers invalid files to find in the `$(LOG)` directory. There is no default value.

### 3.5.14 condor_collector Configuration File Entries

These macros affect the `condor_collector`.

**CLASSAD_LIFETIME**  The default maximum age in seconds for ClassAds collected by the `condor_collector`. ClassAds older than the maximum age are discarded by the `condor_collector` as stale.

If present, the ClassAd attribute `ClassAdLifetime` specifies the ClassAd’s lifetime in seconds. If `ClassAdLifetime` is not present in the ClassAd, the `condor_collector` will use the value of `$(CLASSAD_LIFETIME)`. This variable is defined in terms of seconds, and it defaults to 900 seconds (15 minutes).

To ensure that the `condor_collector` does not miss any ClassAds, the frequency at which all other subsystems that report using an update interval must be tuned. The configuration variables that set these subsystems are
### 3.5.14. condor_collector Configuration File Entries

- **UPDATE_INTERVAL** (for the *condor_startd* daemon)
- **NEGOTIATOR_UPDATE_INTERVAL**
- **SCHEDD_INTERVAL**
- **MASTER_UPDATE_INTERVAL**
- **CKPT_SERVER_INTERVAL**
- **DEFRAG_UPDATE_INTERVAL**
- **HAD_UPDATE_INTERVAL**

**MASTER_CHECK_INTERVAL** This macro defines how often the collector should check for machines that have ClassAds from some daemons, but not from the *condor_master* (orphaned daemons) and send e-mail about it. It is defined in seconds and defaults to 10800 (3 hours).

**COLLECTOR_REQUIREMENTS** A boolean expression that filters out unwanted ClassAd updates. The expression is evaluated for ClassAd updates that have passed through enabled security authorization checks. The default behavior when this expression is not defined is to allow all ClassAd updates to take place. If *False*, a ClassAd update will be rejected.

Stronger security mechanisms are the better way to authorize or deny updates to the *condor_collector*. This configuration variable exists to help those that use host-based security, and do not trust all processes that run on the hosts in the pool. This configuration variable may be used to throw out ClassAds that should not be allowed. For example, for *condor_startd* daemons that run on a fixed port, configure this expression to ensure that only machine ClassAds advertising the expected fixed port are accepted. As a convenience, before evaluating the expression, some basic sanity checks are performed on the ClassAd to ensure that all of the ClassAd attributes used by HTCondor to contain IP:port information are consistent. To validate this information, the attribute to check is *TARGET.MyAddress*.

**CLIENT_TIMEOUT** Network timeout that the *condor_collector* uses when talking to any daemons or tools that are sending it a ClassAd update. It is defined in seconds and defaults to 30.

**QUERY_TIMEOUT** Network timeout when talking to anyone doing a query. It is defined in seconds and defaults to 60.

**CONDOR_DEVELOPERS** By default, HTCondor will send e-mail once per week to this address with the output of the *condor_status* command, which lists how many machines are in the pool and how many are running jobs. The default value of [condor-admin@cs.wisc.edu](mailto:condor-admin@cs.wisc.edu) will send this report to the Center for High Throughput Computing at the University of Wisconsin-Madison. The Center for High Throughput Computing uses these weekly status messages in order to have some idea as to how many HTCondor pools exist in the world. We appreciate getting the reports, as this is one way we can convince funding agencies that HTCondor is being used in the real world. If you do not wish this information to be sent to the Center for High Throughput Computing, explicitly set the value to *NONE* to disable this feature, or replace the address with a desired location. If undefined (commented out) in the configuration file, HTCondor follows its default behavior.

**COLLECTOR_NAME** This macro is used to specify a short description of your pool. It should be about 20 characters long. For example, the name of the UW-Madison Computer Science HTCondor Pool is "UN-Madison CS". While this macro might seem similar to *MASTER_NAME* or *SCHEDD_NAME*, it is unrelated. Those settings are used to uniquely identify (and locate) a specific set of HTCondor daemons, if there are more than one running on the same machine. The *COLLECTOR_NAME* setting is just used as a human-readable string to describe the pool, which is included in the updates sent to the *CONDOR_DEVELOPERS_COLLECTOR*.
CONDOR_DEVELOPERS_COLLECTOR  By default, every pool sends periodic updates to a central condor_collector at UW-Madison with basic information about the status of the pool. Updates include only the number of total machines, the number of jobs submitted, the number of machines running jobs, the host name of the central manager, and the $(COLLECTOR_NAME)$. These updates help the Center for High Throughput Computing see how HTCondor is being used around the world. By default, they will be sent to condor.cs.wisc.edu. To discontinue sending updates, explicitly set this macro to NONE. If undefined or commented out in the configuration file, HTCondor follows its default behavior.

COLLECTOR_UPDATE_INTERVAL  This variable is defined in seconds and defaults to 900 (every 15 minutes). It controls the frequency of the periodic updates sent to a central condor_collector at UW-Madison as defined by CONDOR_DEVELOPERS_COLLECTOR.

COLLECTOR_SOCKET_BUFSIZE  This specifies the buffer size, in bytes, reserved for condor_collector network UDP sockets. The default is 10240000, or a ten megabyte buffer. This is a healthy size, even for a large pool. The larger this value, the less likely the condor_collector will have stale information about the pool due to dropping update packets. If your pool is small or your central manager has very little RAM, considering setting this parameter to a lower value (perhaps 256000 or 128000).

NOTE: For some Linux distributions, it may be necessary to raise the OS’s system-wide limit for network buffer sizes. The parameter that controls this limit is /proc/sys/net/core/rmem_max. You can see the values that the condor_collector actually uses by enabling D_FULLDEBUG for the collector and looking at the log line that looks like this:

Reset OS socket buffer size to 2048k (UDP), 255k (TCP).

For changes to this parameter to take effect, condor_collector must be restarted.

COLLECTOR_TCP_SOCKET_BUFSIZE  This specifies the TCP buffer size, in bytes, reserved for condor_collector network sockets. The default is 131072, or a 128 kilobyte buffer. This is a healthy size, even for a large pool. The larger this value, the less likely the condor_collector will have stale information about the pool due to dropping update packets. If your pool is small or your central manager has very little RAM, considering setting this parameter to a lower value (perhaps 65536 or 32768).

NOTE: See the note for COLLECTOR_SOCKET_BUFSIZE.

KEEP_POOL_HISTORY  This boolean macro is used to decide if the collector will write out statistical information about the pool to history files. The default is False. The location, size, and frequency of history logging is controlled by the other macros.

POOL_HISTORY_DIR  This macro sets the name of the directory where the history files reside (if history logging is enabled). The default is the $SPOOL$ directory.

POOL_HISTORY_MAX_STORAGE  This macro sets the maximum combined size of the history files. When the size of the history files is close to this limit, the oldest information will be discarded. Thus, the larger this parameter’s value is, the larger the time range for which history will be available. The default value is 10000000 (10 MB).

POOL_HISTORY_SAMPLING_INTERVAL  This macro sets the interval, in seconds, between samples for history logging purposes. When a sample is taken, the collector goes through the information it holds, and summarizes it. The information is written to the history file once for each 4 samples. The default (and recommended) value is 60 seconds. Setting this macro’s value too low will increase the load on the collector, while setting it to high will produce less precise statistical information.
COLLECTION_DAEMON_STATS  A boolean value that controls whether or not the condor_collector daemon keeps update statistics on incoming updates. The default value is True. If enabled, the condor_collector will insert several attributes into the ClassAds that it stores and sends. ClassAds without the UpdateSequenceNumber and DaemonStartTime attributes will not be counted, and will not have attributes inserted (all modern HTCondor daemons which publish ClassAds publish these attributes).

The attributes inserted are UpdatesTotal, UpdatesSequenced, and UpdatesLost. UpdatesTotal is the total number of updates (of this ClassAd type) the condor_collector has received from this host. UpdatesSequenced is the number of updates that the condor_collector could have as lost. In particular, for the first update from a daemon, it is impossible to tell if any previous ones have been lost or not. UpdatesLost is the number of updates that the condor_collector has detected as being lost. See page [1031] for more information on the added attributes.

COLLECTION_STATS_SWEEP  This value specifies the number of seconds between sweeps of the condor_collector’s per-daemon update statistics. Records for daemons which have not reported in this amount of time are purged in order to save memory. The default is two days. It is unlikely that you would ever need to adjust this.

COLLECTION_DAEMON_HISTORY_SIZE  This variable controls the size of the published update history that the condor_collector inserts into the ClassAds it stores and sends. The default value is 128, which means that history is stored and published for the latest 128 updates. This variable’s value is ignored, if COLLECTION_DAEMON_STATS is not enabled.

If the value is a non-zero one, the condor_collector will insert attribute UpdatesHistory into the ClassAd (similar to UpdatesTotal). AttrUpdatesHistory is a hexadecimal string which represents a bitmap of the last COLLECTION_DAEMON_HISTORY_SIZE updates. The most significant bit (MSB) of the bitmap represents the most recent update, and the least significant bit (LSB) represents the least recent. A value of zero means that the update was not lost, and a value of 1 indicates that the update was detected as lost.

For example, if the last update was not lost, the previous was lost, and the previous two not, the bitmap would be 0100, and the matching hex digit would be "4". Note that the MSB can never be marked as lost because its loss can only be detected by a non-lost update (a gap is found in the sequence numbers). Thus, UpdatesHistory = "0x40" would be the history for the last 8 updates. If the next updates are all successful, the values published, after each update, would be: 0x20, 0x10, 0x08, 0x04, 0x02, 0x01, 0x00.

See page [1031] for more information on the added attribute.

COLLECTION_CLASS_HISTORY_SIZE  This variable controls the size of the published update history that the condor_collector inserts into the condor_collector ClassAds it produces. The default value is zero.

If this variable has a non-zero value, the condor_collector will insert UpdatesClassHistory into the condor_collector ClassAd (similar to UpdatesHistory). These are added per class of ClassAd, however. The classes refer to the type of ClassAds. Additionally, there is a Total class created, which represents the history of all ClassAds that this condor_collector receives.

Note that the condor_collector always publishes Lost, Total and Sequenced counts for all ClassAd classes. This is similar to the statistics gathered if COLLECTION_DAEMON_STATS is enabled.

COLLECTION_QUERY_WORKERS  This macro sets the maximum number of child worker processes that the condor_collector can have, and defaults to a value of 4 on Linux and MacOS platforms. When receiving a large query request, the condor_collector may fork() a new process to handle the query, freeing the main process to handle other requests. Each forked child process will consume memory, potentially up to 50% or more of the
memory consumed by the parent collector process. To limit the amount of memory consumed on the central manager to handle incoming queries, the default value for this macro is 4. When the number of outstanding worker processes reaches the maximum specified by this macro, any additional incoming query requests will be queued and serviced after an existing child worker completes. Note that on Windows platforms, this macro has a value of zero and cannot be changed.

**COLLECTOR_QUERY_WORKERS_RESERVE_FOR_HIGH_PRIORITY** This macro defines the number of COLLECTOR_QUERY_WORKERS slots will be held in reserve to only service high priority query requests. Currently, high priority queries are defined as those coming from the *condor_negotiator* during the course of matchmaking, or via a “condor_sos condor_status” command. The idea here is the critical operation of matchmaking machines to jobs will take precedence over user condor_status invocations. Defaults to a value of 1. The maximum allowable value for this macro is equal to COLLECTOR_QUERY_WORKERS minus 1.

**COLLECTOR_QUERY_WORKERS_PENDING** This macro sets the maximum of collector pending query requests that can be queued waiting for child workers to exit. Queries that would exceed this maximum are immediately aborted. When a forked child worker exits, a pending query will be pulled from the queue for service. Note the collector will confirm that the client has not closed the TCP socket (because it was tired of waiting) before going through all the work of actually forking a child and starting to service the query. Defaults to a value of 50.

**COLLECTOR_QUERY_MAX_WORKTIME** This macro defines the maximum amount of time in seconds that a query has to complete before it is aborted. Queries that wait in the pending queue longer than this period of time will be aborted before forking. Queries that have already forked will also abort after the worktime has expired - this protects against clients on a very slow network connection. If set to 0, then there is no timeout. The default is 0.

**HANDLE_QUERY_IN_PROC_POLICY** This variable sets the policy for which queries the *condor_collector* should handle in process rather than by forking a worker. It should be set to one of the following values:

- *always* Handle all queries in process
- *never* Handle all queries using fork workers
- *small_table* Handle only queries of small tables in process
- *small_query* Handle only small queries in process
- *small_table_and_query* Handle only small queries on small tables in process
- *small_table_or_query* Handle small queries or small tables in process

A small table is any table of ClassAds in the collector other than Master,Startd,Generic and Any ads. A small query is a locate query, or any query with both a projection and a result limit that is smaller than 10. The default value is *small_table_or_query*.

**COLLECTOR_DEBUG** This macro (and other macros related to debug logging in the *condor_collector*) is described in section [3.5.2](#) as `<SUBSYS>_DEBUG`.

**CONDOR_VIEW_CLASSAD_TYPES** Provides the ClassAd types that will be forwarded to the CONDOR_VIEW_HOST. The ClassAd types can be found with *condor_status -any*. The default forwarding behavior of the *condor_collector* is equivalent to

```
CONDOR_VIEW_CLASSAD_TYPES=Machine,Submitter
```

There is no default value for this variable.
COLLECTOR_FORWARD_FILTERING  When this boolean variable is set to True, Machine and Submitter ad updates are not forwarded to the CONDOR_VIEW_HOST if certain attributes are unchanged from the previous update of the ad. The default is False, meaning all updates are forwarded.

COLLECTOR_FORWARD_WATCH_LIST  When COLLECTOR_FORWARD_FILTERING is set to True, this variable provides the list of attributes that controls whether a Machine or Submitter ad update is forwarded to the CONDOR_VIEW_HOST. If all attributes in this list are unchanged from the previous update, then the new update is not forwarded. The default value is State, Cpus, Memory, IdleJobs.

COLLECTOR_FORWARD_INTERVAL  When COLLECTOR_FORWARD_FILTERING is set to True, this variable limits how long forwarding of updates for a given ad can be filtered before an update must be forwarded. The default is one third of CLASSAD_LIFETIME.

The following macros control where, when, and for how long HTCondor persistently stores absent ClassAds. See section 3.12.2 on page 457 for more details.

ABSENT_REQUIREMENTS  A boolean expression evaluated by the condor_collector when a machine ClassAd would otherwise expire. If True, the ClassAd instead becomes absent. If not defined, the implementation will behave as if False, and no absent ClassAds will be stored.

ABSENT_EXPIRE_ADS_AFTER  The integer number of seconds after which the condor_collector forgets about an absent ClassAd. If 0, the ClassAds persist forever. Defaults to 30 days.

COLLECTOR_PERSISTENT_AD_LOG  The full path and file name of a file that stores machine ClassAds for every hibernating or absent machine. This forms a persistent storage of these ClassAds, in case the condor_collector daemon crashes.

To avoid condor_preen removing this log, place it in a directory other than the directory defined by $(SPOOL). Alternatively, if this log file is to go in the directory defined by $(SPOOL), add the file to the list given by VALID_SPOOL_FILES.

This configuration variable replaces OFFLINE_LOG, which is no longer used.

EXPIRE_INVALIDATED_ADS  A boolean value that defaults to False. When True, causes all invalidated ClassAds to be treated as if they expired. This permits invalidated ClassAds to be marked absent, as defined in section 3.12.2.

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These macros affect the condor_negotiator.

NEGOTIATOR_NAME  Used to give an alternative value to the Name attribute in the condor_negotiator’s ClassAd and the NegotiatorName attribute of its accounting ClassAds. This configuration macro is useful in the situation where there are two condor_negotiator daemons running on one machine, and both report to the same condor_collector. Different names will distinguish the two daemons.

See the description of MASTER_NAME in section 3.5.7 on page 243 for defaults and composition of valid HTCondor daemon names.
**NEGOTIATOR_INTERVAL**  Sets how often the `condor_negotiator` starts a negotiation cycle. It is defined in seconds and defaults to 60 (1 minute).

**NEGOTIATOR_UPDATE_INTERVAL**  This macro determines how often the `condor_negotiator` daemon sends a ClassAd update to the `condor_collector`. It is defined in seconds and defaults to 300 (every 5 minutes).

**NEGOTIATOR_CYCLE_DELAY**  An integer value that represents the minimum number of seconds that must pass before a new negotiation cycle may start. The default value is 20. `NEGOTIATOR_CYCLE_DELAY` is intended only for use by HTCondor experts.

**NEGOTIATOR_TIMEOUT**  Sets the timeout that the negotiator uses on its network connections to the `condor_schedd` and `condor_startd`. It is defined in seconds and defaults to 30.

**NEGOTIATION_CYCLE_STATS_LENGTH**  Specifies how many recent negotiation cycles should be included in the history that is published in the `condor_negotiator`’s ad. The default is 3 and the maximum allowed value is 100. Setting this value to 0 disables publication of negotiation cycle statistics. The statistics about recent cycles are stored in several attributes per cycle. Each of these attribute names will have a number appended to it to indicate how long ago the cycle happened, for example: `LastNegotiationCycleDuration0`, `LastNegotiationCycleDuration1`, `LastNegotiationCycleDuration2`, ... The attribute numbered 0 applies to the most recent negotiation cycle. The attribute numbered 1 applies to the next most recent negotiation cycle, and so on. See page 1023 for a list of attributes that are published.

**PRIORITY_HALFLIFE**  This macro defines the half-life of the user priorities. See section 2.7.2 on User Priorities for details. It is defined in seconds and defaults to 86400 (1 day).

**DEFAULT_PRIO_FACTOR**  Sets the priority factor for local users as they first submit jobs, as described in section 3.6. Defaults to 1000.

**NICE_USER_PRIO_FACTOR**  Sets the priority factor for nice users, as described in section 3.6. Defaults to 10000000000.

**REMOTE_PRIO_FACTOR**  Defines the priority factor for remote users, which are those users who do not belong to the local domain. See section 3.6 for details. Defaults to 10000000.

**ACCOUNTANT_LOCAL_DOMAIN**  Describes the local UID domain. This variable is used to decide if a user is local or remote. A user is considered to be in the local domain if their UID domain matches the value of this variable. Usually, this variable is set to the local UID domain. If not defined, all users are considered local.

**MAX_ACCOUNTANT_DATABASE_SIZE**  This macro defines the maximum size (in bytes) that the accountant database log file can reach before it is truncated (which re-writes the file in a more compact format). If, after truncating, the file is larger than one half the maximum size specified with this macro, the maximum size will be automatically expanded. The default is 1 megabyte (1000000).

**NEGOTIATOR_DISCOUNT_SUSPENDED_RESOURCES**  This macro tells the negotiator to not count resources that are suspended when calculating the number of resources a user is using. Defaults to false, that is, a user is still charged for a resource even when that resource has suspended the job.

**NEGOTIATOR_SOCKET_CACHE_SIZE**  This macro defines the maximum number of sockets that the `condor_negotiator` keeps in its open socket cache. Caching open sockets makes the negotiation protocol more efficient by eliminating the need for socket connection establishment for each negotiation cycle. The default is
currently 500. To be effective, this parameter should be set to a value greater than the number of condor_schedds submitting jobs to the negotiator at any time. If you lower this number, you must run condor_restart and not just condor_reconfig for the change to take effect.

**NEGOTIATOR_INFORM_STARTD** Boolean setting that controls if the condor_negotiator should inform the condor_startd when it has been matched with a job. The default is False. When this is set to the default value of False, the condor_startd will never enter the Matched state, and will go directly from Unclaimed to Claimed. Because this notification is done via UDP, if a pool is configured so that the execute hosts do not create UDP command sockets (see the WANT_UDP_COMMAND_SOCKET setting described in section 3.5.1 on page 215 for details), the condor_negotiator should be configured not to attempt to contact these condor_startd daemons by using the default value.

**NEGOTIATOR_PRE_JOB_RANK** Resources that match a request are first sorted by this expression. If there are any ties in the rank of the top choice, the top resources are sorted by the user-supplied rank in the job ClassAd, then by NEGOTIATOR_POST_JOB_RANK, then by PREEMPTION_RANK (if the match would cause preemption and there are still any ties in the top choice). MY refers to attributes of the machine ClassAd and TARGET refers to the job ClassAd. The purpose of the pre job rank is to allow the pool administrator to override any other rankings, in order to optimize overall throughput. For example, it is commonly used to minimize preemption, even if the job rank prefers a machine that is busy. If explicitly set to be undefined, this expression has no effect on the ranking of matches. The default value prefers to match multi-core jobs to dynamic slots in a best fit manner:

\[
\text{NEGOTIATOR\_PRE\_JOB\_RANK} = (10000000 \times \text{My.Rank}) + \backslash
(1000000 \times (\text{RemoteOwner} =?= \text{UNDEFINED})) - (100000 \times \text{Cpus}) - \text{Memory}
\]

**NEGOTIATOR_POST_JOB_RANK** Resources that match a request are first sorted by NEGOTIATOR_PRE_JOB_RANK. If there are any ties in the rank of the top choice, the top resources are sorted by the user-supplied rank in the job ClassAd, then by NEGOTIATOR_POST_JOB_RANK, then by PREEMPTION_RANK (if the match would cause preemption and there are still any ties in the top choice). MY refers to attributes of the machine ClassAd and TARGET refers to the job ClassAd. The purpose of the post job rank is to allow the pool administrator to choose between machines that the job ranks equally. The default value is

\[
\text{NEGOTIATOR\_POST\_JOB\_RANK} = \backslash
(\text{RemoteOwner} =?= \text{UNDEFINED}) \times \backslash
(\text{ifThenElse}(\text{isUndefined}(\text{KFlops}), 1000, \text{KFlops}) - \backslash
\text{SlotID} - 1.0e10*(\text{Offline} =?= \text{True}))
\]

**PREEMPTION_REQUIREMENTS** When considering user priorities, the negotiator will not preempt a job running on a given machine unless this expression evaluates to True, and the owner of the idle job has a better priority than the owner of the running job. The PREEMPTION_REQUIREMENTS expression is evaluated within the context of the candidate machine ClassAd and the candidate idle job ClassAd; thus the MY scope prefix refers to the machine ClassAd, and the TARGET scope prefix refers to the ClassAd of the idle (candidate) job. There is no direct access to the currently running job, but attributes of the currently running job that need to be accessed in PREEMPTION_REQUIREMENTS can be placed in the machine ClassAd using STARTD\_JOB\_EXPRS. If not explicitly set in the HTCondor configuration file, the default value for this expression is False. PREEMPTION_REQUIREMENTS should include the term (SubmitterGroup =?= RemoteGroup), if a preemption policy that respects group quotas is desired. Note that this variable does not influence other potential causes of preemption, such as the RANK of the condor_startd, or PREEMPT expressions. See section 3.7.1 for a general discussion of limiting preemption.
PREEMPTION_REQUIREMENTS_STABLE  A boolean value that defaults to True, implying that all attributes utilized to define the PREEMPTION_REQUIREMENTS variable will not change within a negotiation period time interval. If utilized attributes will change during the negotiation period time interval, then set this variable to False.

PREEMPTION_RANK  Resources that match a request are first sorted by NEGOTIATOR_PRE_JOB_RANK. If there are any ties in the rank of the top choice, the top resources are sorted by the user-supplied rank in the job ClassAd, then by NEGOTIATOR_POST_JOB_RANK, then by PREEMPTION_RANK (if the match would cause preemption and there are still any ties in the top choice). MY refers to attributes of the machine ClassAd and TARGET refers to the job ClassAd. This expression is used to rank machines that the job and the other negotiation expressions rank the same. For example, if the job has no preference, it is usually preferable to preempt a job with a small ImageSize instead of a job with a large ImageSize. The default value first considers the user’s priority and chooses the user with the worst priority. Then, among the running jobs of that user, it chooses the job with the least accumulated run time:

PREEMPTION_RANK = (RemoteUserPrio * 1000000) - \
   ifThenElse(isUndefined(TotalJobRunTime), 0, TotalJobRunTime)

PREEMPTION_RANK_STABLE  A boolean value that defaults to True, implying that all attributes utilized to define the PREEMPTION_RANK variable will not change during the negotiation period time interval. If utilized attributes will change during the negotiation period time interval, then set this variable to False.

NEGOTIATOR_SLOT_CONSTRAINT  An expression which constrains which machine ClassAds are fetched from the condor_collector by the condor_negotiator during a negotiation cycle.

NEGOTIATOR_JOB_CONSTRAINT  An expression which constrains which job ClassAds are considered for match-making by the condor_negotiator. This parameter is read by the condor_negotiator and sent to the condor_schedd for evaluation. condor_schedds older than version 8.7.7 will ignore this expression and so will continue to send all jobs to the condor_negotiator.

NEGOTIATOR_TRIM_SHUTDOWN_THRESHOLD  This setting is not likely to be customized, except perhaps within a glidein setting. An integer expression that evaluates to a value within the context of the condor_negotiator ClassAd, with a default value of 0. When this expression evaluates to an integer X greater than 0, the condor_negotiator will not make matches to machines that contain the ClassAd attribute DaemonShutdown which evaluates to True, when that shut down time is X seconds into the future. The idea here is a mechanism to prevent matching with machines that are quite close to shutting down, since the match would likely be a waste of time.

NEGOTIATOR_SLOT_POOLSIZE_CONSTRAINT or GROUP_DYNAMIC_MACH_CONSTRAINT  This optional expression specifies which machine ClassAds should be counted when computing the size of the pool. It applies both for group quota allocation and when there are no groups. The default is to count all machine ClassAds. When extra slots exist for special purposes, as, for example, suspension slots or file transfer slots, this expression can be used to inform the condor_negotiator that only normal slots should be counted when computing how big each group’s share of the pool should be.

The name NEGOTIATOR_SLOT_POOLSIZE_CONSTRAINT replaces GROUP_DYNAMIC_MACH_CONSTRAINT as of HTCondor version 7.7.3. Using the older name causes a warning to be logged, although the behavior is unchanged.

NEGOTIATOR_DEBUG  This macro (and other settings related to debug logging in the negotiator) is described in section 3.5.2 as <SUBSYS>_DEBUG.
NEGOTIATOR_MAX_TIME_PER_SUBMITTER  The maximum number of seconds the `condor_negotiator` will spend with each individual submitter during one negotiation cycle. Once this time limit has been reached, the `condor_negotiator` will skip over requests from this submitter until the next negotiation cycle. It defaults to 60 seconds.

NEGOTIATOR_MAX_TIME_PER_SCHEDD  The maximum number of seconds the `condor_negotiator` will spend with each individual `condor_schedd` during one negotiation cycle. Once this time limit has been reached, the `condor_negotiator` will skip over requests from this `condor_schedd` until the next negotiation cycle. It defaults to 120 seconds.

NEGOTIATOR_MAX_TIME_PER_CYCLE  The maximum number of seconds the `condor_negotiator` will spend in total across all submitters during one negotiation cycle. Once this time limit has been reached, the `condor_negotiator` will skip over requests from all submitters until the next negotiation cycle. It defaults to 1200 seconds.

NEGOTIATOR_MAX_TIME_PER_PIESPIN  The maximum number of seconds the `condor_negotiator` will spend with a submitter in one pie spin. A negotiation cycle is composed of at least one pie spin, possibly more, depending on whether there are still machines left over after computing fair shares and negotiating with each submitter. By limiting the maximum length of a pie spin or the maximum time per submitter per negotiation cycle, the `condor_negotiator` is protected against spending a long time talking to one submitter, for example someone with a very slow `condor_schedd` daemon. But, this can result in unfair allocation of machines or some machines not being allocated at all. See section 3.6.6 on page 348 for a description of a pie slice. It defaults to 120 seconds.

USE_RESOURCE_REQUEST_COUNTS  A boolean value that defaults to True. When True, the latency of negotiation will be reduced when there are many jobs next to each other in the queue with the same auto cluster, and many matches are being made. When True, the `condor_schedd` tells the `condor_negotiator` to send X matches at a time, where X equals number of consecutive jobs in the queue within the same auto cluster.

NEGOTIATORRESOURCE_REQUEST_LIST_SIZE  An integer tuning parameter used by the `condor_negotiator` to control the number of resource requests fetched from a `condor_schedd` per network round-trip. With higher values, the latency of negotiation can be significantly be reduced when negotiating with a `condor_schedd` running HTCondor version 8.3.0 or more recent, especially over a wide-area network. Setting this value too high, however, could cause the `condor_schedd` to unnecessarily block on network I/O. The default value is 200. If `USE_RESOURCE_REQUEST_COUNTS` is set to False, then this variable will be unconditionally set to a value of 1.

NEGOTIATOR_MATCH_EXPRS  A comma-separated list of macro names that are inserted as ClassAd attributes into matched job ClassAds. The attribute name in the ClassAd will be given the prefix `NegotiatorMatchExpr`, if the macro name does not already begin with that. Example:

```python
NegotiantName = "My Negotiator"
NEGOTIATOR_MATCH_EXPRS = NegotiantName
```

As a result of the above configuration, jobs that are matched by this `condor_negotiator` will contain the following attribute when they are sent to the `condor_startd`:

```python
NegotiantMatchExprNegotiantName = "My Negotiator"
```
The expressions inserted by the `condor_negotiator` may be useful in `condor_startd` policy expressions, when the `condor_startd` belongs to multiple HTCondor pools.

**NEGOTIATOR_MATCHLIST_CACHING** A boolean value that defaults to `True`. When `True`, it enables an optimization in the `condor_negotiator` that works with auto clustering. In determining the sorted list of machines that a job might use, the job goes to the first machine off the top of the list. If `NEGOTIATOR_MATCHLIST_CACHING` is `True`, and if the next job is part of the same auto cluster, meaning that it is a very similar job, the `condor_negotiator` will reuse the previous list of machines, instead of recreating the list from scratch.

If matching grid resources, and the desire is for a given resource to potentially match multiple times per `condor_negotiator` pass, `NEGOTIATOR_MATCHLIST_CACHING` should be `False`. See section 5.3.11 on page 584 in the subsection on Advertising Grid Resources to HTCondor for an example.

**NEGOTIATOR_CONSIDER_PREEMPTION** For expert users only. A boolean value that defaults to `True`. When `False`, it can cause the `condor_negotiator` to run faster and also have better spinning pie accuracy. *Only set this to False if PREEMPTION_REQUIREMENTS is False, and if all condor_startd rank expressions are False.*

**NEGOTIATOR_CONSIDER_EARLY_PREEMPTION** A boolean value that when `False` (the default), prevents the `condor_negotiator` from matching jobs to claimed slots that cannot immediately be preempted due to `MAXJOBRETIREMENTTIME`.

**ALLOW_P_SLOT_PREEMPTION** A boolean value that defaults to `False`. When set to `True` for the `condor_negotiator`, it enables a new matchmaking mode in which one or more dynamic slots can be preempted in order to make enough resources available in their parent partitionable slot for a job to successfully match to the partitionable slot.

**STARTD_AD_REEVAL_EXPR** A boolean value evaluated in the context of each machine ClassAd within a negotiation cycle that determines whether the ClassAd from the `condor_collector` is to replace the stashed ClassAd utilized during the previous negotiation cycle. When `True`, the ClassAd from the `condor_collector` does replace the stashed one. When not defined, the default value is to replace the stashed ClassAd if the stashed ClassAd’s sequence number is older than its potential replacement.

**NEGOTIATOR_UPDATE_AFTER_CYCLE** A boolean value that defaults to `False`. When `True`, it will force the `condor_negotiator` daemon to publish an update to the `condor_collector` at the end of every negotiation cycle. This is useful if monitoring statistics for the previous negotiation cycle.

**NEGOTIATOR_READ_CONFIG_BEFORE_CYCLE** A boolean value that defaults to `False`. When `True`, the `condor_negotiator` will re-read the configuration prior to beginning each negotiation cycle. Note that this operation will update configured behaviors such as concurrency limits, but not data structures constructed during a full reconfiguration, such as the group quota hierarchy. A full reconfiguration, for example as accomplished with `condor_reconfig`, remains the best way to guarantee that all `condor_negotiator` configuration is completely updated.

**<NAME>_LIMIT** An integer value that defines the amount of resources available for jobs which declare that they use some consumable resource as described in section 3.14.16. `<NAME>` is a string invented to uniquely describe the resource.

**CONCURRENCY_LIMIT_DEFAULT** An integer value that describes the number of resources available for any resources that are not explicitly named defined with the configuration variable `<NAME>_LIMIT`. If not defined, no limits are set for resources not explicitly identified using `<NAME>_LIMIT`. 
CONCURRENCY_LIMIT_DEFAULT_<NAME>  If set, this defines a default concurrency limit for all resources that start with <NAME>.

The following configuration macros affect negotiation for group users.

GROUP_NAMES  A comma-separated list of the recognized group names, case insensitive. If undefined (the default), group support is disabled. Group names must not conflict with any user names. That is, if there is a physics group, there may not be a physics user. Any group that is defined here must also have a quota, or the group will be ignored. Example:

GROUP_NAMES = group_physics, group_chemistry

GROUP_QUOTA_<groupname>  A floating point value to represent a static quota specifying an integral number of machines for the hierarchical group identified by <groupname>. It is meaningless to specify a non integer value, since only integral numbers of machines can be allocated. Example:

GROUP_QUOTA_group_physics = 20
GROUP_QUOTA_group_chemistry = 10

When both static and dynamic quotas are defined for a specific group, the static quota is used and the dynamic quota is ignored.

GROUP_QUOTA_DYNAMIC_<groupname>  A floating point value in the range 0.0 to 1.0, inclusive, representing a fraction of a pool’s machines (slots) set as a dynamic quota for the hierarchical group identified by <groupname>. For example, the following specifies that a quota of 25% of the total machines are reserved for members of the group_biology group.

GROUP_QUOTA_DYNAMIC_group_biology = 0.25

The group name must be specified in the GROUP_NAMES list.

This section has not yet been completed

GROUP_PRIO_FACTOR_<groupname>  A floating point value greater than or equal to 1.0 to specify the default user priority factor for <groupname>. The group name must also be specified in the GROUP_NAMES list. GROUP_PRIO_FACTOR_<groupname> is evaluated when the negotiator first negotiates for the user as a member of the group. All members of the group inherit the default priority factor when no other value is present. For example, the following setting specifies that all members of the group named group_physics inherit a default user priority factor of 2.0:

GROUP_PRIO_FACTOR_group_physics = 2.0
GROUP_AUTOREGROUP A boolean value (defaults to False) that when True, causes users who submitted to a specific group to also negotiate a second time with the <none> group, to be considered with the independent job submitters. This allows group submitted jobs to be matched with idle machines even if the group is over its quota. The user name that is used for accounting and prioritization purposes is still the group user as specified by AccountingGroup in the job ClassAd.

GROUP_AUTOREGROUP_<groupname> This is the same as GROUP_AUTOREGROUP, but it is settable on a per-group basis. If no value is specified for a given group, the default behavior is determined by GROUP_AUTOREGROUP, which in turn defaults to False.

GROUP_ACCEPT_SURPLUS A boolean value that, when True, specifies that groups should be allowed to use more than their configured quota when there is not enough demand from other groups to use all of the available machines. The default value is False.

GROUP_ACCEPT_SURPLUS_<groupname> A boolean value applied as a group-specific version of GROUP_ACCEPT_SURPLUS. When not specified, the value of GROUP_ACCEPT_SURPLUS applies to the named group.

GROUP_QUOTA_ROUND_ROBIN_RATE The maximum sum of weighted slots that should be handed out to an individual submitter in each iteration within a negotiation cycle. If slot weights are not being used by the condor_negotiator, as specified by NEGOTIATOR_USE_SLOT_WEIGHTS = False, then this value is just the (unweighted) number of slots. The default value is a very big number, effectively infinite. Setting the value to a number smaller than the size of the pool can help avoid starvation. An example of the starvation problem is when there are a subset of machines in a pool with large memory, and there are multiple job submitters who desire all of these machines. Normally, HTCondor will decide how much of the full pool each person should get, and then attempt to hand out that number of resources to each person. Since the big memory machines are only a subset of pool, it may happen that they are all given to the first person contacted, and the remainder requiring large memory machines get nothing. Setting GROUP_QUOTA_ROUND_ROBIN_RATE to a value that is small compared to the size of subsets of machines will reduce starvation at the cost of possibly slowing down the rate at which resources are allocated.

GROUP_QUOTA_MAX_ALLOCATION_ROUNDS An integer that specifies the maximum number of times within one negotiation cycle the condor_negotiator will calculate how many slots each group deserves and attempt to allocate them. The default value is 3. The reason it may take more than one round is that some groups may not have jobs that match some of the available machines, so some of the slots that were withheld for those groups may not get allocated in any given round.

NEGOTIATOR_USE_SLOT_WEIGHTS A boolean value with a default of True. When True, the condor_negotiator pays attention to the machine ClassAd attribute SlotWeight. When False, each slot effectively has a weight of 1.

NEGOTIATOR_USE_WEIGHTED_DEMAND A boolean value that defaults to True. When False, the behavior is the same as for HTCondor versions prior to 7.9.6. If True, when the condor_schedd advertises IdleJobs in the submitter ClassAd, which represents the number of idle jobs in the queue for that submitter, it will also advertise the total number of requested cores across all idle jobs from that submitter, WeightedIdleJobs. If partitionable slots are being used, and if hierarchical group quotas are used, and if any hierarchical group quotas set GROUP_ACCEPT_SURPLUS to True, and if configuration variable SlotWeight is set to the number of cores, then setting this configuration variable to True allows the amount of surplus allocated to each group to be calculated correctly.
GROUP_SORT_EXPR  A floating point ClassAd expression that controls the order in which the condor_negotiator considers groups when allocating resources. The smallest magnitude positive value goes first. The default value is set such that group <none> always goes last when considering group quotas, and groups are considered in starvation order (the group using the smallest fraction of its resource quota is considered first).

NEGOTIATOR_ALLOW_QUOTA_OVERSUBSCRIPTION  A boolean value that defaults to True. When True, the behavior of resource allocation when considering groups is more like it was in the 7.4 stable series of HTCondor. In implementation, when True, the static quotas of subgroups will not be scaled when the sum of these static quotas of subgroups sums to more than the group’s static quota. This behavior is desirable when using static quotas, unless the sum of subgroup quotas is considerably less than the group’s quota, as scaling is currently based on the number of machines available, not assigned quotas (for static quotas).

3.5.16  condor_procd Configuration File Macros

USE_PROCD  This boolean variable determines whether the condor_procd will be used for managing process families. If the condor_procd is not used, each daemon will run the process family tracking logic on its own. Use of the condor_procd results in improved scalability because only one instance of this logic is required. The condor_procd is required when using group ID-based process tracking (see Section 3.14.12). In this case, the USE_PROCD setting will be ignored and a condor_procd will always be used. By default, the condor_master will start a condor_procd that all other daemons that need process family tracking will use. A daemon that uses the condor_procd will start a condor_procd for use by itself and all of its child daemons.

PROCD_MAX_SNAPSHOT_INTERVAL  This setting determines the maximum time that the condor_procd will wait between probes of the system for information about the process families it is tracking.

PROCD_LOG  Specifies a log file for the condor_procd to use. Note that by design, the condor_procd does not include most of the other logic that is shared amongst the various HTCondor daemons. This means that the condor_procd does not include the normal HTCondor logging subsystem, and thus multiple debug levels are not supported. PROCD_LOG defaults to $(LOG)/ProcLog. Note that enabling D_PROCFAMILY in the debug level for any other daemon will cause it to log all interactions with the condor_procd.

MAX_PROCD_LOG  Controls the maximum length in bytes to which the condor_procd log will be allowed to grow. The log file will grow to the specified length, then be saved to a file with the suffix .old. The .old file is overwritten each time the log is saved, thus the maximum space devoted to logging will be twice the maximum length of this log file. A value of 0 specifies that the file may grow without bounds. The default is 10 MiB.

PROCD_ADDRESS  This specifies the address that the condor_procd will use to receive requests from other HTCondor daemons. On Unix, this should point to a file system location that can be used for a named pipe. On Windows, named pipes are also used but they do not exist in the file system. The default setting therefore depends on the platform and distribution: $(LOCK)/procd_pipe or $(RUN)/procd_pipe on Unix and \pipe\procd_pipe on Windows.

USE_GID_PROCESS_TRACKING  A boolean value that defaults to False. When True, a job's initial process is assigned a dedicated GID which is further used by the condor_procd to reliably track all processes associated with a job. When True, values for MIN_TRACKING_GID and MAX_TRACKING_GID must also be set, or HTCondor will abort, logging an error message. See section 3.14.12 on page 489 for a detailed description.
MIN_TRACKING_GID  An integer value, that together with MAX_TRACKING_GID specify a range of GIDs to be assigned on a per slot basis for use by the condor_procd in tracking processes associated with a job. See section 3.14.12 on page 489 for a detailed description.

MAX_TRACKING_GID  An integer value, that together with MIN_TRACKING_GID specify a range of GIDs to be assigned on a per slot basis for use by the condor_procd in tracking processes associated with a job. See section 3.14.12 on page 489 for a detailed description.

BASE_CGROUP  The path to the directory used as the virtual file system for the implementation of Linux kernel cgroups. This variable defaults to the string htcondor, and is only used on Linux systems. To disable cgroup tracking, define this to an empty string. See section 3.14.13 on page 489 for a description of cgroup-based process tracking.

3.5.17  condor_credd Configuration File Macros

These macros affect the condor_credd.

CREDD_HOST  The host name of the machine running the condor_credd daemon.

CREDD_POLLING_TIMEOUT  An integer value that determines how long the condor_credd daemon will poll for credentials in seconds. The default value is 20.

CREDD_CACHE_LOCALLY  A boolean value that defaults to False. When True, the first successful password fetch operation to the condor_credd daemon causes the password to be stashed in a local, secure password store. Subsequent uses of that password do not require communication with the condor_credd daemon.

CRED_SUPER_USERS  A comma and/or space separated list of user names on a given machine that are permitted to store credentials for any user when using the condor_store_cred command. When not on this list, users can only store their own credentials. Entries in this list can contain a single '*' wildcard character, which matches any sequence of characters.

SKIP_WINDOWS_LOGON_NETWORK  A boolean value that defaults to False. When True, Windows authentication skips trying authentication with the LOGON_NETWORK method first, and attempts authentication with LOGON_INTERACTIVE method. This can be useful if many authentication failures are noticed, potentially leading to users getting locked out.

3.5.18  condor_gridmanager Configuration File Entries

These macros affect the condor_gridmanager.

GRIDMANAGER_LOG  Defines the path and file name for the log of the condor_gridmanager. The owner of the file is the condor user.

GRIDMANAGER_CHECKPROXY_INTERVAL  The number of seconds between checks for an updated X509 proxy credential. The default is 10 minutes (600 seconds).
**GRIDMANAGER_PROXY_REFRESH_TIME**  For GRAM jobs, the `condor_gridmanager` will not forward a refreshed proxy until the lifetime left for the proxy on the remote machine falls below this value. The value is in seconds and the default is 21600 (6 hours).

**GRIDMANAGER_MINIMUM_PROXY_TIME**  The minimum number of seconds before expiration of the X509 proxy credential for the gridmanager to continue operation. If seconds until expiration is less than this number, the gridmanager will shutdown and wait for a refreshed proxy credential. The default is 3 minutes (180 seconds).

**HOLD_JOB_IF_CREDENTIAL_EXPIRES**  True or False. Defaults to True. If True, and for grid universe jobs only, HTCondor-G will place a job on hold `GRIDMANAGER_MINIMUM_PROXY_TIME` seconds before the proxy expires. If False, the job will stay in the last known state, and HTCondor-G will periodically check to see if the job’s proxy has been refreshed, at which point management of the job will resume.

**GRIDMANAGER_CONTACT_SCHEDD_DELAY**  The minimum number of seconds between connections to the `condor_schedd`. The default is 5 seconds.

**GRIDMANAGER_JOB_PROBE_INTERVAL**  The number of seconds between active probes for the status of a submitted job. The default is 1 minute (60 seconds). Intervals specific to grid types can be set by appending the name of the grid type to the configuration variable name, as the example

```
GRIDMANAGER_JOB_PROBE_INTERVAL_GT5 = 300
```

**GRIDMANAGER_JOB_PROBE_RATE**  The maximum number of job status probes per second that will be issued to a given remote resource. The time between status probes for individual jobs may be lengthened beyond `GRIDMANAGER_JOB_PROBE_INTERVAL` to enforce this rate. The default is 5 probes per second. Rates specific to grid types can be set by appending the name of the grid type to the configuration variable name, as the example

```
GRIDMANAGER_JOB_PROBE_RATE_GT5 = 15
```

**GRIDMANAGER_RESOURCE_PROBE_INTERVAL**  When a resource appears to be down, how often (in seconds) the `condor_gridmanager` should ping it to test if it is up again.

**GRIDMANAGER_RESOURCE_PROBE_DELAY**  The number of seconds between pings of a remote resource that is currently down. The default is 5 minutes (300 seconds).

**GRIDMANAGER_EMPTY_RESOURCE_DELAY**  The number of seconds that the `condor_gridmanager` retains information about a grid resource, once the `condor_gridmanager` has no active jobs on that resource. An active job is a grid universe job that is in the queue, for which `JobStatus` is anything other than Held. Defaults to 300 seconds.

**GRIDMANAGER_MAX_SUBMITTED_JOBS_PER_RESOURCE**  An integer value that limits the number of jobs that a `condor_gridmanager` daemon will submit to a resource. A comma-separated list of pairs that follows this integer limit will specify limits for specific remote resources. Each pair is a host name and the job limit for that host. Consider the example:

```
GRIDMANAGER_MAX_SUBMITTED_JOBS_PER_RESOURCE = 200, foo.edu, 50, bar.com, 100
```
In this example, all resources have a job limit of 200, except foo.edu, which has a limit of 50, and bar.com, which has a limit of 100.

Limits specific to grid types can be set by appending the name of the grid type to the configuration variable name, as the example

\[ \text{GRIDMANAGER\_MAX\_SUBMITTED\_JOBS\_PER\_RESOURCE\_CREAM} = 300 \]

In this example, the job limit for all CREAM resources is 300. Defaults to 1000.

**GRIDMANAGER\_MAX\_JOBMANAGERS\_PER\_RESOURCE** For grid jobs of type gt2, limits the number of globus-job-manager processes that the condor_gridmanager lets run at a time on the remote head node. Allowing too many globus-job-managers to run causes severe load on the head note, possibly making it non-functional. This number may be exceeded if it is reduced through the use of condor_reconfig while the condor_gridmanager is running, or if some globus-job-managers take a few extra seconds to exit. The value 0 means there is no limit. The default value is 10.

**GAHP** The full path to the binary of the GAHP server. This configuration variable is no longer used. Use GT2\_GAHP at section 3.5.18 instead.

**GAHP\_ARGS** Arguments to be passed to the GAHP server. This configuration variable is no longer used.

**GAHP\_DEBUG\_HIDE\_SENSITIVE\_DATA** A boolean value that determines when sensitive data such as security keys and passwords are hidden, when communication to or from a GAHP server is written to a daemon log. The default is True, hiding sensitive data.

**GRIDMANAGER\_GAHP\_CALL\_TIMEOUT** The number of seconds after which a pending GAHP command should time out. The default is 5 minutes (300 seconds).

**GRIDMANAGER\_GAHP\_RESPONSE\_TIMEOUT** The condor_gridmanager will assume a GAHP is hung if this many seconds pass without a response. The default is 20.

**GRIDMANAGER\_MAX\_PENDING\_REQUESTS** The maximum number of GAHP commands that can be pending at any time. The default is 50.

**GRIDMANAGER\_CONNECT\_FAILURE\_RETRY\_COUNT** The number of times to retry a command that failed due to a timeout or a failed connection. The default is 3.

**GRIDMANAGER\_GLOBUS\_COMMIT\_TIMEOUT** The duration, in seconds, of the two phase commit timeout to Globus for gt2 jobs only. This maps directly to the two\_phase setting in the Globus RSL.

**GLOBUS\_GATEKEEPER\_TIMEOUT** The number of seconds after which if a gt2 grid universe job fails to ping the gatekeeper, the job will be put on hold. Defaults to 5 days (in seconds).

**EC2\_RESOURCE\_TIMEOUT** The number of seconds after which if an EC2 grid universe job fails to ping the EC2 service, the job will be put on hold. Defaults to -1, which implements an infinite length, such that a failure to ping the service will never put the job on hold.

**EC2\_GAHP\_RATE\_LIMIT** The minimum interval, in whole milliseconds, between requests to the same EC2 service with the same credentials. Defaults to 100.
GRAM_VERSION_DETECTION A boolean value that defaults to True. When True, the condor_gridmanager treats grid types gt2 and gt5 identically, and queries each server to determine which protocol it is using. When False, the condor_gridmanager trusts the grid type provided in job attribute GridResource, and treats the server accordingly. Beware that identifying a gt2 server as gt5 can result in overloading the server, if a large number of jobs are submitted.

BATCH_GAHP_CHECK_STATUS_ATTEMPTS The number of times a failed status command issued to the batch_gahp should be retried. These retries allow the condor_gridmanager to tolerate short-lived failures of the underlying batch system. The default value is 5.

C_GAHP_LOG The complete path and file name of the HTCondor GAHP server’s log. The default value is /tmp/CGAHPLog.$(USERNAME).

MAX_C_GAHP_LOG The maximum size of the C_GAHP_LOG.

C_GAHP_WORKER_THREAD_LOG The complete path and file name of the HTCondor GAHP worker process’ log. The default value is /tmp/CGAHPWorkerLog.$(USERNAME).

C_GAHP_CONTACT_SCHEDD_DELAY The number of seconds that the condor_C-gahp daemon waits between consecutive connections to the remote condor_schedd in order to send batched sets of commands to be executed on that remote condor_schedd daemon. The default value is 5.

GLITE_LOCATION The complete path to the directory containing the Glite software. The default value is $(LIBEXEC)/glite. The necessary Glite software is included with HTCondor, and is required for grid-type batch jobs.

GAHP_SSL_CADIR The path to a directory that may contain the certificates (each in its own file) for multiple trusted CAs to be used by GAHP servers when authenticating with remote services.

GAHP_SSL_CAFILE The path and file name of a file containing one or more trusted CA’s certificates to be used by GAHP servers when authenticating with remote services.

CONDOR_GAHP The complete path and file name of the HTCondor GAHP executable. The default value is $(SBIN)/condor_c-gahp.

EC2_GAHP The complete path and file name of the EC2 GAHP executable. The default value is $(SBIN)/ec2_gahp.

GT2_GAHP The complete path and file name of the GT2 GAHP executable. The default value is $(SBIN)/gahp_server.

BATCH_GAHP The complete path and file name of the batch GAHP executable, to be used for PBS, LSF, SGE, and similar batch systems. The default location is $(GLITE_LOCATION)/bin/batch_gahp.

PBS_GAHP The complete path and file name of the PBS GAHP executable. The use of the configuration variable BATCH_GAHP is preferred and encouraged, as this variable may no longer be supported in a future version of HTCondor. A value given with this configuration variable will override a value specified by BATCH_GAHP, and the value specified by BATCH_GAHP is the default if this variable is not defined.
3.5.19 condor_job_router Configuration File Entries

These macros affect the *condor_job_router* daemon.

**JOB_ROUTER_DEFAULTS**  Defined by a single ClassAd in New ClassAd syntax, used to provide default values for all routes in the *condor_job_router* daemon’s routing table. Where an attribute is set outside of these defaults, that attribute value takes precedence. The enclosing square brackets are optional.

**JOB_ROUTER_ENTRIES**  Specification of the job routing table. It is a list of ClassAds, in New ClassAd syntax, where each individual ClassAd is surrounded by square brackets, and the ClassAds are separated from each other by spaces. Each ClassAd describes one entry in the routing table, and each describes a site that jobs may be routed to.

A *condor_reconfig* command causes the *condor_job_router* daemon to rebuild the routing table. Routes are distinguished by a routing table entry’s ClassAd attribute *Name*. Therefore, a *Name* change in an existing route has the potential to cause the inaccurate reporting of routes.

Instead of setting job routes using this configuration variable, they may be read from an external source using the *JOB_ROUTER_ENTRIES_FILE* or be dynamically generated by an external program via the *JOB_ROUTER_ENTRIES_CMD* configuration variable.
**JOB_ROUTER_ENTRIES_FILE**  A path and file name of a file that contains the ClassAds, in New ClassAd syntax, describing the routing table. The specified file is periodically reread to check for new information. This occurs every $(JOB_ROUTER_ENTRIES_REFRESH)$ seconds.

**JOB_ROUTER_ENTRIES_CMD**  Specifies the command line of an external program to run. The output of the program defines or updates the routing table, and the output must be given in New ClassAd syntax. The specified command is periodically rerun to regenerate or update the routing table. This occurs every $(JOB_ROUTER_ENTRIES_REFRESH)$ seconds. Specify the full path and file name of the executable within this command line, as no assumptions may be made about the current working directory upon command invocation. To enter spaces in any command-line arguments or in the command name itself, surround the right hand side of this definition with double quotes, and use single quotes around individual arguments that contain spaces. This is the same as when dealing with spaces within job arguments in an HTCondor submit description file.

**JOB_ROUTER_ENTRIES_REFRESH**  The number of seconds between updates to the routing table described by JOB_ROUTER_ENTRIES_FILE or JOB_ROUTER_ENTRIES_CMD. The default value is 0, meaning no periodic updates occur. With the default value of 0, the routing table can be modified when a condor_reconfig command is invoked or when the condor_job_router daemon restarts.

**JOB_ROUTER_LOCK**  This specifies the name of a lock file that is used to ensure that multiple instances of condor_job_router never run with the same JOB_ROUTER_NAME. Multiple instances running with the same name could lead to mismanagement of routed jobs. The default value is $(LOCK)/$(JOB_ROUTER_NAME)Lock.

**JOB_ROUTER_SOURCE_JOB_CONSTRAINT**  Specifies a global Requirements expression that must be true for all newly routed jobs, in addition to any Requirements specified within a routing table entry. In addition to the configurable constraints, the condor_job_router also has some hard-coded constraints. It avoids recursively routing jobs by requiring that the job’s attribute RoutedBy does not match JOB_ROUTER_NAME. When not running as root, it also avoids routing jobs belonging to other users.

**JOB_ROUTER_MAX_JOBS**  An integer value representing the maximum number of jobs that may be routed, summed over all routes. The default value is -1, which means an unlimited number of jobs may be routed.

**MAX_JOB_MIRROR_UPDATE_LAG**  An integer value that administrators will rarely consider changing, representing the maximum number of seconds the condor_job_router daemon waits, before it decides that routed copies have gone awry, due to the failure of events to appear in the condor_schedd’s job queue log file. The default value is 600. As the condor_job_router daemon uses the condor_schedd’s job queue log file entries for synchronization of routed copies, when an expected log file event fails to appear after this wait period, the condor_job_router daemon acts presuming the expected event will never occur.

**JOB_ROUTER_POLLING_PERIOD**  An integer value representing the number of seconds between cycles in the condor_job_router daemon’s task loop. The default is 10 seconds. A small value makes the condor_job_router daemon quick to see new candidate jobs for routing. A large value makes the condor_job_router daemon generate less overhead at the cost of being slower to see new candidates for routing. For very large job queues where a few minutes of routing latency is no problem, increasing this value to a few hundred seconds would be reasonable.

**JOB_ROUTER_NAME**  A unique identifier utilized to name multiple instances of the condor_job_router daemon on the same machine. Each instance must have a different name, or all but the first to start up will refuse to run. The default is "jobrouter".
Changing this value when routed jobs already exist is not currently gracefully handled. However, it can be done if one also uses \texttt{condor\_qedit} to change the value of \texttt{ManagedManager} and \texttt{RoutedBy} from the old name to the new name. The following commands may be helpful:

\begin{verbatim}
condor\_qedit -constraint 'RoutedToJobId !== undefined && \ 
    ManagedManager == "insert\_old\_name"' \ 
    ManagedManager == "insert\_new\_name"' \ 
condor\_qedit -constraint 'RoutedBy == "insert\_old\_name"' \ 
    RoutedBy == "insert\_new\_name"
\end{verbatim}

\textbf{JOB\_ROUTER\_RELEASE\_ON\_HOLD} A boolean value that defaults to \texttt{True}. It controls how the \texttt{condor\_job\_router} handles the routed copy when it goes on hold. When \texttt{True}, the \texttt{condor\_job\_router} leaves the original job ClassAd in the same state as when claimed. When \texttt{False}, the \texttt{condor\_job\_router} does not attempt to reset the original job ClassAd to a pre-claimed state upon yielding control of the job.

\textbf{JOB\_ROUTER\_SCHEDD1\_SPOOL} The path to the spool directory for the \texttt{condor\_schedd} serving as the source of jobs for routing. If not specified, this defaults to \$(\texttt{SPOOL})$. If specified, this parameter must point to the spool directory of the \texttt{condor\_schedd} identified by \texttt{JOB\_ROUTER\_SCHEDD1\_NAME}.

\textbf{JOB\_ROUTER\_SCHEDD2\_SPOOL} The path to the spool directory for the \texttt{condor\_schedd} to which the routed copy of the jobs are submitted. If not specified, this defaults to \$(\texttt{SPOOL})$. If specified, this parameter must point to the spool directory of the \texttt{condor\_schedd} identified by \texttt{JOB\_ROUTER\_SCHEDD2\_NAME}. Note that when \texttt{condor\_job\_router} is running as \texttt{root} and is submitting routed jobs to a different \texttt{condor\_schedd} than the source \texttt{condor\_schedd}, it is required that \texttt{condor\_job\_router} have permission to impersonate the job owners of the routed jobs. It is therefore usually necessary to configure \texttt{QUEUE\_SUPER\_USER\_MAY\_IMPERNATE} in the configuration of the target \texttt{condor\_schedd}.

\textbf{JOB\_ROUTER\_SCHEDD1\_NAME} The advertised daemon name of the \texttt{condor\_schedd} serving as the source of jobs for routing. If not specified, this defaults to the local \texttt{condor\_schedd}. If specified, this parameter must name the same \texttt{condor\_schedd} whose spool is configured in \texttt{JOB\_ROUTER\_SCHEDD1\_SPOOL}. If the named \texttt{condor\_schedd} is not advertised in the local pool, \texttt{JOB\_ROUTER\_SCHEDD1\_POOL} will also need to be set.

\textbf{JOB\_ROUTER\_SCHEDD2\_NAME} The advertised daemon name of the \texttt{condor\_schedd} to which the routed copy of the jobs are submitted. If not specified, this defaults to the local \texttt{condor\_schedd}. If specified, this parameter must name the same \texttt{condor\_schedd} whose spool is configured in \texttt{JOB\_ROUTER\_SCHEDD2\_SPOOL}. If the named \texttt{condor\_schedd} is not advertised in the local pool, \texttt{JOB\_ROUTER\_SCHEDD2\_POOL} will also need to be set. Note that when \texttt{condor\_job\_router} is running as \texttt{root} and is submitting routed jobs to a different \texttt{condor\_schedd} than the source \texttt{condor\_schedd}, it is required that \texttt{condor\_job\_router} have permission to impersonate the job owners of the routed jobs. It is therefore usually necessary to configure \texttt{QUEUE\_SUPER\_USER\_MAY\_IMPERNATE} in the configuration of the target \texttt{condor\_schedd}.

\textbf{JOB\_ROUTER\_SCHEDD1\_POOL} The Condor pool (\texttt{condor\_collector} address) of the \texttt{condor\_schedd} serving as the source of jobs for routing. If not specified, defaults to the local pool.

\textbf{JOB\_ROUTER\_SCHEDD2\_POOL} The Condor pool (\texttt{condor\_collector} address) of the \texttt{condor\_schedd} to which the routed copy of the jobs are submitted. If not specified, defaults to the local pool.

\textbf{JOB\_ROUTER\_ROUND\_ROBIN\_SELECTION} A boolean value that controls which route is chosen for a candidate job that matches multiple routes. When set to \texttt{False}, the default, the first matching route is awlays selected. When set to \texttt{True}, the Job Router attempts to distribute jobs across all matching routes, round robin style.
3.5.20  condor_lease_manager Configuration File Entries

These macros affect the `condor_lease_manager`.

The `condor_lease_manager` expects to use the syntax

```
<subsystem name>.<parameter name>
```

in configuration. This allows multiple instances of the `condor_lease_manager` to be easily configured using the syntax

```
<subsystem name>.<local name>.<parameter name>
```

**LeaseManager.GETADS_INTERVAL**  An integer value, given in seconds, that controls the frequency with which the `condor_lease_manager` pulls relevant resource ClassAds from the `condor_collector`. The default value is 60 seconds, with a minimum value of 2 seconds.

**LeaseManager.UPDATE_INTERVAL**  An integer value, given in seconds, that controls the frequency with which the `condor_lease_manager` sends its ClassAds to the `condor_collector`. The default value is 60 seconds, with a minimum value of 5 seconds.

**LeaseManager.PRUNE_INTERVAL**  An integer value, given in seconds, that controls the frequency with which the `condor_lease_manager` prunes its leases. This involves checking all leases to see if they have expired. The default value is 60 seconds, with no minimum value.

**LeaseManager.DEBUG_ADS**  A boolean value that defaults to `False`. When `True`, it enables extra debugging information about the resource ClassAds that it retrieves from the `condor_collector` and about the search ClassAds that it sends to the `condor_collector`.

**LeaseManager.MAXLEASEDURATION**  An integer value representing seconds which determines the maximum duration of a lease. This can be used to provide a hard limit on lease durations. Normally, the `condor_lease_manager` honors the `MaxLeaseDuration` attribute from the resource ClassAd. If this configuration variable is defined, it limits the effective maximum duration for all resources to this value. The default value is 1800 seconds.

Note that leases can be renewed, and thus can be extended beyond this limit. To provide a limit on the total duration of a lease, use `LeaseManager.MAX_TOTAL_LEASE_DURATION`.

**LeaseManager.MAXTOTALLEASEDURATION**  An integer value representing seconds used to limit the total duration of leases, over all its renewals. The default value is 3600 seconds.

**LeaseManager.DEFAULT_MAXLEASEDURATION**  The `condor_lease_manager` uses the `MaxLeaseDuration` attribute from the resource ClassAd to limit the lease duration. If this attribute is not present in a resource ClassAd, then this configuration variable is used instead. This integer value is given in units of seconds, with a default value of 60 seconds.

**LeaseManager.CLASSAD_LOG**  This variable defines a full path and file name to the location where the `condor_lease_manager` keeps persistent state information. This variable has no default value.
LeaseManager.QUERY ADTYPE  This parameter controls the type of the query in the ClassAd sent to the condor_collector, which will control the types of ClassAds returned by the condor_collector. This parameter must be a valid ClassAd type name, with a default value of "Any".

LeaseManager.QUERY_CONSTRAINTS  A ClassAd expression that controls the constraint in the query sent to the condor_collector. It is used to further constrain the types of ClassAds from the condor_collector. There is no default value, resulting in no constraints being placed on query.

3.5.21 Grid Monitor Configuration File Entries

These macros affect the Grid Monitor.

ENABLE_GRID_MONITOR  A boolean value that when True enables the Grid Monitor. The Grid Monitor is used to reduce load on Globus gatekeepers. This parameter only affects grid jobs of type gt2. The variable GRID_MONITOR must also be correctly configured. Defaults to True. See section 5.3.21 on page 572 for more information.

GRID_MONITOR  The complete path name of the grid_monitor.sh tool used to reduce the load on Globus gatekeepers. This parameter only affects grid jobs of type gt2. This parameter is not referenced unless ENABLE_GRID_MONITOR is set to True (the default value).

GRID_MONITOR_HEARTBEAT_TIMEOUT  The integer number of seconds that may pass without hearing from a working Grid Monitor before it is assumed to be dead. Defaults to 300 (5 minutes). Increasing this number will improve the ability of the Grid Monitor to survive in the face of transient problems, but will also increase the time before HTCondor notices a problem.

GRID_MONITOR_RETRY_DURATION  When HTCondor-G attempts to start the Grid Monitor at a particular site, it will wait this many seconds to start hearing from the Grid Monitor. Defaults to 900 (15 minutes). If this duration passes without success, the Grid Monitor will be disabled for the site in question for the period of time set by GRID_MONITOR_DISABLE_TIME.

GRID_MONITOR_NO_STATUS_TIMEOUT  Jobs can disappear from the Grid Monitor’s status reports for short periods of time under normal circumstances, but a prolonged absence is often a sign of problems on the remote machine. This variable sets the amount of time (in seconds) that a job can be absent before the condor_gridmanager reacts by restarting the GRAM jobmanager. The default is 900, which is 15 minutes.

GRID_MONITOR_DISABLE_TIME  When an error occurs with a Grid Monitor job, this parameter controls how long the condor_gridmanager will wait before attempting to start a new Grid Monitor job. The value is in seconds and the default is 3600 (1 hour).

3.5.22 Configuration File Entries Relating to Grid Usage

These macros affect the HTCondor’s usage of grid resources.

GLEXEC_JOB  A boolean value that defaults to False. When True, it enables the use of glexec on the machine.
3.5.23 Configuration File Entries for DAGMan

These macros affect the operation of DAGMan and DAGMan jobs within HTCondor.

Note: Many, if not all, of these configuration variables will be most appropriately set on a per DAG basis, rather than in the global HTCondor configuration files. Per DAG configuration is explained in section 2.10.9. Also note that configuration settings of a running condor_dagman job are not changed by doing a condor_reconfig.

General

DAGMAN_CONFIG_FILE The path and name of the configuration file to be used by condor_dagman. This configuration variable is set automatically by condor_submit_dag, and it should not be explicitly set by the user. Defaults to the empty string.

DAGMAN_USE_STRICT An integer defining the level of strictness condor_dagman will apply when turning warnings into fatal errors, as follows:

• 0: no warnings become errors
• 1: severe warnings become errors
• 2: medium-severity warnings become errors
• 3: almost all warnings become errors

Using a strictness value greater than 0 may help find problems with a DAG that may otherwise escape notice. The default value if not defined is 1.

DAGMAN_STARTUP_CYCLE_DETECT A boolean value that defaults to False. When True, causes condor_dagman to check for cycles in the DAG before submitting DAG node jobs, in addition to its run time cycle detection. Note that setting this value to True will impose significant startup delays for large DAGs.
3.5.23. Configuration File Entries for DAGMan

DAGMAN_ABORT_DUPLICATES  A boolean value that controls whether to attempt to abort duplicate instances of condor_dagman running the same DAG on the same machine. When condor_dagman starts up, if no DAG lock file exists, condor_dagman creates the lock file and writes its PID into it. If the lock file does exist, and DAGMAN_ABORT_DUPLICATES is set to True, condor_dagman checks whether a process with the given PID exists, and if so, it assumes that there is already another instance of condor_dagman running the same DAG. Note that this test is not foolproof: it is possible that, if condor_dagman crashes, the same PID gets reused by another process before condor_dagman gets rerun on that DAG. This should be quite rare, however. If not defined, DAGMAN_ABORT_DUPLICATES defaults to True. Note: users should rarely change this setting.

DAGMAN_USE_OLD_DAG_READER  As of HTCondor version 8.3.3, this variable is no longer supported. Its value will always be False. A setting of True will result in a warning, and the setting will have no effect on how a DAG input file is read. The variable was previously used to change the reading of DAG input files to that of HTCondor versions prior to 8.0.6. Note: users should never change this setting.

DAGMAN_USE_SHARED_PORT  A boolean value that controls whether condor_dagman will attempt to connect to the shared port daemon. If not defined, DAGMAN_USE_SHARED_PORT defaults to False. There is no reason to ever change this value; it was introduced to prevent spurious shared port-related error messages from appearing in dagman.out files. (Introduced in version 8.6.1.)

Throttling

DAGMAN_MAX_JOBS_IDLE  An integer value that controls the maximum number of idle procs allowed within the DAG before condor_dagman temporarily stops submitting jobs. condor_dagman will resume submitting jobs once the number of idle procs falls below the specified limit. DAGMAN_MAX_JOBS_IDLE currently counts each individual proc within a cluster as a job, which is inconsistent with DAGMAN_MAX_JOBS_SUBMITTED. Note that submit description files that queue multiple procs can cause the DAGMAN_MAX_JOBS_IDLE limit to be exceeded. If a submit description file contains queue 5000 and DAGMAN_MAX_JOBS_IDLE is set to 250, this will result in 5000 procs being submitted to the condor_schedd, not 250; in this case, no further jobs will then be submitted by condor_dagman until the number of idle procs falls below 250. The default value is 1000. To disable this limit, set the value to 0. This configuration option can be overridden by the condor_submit_dag -maxidle command-line argument (see [12]).

DAGMAN_MAX_JOBS_SUBMITTED  An integer value that controls the maximum number of node jobs (clusters) within the DAG that will be submitted to HTCondor at one time. A single invocation of condor_submit by condor_dagman counts as one job, even if the submit file produces a multi-proc cluster. The default value is 0 (unlimited). This configuration option can be overridden by the condor_submit_dag -maxjobs command-line argument (see [12]).

DAGMAN_MAX_PRE_SCRIPTS  An integer defining the maximum number of PRE scripts that any given condor_dagman will run at the same time. The value 0 allows any number of PRE scripts to run. The default value if not defined is 20. Note that the DAGMAN_MAX_PRE_SCRIPTS value can be overridden by the condor_submit_dag -maxpre command line option.

DAGMAN_MAX_POST_SCRIPTS  An integer defining the maximum number of POST scripts that any given condor_dagman will run at the same time. The value 0 allows any number of POST scripts to run. The default value if not defined is 20. Note that the DAGMAN_MAX_POST_SCRIPTS value can be overridden by the condor_submit_dag -maxpost command line option.
3.5.23. Configuration File Entries for DAGMan

Priority, node semantics

**DAGMAN_DEFAULT_PRIORITY** An integer value defining the minimum priority of node jobs running under this `condor_dagman` job. Defaults to 0.

**DAGMAN_SUBMITDEPTH_FIRST** A boolean value that controls whether to submit ready DAG node jobs in (more-or-less) depth first order, as opposed to breadth-first order. Setting `DAGMAN_SUBMITDEPTH_FIRST` to `True` does *not* override dependencies defined in the DAG. Rather, it causes newly ready nodes to be added to the head, rather than the tail, of the ready node list. If there are no PRE scripts in the DAG, this will cause the ready nodes to be submitted depth-first. If there are PRE scripts, the order will not be strictly depth-first, but it will tend to favor depth rather than breadth in executing the DAG. If `DAGMAN_SUBMITDEPTH_FIRST` is set to `True`, consider also setting `DAGMAN_RETRY_SUBMIT_FIRST` and `DAGMAN_RETRY_NODE_FIRST` to `True`. If not defined, `DAGMAN_SUBMITDEPTH_FIRST` defaults to `False`.

**DAGMAN_ALWAYS_RUN_POST** A boolean value defining whether `condor_dagman` will ignore the return value of a PRE script when deciding whether to run a POST script. The default is `False`, which means that the failure of a PRE script causes the POST script to not be executed. Changing this to `True` will restore the previous behavior of `condor_dagman`, which is that a POST script is always executed, even if the PRE script fails. (The default for this value had originally been `False`, was changed to `True` in version 7.7.2, and then was changed back to `False` in version 8.5.4.)

Node job submission/removal

**DAGMAN_USER_LOG_SCAN_INTERVAL** An integer value representing the number of seconds that `condor_dagman` waits between checking the workflow log file for status updates. Setting this value lower than the default increases the CPU time `condor_dagman` spends checking files, perhaps fruitlessly, but increases responsiveness to nodes completing or failing. The legal range of values is 1 to `INT_MAX`. If not defined, it defaults to 5 seconds. (As of version 8.4.2, the default may be automatically decreased if `DAGMAN_MAX_JOBS_IDLE` is set to a small value. If so, this will be noted in the `dagman.out` file.)

**DAGMAN_MAX_SUBMITS_PER_INTERVAL** An integer that controls how many individual jobs `condor_dagman` will submit in a row before servicing other requests (such as a `condor_rm`). The legal range of values is 1 to 1000. If defined with a value less than 1, the value 1 will be used. If defined with a value greater than 1000, the value 1000 will be used. If not defined, it defaults to 100. (As of version 8.4.2, the default may be automatically decreased if `DAGMAN_MAX_JOBS_IDLE` is set to a small value. If so, this will be noted in the `dagman.out` file.)

*Note: The maximum rate at which DAGMan can submit jobs is `DAGMAN_MAX_SUBMITS_PER_INTERVAL / DAGMAN_USER_LOG_SCAN_INTERVAL`.*

**DAGMAN_MAX_SUBMIT_ATTEMPTS** An integer that controls how many times in a row `condor_dagman` will attempt to execute `condor_submit` for a given job before giving up. Note that consecutive attempts use an exponential backoff, starting with 1 second. The legal range of values is 1 to 16. If defined with a value less than 1, the value 1 will be used. If defined with a value greater than 16, the value 16 will be used. Note that a value of 16 would result in `condor_dagman` trying for approximately 36 hours before giving up. If not defined, it defaults to 6 (approximately two minutes before giving up).
### 3.5.23. Configuration File Entries for DAGMan

**DAGMAN_MAX_JOB_HOLDS**  An integer value defining the maximum number of times a node job is allowed to go on hold. As a job goes on hold this number of times, it is removed from the queue. For example, if the value is 2, as the job goes on hold for the second time, it will be removed. At this time, this feature is not fully compatible with node jobs that have more than one ProcID. The number of holds of each process in the cluster count towards the total, rather than counting individually. So, this setting should take that possibility into account, possibly using a larger value. A value of 0 allows a job to go on hold any number of times. The default value if not defined is 100.

**DAGMAN_HOLD_CLAIM_TIME**  An integer defining the number of seconds that condor_dagman will cause a hold on a claim after a job is finished, using the job ClassAd attribute KeepClaimIdle. The default value is 20. A value of 0 causes condor_dagman not to set the job ClassAd attribute.

**DAGMAN_SUBMIT_DELAY**  An integer that controls the number of seconds that condor_dagman will sleep before submitting consecutive jobs. It can be increased to help reduce the load on the condor_schedd daemon. The legal range of values is any non negative integer. If defined with a value less than 0, the value 0 will be used.

**DAGMAN_PROHIBIT_MULTI_JOBS**  A boolean value that controls whether condor_dagman prohibits node job submit description files that queue multiple job pros other than parallel universe. If a DAG references such a submit file, the DAG will abort during the initialization process. If not defined, DAGMAN_PROHIBIT_MULTI_JOBS defaults to False.

**DAGMAN_GENERATE_SUBDAG_SUBMITS**  A boolean value specifying whether condor_dagman itself should create the .condor.sub files for nested DAGs. If set to False, nested DAGs will fail unless the .condor.sub files are generated manually by running condor_submit_dag -no_submit on each nested DAG, or the -do_recuse flag is passed to condor_submit_dag for the top-level DAG. DAG nodes specified with the SUBDAG EXTERNAL keyword or with submit description file names ending in .condor.sub are considered nested DAGs. The default value if not defined is True.

**DAGMAN_REMOVE_NODE_JOBS**  A boolean value that controls whether condor_dagman removes its node jobs itself when it is removed (in addition to the condor_schedd removing them). Note that setting DAGMAN_REMOVE_NODE_JOBS to True is the safer option (setting it to False means that there is some chance of endig up with "orphan" node jobs). Setting DAGMAN_REMOVE_NODE_JOBS to False is a performance optimization (decreasing the load on the condor_schedd when a condor_dagman job is removed). Note that even if DAGMAN_REMOVE_NODE_JOBS is set to False, condor_dagman will remove its node jobs in some cases, such as a DAG abort triggered by an ABORT-DAG-ON command. Defaults to True.

**DAGMAN_MUNGE_NODE_NAMES**  A boolean value that controls whether condor_dagman automatically renames nodes when running multiple DAGs. The renaming is done to avoid possible name conflicts. If this value is set to True, all node names have the DAG number followed by the period character (.), prepended to them. For example, the first DAG specified on the condor_submit_dag command line is considered DAG number 0, the second is DAG number 1, etc. So if DAG number 2 has a node named B, that node will internally be renamed to 2.B. If not defined, DAGMAN_MUNGE_NODE_NAMES defaults to True. Note: users should rarely change this setting.

**DAGMAN_SUPPRESS_JOB_LOGS**  A boolean value specifying whether events should be written to a log file specified in a node job’s submit description file. The default value is False, such that events are written to a log file specified by a node job.

**DAGMAN_SUPPRESS_NOTIFICATION**  A boolean value defining whether jobs submitted by condor_dagman will use email notification when certain events occur. If True, all jobs submitted by condor_dagman will have the
equivalent of the submit command notification = never set. This does not affect the notification for events relating to the condor_dagman job itself. Defaults to True.

**DAGMAN_CONDOR_SUBMIT_EXE** The executable that condor_dagman will use to submit HTCondor jobs. If not defined, condor_dagman looks for condor_submit in the path. **Note: users should rarely change this setting.**

**DAGMAN_CONDOR_RM_EXE** The executable that condor_dagman will use to remove HTCondor jobs. If not defined, condor_dagman looks for condor_rm in the path. **Note: users should rarely change this setting.**

**DAGMAN_ABORT_ON_SCARY_SUBMIT** A boolean value that controls whether to abort a DAG upon detection of a scary submit event. An example of a scary submit event is one in which the HTCondor ID does not match the expected value. Note that in all HTCondor versions prior to 6.9.3, condor_dagman did not abort a DAG upon detection of a scary submit event. This behavior is what now happens if DAGMAN_ABORT_ON_SCARY_SUBMIT is set to False. If not defined, DAGMAN_ABORT_ON_SCARY_SUBMIT defaults to True. **Note: users should rarely change this setting.**

**Rescue/retry**

**DAGMAN_AUTO_RESCUE** A boolean value that controls whether condor_dagman automatically runs Rescue DAGs. If DAGMAN_AUTO_RESCUE is True and the DAG input file my.dag is submitted, and if a Rescue DAG such as the examples my.dag.rescue001 or my.dag.rescue002 exists, then the largest magnitude Rescue DAG will be run. If not defined, DAGMAN_AUTO_RESCUE defaults to True.

**DAGMAN_MAX_RESCUE_NUM** An integer value that controls the maximum Rescue DAG number that will be written, in the case that DAGMAN_OLD_RESCUE is False, or run if DAGMAN_AUTO_RESCUE is True. The maximum legal value is 999; the minimum value is 0, which prevents a Rescue DAG from being written at all, or automatically run. If not defined, DAGMAN_MAX_RESCUE_NUM defaults to 100.

**DAGMAN_RESET_RETRIES_UPON_RESCUE** A boolean value that controls whether node retries are reset in a Rescue DAG. If this value is False, the number of node retries written in a Rescue DAG is decreased, if any retries were used in the original run of the DAG; otherwise, the original number of retries is allowed when running the Rescue DAG. If not defined, DAGMAN_RESET_RETRIES_UPON_RESCUE defaults to True.

**DAGMAN_WRITE_PARTIAL_RESCUE** A boolean value that controls whether condor_dagman writes a partial or a full DAG file as a Rescue DAG. As of HTCondor version 7.2.2, writing a partial DAG is preferred. If not defined, DAGMAN_WRITE_PARTIAL_RESCUE defaults to True. **Note: users should rarely change this setting.**

**DAGMAN_RETRY_SUBMIT_FIRST** A boolean value that controls whether a failed submit is retried first (before any other submits) or last (after all other ready jobs are submitted). If this value is set to True, when a job submit fails, the job is placed at the head of the queue of ready jobs, so that it will be submitted again before any other jobs are submitted. This had been the behavior of condor_dagman. If this value is set to False, when a job submit fails, the job is placed at the tail of the queue of ready jobs. If not defined, it defaults to True.

**DAGMAN_RETRY_NODE_FIRST** A boolean value that controls whether a failed node with retries is retried first (before any other ready nodes) or last (after all other ready nodes). If this value is set to True, when a node with retries fails after the submit succeeded, the node is placed at the head of the queue of ready nodes, so that it will be tried again before any other jobs are submitted. If this value is set to False, when a node with retries fails,
the node is placed at the tail of the queue of ready nodes. This had been the behavior of condor_dagman. If not defined, it defaults to False.

**DAGMAN_OLD_RESCUE**  This configuration variable is no longer used. **Note: users should never change this setting.**

### Log files

**DAGMAN_DEFAULT_NODE_LOG**  The default name of a file to be used as a job event log by all node jobs of a DAG.

This configuration variable uses a special syntax in which @ instead of $ indicates an evaluation of special variables. Normal HTCondor configuration macros may be used with the normal $ syntax.

Special variables to be used only in defining this configuration variable:

- @ (DAG_DIR): The directory in which the primary DAG input file resides. If more than one DAG input file is specified to condor_submit_dag, the primary DAG input file is the leftmost one on the command line.

- @ (DAG_FILE): The name of the primary DAG input file. It does not include the path.

- @ (CLUSTER): The ClusterId attribute of the condor_dagman job.

- @ (OWNER): The user name of the user who submitted the DAG.

- @ (NODE_NAME): For SUBDAGs, this is the node name of the SUBDAG in the upper level DAG; for a top-level DAG, it is the string "undef".

If not defined, @(DAG_DIR)/@(DAG_FILE).nodes.log is the default value.

**Notes:**

- Using $(LOG) in defining a value for DAGMAN_DEFAULT_NODE_LOG will not have the expected effect, because $(LOG) is defined as ". " for condor_dagman. To place the default log file into the log directory, write the expression relative to a known directory, such as $(LOCAL_DIR)/log (see examples below).

- A default log file placed in the spool directory will need extra configuration to prevent condor_preen from removing it; modify **VALID_SPOOL_FILES**. Removal of the default log file during a run will cause severe problems.

- **The value defined for DAGMAN_DEFAULT_NODE_LOG must ensure that the file is unique for each DAG.** Therefore, the value should always include @(DAG_FILE). For example,

  DAGMAN_DEFAULT_NODE_LOG = $(LOCAL_DIR)/log/@(DAG_FILE).nodes.log

  is okay, but

  DAGMAN_DEFAULT_NODE_LOG = $(LOCAL_DIR)/log/dag.nodes.log

  will cause failure when more than one DAG is run at the same time on a given submit machine.
DAGMAN_LOG_ON_NFS_IS_ERROR A boolean value that controls whether condor_dagman prohibits a DAG workflow log from being on an NFS file system. This value is ignored if CREATE_LOCKS_ON_LOCAL_DISK and ENABLE_USERLOG_LOCKING are both True. If a DAG uses such a workflow log file and DAGMAN_LOG_ON_NFS_IS_ERROR is True (and not ignored), the DAG will abort during the initialization process. If not defined, DAGMAN_LOG_ON_NFS_IS_ERROR defaults to False.

DAGMAN_ALLOW_EVENTS An integer that controls which bad events are considered fatal errors by condor_dagman. This macro replaces and expands upon the functionality of the DAGMAN_IGNORE_DUPLICATE_JOB_EXECUTION macro. If DAGMAN_ALLOW_EVENTS is set, it overrides the setting of DAGMAN_IGNORE_DUPLICATE_JOB_EXECUTION. Note: users should rarely change this setting.

The DAGMAN_ALLOW_EVENTS value is a logical bitwise OR of the following values:

0 = allow no bad events
1 = allow all bad events, except the event "job re-run after terminated event"
2 = allow terminated/aborted event combination
4 = allow a "job re-run after terminated event" bug
8 = allow garbage or orphan events
16 = allow an execute or terminate event before job’s submit event
32 = allow two terminated events per job, as sometimes seen with grid jobs
64 = allow duplicated events in general

The default value is 114, which allows terminated/aborted event combination, allows an execute and/or terminated event before job’s submit event, allows double terminated events, and allows general duplicate events.

As examples, a value of 6 instructs condor_dagman to allow both the terminated/aborted event combination and the "job re-run after terminated event" bug. A value of 0 means that any bad event will be considered a fatal error.

A value of 5 will never abort the DAG because of a bad event. But this value should almost never be used, because the "job re-run after terminated event" bug breaks the semantics of the DAG.

DAGMAN_IGNORE_DUPLICATE_JOB_EXECUTION This configuration variable is no longer used. The improved functionality of the DAGMAN_ALLOW_EVENTS macro eliminates the need for this variable. Note: users should never change this setting.

For completeness, here is the definition for historical purposes: A boolean value that controls whether condor_dagman aborts or continues with a DAG in the rare case that HTCondor erroneously executes the job within a DAG node more than once. A bug in HTCondor very occasionally causes a job to run twice. Running a job twice is contrary to the semantics of a DAG. The configuration macro DAGMAN_IGNORE_DUPLICATE_JOB_EXECUTION determines whether condor_dagman considers this a fatal error or not. The default value is False; condor_dagman considers running the job more than once a fatal error, logs this fact, and aborts the DAG. When set to True, condor_dagman still logs this fact, but continues with the DAG.

This configuration macro is to remain at its default value except in the case where a site encounters the HTCondor bug in which DAG job nodes are executed twice, and where it is certain that having a DAG job node run twice will not corrupt the DAG. The logged messages within *.dagman.out files in the case of that a node job runs twice contain the string "EVENT ERROR."
3.5.23. Configuration File Entries for DAGMan

**DAGMAN_ALWAYS_USE_NODE_LOG** As of HTCondor version 8.3.1, the value must always be the default value of `True`. Attempting to set it to `False` results in an error. This causes incompatibility with using a `condor_submit` executable that is older than HTCondor version 7.9.0. **Note: users should never change this setting.**

For completeness, here is the definition for historical purposes: A boolean value that when `True` causes `condor_dagman` to read events from its default node log file, as defined by `DAGMAN_DEFAULT_NODE_LOG`, instead of from the log file(s) defined in the node job submit description files. When `True`, `condor_dagman` will read events only from the default log file, and POST script terminated events will be written only to the default log file, and not to the log file(s) defined in the node job submit description files. The default value is `True`.

**Debug output**

**DAGMAN_DEBUG** This variable is described in section 3.5.2 as `<SUBSYS>_DEBUG`.

**DAGMAN_VERBOSITY** An integer value defining the verbosity of output to the `dagman.out` file, as follows (each level includes all output from lower debug levels):

- level = 0; never produce output, except for usage info
- level = 1; very quiet, output severe errors
- level = 2; output errors and warnings
- level = 3; normal output
- level = 4; internal debugging output
- level = 5; internal debugging output; outer loop debugging
- level = 6; internal debugging output; inner loop debugging
- level = 7; internal debugging output; rarely used

The default value if not defined is 3.

**DAGMAN_DEBUG_CACHE_ENABLE** A boolean value that determines if log line caching for the `dagman.out` file should be enabled in the `condor_dagman` process to increase performance (potentially by orders of magnitude) when writing the `dagman.out` file to an NFS server. Currently, this cache is only utilized in Recovery Mode. If not defined, it defaults to `False`.

**DAGMAN_DEBUG_CACHE_SIZE** An integer value representing the number of bytes of log lines to be stored in the log line cache. When the cache surpasses this number, the entries are written out in one call to the logging subsystem. A value of zero is not recommended since each log line would surpass the cache size and be emitted in addition to bracketing log lines explaining that the flushing was happening. The legal range of values is 0 to INT_MAX. If defined with a value less than 0, the value 0 will be used. If not defined, it defaults to 5 Megabytes.

**DAGMAN_PENDING_REPORT_INTERVAL** An integer value representing the number of seconds that controls how often `condor_dagman` will print a report of pending nodes to the `dagman.out` file. The report will only be printed if `condor_dagman` has been waiting at least `DAGMAN_PENDING_REPORT_INTERVAL` seconds without seeing any node job events, in order to avoid cluttering the `dagman.out` file. This feature is mainly intended to help diagnose `condor_dagman` processes that are stuck waiting indefinitely for a job to finish. If not defined, `DAGMAN_PENDING_REPORT_INTERVAL` defaults to 600 seconds (10 minutes).

**MAX_DAGMAN_LOG** This variable is described in section 3.5.2 as `MAX_<SUBSYS>_LOG`. If not defined, `MAX_DAGMAN_LOG` defaults to 0 (unlimited size).
HTCondor attributes

**DAGMAN_COPY_TO_SPOOL** A boolean value that when True copies the `condor_dagman` binary to the spool directory when a DAG is submitted. Setting this variable to True allows long-running DAGs to survive a DAGMan version upgrade. For running large numbers of small DAGs, leave this variable unset or set it to False. The default value if not defined is False. **Note: users should rarely change this setting.**

**DAGMAN_INSERT_SUB_FILE** A file name of a file containing submit description file commands to be inserted into the `.condor.sub` file created by `condor_submit_dag`. The specified file is inserted into the `.condor.sub` file before the `queue` command and before any commands specified with the `-append condor_submit_dag command line option. Note that the `DAGMAN_INSERT_SUB_FILE` value can be overridden by the `condor_submit_dag -insert_sub_file` command line option.

**DAGMAN_ON_EXIT_REMOVE** Defines the `OnExitRemove` ClassAd expression placed into the `condor_dagman` submit description file by `condor_submit_dag`. The default expression is designed to ensure that `condor_dagman` is automatically re-queued by the `condor_schedd` daemon if it exits abnormally or is killed (for example, during a reboot). If this results in `condor_dagman` staying in the queue when it should exit, consider changing to a less restrictive expression, as in the example

```plaintext
(ExitBySignal -- false || ExitSignal != 9)
```

If not defined, `DAGMAN_ON_EXIT_REMOVE` defaults to the expression

```plaintext
( ExitSignal != 11 || (ExitCode != UNDEFINED && ExitCode >=0 && ExitCode <= 2))
```

Metrics

**DAGMAN_PEGASUS_REPORT_METRICS** The path to the `condor_dagman_metrics_reporter` executable, which is optionally used to anonymously report workflow metrics for Pegasus workflows. Defaults to `$(LIBEXEC)/condor_dagman_metrics_reporter`. **Note: users should rarely change this setting.**

**DAGMAN_PEGASUS_REPORT_TIMEOUT** An integer value specifying the maximum number of seconds that the `condor_dagman_metrics_reporter` will spend attempting to report metrics to the Pegasus metrics server. Defaults to 100.

### 3.5.24 Configuration File Entries Relating to Security

These macros affect the secure operation of HTCondor. Many of these macros are described in section 3.8 on Security.

<table>
<thead>
<tr>
<th>Macro</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SEC_*_AUTHENTICATION</strong></td>
<td>This section has not yet been written</td>
</tr>
<tr>
<td><strong>SEC_*_ENCRYPTION</strong></td>
<td>This section has not yet been written</td>
</tr>
<tr>
<td><strong>SEC_*_INTEGRITY</strong></td>
<td>This section has not yet been written</td>
</tr>
<tr>
<td><strong>SEC_*_NEGOTIATION</strong></td>
<td>This section has not yet been written</td>
</tr>
</tbody>
</table>
SEC_*_AUTHENTICATION_METHODS  This section has not yet been written

SEC_*_CRYPTO_METHODS  This section has not yet been written

**GSI_DAEMON_NAME**  This configuration variable is retired. Instead use ALLOW_CLIENT or DENY_CLIENT as appropriate. When used, this variable defined a comma separated list of the subject name(s) of the certificate(s) used by Condor daemons to which this configuration of Condor will connect. The * character may be used as a wild card character. When GSI_DAEMON_NAME is defined, only certificates matching GSI_DAEMON_NAME pass the authentication step, and no check is performed to require that the host name of the daemon matches the host name in the daemon’s certificate. When GSI_DAEMON_NAME is not defined, the host name of the daemon and certificate must match unless exempted by the use of GSI_SKIP_HOST_CHECK and/or GSI_SKIP_HOST_CHECK_CERT_REGEX.

**GSI_SKIP_HOST_CHECK**  A boolean variable that controls whether a check is performed during GSI authentication of a Condor daemon. When the default value of False, the check is not skipped, so the daemon host name must match the host name in the daemon’s certificate, unless otherwise exempted by the use of GSI_DAEMON_NAME or GSI_SKIP_HOST_CHECK_CERT_REGEX. When True, this check is skipped, and hosts will not be rejected due to a mismatch of certificate and host name.

**GSI_SKIP_HOST_CHECK_CERT_REGEX**  This may be set to a regular expression. GSI certificates of Condor daemons with a subject name that are matched in full by this regular expression are not required to have a matching daemon host name and certificate host name. The default is an empty regular expression, which will not match any certificates, even if they have an empty subject name.

**HOST_ALIAS**  Specifies the fully qualified host name that clients authenticating this daemon with GSI should expect the daemon’s certificate to match. The alias is advertised to the condor_collector as part of the address of the daemon. When this is not set, clients validate the daemon’s certificate host name by matching it against DNS A records for the host they are connected to. See GSI_SKIP_HOST_CHECK for ways to disable this validation step.

**GSI_DAEMON_DIRECTORY**  A directory name used in the construction of complete paths for the configuration variables GSI_DAEMON_CERT, GSI_DAEMON_KEY, and GSI_DAEMON_TRUSTED_CA_DIR, for any of these configuration variables are not explicitly set. The value is unset by default.

**GSI_DAEMON_CERT**  A complete path and file name to the X.509 certificate to be used in GSI authentication. If this configuration variable is not defined, and GSI_DAEMON_DIRECTORY is defined, then HTCondor uses GSI_DAEMON_DIRECTORY to construct the path and file name as

\[
GSI\_DAEMON\_CERT\quad =\quad $(GSI\_DAEMON\_DIRECTORY)/hostcert.pem
\]

**GSI_DAEMON_KEY**  A complete path and file name to the X.509 private key to be used in GSI authentication. If this configuration variable is not defined, and GSI_DAEMON_DIRECTORY is defined, then HTCondor uses GSI_DAEMON_DIRECTORY to construct the path and file name as

\[
GSI\_DAEMON\_KEY\quad =\quad $(GSI\_DAEMON\_DIRECTORY)/hostkey.pem
\]
**GSI_DAEMON_TRUSTED_CA_DIR**  The directory that contains the list of trusted certification authorities to be used in GSI authentication. The files in this directory are the public keys and signing policies of the trusted certification authorities. If this configuration variable is not defined, and **GSI_DAEMON_DIRECTORY** is defined, then HTCondor uses **GSI_DAEMON_DIRECTORY** to construct the directory path as

\[
\text{GSI_DAEMON_TRUSTED_CA_DIR} = \$(\text{GSI_DAEMON_DIRECTORY})/certificates
\]

The EC2 GAHP may use this directory in the specification a trusted CA.

**GSI_DAEMON_PROXY**  A complete path and file name to the X.509 proxy to be used in GSI authentication. When this configuration variable is defined, use of this proxy takes precedence over use of a certificate and key.

**GSI_AUTHZ_CONF**  A complete path and file name of the Globus mapping library that looks for the mapping call out configuration. There is no default value; as such, HTCondor uses the environment variable **GSI_AUTHZ_CONF** when this variable is not defined. Setting this variable to /dev/null disables callouts.

**GSS_ASSIST_GRIDMAP_CACHE_EXPIRATION**  The length of time, in seconds, to cache the result of the Globus mapping lookup result when using Globus to map certificates to HTCondor user names. The lookup only occurs when the canonical name **GSS_ASSIST_GRIDMAP** is present in the HTCondor map file. The default value is 0 seconds, which is a special value that disables caching. The cache uses the DN and VOMS FQAN as a key; very rare Globus configurations that utilize other certificate attributes for the mapping may cause the cache to return a different user than Globus.

**DELEGATE_JOB_GSI_CREDENTIALS**  A boolean value that defaults to True for HTCondor version 6.7.19 and more recent versions. When True, a job's GSI X.509 credentials are delegated, instead of being copied. This results in a more secure communication when not encrypted.

**DELEGATE_FULL_JOB_GSI_CREDENTIALS**  A boolean value that controls whether HTCondor will delegate a full or limited GSI X.509 proxy. The default value of False indicates the limited GSI X.509 proxy.

**DELEGATE_JOB_GSI_CREDENTIALS_LIFETIME**  An integer value that specifies the maximum number of seconds for which delegated proxies should be valid. The default value is one day. A value of 0 indicates that the delegated proxy should be valid for as long as allowed by the credential used to create the proxy. The job may override this configuration setting by using the **delegate_job_GSI_credentials_lifetime** submit file command. This configuration variable currently only applies to proxies delegated for non-grid jobs and HTCondor-C jobs. It does not currently apply to globus grid jobs, which always behave as though the value is 0. This variable has no effect if **DELEGATE_JOB_GSI_CREDENTIALS** is False.

**DELEGATE_JOB_GSI_CREDENTIALS_REFRESH**  A floating point number between 0 and 1 that indicates the fraction of a proxy’s lifetime at which point delegated credentials with a limited lifetime should be renewed. The renewal is attempted periodically at or near the specified fraction of the lifetime of the delegated credential. The default value is 0.25. This setting has no effect if **DELEGATE_JOB_GSI_CREDENTIALS** is False or if **DELEGATE_JOB_GSI_CREDENTIALS_LIFETIME** is 0. For non-grid jobs, the precise timing of the proxy refresh depends on **SHADOW_CHECKPROXY_INTERVAL**. To ensure that the delegated proxy remains valid, the interval for checking the proxy should be, at most, half of the interval for refreshing it.

**GSI_DELEGATION_KEYBITS**  The integer number of bits in the GSI key. If set to 0, the number of bits will be that preferred by the GSI library. If set to less than 1024, the value will be ignored, and the key size will be the default size of 1024 bits. Setting the value greater than 4096 is likely to cause long compute times.
### GSI_DELEGATION_CLOCK_SKEW_ALLOWABLE
The number of seconds of clock skew permitted for delegated proxies. The default value is 300 (5 minutes). This default value is also used if this variable is set to 0.

### GRIDMAP
The complete path and file name of the Globus Gridmap file. The Gridmap file is used to map X.509 distinguished names to HTCondor user ids.

### SEC_<access-level>_SESSION_DURATION
The amount of time in seconds before a communication session expires. A session is a record of necessary information to do communication between a client and daemon, and is protected by a shared secret key. The session expires to reduce the window of opportunity where the key may be compromised by attack. A short session duration increases the frequency with which daemons have to reauthenticate with each other, which may impact performance.

If the client and server are configured with different durations, the shorter of the two will be used. The default for daemons is 86400 seconds (1 day) and the default for command-line tools is 60 seconds. The shorter default for command-line tools is intended to prevent daemons from accumulating a large number of communication sessions from the short-lived tools that contact them over time. A large number of security sessions consumes a large amount of memory. It is therefore important when changing this configuration setting to preserve the small session duration for command-line tools.

One example of how to safely change the session duration is to explicitly set a short duration for tools and *condor_submit* and a longer duration for everything else:

```
SEC_DEFAULT_SESSION_DURATION = 50000
TOOL.SEC_DEFAULT_SESSION_DURATION = 60
SUBMIT.SEC_DEFAULT_SESSION_DURATION = 60
```

Another example of how to safely change the session duration is to explicitly set the session duration for a specific daemon:

```
COLLECTOR.SEC_DEFAULT_SESSION_DURATION = 50000
```

### SEC_<access-level>_SESSION_LEASE
The maximum number of seconds an unused security session will be kept in a daemon's session cache before being removed to save memory. The default is 3600. If the server and client have different configurations, the smaller one will be used.

### SEC_INVALIDATE_SESSIONS_VIA_TCP
Use TCP (if True) or UDP (if False) for responding to attempts to use an invalid security session. This happens, for example, if a daemon restarts and receives incoming commands from other daemons that are still using a previously established security session. The default is True.

### FS_REMOTE_DIR
The location of a file visible to both server and client in Remote File System authentication. The default when not defined is the directory `/shared/scratch/tmp`.

### ENCRYPT_EXECUTE_DIRECTORY
A boolean value that, when True, causes the execute directory for jobs on Linux or Windows platforms to be encrypted. Defaults to False. Note that even if False, the user can require encryption of the execute directory on a per-job basis by setting `encrypt_execute_directory` to True in the job submit description file. Enabling this functionality requires that the HTCondor service is run as user root on Linux platforms, or as a system service on Windows platforms. On Linux platforms, the encryption method is `ecryptfs`, and therefore requires an installation of the `ecryptfs-utils` package. On Windows platforms, the encryption method is the EFS (Encrypted File System) feature of NTFS.

---

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**ENCRYPT_EXECUTE_DIRECTORY_FILENAMES**  A boolean value relevant on Linux platforms only. Defaults to `False`. On Windows platforms, file names are not encrypted, so this variable has no effect. When using an encrypted execute directory, the contents of the files will always be encrypted. On Linux platforms, file names may or may not be encrypted. There is some overhead and there are restrictions on encrypting file names (see the `ecryptfs` documentation). As a result, the default does not encrypt file names on Linux platforms, and the administrator may choose to enable encryption behavior by setting this configuration variable to `True`.

**ECRYPTFS_ADD_PASSPHRASE**  The path to the `ecryptfs-add-passphrase` command-line utility. If the path is not fully-qualified, then safe system path subdirectories such as `/bin` and `/usr/bin` will be searched. The default value is `ecryptfs-add-passphrase`, causing the search to be within the safe system path subdirectories. This configuration variable is used on Linux platforms when a job sets `encrypt_execute_directory` to `True` in the submit description file.

**SEC_TCP_SESSION_TIMEOUT**  The length of time in seconds until the timeout on individual network operations when establishing a UDP security session via TCP. The default value is 20 seconds. Scalability issues with a large pool would be the only basis for a change from the default value.

**SEC_TCP_SESSION_DEADLINE**  An integer representing the total length of time in seconds until giving up when establishing a security session. Whereas `SEC_TCP_SESSION_TIMEOUT` specifies the timeout for individual blocking operations (connect, read, write), this setting specifies the total time across all operations, including non-blocking operations that have little cost other than holding open the socket. The default value is 120 seconds. The intention of this setting is to avoid waiting for hours for a response in the rare event that the other side freezes up and the socket remains in a connected state. This problem has been observed in some types of operating system crashes.

**SEC_DEFAULT_AUTHENTICATION_TIMEOUT**  The length of time in seconds that HTCondor should attempt authenticating network connections before giving up. The default imposes no time limit, so the attempt never gives up. Like other security settings, the portion of the configuration variable name, `DEFAULT`, may be replaced by a different access level to specify the timeout to use for different types of commands, for example `SEC_CLIENT_AUTHENTICATION_TIMEOUT`.

**SEC_PASSWORD_FILE**  For Unix machines, the path and file name of the file containing the pool password for password authentication.

**AUTH_SSL_SERVER_CAFILE**  The path and file name of a file containing one or more trusted CA’s certificates for the server side of a communication authenticating with SSL.

**AUTH_SSL_CLIENT_CAFILE**  The path and file name of a file containing one or more trusted CA’s certificates for the client side of a communication authenticating with SSL.

**AUTH_SSL_SERVER_CADIR**  The path to a directory that may contain the certificates (each in its own file) for multiple trusted CAs for the server side of a communication authenticating with SSL. When defined, the authenticating entity’s certificate is utilized to identify the trusted CA’s certificate within the directory.

**AUTH_SSL_CLIENT_CADIR**  The path to a directory that may contain the certificates (each in its own file) for multiple trusted CAs for the client side of a communication authenticating with SSL. When defined, the authenticating entity’s certificate is utilized to identify the trusted CA’s certificate within the directory.

**AUTH_SSL_SERVER_CERTFILE**  The path and file name of the file containing the public certificate for the server side of a communication authenticating with SSL.
AUTH_SSL_CLIENT_CERTFILE  The path and file name of the file containing the public certificate for the client side of a communication authenticating with SSL.

AUTH_SSL_SERVER_KEYFILE  The path and file name of the file containing the private key for the server side of a communication authenticating with SSL.

AUTH_SSL_CLIENT_KEYFILE  The path and file name of the file containing the private key for the client side of a communication authenticating with SSL.

CERTIFICATE_MAPFILE  A path and file name of the unified map file.

CERTIFICATE_MAPFILE_ASSUME_HASH_KEYS  For HTCondor version 8.5.8 and later. When this is true, the second field of the CERTIFICATE_MAPFILE is not interpreted as a regular expression unless it begins and ends with the slash / character.

SEC_ENABLE_MATCH_PASSWORD_AUTHENTICATION  This is a special authentication mechanism designed to minimize overhead in the condor_schedd when communicating with the execute machine. Essentially, matchmaking results in a secret being shared between the condor_schedd and condor_startd, and this is used to establish a strong security session between the execute and submit daemons without going through the usual security negotiation protocol. This is especially important when operating at large scale over high latency networks (for example, on a pool with one condor_schedd daemon and thousands of condor_startd daemons on a network with a 0.1 second round trip time).

The default value is True. To have any effect, it must be True in the configuration of both the execute side (condor_startd) as well as the submit side (condor_schedd). When True, all other security negotiation between the submit and execute daemons is bypassed. All inter-daemon communication between the submit and execute side will use the condor_startd daemon’s settings for SEC_DAEMON_ENCRYPTION and SEC_DAEMON_INTEGRITY; the configuration of these values in the condor_schedd, condor_shadow, and condor_starter are ignored.

Important: For strong security, at least one of the two, integrity or encryption, should be enabled in the startd configuration. Also, some form of strong mutual authentication (e.g. GSI) should be enabled between all daemons and the central manager or the shared secret which is exchanged in matchmaking cannot be safely encrypted when transmitted over the network.

The condor_schedd and condor_shadow will be authenticated as submit-side@matchsession when they talk to the condor_startd and condor_starter. The condor_startd and condor_starter will be authenticated as execute-side@matchsession when they talk to the condor_schedd and condor_shadow. These identities is automatically added to the DAEMON, READ, and CLIENT authorization levels in these daemons when needed.

KERBEROS_SERVER_KEYTAB  The path and file name of the keytab file that holds the necessary Kerberos principals. If not defined, this variable’s value is set by the installed Kerberos; it is /etc/v5srvtab on most systems.

KERBEROS_SERVER_PRINCIPAL  An exact Kerberos principal to use. The default value is host/<hostname>@<realm>, as set by the installed Kerberos. Where both KERBEROS_SERVER_PRINCIPAL and KERBEROS_SERVER_SERVICE are defined, this value takes precedence.

KERBEROS_SERVER_USER  The user name that the Kerberos server principal will map to after authentication. The default value is condor.
**KERBEROS_SERVER_SERVICE**  A string representing the Kerberos service name. This string is prepended with a slash character (/) and the host name in order to form the Kerberos server principal. This value defaults to `host`, resulting in the same default value as specified by using `KERBEROS_SERVER_PRINCIPAL`. Where both `KERBEROS_SERVER_PRINCIPAL` and `KERBEROS_SERVER_SERVICE` are defined, the value of `KERBEROS_SERVER_PRINCIPAL` takes precedence.

**KERBEROS_CLIENT_KEYTAB**  The path and file name of the keytab file for the client in Kerberos authentication. This variable has no default value.

### 3.5.25 Configuration File Entries Relating to Virtual Machines

These macros affect how HTCondor runs `vm` universe jobs on a matched machine within the pool. They specify items related to the `condor_vm-gahp`.

**VM_GAHP_SERVER**  The complete path and file name of the `condor_vm-gahp`. The default value is `${SBIN}/condor_vm-gahp`.

**VM_GAHP_LOG**  The complete path and file name of the `condor_vm-gahp` log. If not specified on a Unix platform, the `condor_starter` log will be used for `condor_vm-gahp` log items. There is no default value for this required configuration variable on Windows platforms.

**MAX_VM_GAHP_LOG**  Controls the maximum length (in bytes) to which the `condor_vm-gahp` log will be allowed to grow.

**VM_TYPE**  Specifies the type of supported virtual machine software. It will be the value `kvm`, `xen` or `vmware`. There is no default value for this required configuration variable.

**VM_MEMORY**  An integer specifying the maximum amount of memory in MiB to be shared among the VM universe jobs run on this machine.

**VM_MAX_NUMBER**  An integer limit on the number of executing virtual machines. When not defined, the default value is the same `NUM_CPUS`. When it evaluates to `Undefined`, as is the case when not defined with a numeric value, no meaningful limit is imposed.

**VM_STATUS_INTERVAL**  An integer number of seconds that defaults to 60, representing the interval between job status checks by the `condor_starter` to see if the job has finished. A minimum value of 30 seconds is enforced.

**VM_GAHP_REQ_TIMEOUT**  An integer number of seconds that defaults to 300 (five minutes), representing the amount of time HTCondor will wait for a command issued from the `condor_starter` to the `condor_vm-gahp` to be completed. When a command times out, an error is reported to the `condor_startd`.

**VM_RECHECK_INTERVAL**  An integer number of seconds that defaults to 600 (ten minutes), representing the amount of time the `condor_startd` waits after a virtual machine error as reported by the `condor_starter`, and before checking a final time on the status of the virtual machine. If the check fails, HTCondor disables starting any new `vm` universe jobs by removing the `VM_Type` attribute from the machine ClassAd.

**VM_SOFT_SUSPEND**  A boolean value that defaults to `False`, causing HTCondor to free the memory of a `vm` universe job when the job is suspended. When `True`, the memory is not freed.
VM_UNIV_NOBODY_USER  Identifies a login name of a user with a home directory that may be used for job owner of a vm universe job. The nobody user normally utilized when the job arrives from a different UID domain will not be allowed to invoke a VMware virtual machine.

ALWAYS_VM_UNIV_USE_NOBODY  A boolean value that defaults to False. When True, all vm universe jobs (independent of their UID domain) will run as the user defined in VM_UNIV_NOBODY_USER.

VM_NETWORKING  A boolean variable describing if networking is supported. When not defined, the default value is False.

VM_NETWORKING_TYPE  A string describing the type of networking, required and relevant only when VM_NETWORKING is True. Defined strings are

- bridge
- nat
- nat, bridge

VM_NETWORKING_DEFAULT_TYPE  Where multiple networking types are given in VM_NETWORKING_TYPE, this optional configuration variable identifies which to use. Therefore, for

\[
\text{VM_NETWORKING_TYPE} = \text{nat, bridge}
\]

this variable may be defined as either nat or bridge. Where multiple networking types are given in VM_NETWORKING_TYPE, and this variable is not defined, a default of nat is used.

VM_NETWORKING_BRIDGE_INTERFACE  For Xen and KVM only, a required string if bridge networking is to be enabled. It specifies the networking interface that vm universe jobs will use.

LIBVIRT_XML_SCRIPT  For Xen and KVM only, a path and executable specifying a program. When the condor_vm-gahp is ready to start a Xen or KVM vm universe job, it will invoke this program to generate the XML description of the virtual machine, which it then provides to the virtualization software. The job ClassAd will be provided to this program via standard input. This program should print the XML to standard output. If this configuration variable is not set, the condor_vm-gahp will generate the XML itself. The provided script in $(LIBEXEC)/libvirt_simple_script.awk will generate the same XML that the condor_vm-gahp would.

LIBVIRT_XML_SCRIPT_ARGS  For Xen and KVM only, the command-line arguments to be given to the program specified by LIBVIRT_XML_SCRIPT.

The following configuration variables are specific to the VMware virtual machine software.

VMWARE_PERL  The complete path and file name to Perl. There is no default value for this required variable.

VMWARE_SCRIPT  The complete path and file name of the script that controls VMware. There is no default value for this required variable.
**VMWARE_NETWORKING_TYPE**  An optional string used in networking that the condor_vm-gahp inserts into the VMware configuration file to define a networking type. Defined types are nat or bridged. If a default value is needed, the inserted string will be nat.

**VMWARE_NAT_NETWORKING_TYPE**  An optional string used in networking that the condor_vm-gahp inserts into the VMware configuration file to define a networking type. If nat networking is used, this variable’s definition takes precedence over one defined by VMWARE_NETWORKING_TYPE.

**VMWARE_BRIDGE_NETWORKING_TYPE**  An optional string used in networking that the condor_vm-gahp inserts into the VMware configuration file to define a networking type. If bridge networking is used, this variable’s definition takes precedence over one defined by VMWARE_NETWORKING_TYPE.

**VMWARE_LOCAL_SETTINGS_FILE**  The complete path and file name to a file, whose contents will be inserted into the VMware description file (i.e., the .vmx file) before HTCondor starts the virtual machine. This parameter is optional.

The following configuration variables are specific to the Xen virtual machine software.

**XEN_BOOTLOADER**  A required full path and executable for the Xen bootloader, if the kernel image includes a disk image.

The following two macros affect the configuration of HTCondor where HTCondor is running on a host machine, the host machine is running an inner virtual machine, and HTCondor is also running on that inner virtual machine. These two variables have nothing to do with the vm universe.

**VMP_HOST_MACHINE**  A configuration variable for the inner virtual machine, which specifies the host name.

**VMP_VM_LIST**  For the host, a comma separated list of the host names or IP addresses for machines running inner virtual machines on a host.

### 3.5.26  Configuration File Entries Relating to High Availability

These macros affect the high availability operation of HTCondor.

**MASTER_HA_LIST**  Similar to DAEMON_LIST, this macro defines a list of daemons that the condor_master starts and keeps its watchful eyes on. However, the MASTER_HA_LIST daemons are run in a High Availability mode. The list is a comma or space separated list of subsystem names (as listed in section 3.3.12). For example,

\[
\text{MASTER_HA_LIST} = \text{SCHEDD}
\]

The **High Availability** feature allows for several condor_master daemons (most likely on separate machines) to work together to insure that a particular service stays available. These condor_master daemons ensure that one and only one of them will have the listed daemons running.
To use this feature, the lock URL must be set with `HA_LOCK_URL`.

Currently, only file URLs are supported (those with `file:`...). The default value for `MASTER_HA_LIST` is the empty string, which disables the feature.

**HA_LOCK_URL** This macro specifies the URL that the `condor_master` processes use to synchronize for the *High Availability* service. Currently, only file URLs are supported; for example, `file:/share/spool`. Note that this URL must be identical for all `condor_master` processes sharing this resource. For `condor_schedd` sharing, we recommend setting up `SPOOL` on an NFS share and having all *High Availability* `condor_schedd` processes sharing it, and setting the `HA_LOCK_URL` to point at this directory as well. For example:

```
MASTER_HA_LIST = SCHEDD
SPOOL = /share/spool
HA_LOCK_URL = file:/share/spool
VALID_SPOOL_FILES = SCHEDD.lock
```

A separate lock is created for each *High Availability* daemon.

There is no default value for `HA_LOCK_URL`.

Lock files are in the form `<SUBSYS>.lock`. `condor_preen` is not currently aware of the lock files and will delete them if they are placed in the `SPOOL` directory, so be sure to add `<SUBSYS>.lock` to `VALID_SPOOL_FILES` for each *High Availability* daemon.

**HA_<SUBSYS>_LOCK_URL** This macro controls the *High Availability* lock URL for a specific subsystem as specified in the configuration variable name, and it overrides the system-wide lock URL specified by `HA_LOCK_URL`. If not defined for each subsystem, `HA_<SUBSYS>_LOCK_URL` is ignored, and the value of `HA_LOCK_URL` is used.

**HA_LOCK_HOLD_TIME** This macro specifies the number of seconds that the `condor_master` will hold the lock for each *High Availability* daemon. Upon gaining the shared lock, the `condor_master` will hold the lock for this number of seconds. Additionally, the `condor_master` will periodically renew each lock as long as the `condor_master` and the daemon are running. When the daemon dies, or the `condor_master` exists, the `condor_master` will immediately release the lock(s) it holds.

`HA_LOCK_HOLD_TIME` defaults to 3600 seconds (one hour).

**HA_<SUBSYS>_LOCK_HOLD_TIME** This macro controls the *High Availability* lock hold time for a specific subsystem as specified in the configuration variable name, and it overrides the system wide poll period specified by `HA_LOCK_HOLD_TIME`. If not defined for each subsystem, `HA_<SUBSYS>_LOCK_HOLD_TIME` is ignored, and the value of `HA_LOCK_HOLD_TIME` is used.

**HA_POLL_PERIOD** This macro specifies how often the `condor_master` polls the *High Availability* locks to see if any locks are either stale (meaning not updated for `HA_LOCK_HOLD_TIME` seconds), or have been released by the owning `condor_master`. Additionally, the `condor_master` renews any locks that it holds during these polls.

`HA_POLL_PERIOD` defaults to 300 seconds (five minutes).

**HA_<SUBSYS>_POLL_PERIOD** This macro controls the *High Availability* poll period for a specific subsystem as specified in the configuration variable name, and it overrides the system wide poll period specified by `HA_POLL_PERIOD`. If not defined for each subsystem, `HA_<SUBSYS>_POLL_PERIOD` is ignored, and the value of `HA_POLL_PERIOD` is used.
3.5.26. Configuration File Entries Relating to High Availability

**MASTER_<SUBSYS>_CONTROLLER**  Used only in HA configurations involving the *condor_had*.

The *condor_master* has the concept of a controlling and controlled daemon, typically with the *condor_had* daemon serving as the controlling process. In this case, all *condor_on* and *condor_off* commands directed at controlled daemons are given to the controlling daemon, which then handles the command, and, when required, sends appropriate commands to the *condor_master* to do the actual work. This allows the controlling daemon to know the state of the controlled daemon.

As of 6.7.14, this configuration variable must be specified for all configurations using *condor_had*. To configure the *condor_negotiator* controlled by *condor_had*:

```
MASTER_NEGOTIATOR_CONTROLLER = HAD
```

The macro is named by substituting `<SUBSYS>` with the appropriate subsystem string as defined in section 3.3.12.

**HAD_LIST**  A comma-separated list of all *condor_had* daemons in the form IP:port or hostname:port. Each central manager machine that runs the *condor_had* daemon should appear in this list. If `HAD_USE_PRIMARY` is set to True, then the first machine in this list is the primary central manager, and all others in the list are backups.

All central manager machines must be configured with an identical `HAD_LIST`. The machine addresses are identical to the addresses defined in `COLLECTOR_HOST`.

**HAD_USE_PRIMARY**  Boolean value to determine if the first machine in the `HAD_LIST` configuration variable is a primary central manager. Defaults to False.

**HAD_CONTROLLEE**  This variable is used to specify the name of the daemon which the *condor_had* daemon controls. This name should match the daemon name in the *condor_master* daemon’s `DAEMON_LIST` definition. The default value is `NEGOTIATOR`.

**HAD_CONNECTION_TIMEOUT**  The time (in seconds) that the *condor_had* daemon waits before giving up on the establishment of a TCP connection. The failure of the communication connection is the detection mechanism for the failure of a central manager machine. For a LAN, a recommended value is 2 seconds. The use of authentication (by HTCondor) increases the connection time. The default value is 5 seconds. If this value is set too low, *condor_had* daemons will incorrectly assume the failure of other machines.

**HAD_ARGS**  Command line arguments passed by the *condor_master* daemon as it invokes the *condor_had* daemon. To make high availability work, the *condor_had* daemon requires the port number it is to use. This argument is of the form

```
-p $(HAD_PORT_NUMBER)
```

where `HAD_PORT_NUMBER` is a helper configuration variable defined with the desired port number. Note that this port number must be the same value here as used in `HAD_LIST`. There is no default value.

**HAD**  The path to the *condor_had* executable. Normally it is defined relative to `$SBIN`.

This configuration variable has no default value.

**MAX_HAD_LOG**  Controls the maximum length in bytes to which the *condor_had* daemon log will be allowed to grow. It will grow to the specified length, then be saved to a file with the suffix `.old`. The `.old` file is overwritten each time the log is saved, thus the maximum space devoted to logging is twice the maximum length of this log file. A value of 0 specifies that this file may grow without bounds. The default is 1 MiB.
HAD_DEBUG  Logging level for the condor_had daemon. See <SUBSYS>_DEBUG for values.

HAD_LOG  Full path and file name of the log file. The default value is $(LOG)/HADLog.

REPLICATION_LIST  A comma-separated list of all condor_replication daemons in the form IP:port or hostname:port. Each central manager machine that runs the condor_had daemon should appear in this list. All potential central manager machines must be configured with an identical REPLICATION_LIST.

STATE_FILE  A full path and file name of the file protected by the replication mechanism. When not defined, the default path and file used is

$(SPOOL)/Accountantnew.log

REPLICATION_INTERVAL  Sets how often the condor_replication daemon initiates its tasks of replicating the $(STATE_FILE). It is defined in seconds and defaults to 300 (5 minutes).

MAX_TRANSFER_LIFETIME  A timeout period within which the process that transfers the state file must complete its transfer. The recommended value is \(2 \times \text{average size of state file} / \text{network rate}\). It is defined in seconds and defaults to 300 (5 minutes).

HAD_UPDATE_INTERVAL  Like UPDATE_INTERVAL, determines how often the condor_had is to send a ClassAd update to the condor_collector. Updates are also sent at each and every change in state. It is defined in seconds and defaults to 300 (5 minutes).

HAD_USE_REPLICATION  A boolean value that defaults to False. When True, the use of condor_replication daemons is enabled.

REPLICATION_ARGS  Command line arguments passed by the condor_master daemon as it invokes the condor_replication daemon. To make high availability work, the condor_replication daemon requires the port number it is to use. This argument is of the form

\[-p \$(REPLICATION_PORT_NUMBER)\]

where REPLICATION_PORT_NUMBER is a helper configuration variable defined with the desired port number. Note that this port number must be the same value as used in REPLICATION_LIST. There is no default value.

REPLICATION  The full path and file name of the condor_replication executable. It is normally defined relative to $(SBIN). There is no default value.

MAX_REPLICATION_LOG  Controls the maximum length in bytes to which the condor_replication daemon log will be allowed to grow. It will grow to the specified length, then be saved to a file with the suffix .old. The .old file is overwritten each time the log is saved, thus the maximum space devoted to logging is twice the maximum length of this log file. A value of 0 specifies that this file may grow without bounds. The default is 1 MiB.

REPLICATION_DEBUG  Logging level for the condor_replication daemon. See <SUBSYS>_DEBUG for values.

REPLICATION_LOG  Full path and file name to the log file. The default value is $(LOG)/ReplicationLog.
3.5.27 MyProxy Configuration File Macros

In some cases, HTCondor can autonomously refresh GSI certificate proxies via MyProxy, available from http://myproxy.ncsa.uiuc.edu/.

**MYPROXY_GET_DELEGATION** The full path name to the *myproxy-get-delegation* executable, installed as part of the MyProxy software. Often, it is necessary to wrap the actual executable with a script that sets the environment, such as the `LD_LIBRARY_PATH`, correctly. If this macro is defined, HTCondor-G and `condor_credd` will have the capability to autonomously refresh proxy certificates. By default, this macro is undefined.

3.5.28 Configuration File Entries Relating to *condor_ssh_to_job*

These macros affect how HTCondor deals with *condor_ssh_to_job*, a tool that allows users to interactively debug jobs. With these configuration variables, the administrator can control who can use the tool, and how the *ssh* programs are invoked. The manual page for *condor_ssh_to_job* is at section [2]

**ENABLE_SSH_TO_JOB** A boolean expression read by the *condor_starter*, that when True allows the owner of the job or a queue super user to connect to the job via *ssh*. The expression may refer to attributes of both the job and the machine ClassAds. The job ClassAd attributes may be referenced by using the prefix TARGET., and the machine ClassAd attributes may be referenced by using the prefix MY.. When False, it prevents *condor_ssh_to_job* from starting an *ssh* session. The default value is True.

**SCHEDD_ENABLE_SSH_TO_JOB** A boolean expression read by the *condor_schedd*, that when True allows the owner of the job or a queue super user to connect to the job via *ssh* if the execute machine also allows *condor_ssh_to_job* access (see ENABLE_SSH_TO_JOB). The expression may refer to attributes of only the job ClassAd. When False, it prevents *condor_ssh_to_job* from starting an *ssh* session for all jobs managed by the *condor_schedd*. The default value is True.

**SSH_TO_JOB_<SSH-CLIENT>_CMD** A string read by the *condor_ssh_to_job* tool. It specifies the command and arguments to use when invoking the program specified by `<SSH-CLIENT>`. Values substituted for the placeholder `<SSH-CLIENT>` may be *ssh*, *SFTP*, *SCP*, or any other *ssh* client capable of using a command as a proxy for the connection to *sshd*. The entire command plus arguments string is enclosed in double quote marks. Individual arguments may be quoted with single quotes, using the same syntax as for arguments in a *condor_submit* file. The following substitutions are made within the arguments:
3.5.29 condor_rooster Configuration File Macros

condor_rooster is an optional daemon that may be added to the condor_master daemon’s DAEMON_LIST. It is responsible for waking up hibernating machines when their UNHIBERNATE expression becomes True. In the typical case, a pool runs a single instance of condor_rooster on the central manager. However, if the network topology requires

%h: is substituted by the remote host
%i: is substituted by the ssh key
%k: is substituted by the known hosts file
%u: is substituted by the remote user
%x: is substituted by a proxy command suitable for use with the OpenSSH ProxyCommand option
%: is substituted by the percent mark character

The default string is:
"ssh -oUser=%u -oIdentityFile=%i -oStrictHostKeyChecking=yes -oUserKnownHostsFile=%k -oGlobalKnownHostsFile=%k -oProxyCommand=%x %h"

When the <SSH-CLIENT> is scp, %h is omitted.

SSH_TO_JOB_SSHD The path and executable name of the ssh daemon. The value is read by the condor_starter. The default value is /usr/sbin/sshd.

SSH_TO_JOB_SSHD_ARGS A string, read by the condor_starter that specifies the command-line arguments to be passed to the sshd to handle an incoming ssh connection on its stdin or stdout streams in inetd mode. Enclose the entire arguments string in double quote marks. Individual arguments may be quoted with single quotes, using the same syntax as for arguments in an HTCondor submit description file. Within the arguments, the characters %f are replaced by the path to the sshd configuration file the characters % are replaced by a single percent character. The default value is the string "-i -e -f %f".

SSH_TO_JOB_SSHD_CONFIG_TEMPLATE A string, read by the condor_starter that specifies the path and file name of an sshd configuration template file. The template is turned into an sshd configuration file by replacing macros within the template that specify such things as the paths to key files. The macro replacement is done by the script $(LIBEXEC)/condor_ssh_to_job_sshd_setup. The default value is $(LIB)/condor_ssh_to_job_sshd_config_template.

SSH_TO_JOB_SSH_KEYGEN A string, read by the condor_starter that specifies the path to ssh_keygen, the program used to create ssh keys.

SSH_TO_JOB_SSH_KEYGEN_ARGS A string, read by the condor_starter that specifies the command-line arguments to be passed to the ssh_keygen to generate an ssh key. Enclose the entire arguments string in double quotes. Individual arguments may be quoted with single quotes, using the same syntax as for arguments in an HTCondor submit description file. Within the arguments, the characters %f are replaced by the path to the key file to be generated, and the characters % are replaced by a single percent character. The default value is the string "-N '' -C '' -q -f %f -t rsa". If the user specifies additional arguments with the command condor_ssh_to_job -keygen-options, then those arguments are placed after the arguments specified by the value of SSH_TO_JOB_SSH_KEYGEN_ARGS.

3.5.29 condor_rooster Configuration File Macros

condor_rooster is an optional daemon that may be added to the condor_master daemon’s DAEMON_LIST. It is responsible for waking up hibernating machines when their UNHIBERNATE expression becomes True. In the typical case, a pool runs a single instance of condor_rooster on the central manager. However, if the network topology requires
that Wake On LAN packets be sent to specific machines from different locations, condor_rooster can be run on any machine(s) that can read from the pool’s condor_collector daemon.

For condor_rooster to wake up hibernating machines, the collecting of offline machine ClassAds must be enabled. See variable COLLECTOR_PERSISTENT_AD_LOG on page 291 for details on how to do this.

ROOSTER_INTERVAL The integer number of seconds between checks for offline machines that should be woken. The default value is 300.

ROOSTER_MAX_UNHIBERNATE An integer specifying the maximum number of machines to wake up per cycle. The default value of 0 means no limit.

ROOSTER_UNHIBERNATE A boolean expression that specifies which machines should be woken up. The default expression is Offline & Unhibernate. If network topology or other considerations demand that some machines in a pool be woken up by one instance of condor_rooster, while others be woken up by a different instance, ROOSTER_UNHIBERNATE may be set locally such that it is different for the two instances of condor_rooster. In this way, the different instances will only try to wake up their respective subset of the pool.

ROOSTER_UNHIBERNATE_RANK A ClassAd expression specifying which machines should be woken up first in a given cycle. Higher ranked machines are woken first. If the number of machines to be woken up is limited by ROOSTER_MAX_UNHIBERNATE, the rank may be used for determining which machines are woken before reaching the limit.

ROOSTER_WAKEUP_CMD A string representing the command line invoked by condor_rooster that is to wake up a machine. The command and any arguments should be enclosed in double quote marks, the same as arguments syntax in an HTCondor submit description file. The default value is "$\text{BIN}/\text{condor\_power} -d -i$". The command is expected to read from its standard input a ClassAd representing the offline machine.

3.5.30 condor_shared_port Configuration File Macros

These configuration variables affect the condor_shared_port daemon. For general discussion of the condor_shared_port daemon, see 438.

USE_SHARED_PORT A boolean value that specifies whether HTCondor daemons should rely on the condor_shared_port daemon for receiving incoming connections. Under Unix, write access to the location defined by DAEMON_SOCKET_DIR is required for this to take effect. The default is True.

SHARED_PORT_PORT The default TCP port used by the condor_shared_port daemon. If COLLECTOR_USES_SHARED_PORT is the default value of True, and the condor_master launches a condor_collector daemon, then the condor_shared_port daemon will ignore this value and use the TCP port assigned to the condor_collector via the COLLECTOR_HOST configuration variable.

The default value is $(COLLECTOR_PORT), which defaults to 9618. Note that this causes all HTCondor hosts to use TCP port 9618 by default, differing from previous behavior. The previous behavior has only the condor_collector host using a fixed port. To restore this previous behavior, set SHARED_PORT_PORT to 0, which will cause the condor_shared_port daemon to use a randomly selected port in the range LOWPORT - HIGHPORT, as defined in section 3.9.1.
**SHARED_PORT_DAEMON_AD_FILE**  This specifies the full path and name of a file used to publish the address of `condor_shared_port`. This file is read by the other daemons that have `USE_SHARED_PORT=True` and which are therefore sharing the same port. The default typically does not need to be changed.

**SHARED_PORT_MAX_WORKERS**  An integer that specifies the maximum number of sub-processes created by `condor_shared_port` while servicing requests to connect to the daemons that are sharing the port. The default is 50.

**DAEMON_SOCKET_DIR**  This specifies the directory where Unix versions of HTCondor daemons will create named sockets so that incoming connections can be forwarded to them by `condor_shared_port`. If this directory does not exist, it will be created. The maximum length of named socket paths plus names is restricted by the operating system, so using a path that is longer than 90 characters may cause failures.

Write access to this directory grants permission to receive connections through the shared port. By default, the directory is created to be owned by HTCondor and is made to be only writable by HTCondor. One possible reason to broaden access to this directory is if execute nodes are accessed via CCB and the submit node is behind a firewall with only one open port, which is the port assigned to `condor_shared_port`. In this case, commands that interact with the execute node, such as `condor_ssh_to_job`, will not be able to operate unless run by a user with write access to `DAEMON_SOCKET_DIR`. In this case, one could grant tmp-like permissions to this directory so that all users can receive CCB connections back through the firewall. But, consider the wisdom of having a firewall in the first place, if it will be circumvented in this way.

On Linux platforms, daemons use abstract named sockets instead of normal named sockets. Abstract sockets are not tied to a file in the file system. The `condor_master` picks a random prefix for abstract socket names and shares it privately with the other daemons. When searching for the recipient of an incoming connection, `condor_shared_port` will check for both an abstract socket and a named socket in the directory indicated by this variable. The named socket allows command-line tools such as `condor_ssh_to_job` to use `condor_shared_port` as described.

On Linux platforms, setting `SHARED_PORT_AUDIT_LOG` causes HTCondor to log the following information about each connection made through the `DAEMON_SOCKET_DIR`: the source address, the socket file name, and the target process’s PID, UID, GID, executable path, and command line. An administrator may use this logged information to deter abuse.

The default value is `auto`, causing the use of the directory `$LOCK)/daemon_sock`. On Unix platforms other than Linux, if that path is longer than the 90 characters maximum, then the `condor_master` will instead create a directory under `/tmp` with a name that looks like `/tmp/condor_shared_port_<XXXXXX>`, where `<XXXXXX>` is replaced with random characters. The `condor_master` then tells the other daemons the exact name of the directory it created, and they use it.

If a different value is set for `DAEMON_SOCKET_DIR`, then that directory is used, without regard for the length of the path name. Ensure that the length is not longer than 90 characters.

**SHARED_PORT_ARGS**  Like all daemons started by the `condor_master` daemon, the command line arguments to the invocation of the `condor_shared_port` daemon can be customized. The arguments can be used to specify a non-default port number for the `condor_shared_port` daemon as in this example, which specifies port 4080:

```
SHARED_PORT_ARGS = -p 4080
```

It is recommended to use configuration variable `SHARED_PORT_PORT` to set a non-default port number, instead of using this configuration variable.
### 3.5.31 Configuration File Entries Relating to Hooks

These macros control the various hooks that interact with HTCondor. Currently, there are two independent sets of hooks. One is a set of fetch work hooks, some of which are invoked by the `condor_startd` to optionally fetch work, and some are invoked by the `condor_starter`. See section 4.4.1 on page 542 on Job Hooks for more details. The other set replace functionality of the `condor_job_router` daemon. Documentation for the `condor_job_router` daemon is in section 5.4 on page 589.

- **SHARED_PORT_AUDIT_LOG**  On Linux platforms, the path and file name of the `condor_shared_port` log that records connections made via the `DAEMON_SOCKET_DIR`. If not defined, there will be no `condor_shared_port` audit log.

- **MAX_SHARED_PORT_AUDIT_LOG**  On Linux platforms, controls the maximum amount of time that the `condor_shared_port` audit log will be allowed to grow. When it is time to rotate a log file, the log file will be saved to a file named with an ISO timestamp suffix. The oldest rotated file receives the file name suffix `.old`. The `.old` files are overwritten each time the maximum number of rotated files (determined by the value of `MAX_NUM_SHARED_PORT_AUDIT_LOG`) is exceeded. A value of 0 specifies that the file may grow without bounds. The following suffixes may be used to qualify the integer:
  - `Sec` for seconds
  - `Min` for minutes
  - `Hr` for hours
  - `Day` for days
  - `Wk` for weeks

- **MAX_NUM_SHARED_PORT_AUDIT_LOG**  On Linux platforms, the integer that controls the maximum number of rotations that the `condor_shared_port` audit log is allowed to perform, before the oldest one will be rotated away. The default value is 1.

- **SLOT<N>_JOB_HOOK_KEYWORD**  For the fetch work hooks, the keyword used to define which set of hooks a particular compute slot should invoke. The value of `<N>` is replaced by the slot identification number. For example, on slot 1, the variable name will be called `[SLOT1_JOB_HOOK_KEYWORD]`. There is no default keyword. Sites that wish to use these job hooks must explicitly define the keyword and the corresponding hook paths.

- **STARTD_JOB_HOOK_KEYWORD**  For the fetch work hooks, the keyword used to define which set of hooks a `condor_startd` should invoke. This setting is only used if a slot-specific keyword is not defined for a given compute slot. There is no default keyword. Sites that wish to use job hooks must explicitly define the keyword and the corresponding hook paths.

- **<Keyword>_HOOK_FETCH_WORK**  For the fetch work hooks, the full path to the program to invoke whenever the `condor_startd` wants to fetch work. `<Keyword>` is the hook keyword defined to distinguish between sets of hooks. There is no default.'
<Keyword>_HOOK_REPLY_FETCH For the fetch work hooks, the full path to the program to invoke when the hook defined by <Keyword>_HOOK_FETCH_WORK returns data and the the condor_startd decides if it is going to accept the fetched job or not. <Keyword> is the hook keyword defined to distinguish between sets of hooks.

<Keyword>_HOOK_REPLY_CLAIM For the fetch work hooks, the full path to the program to invoke whenever the condor_startd finishes fetching a job and decides what to do with it. <Keyword> is the hook keyword defined to distinguish between sets of hooks. There is no default.

<Keyword>_HOOK_PREPARE_JOB For the fetch work hooks, the full path to the program invoked by the condor_startd before it runs the job. <Keyword> is the hook keyword defined to distinguish between sets of hooks.

<Keyword>_HOOK_UPDATE_JOB_INFO This configuration variable is used by both fetch work hooks and by condor_job_router hooks.

For the fetch work hooks, the full path to the program invoked by the condor_startd to present an updated and augmented job ClassAd to the program. See section [4.4.1] on page [543] for the list of additional attributes included. When the job is first invoked, the condor_startd will invoke the program after $(STARTER_INITIAL_UPDATE_INTERVAL) seconds. Thereafter, the condor_startd will invoke the program every $(STARTER_UPDATE_INTERVAL) seconds. <Keyword> is the hook keyword defined to distinguish between sets of hooks.

As a Job Router hook, the full path to the program invoked when the Job Router polls the status of routed jobs at intervals set by JOB_ROUTER_POLLING_PERIOD. <Keyword> is the hook keyword defined by JOB_ROUTER_HOOK_KEYWORD to identify the hooks.

<Keyword>_HOOK_EVICT_CLAIM For the fetch work hooks, the full path to the program to invoke whenever the condor_startd needs to evict a fetched claim. <Keyword> is the hook keyword defined to distinguish between sets of hooks. There is no default.

<Keyword>_HOOK_JOB_EXIT For the fetch work hooks, the full path to the program invoked by the condor_startd whenever a job exits, either on its own or when being evicted from an execution slot. <Keyword> is the hook keyword defined to distinguish between sets of hooks.

<Keyword>_HOOK_JOB_EXIT_TIMEOUT For the fetch work hooks, the number of seconds the condor_startd will wait for the hook defined by <Keyword>_HOOK_JOB_EXIT hook to exit, before continuing with job clean up. Defaults to 30 seconds. <Keyword> is the hook keyword defined to distinguish between sets of hooks.

FetchWorkDelay An expression that defines the number of seconds that the condor_startd should wait after an invocation of <Keyword>_HOOK_FETCH_WORK completes before the hook should be invoked again. The expression is evaluated in the context of the slot ClassAd, and the ClassAd of the currently running job (if any). The expression must evaluate to an integer. If not defined, the condor_startd will wait 300 seconds (five minutes) between attempts to fetch work. For more information about this expression, see section [4.4.1] on page [547].

JOB_ROUTER_HOOK_KEYWORD For the Job Router hooks, the keyword used to define the set of hooks the condor_job_router is to invoke to replace functionality of routing translation. There is no default keyword. Use of these hooks requires the explicit definition of the keyword and the corresponding hook paths.
3.5.31. Configuration File Entries Relating to Hooks

**<Keyword>_HOOK_TRANSLATE_JOB**  A Job Router hook, the full path to the program invoked when the Job Router has determined that a job meets the definition for a route. This hook is responsible for doing the transformation of the job. **<Keyword>** is the hook keyword defined by **JOB_ROUTER_HOOK_KEYWORD** to identify the hooks.

**<Keyword>_HOOK_JOB_FINALIZE**  A Job Router hook, the full path to the program invoked when the Job Router has determined that the job completed.  **<Keyword>** is the hook keyword defined by **JOB_ROUTER_HOOK_KEYWORD** to identify the hooks.

**<Keyword>_HOOK_JOB_CLEANUP**  A Job Router hook, the full path to the program invoked when the Job Router finishes managing the job. **<Keyword>** is the hook keyword defined by **JOB_ROUTER_HOOK_KEYWORD** to identify the hooks.

The following macros describe the *Daemon ClassAd Hook* capabilities of HTCondor. The Daemon ClassAd Hook mechanism is used to run executables (called jobs) directly from the *condor_startd* and *condor_schedd* daemons. The output from the jobs is incorporated into the machine ClassAd generated by the respective daemon. The mechanism is described in section 4.4.3 on page 551.

**STARTD_CRON_NAME and SCHEDD_CRON_NAME**  These variables will be honored through HTCondor versions 7.6, and support will be removed in HTCondor version 7.7. They are no longer documented as to their usage. Defines a logical name to be used in the formation of related configuration macro names. This macro made other Daemon ClassAd Hook macros more readable and maintainable. A common example was

```
STARTD_CRON_NAME = HAWKEYE
```

This example allowed the naming of other related macros to contain the string **HAWKEYE** in their name, replacing the string **STARTD_CRON**.

The value of these variables may not be **BENCHMARKS**. The Daemon ClassAd Hook mechanism is used to implement a set of provided hooks that provide benchmark attributes.

**STARTD_CRON_CONFIG_VAL** and **SCHEDD_CRON_CONFIG_VAL** and **BENCHMARKS_CONFIG_VAL**  This configuration variable can be used to specify the path and executable name of the *condor_config_val* program which the jobs (hooks) should use to get configuration information from the daemon. If defined, an environment variable by the same name with the same value will be passed to all jobs.

**STARTD_CRON_AUTOPUBLISH**  Optional setting that determines if the *condor_startd* should automatically publish a new update to the *condor_collector* after any of the jobs produce output. Beware that enabling this setting can greatly increase the network traffic in an HTCondor pool, especially when many modules are executed, or if the period in which they run is short. There are three possible (case insensitive) values for this variable:

- **Never**  This default value causes the *condor_startd* to not automatically publish updates based on any jobs. Instead, updates rely on the usual behavior for sending updates, which is periodic, based on the **UPDATE_INTERVAL** configuration variable, or whenever a given slot changes state.
- **Always**  Causes the *condor_startd* to always send a new update to the *condor_collector* whenever any job exits.
If_Changed  Causes the condor_startd to only send a new update to the condor_collector if the output produced by a given job is different than the previous output of the same job. The only exception is the LastUpdate attribute, which is automatically set for all jobs to be the timestamp when the job last ran. It is ignored when STARTD_CRON_AUTOPUBLISH is set to If_Changed.

STARTD_CRON_JOBLIST and SCHEDD_CRON_JOBLIST and BENCHMARKS_JOBLIST  These configuration variables are defined by a comma and/or white space separated list of job names to run. Each is the logical name of a job. This name must be unique; no two jobs may have the same name.

STARTD_CRON_<JobName>_PREFIX and SCHEDD_CRON_<JobName>_PREFIX and BENCHMARKS_<JobName>_PREFIX  Specifies a string which is prepended by HTCondor to all attribute names that the job generates. The use of prefixes avoids the conflicts that would be caused by attributes of the same name generated and utilized by different jobs. For example, if a module prefix is xyz_, and an individual attribute is named abc, then the resulting attribute name will be xyz_abc. Due to restrictions on ClassAd names, a prefix is only permitted to contain alpha-numeric characters and the underscore character.  

<JobName> is the logical name assigned for a job as defined by configuration variable STARTD_CRON_JOBLIST, SCHEDD_CRON_JOBLIST, or BENCHMARKS_JOBLIST.

STARTD_CRON_<JobName>_SLOTS and BENCHMARKS_<JobName>_SLOTS  Only the slots specified in this comma-separated list may incorporate the output of the job specified by <JobName>. If the list is not specified, any slot may. Whether or not a specific slot actually incorporates the output depends on the output; see 4.4.3.

<JobName> is the logical name assigned for a job as defined by configuration variable STARTD_CRON_JOBLIST or BENCHMARKS_JOBLIST.

STARTD_CRON_<JobName>_EXECUTABLE and SCHEDD_CRON_<JobName>_EXECUTABLE and BENCHMARKS_<JobName>_EXECUTABLE  The full path and executable to run for this job. Note that multiple jobs may specify the same executable, although the jobs need to have different logical names.

<JobName> is the logical name assigned for a job as defined by configuration variable STARTD_CRON_JOBLIST, SCHEDD_CRON_JOBLIST, or BENCHMARKS_JOBLIST.

STARTD_CRON_<JobName>_PERIOD and SCHEDD_CRON_<JobName>_PERIOD and BENCHMARKS_<JobName>_PERIOD  The period specifies time intervals at which the job should be run. For periodic jobs, this is the time interval that passes between starting the execution of the job. The value may be specified in seconds, minutes, or hours. Specify this time by appending the character s, m, or h to the value. As an example, 5m starts the execution of the job every five minutes. If no character is appended to the value, seconds are used as a default. In WaitForExit mode, the value has a different meaning: the period specifies the length of time after the job ceases execution and before it is restarted. The minimum valid value of the period is 1 second.

<JobName> is the logical name assigned for a job as defined by configuration variable STARTD_CRON_JOBLIST, SCHEDD_CRON_JOBLIST, or BENCHMARKS_JOBLIST.

STARTD_CRON_<JobName>_METRICS  A space or comma-separated list. Each element in the list is a metric type, either SUM or PEAK; a colon; and a metric name.

An attribute preceded by SUM is a metric which accumulates over time. The canonical example is seconds of CPU usage.
An attribute preceded by `PEAK` is a metric which instead records the largest value reported over the period of use. The canonical example is megabytes of memory usage.

A job with `STARTD_CRON_<JobName>_METRICS` set is a custom machine resource monitor (CMRM), and its output is handled differently than a normal job’s. A CMRM should output one ad per custom machine resource instance and use `SlotMergeConstraints` (see 4.4.3) to specify the instance to which it applies.

The ad corresponding to each custom machine resource instance should have an attribute for each metric named in the configuration. For `SUM` metrics, the attribute should be `Uptime<MetricName>Seconds`; for `PEAK` metrics, the attribute should be `Uptime<MetricName>PeakUsage`.

Each value should be the value of the metric since the last time the job reported. The reported value may therefore go up or down; HTCondor will record either the the sum or the peak value, as appropriate, for the duration of the job running in a slot assigned resources of the corresponding type.

For example, if your custom resources are `SQUIDs`, and you detected four of them, your monitor might output the following:

```
SlotMergeConstraint = StringListMember("SQUID0", AssignedSQUIDs )
UptimeSQUIDsSeconds = 5.0
UptimeSQUIDsMemoryPeakUsage = 50
- SQUIDsReport0
SlotMergeConstraint = StringListMember("SQUID1", AssignedSQUIDs )
UptimeSQUIDsSeconds = 1.0
UptimeSQUIDsMemoryPeakUsage = 10
- SQUIDsReport1
SlotMergeConstraint = StringListMember("SQUID2", AssignedSQUIDs )
UptimeSQUIDsSeconds = 9.0
UptimeSQUIDsMemoryPeakUsage = 90
- SQUIDsReport2
SlotMergeConstraint = StringListMember("SQUID3", AssignedSQUIDs )
UptimeSQUIDsSeconds = 4.0
UptimeSQUIDsMemoryPeakUsage = 40
- SQUIDsReport3
```

The names (`SQUIDsReport0`) may be anything, but must be consistent from report to report and the ClassAd for each report must have a distinct name.

You might specify the monitor in the example above as follows:

```
MACHINE_RESOURCE_INVENTORY_SQUIDs = /usr/local/bin/cmr-squid-discovery
STARTD_CRON_JOBLIST = $(STARTD_CRON_JOBLIST) SQUIDs_MONITOR
STARTD_CRON_SQUIDs_MONITOR_MODE = Periodic
STARTD_CRON_SQUIDs_MONITOR_PERIOD = 10
STARTD_CRON_SQUIDs_MONITOR_EXECUTABLE = /usr/local/bin/cmr-squid-monitor
STARTD_CRON_SQUIDs_MONITOR_METRICS = SUM:SQUIDs, PEAK:SQUIDsMemory
```
3.5.31. Configuration File Entries Relating to Hooks

A string that specifies a mode within which the job operates. Legal values are

- Periodic, which is the default.
- WaitForExit
- OneShot
- OnDemand

<JobName> is the logical name assigned for a job as defined by configuration variable `STARTD_CRON_JOBLIST`, `SCHEDD_CRON_JOBLIST`, or `BENCHMARKS_JOBLIST`.

The default Periodic mode is used for most jobs. In this mode, the job is expected to be started by the `condor_startd` daemon, gather and publish its data, and then exit.

In WaitForExit mode the `condor_startd` daemon interprets the period as defined by `STARTD_CRON_<JobName>_PERIOD` differently. In this case, it refers to the amount of time to wait after the job exits before restarting it. With a value of 1, the job is kept running nearly continuously. In general, WaitForExit mode is for jobs that produce a periodic stream of updated data, but it can be used for other purposes, as well. The output data from the job is accumulated into a temporary ClassAd until the job exits or until it writes a line starting with dash (`-`) character. At that point, the temporary ClassAd replaces the active ClassAd for the job. The active ClassAd for the job is merged into the appropriate slot ClassAds whenever the slot ClassAds are published.

The OneShot mode is used for jobs that are run once at the start of the daemon. If the `reconfig_rerun` option is specified, the job will be run again after any reconfiguration.

The OnDemand mode is used only by the BENCHMARKS mechanism. All benchmark jobs must be OnDemand jobs. Any other jobs specified as OnDemand will never run. Additional future features may allow for other OnDemand job uses.

A boolean value that when True, causes the daemon to send an HUP signal to the job when the daemon is reconfigured. The job is expected to reread its configuration at that time.

<JobName> is the logical name assigned for a job as defined by configuration variable `STARTD_CRON_JOBLIST` or `SCHEDD_CRON_JOBLIST`.

A boolean value that when True, causes the daemon ClassAd hooks mechanism to re-run the specified job when the daemon is reconfigured via `condor_reconfig`. The default value is False.

<JobName> is the logical name assigned for a job as defined by configuration variable `STARTD_CRON_JOBLIST` or `SCHEDD_CRON_JOBLIST`.

A floating point value that represents the assumed and therefore expected CPU load that a job induces on the system. This job load is then used to limit the total number of jobs that run concurrently, by not starting new jobs if the assumed total load from all jobs is over a set threshold. The default value for each individual `STARTD_CRON` or a `SCHEDD_CRON` job is 0.01. The default value for each individual `BENCHMARKS` job is 1.0.
<JobName> is the logical name assigned for a job as defined by configuration variable STARTD_CRON_JOBLIST, SCHEDD_CRON_JOBLIST, or BENCHMARKS_JOBLIST.

**STARTD_CRON_MAX_JOB_LOAD** and **SCHEDD_CRON_MAX_JOB_LOAD** and **BENCHMARKS_MAX_JOB_LOAD**
A floating point value representing a threshold for CPU load, such that if starting another job would cause the sum of assumed loads for all running jobs to exceed this value, no further jobs will be started. The default value for STARTD_CRON or a SCHEDD_CRON hook managers is 0.1. This implies that a maximum of 10 jobs (using their default, assumed load) could be concurrently running. The default value for the BENCHMARKS hook manager is 1.0. This implies that only 1 BENCHMARKS job (at the default, assumed load) may be running.

**STARTD_CRON_{JobName}_KILL** and **SCHEDD_CRON_{JobName}_KILL** and **BENCHMARKS_{JobName}_KILL**
A boolean value applicable only for jobs with a MODE of anything other than WaitForExit. The default value is False.

This variable controls the behavior of the daemon hook manager when it detects that an instance of the job’s executable is still running as it is time to invoke the job again. If True, the daemon hook manager will kill the currently running job and then invoke a new instance of the job. If False, the existing job invocation is allowed to continue running.

<JobName> is the logical name assigned for a job as defined by configuration variable STARTD_CRON_JOBLIST, SCHEDD_CRON_JOBLIST, or BENCHMARKS_JOBLIST.

**STARTD_CRON_{JobName}_ARGS** and **SCHEDD_CRON_{JobName}_ARGS** and **BENCHMARKS_{JobName}_ARGS**
The command line arguments to pass to the job as it is invoked. The first argument will be <JobName>.

<JobName> is the logical name assigned for a job as defined by configuration variable STARTD_CRON_JOBLIST, SCHEDD_CRON_JOBLIST, or BENCHMARKS_JOBLIST.

**STARTD_CRON_{JobName}_ENV** and **SCHEDD_CRON_{JobName}_ENV** and **BENCHMARKS_{JobName}_ENV**
The environment string to pass to the job. The syntax is the same as that of <DaemonName>_ENVIRONMENT as defined at 3.5.7.

<JobName> is the logical name assigned for a job as defined by configuration variable STARTD_CRON_JOBLIST, SCHEDD_CRON_JOBLIST, or BENCHMARKS_JOBLIST.

**STARTD_CRON_{JobName}_CWD** and **SCHEDD_CRON_{JobName}_CWD** and **BENCHMARKS_{JobName}_CWD**
The working directory in which to start the job.

<JobName> is the logical name assigned for a job as defined by configuration variable STARTD_CRON_JOBLIST, SCHEDD_CRON_JOBLIST, or BENCHMARKS_JOBLIST.

### 3.5.32 Configuration File Entries Only for Windows Platforms

These macros are utilized only on Windows platforms.

**WINDOWS_RMDIR** The complete path and executable name of the HTCondor version of the built-in *rmdir* program.
The HTCondor version will not fail when the directory contains files that have ACLs that deny the SYSTEM process delete access. If not defined, the built-in Windows *rmdir* program is invoked, and a value defined for **WINDOWS_RMDIR_OPTIONS** is ignored.
3.5.33 condor_defrag Configuration File Macros

These configuration variables affect the condor_defrag daemon. A general discussion of condor_defrag may be found in section 3.7.1.

**DEFRAG_NAME** Used to give an alternative value to the Name attribute in the condor_defrag’s ClassAd. This esoteric configuration macro might be used in the situation where there are two condor_defrag daemons running on one machine, and each reports to the same condor_collector. Different names will distinguish the two daemons. See the description of MASTER_NAME in section 3.5.7 on page 243 for defaults and composition of valid HTCondor daemon names.

**DEFRAG_DRAINING_MACHINES_PER_HOUR** A floating point number that specifies how many machines should be drained per hour. The default is 0, so no draining will happen unless this setting is changed. Each condor_startd is considered to be one machine. The actual number of machines drained per hour may be less than this if draining is halted by one of the other defragmentation policy controls. The granularity in timing of draining initiation is controlled by DEFRAG_INTERVAL. The lowest rate of draining that is supported is one machine per day or one machine per DEFRAG_INTERVAL, whichever is lower. A fractional number of machines contributing to the value of DEFRAG_DRAINING_MACHINES_PER_HOUR is rounded to the nearest whole number of machines on a per day basis.

**DEFRAG_DRAINING_START_EXPR** A ClassAd expression that replaces the machine’s START expression while it’s draining. Slots which accepted a job after the machine began draining set the machine ad attribute AcceptedWhileDraining to true. When the last job which was not accepted while draining exits, all other jobs are immediately evicted with a MaxJobRetirementTime of 0; job vacate times are still respected. While the jobs which were accepted while draining are vacating, the START expression is false. Using $(START) in this expression is usually a mistake: it will be replaced by the defrag daemon’s START expression, not the value of the target machine’s START expression (and especially not the value of its START expression at the time draining begins).

**DEFRAG_REQUIREMENTS** An expression that specifies which machines to drain. The default is

```plaintext
PartitionableSlot && Offline!=True
```

A machine, meaning a condor_startd, is matched if any of its slots match this expression. Machines are automatically excluded if they are already draining, or if they match DEFRAG_WHOLE_MACHINE_EXPR.

**DEFRAG_CANCEL_REQUIREMENTS** An expression that specifies which draining machines should have draining be canceled. This defaults to $(DEFRAG_WHOLE_MACHINE_EXPR). This could be used to drain partial rather than whole machines.

**DEFRAG_RANK** An expression that specifies which machines are more desirable to drain. The expression should evaluate to a number for each candidate machine to be drained. If the number of machines to
be drained is less than the number of candidates, the machines with higher rank will be chosen. The rank of a machine, meaning a condor_startd, is the rank of its highest ranked slot. The default rank is

-ExpectedMachineGracefulDrainingBadput.

**DEFRAG_WHOLE_MACHINE_EXPR** An expression that specifies which machines are already operating as whole machines. The default is

```plaintext
Cpus == TotalCpus && Offline!=True
```

A machine is matched if any slot on the machine matches this expression. Each condor_startd is considered to be one machine. Whole machines are excluded when selecting machines to drain. They are also counted against **DEFRAG_MAX_WHOLE_MACHINES**.

**DEFRAG_MAX_WHOLE_MACHINES** An integer that specifies the maximum number of whole machines. When the number of whole machines is greater than or equal to this, no new machines will be selected for draining. Each condor_startd is counted as one machine. The special value -1 indicates that there is no limit. The default is -1.

**DEFRAG_MAX_CONCURRENT_DRAINING** An integer that specifies the maximum number of draining machines. When the number of machines that are draining is greater than or equal to this, no new machines will be selected for draining. Each draining condor_startd is counted as one machine. The special value -1 indicates that there is no limit. The default is -1.

**DEFRAG_INTERVAL** An integer that specifies the number of seconds between evaluations of the defragmentation policy. In each cycle, the state of the pool is observed and machines are drained, if specified by the policy. The default is 600 seconds. Very small intervals could create excessive load on the condor_collector.

**DEFRAG_UPDATE_INTERVAL** An integer that specifies the number of seconds between times that the condor_defrag daemon sends updates to the collector. (See section A.8 for information about the attributes in these updates.) The default is 300 seconds.

**DEFRAG_SCHEDULE** A setting that specifies the draining schedule to use when draining machines. Possible values are graceful, quick, and fast. The default is graceful.

- **graceful** Initiate a graceful eviction of the job. This means all promises that have been made to the job are honored, including MaxJobRetirementTime. The eviction of jobs is coordinated to reduce idle time. This means that if one slot has a job with a long retirement time and the other slots have jobs with shorter retirement times, the effective retirement time for all of the jobs is the longer one.

- **quick** MaxJobRetirementTime is not honored. Eviction of jobs is immediately initiated. Jobs are given time to shut down and produce a checkpoint according to the usual policy, as given by MachineMaxVacateTime.

- **fast** Jobs are immediately hard-killed, with no chance to gracefully shut down or produce a checkpoint.

**DEFRAG_STATE_FILE** The path to a file used to record information used by condor_defrag when it is restarted. This should only need to be modified if there will be multiple instances of the condor_defrag daemon running on the same machine. The default is $\$(LOCK)/defrag_state$.

**DEFRAG_LOG** The path to the condor_defrag daemon’s log file. The default log location is $\$(LOG)/DefragLog$. 

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HTCondor Version 8.8.0 Manual
3.5.34  condor_gangliad Configuration File Macros

condor_gangliad is an optional daemon responsible for publishing information about HTCondor daemons to the Ganglia™ monitoring system. The Ganglia monitoring system must be installed and configured separately. In the typical case, a single instance of the condor_gangliad daemon is run per pool. A default set of metrics are sent. Additional metrics may be defined, in order to publish any information available in ClassAds that the condor_collector daemon has.

GANGLIAD_INTERVAL  The integer number of seconds between consecutive sending of metrics to Ganglia. Daemons update the condor_collector every 300 seconds, and the Ganglia heartbeat interval is 20 seconds. Therefore, multiples of 20 between 20 and 300 makes sense for this value. Negative values inhibit sending data to Ganglia. The default value is 60.

GANGLIAD_VERBOSITY  An integer that specifies the maximum verbosity level of metrics to be published to Ganglia. Basic metrics have a verbosity level of 0, which is the default. Additional metrics can be enabled by increasing the verbosity to 1. In the default configuration, there are no metrics with verbosity levels higher than 1. Some metrics depend on attributes that are not published to the condor_collector when using the default value of STATISTICS_TO_PUBLISH. For example, per-user file transfer statistics will only be published to Ganglia if GANGLIA_VERBOSITY is set to 1 or higher in the condor_gangliad configuration and STATISTICS_TO_PUBLISH in the condor_schedd configuration contains TRANSFER:2, or if the STATISTICS_TO_PUBLISH_LIST contains the desired attributes explicitly.

GANGLIAD_REQUIREMENTS  An optional boolean ClassAd expression that may restrict the set of daemon ClassAds to be monitored. This could be used to monitor a subset of a pool’s daemons or machines. The default is an empty expression, which has the effect of placing no restriction on the monitored ClassAds. Keep in mind that this expression is applied to all types of monitored ClassAds, not just machine ClassAds.

GANGLIAD_PER_EXECUTE_NODE_METRICS  A boolean value that, when False, causes metrics from execute node daemons to not be published. Aggregate values from these machines will still be published. The default value is True. This option is useful for pools such that use glidein, in which it is not desired to record metrics for individual execute nodes.

GANGLIA_CONFIG  The path and file name of the Ganglia configuration file. The default is /etc/ganglia/gmond.conf.

GANGLIA_GMETRIC  The full path of the gmetric executable to use. If none is specified, libganglia will be used instead when possible, because the library interface is more efficient than invoking gmetric. Some versions of libganglia are not compatible. When a failure to use libganglia is detected, gmetric will be used, if gmetric can be found in HTCondor’s PATH environment variable.

GANGLIA_GSTAT_COMMAND  The full gstat command used to determine which hosts are monitored by Ganglia. For a condor_gangliad running on a host whose local gmond does not know the list of monitored hosts, change localhost to be the appropriate host name or IP address within this default string:

```bash
  gstat --all --mpifile --gmond_ip=localhost --gmond_port=8649
```

GANGLIA_SEND_DATA_FOR_ALL_HOSTS  A boolean value that when True causes data to be sent to Ganglia for hosts that it is not currently monitoring. The default is False.
**3.5.35. condor_annex Configuration File Macros**

See section 6.5 for *condor_annex* configuration file macros.

**3.6 User Priorities and Negotiation**

HTCondor uses priorities to determine machine allocation for jobs. This section details the priorities and the allocation of machines (negotiation).

For accounting purposes, each user is identified by username@uid_domain. Each user is assigned a priority value even if submitting jobs from different machines in the same domain, or even if submitting from multiple machines in the different domains.

The numerical priority value assigned to a user is inversely related to the *goodness* of the priority. A user with a numerical priority of 5 gets more resources than a user with a numerical priority of 50. There are two priority values assigned to HTCondor users:

- Real User Priority (RUP), which measures resource usage of the user.
• Effective User Priority (EUP), which determines the number of resources the user can get.

This section describes these two priorities and how they affect resource allocations in HTCondor. Documentation on configuring and controlling priorities may be found in section 3.5.15.

3.6.1 Real User Priority (RUP)

A user’s RUP measures the resource usage of the user through time. Every user begins with a RUP of one half (0.5), and at steady state, the RUP of a user equilibrates to the number of resources used by that user. Therefore, if a specific user continuously uses exactly ten resources for a long period of time, the RUP of that user stabilizes at ten.

However, if the user decreases the number of resources used, the RUP gets better. The rate at which the priority value decays can be set by the macro \texttt{PRIORITY_HALFLIFE}, a time period defined in seconds. Intuitively, if the \texttt{PRIORITY_HALFLIFE} in a pool is set to 86400 (one day), and if a user whose RUP was 10 has no running jobs, that user’s RUP would be 5 one day later, 2.5 two days later, and so on.

3.6.2 Effective User Priority (EUP)

The effective user priority (EUP) of a user is used to determine how many resources that user may receive. The EUP is linearly related to the RUP by a \textit{priority factor} which may be defined on a per-user basis. Unless otherwise configured, an initial priority factor for all users as they first submit jobs is set by the configuration variable \texttt{DEFAULT_PRIO_FACTOR}, and defaults to the value 1000.0. If desired, the priority factors of specific users can be increased using \texttt{condor_userprio}, so that some are served preferentially.

The number of resources that a user may receive is inversely related to the ratio between the EUPs of submitting users. Therefore user $A$ with EUP=5 will receive twice as many resources as user $B$ with EUP=10 and four times as many resources as user $C$ with EUP=20. However, if $A$ does not use the full number of resources that $A$ may be given, the available resources are repartitioned and distributed among remaining users according to the inverse ratio rule.

HTCondor supplies mechanisms to directly support two policies in which EUP may be useful:

\textbf{Nice users} A job may be submitted with the submit command \texttt{nice_user} set to \texttt{True}. This nice user job will have its RUP boosted by the \texttt{NICE_USER_PRIO_FACTOR} priority factor specified in the configuration, leading to a very large EUP. This corresponds to a low priority for resources, therefore using resources not used by other HTCondor users.

\textbf{Remote Users} HTCondor’s flocking feature (see section \ref{sect:flocking}) allows jobs to run in a pool other than the local one. In addition, the submit-only feature allows a user to submit jobs to another pool. In such situations, submitters from other domains can submit to the local pool. It may be desirable to have HTCondor treat local users preferentially over these remote users. If configured, HTCondor will boost the RUPs of remote users by \texttt{REMOTE_PRIO_FACTOR} specified in the configuration, thereby lowering their priority for resources.

The priority boost factors for individual users can be set with the \texttt{setfactor} option of \texttt{condor_userprio}. Details may be found in the \texttt{condor_userprio} manual page on page 950.
3.6.3 Priorities in Negotiation and Preemption

Priorities are used to ensure that users get their fair share of resources. The priority values are used at allocation time, meaning during negotiation and matchmaking. Therefore, there are ClassAd attributes that take on defined values only during negotiation, making them ephemeral. In addition to allocation, HTCondor may preempt a machine claim and reallocate it when conditions change.

Too many preemptions lead to thrashing, a condition in which negotiation for a machine identifies a new job with a better priority most every cycle. Each job is, in turn, preempted, and no job finishes. To avoid this situation, the PREEMPTION_REQUIREMENTS configuration variable is defined for and used only by the condor_negotiator daemon to specify the conditions that must be met for a preemption to occur. When preemption is enabled, it is usually defined to deny preemption if a current running job has been running for a relatively short period of time. This effectively limits the number of preemptions per resource per time interval. Note that PREEMPTION_REQUIREMENTS only applies to preemptions due to user priority. It does not have any effect if the machine’s RANK expression prefers a different job, or if the machine’s policy causes the job to vacate due to other activity on the machine. See section 3.7.1 for the current default policy on preemption.

The following ephemeral attributes may be used within policy definitions. Care should be taken when using these attributes, due to their ephemeral nature; they are not always defined, so the usage of an expression to check if defined such as

\[(RemoteUserPrio =?= UNDEFINED)\]

is likely necessary.

Within these attributes, those with names that contain the string Submitter refer to characteristics about the candidate job’s user; those with names that contain the string Remote refer to characteristics about the user currently using the resource. Further, those with names that end with the string ResourcesInUse have values that may change within the time period associated with a single negotiation cycle. Therefore, the configuration variables PREEMPTION_REQUIREMENTS_STABLE and PREEMPTION_RANK_STABLE exist to inform the condor_negotiator daemon that values may change. See section 3.5.15 on page 293 for definitions of these configuration variables.

\**SubmitterUserPrio:** A floating point value representing the user priority of the candidate job.

\**SubmitterUserResourcesInUse:** The integer number of slots currently utilized by the user submitting the candidate job.

\**RemoteUserPrio:** A floating point value representing the user priority of the job currently running on the machine. This version of the attribute, with no slot represented in the attribute name, refers to the current slot being evaluated.

\**Slot<N>_RemoteUserPrio:** A floating point value representing the user priority of the job currently running on the particular slot represented by \(<N>\) on the machine.

\**RemoteUserResourcesInUse:** The integer number of slots currently utilized by the user of the job currently running on the machine.
SubmitterGroupResourcesInUse: If the owner of the candidate job is a member of a valid accounting group, with a defined group quota, then this attribute is the integer number of slots currently utilized by the group.

SubmitterGroup: The accounting group name of the requesting submitter.

SubmitterGroupQuota: If the owner of the candidate job is a member of a valid accounting group, with a defined group quota, then this attribute is the integer number of slots defined as the group’s quota.

RemoteGroupResourcesInUse: If the owner of the currently running job is a member of a valid accounting group, with a defined group quota, then this attribute is the integer number of slots currently utilized by the group.

RemoteGroup: The accounting group name of the owner of the currently running job.

RemoteGroupQuota: If the owner of the currently running job is a member of a valid accounting group, with a defined group quota, then this attribute is the integer number of slots defined as the group’s quota.

SubmitterNegotiatingGroup: The accounting group name that the candidate job is negotiating under.

RemoteNegotiatingGroup: The accounting group name that the currently running job negotiated under.

SubmitterAutoregroup: Boolean attribute is True if candidate job is negotiated via autoregoup.

RemoteAutoregroup: Boolean attribute is True if currently running job negotiated via autoregoup.

3.6.4 Priority Calculation

This section may be skipped if the reader so feels, but for the curious, here is HTCondor’s priority calculation algorithm.

The RUP of a user $u$ at time $t$, $\pi_r(u, t)$, is calculated every time interval $\delta t$ using the formula

$$\pi_r(u, t) = \beta \times \pi_r(u, t - \delta t) + (1 - \beta) \times \rho(u, t)$$

where $\rho(u, t)$ is the number of resources used by user $u$ at time $t$, and $\beta = 0.5^{\delta t/h}$. $h$ is the half life period set by PRIORITY_HALFLIFE.

The EUP of user $u$ at time $t$, $\pi_e(u, t)$ is calculated by

$$\pi_e(u, t) = \pi_r(u, t) \times f(u, t)$$

where $f(u, t)$ is the priority boost factor for user $u$ at time $t$.

As mentioned previously, the RUP calculation is designed so that at steady state, each user’s RUP stabilizes at the number of resources used by that user. The definition of $\beta$ ensures that the calculation of $\pi_r(u, t)$ can be calculated over non-uniform time intervals $\delta t$ without affecting the calculation. The time interval $\delta t$ varies due to events internal to the system, but HTCondor guarantees that unless the central manager machine is down, no matches will be unaccounted for due to this variance.
3.6.5 Negotiation

Negotiation is the method HTCondor undergoes periodically to match queued jobs with resources capable of running jobs. The \texttt{condor\_negotiator} daemon is responsible for negotiation.

During a negotiation cycle, the \texttt{condor\_negotiator} daemon accomplishes the following ordered list of items.

1. Build a list of all possible resources, regardless of the state of those resources.
2. Obtain a list of all job submitters (for the entire pool).
3. Sort the list of all job submitters based on EUP (see section \textbf{3.6.2} for an explanation of EUP). The submitter with the best priority is first within the sorted list.
4. Iterate until there are either no more resources to match, or no more jobs to match.

For each submitter (in EUP order):

   For each submitter, get each job. Since jobs may be submitted from more than one machine (hence to more than one \texttt{condor\_schedd} daemon), here is a further definition of the ordering of these jobs. With jobs from a single \texttt{condor\_schedd} daemon, jobs are typically returned in job priority order. When more than one \texttt{condor\_schedd} daemon is involved, they are contacted in an undefined order. All jobs from a single \texttt{condor\_schedd} daemon are considered before moving on to the next. For each job:

   • For each machine in the pool that can execute jobs:
     (a) If \texttt{machine requirements} evaluates to \texttt{False} or \texttt{job requirements} evaluates to \texttt{False}, skip this machine.
     (b) If the machine is in the Claimed state, but not running a job, skip this machine.
     (c) If this machine is not running a job, add it to the potential match list by reason of No Preemption.
     (d) If the machine is running a job
       – If the \texttt{machine RANK} on this job is better than the running job, add this machine to the potential match list by reason of Rank.
       – If the EUP of this job is better than the EUP of the currently running job, and \texttt{PREEMPTION_REQUIREMENTS} is True, and the \texttt{machine RANK} on this job is not worse than the currently running job, add this machine to the potential match list by reason of Priority.

   • Of machines in the potential match list, sort by \texttt{NEGOTIATOR PRE JOB RANK}, \texttt{job RANK}, \texttt{NEGOTIATOR POST JOB RANK}, Reason for claim (No Preemption, then Rank, then Priority), \texttt{PREEMPTION RANK}

   • The job is assigned to the top machine on the potential match list. The machine is removed from the list of resources to match (on this negotiation cycle).

The \texttt{condor\_negotiator} asks the \texttt{condor\_schedd} for the "next job" from a given submitter/user. Typically, the \texttt{condor\_schedd} returns jobs in the order of job priority. If priorities are the same, job submission time is used; older jobs go first. If a cluster has multiple procs in it and one of the jobs cannot be matched, the \texttt{condor\_schedd} will not return any more jobs in that cluster on that negotiation pass. This is an optimization based on the theory that the cluster jobs are similar. The configuration variable \texttt{NEGOTIATE ALL JOBS IN CLUSTER} disables the cluster-skipping optimization. Use of the configuration variable \texttt{SIGNIFICANT_ATTRIBUTES} will change the definition of what the \texttt{condor\_schedd} considers a cluster from the default definition of all jobs that share the same \texttt{ClusterId}. 

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3.6.6  The Layperson’s Description of the Pie Spin and Pie Slice

HTCondor schedules in a variety of ways. First, it takes all users who have submitted jobs and calculates their priority. Then, it totals the number of resources available at the moment, and using the ratios of the user priorities, it calculates the number of machines each user could get. This is their pie slice.

The HTCondor matchmaker goes in user priority order, contacts each user, and asks for job information. The condor_schedd daemon (on behalf of a user) tells the matchmaker about a job, and the matchmaker looks at available resources to create a list of resources that match the requirements expression. With the list of resources that match, it sorts them according to the rank expressions within ClassAds. If a machine prefers a job, the job is assigned to that machine, potentially preempting a job that might already be running on that machine. Otherwise, give the machine to the job that the job ranks highest. If the machine ranked highest is already running a job, we may preempt running job for the new job. When preemption is enabled, a reasonable policy states that the user must have a 20% better priority in order for preemption to succeed. If the job has no preferences as to what sort of machine it gets, matchmaking gives it the first idle resource to meet its requirements.

This matchmaking cycle continues until the user has received all of the machines in their pie slice. The matchmaker then contacts the next highest priority user and offers that user their pie slice worth of machines. After contacting all users, the cycle is repeated with any still available resources and recomputed pie slices. The matchmaker continues spinning the pie until it runs out of machines or all the condor_schedd daemons say they have no more jobs.

3.6.7  Group Accounting

By default, HTCondor does all accounting on a per-user basis, and this accounting is primarily used to compute priorities for HTCondor’s fair-share scheduling algorithms. However, accounting can also be done on a per-group basis. Multiple users can all submit jobs into the same accounting group, and all jobs with the same accounting group will be treated with the same priority. Jobs that do not specify an accounting group have all accounting and priority based on the user, which may be identified by the job ClassAd attribute Owner. Jobs that do specify an accounting group have all accounting and priority based on the specified accounting group. Therefore, accounting based on groups only works when the jobs correctly identify their group membership.

The preferred method for having a job associate itself with an accounting group adds a command to the submit description file that specifies the group name:

    accounting_group = group_physics

This command causes the job ClassAd attribute AcctGroup to be set with this group name.

If the user name of the job submitter should be other than the Owner job ClassAd attribute, an additional command specifies the user name:

    accounting_group_user = albert

This command causes the job ClassAd attribute AcctGroupUser to be set with this user name.
The previous method for defining accounting groups is no longer recommended. It inserted the job ClassAd attribute AccountingGroup by setting it in the submit description file using the syntax in this example:

```
+AccountingGroup = "group_physics.albert"
```

In this previous method for defining accounting groups, the AccountingGroup attribute is a string, and it therefore must be enclosed in double quote marks.

Much of the reason that the previous method for defining accounting groups is no longer recommended is that the name of an accounting is that it used the period (.) character to separate the group name from the user name. Therefore, the syntax did not work if a user name contained a period.

The name should not be qualified with a domain. Certain parts of the HTCondor system do append the value $(UID_DOMAIN)$ (as specified in the configuration file on the submit machine) to this string for internal use. For example, if the value of UID_DOMAIN is example.com, and the accounting group name is as specified, condor_userprio will show statistics for this accounting group using the appended domain, for example:

<table>
<thead>
<tr>
<th>User Name</th>
<th>Effective Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td><a href="mailto:group_physics@example.com">group_physics@example.com</a></td>
<td>0.50</td>
</tr>
<tr>
<td><a href="mailto:user@example.com">user@example.com</a></td>
<td>23.11</td>
</tr>
<tr>
<td><a href="mailto:heavyuser@example.com">heavyuser@example.com</a></td>
<td>111.13</td>
</tr>
<tr>
<td>...</td>
<td></td>
</tr>
</tbody>
</table>

Additionally, the condor_userprio command allows administrators to remove an entity from the accounting system in HTCondor. The -delete option to condor_userprio accomplishes this if all the jobs from a given accounting group are completed, and the administrator wishes to remove that group from the system. The -delete option identifies the accounting group with the fully-qualified name of the accounting group. For example:

```
condor_userprio -delete group_physics@example.com
```

HTCondor removes entities itself as they are no longer relevant. Intervention by an administrator to delete entities can be beneficial when the use of thousands of short term accounting groups leads to scalability issues.

### 3.6.8 Accounting Groups with Hierarchical Group Quotas

An upper limit on the number of slots allocated to a group of users can be specified with group quotas. This policy may be desired when different groups provide their computers to create one large HTCondor pool, and want to restrict the number of jobs running from one group to the number of machines the group has provided.

Consider an example pool with thirty slots: twenty slots are owned by the physics group and ten are owned by the chemistry group. The desired policy is that no more than twenty concurrent jobs are ever running from the physicists, and only ten from the chemists. These machines are otherwise identical, so it does not matter which machines run which group’s jobs. It only matters that the proportions of allocated slots are correct.

Instead of quotas, this could be implemented by configuring the RANK expression such that the twenty machines owned by the physics group prefer jobs submitted by the physics users. Likewise, the ten machines owned by the
chemistry group are configured to prefer jobs submitted by the chemistry group. However, this steers jobs to execute on specific machines, instead of the desired policy which allocates numbers of machines, where these machines can be any of the pool’s machines that are available.

Group quotas may implement this policy. Define the groups and set their quotas in the configuration of the central manager:

```makefile
GROUP_NAMES = group_physics, group_chemistry
GROUP_QUOTA_group_physics = 20
GROUP_QUOTA_group_chemistry = 10
```

The implementation of quotas is hierarchical, such that quotas may be described for the tree of groups, subgroups, sub subgroups, etc. Group names identify the groups, such that the configuration can define the quotas in terms of limiting the number of cores allocated for a group or subgroup. Group names do not need to begin with "group_", but that is the convention, which helps to avoid naming conflicts between groups and subgroups. The hierarchy is identified by using the period (’.’) character to separate a group name from a subgroup name from a sub subgroup name, etc. Group names are case-insensitive for negotiation.

At the root of the tree that defines the hierarchical groups is the invented "<none>" group. The implied quota of the "<none>" group will be all available slots. This string will appear in the output of condor_status.

If the sum of the child quotas exceeds the parent, then the child quotas are scaled down in proportion to their relative sizes. For the given example, there were 30 original slots at the root of the tree. If a power failure removed half of the original 30, leaving fifteen slots, physics would be scaled back to a quota of ten, and chemistry to five. This scaling can be disabled by setting the condor_negotiator configuration variable NEGOTIATOR_ALLOW_QUOTA_OVERSUBSCRIPTION to True. If the sum of the child quotas is less than that of the parent, the child quotas remain intact; they are not scaled up. That is, if somehow the number of slots doubled from thirty to sixty, physics would still be limited to 20 slots, and chemistry would be limited to 10. This example in which the quota is defined by absolute values is called a static quota.

Each job must state which group it belongs to. Currently this is opt-in, and the system trusts each user to put the correct group in the submit description file. Jobs that do not identify themselves as a group member are negotiated for as part of the "<none>" group. Note that this requirement is per job, not per user. A given user may be a member of many groups. Jobs identify which group they are in by setting the accounting_group and accounting_group_user commands within the submit description file, as specified in section 3.6.7. For example:

```makefile
accounting_group = group_physics
accounting_group_user = einstein
```

The size of the quotas may instead be expressed as a proportion. This is then referred to as a dynamic group quota, because the size of the quota is dynamically recalculated every negotiation cycle, based on the total available size of the pool. Instead of using static quotas, this example can be recast using dynamic quotas, with one-third of the pool allocated to chemistry and two-thirds to physics. The quotas maintain this ratio even as the size of the pool changes, perhaps because of machine failures, because of the arrival of new machines within the pool, or because of other reasons. The job submit description files remain the same. Configuration on the central manager becomes:
GROUP_NAMES = group_physics, group_chemistry
GROUP_QUOTA_DYNAMIC_group_chemistry = 0.33
GROUP_QUOTA_DYNAMIC_group_physics = 0.66

The values of the quotas must be less than 1.0, indicating fractions of the pool’s machines. As with static quota specification, if the sum of the children exceeds one, they are scaled down proportionally so that their sum does equal 1.0. If their sum is less than one, they are not changed.

Extending this example to incorporate subgroups, assume that the physics group consists of high-energy (hep) and low-energy (lep) subgroups. The high-energy sub-group owns fifteen of the twenty physics slots, and the low-energy group owns the remainder. Groups are distinguished from subgroups by an intervening period character (.) in the group’s name. Static quotas for these subgroups extend the example configuration:

GROUP_NAMES = group_physics, group_physics.hep, group_physics.lep, group_chemistry
GROUP_QUOTA_group_physics = 20
GROUP_QUOTA_group_physics.hep = 15
GROUP_QUOTA_group_physics.lep = 5
GROUP_QUOTA_group_chemistry = 10

This hierarchy may be more useful when dynamic quotas are used. Here is the example, using dynamic quotas:

GROUP_NAMES = group_physics, group_physics.hep, group_physics.lep, group_chemistry
GROUP_QUOTA_DYNAMIC_group_chemistry = 0.33334
GROUP_QUOTA_DYNAMIC_group_physics = 0.66667
GROUP_QUOTA_DYNAMIC_group_physics.hep = 0.75
GROUP_QUOTA_DYNAMIC_group_physics.lep = 0.25

The fraction of a subgroup’s quota is expressed with respect to its parent group’s quota. That is, the high-energy physics subgroup is allocated 75% of the 66% that physics gets of the entire pool, however many that might be. If there are 30 machines in the pool, that would be the same 15 machines as specified in the static quota example.

High-energy physics users indicate which group their jobs should go in with the submit description file identification:

accounting_group = group_physics.hep
accounting_group_user = higgs

In all these examples so far, the hierarchy is merely a notational convenience. Each of the examples could be implemented with a flat structure, although it might be more confusing for the administrator. Surplus is the concept that creates a true hierarchy.

If a given group or sub-group accepts surplus, then that given group is allowed to exceed its configured quota, by using the leftover, unused quota of other groups. Surplus is disabled for all groups by default. Accepting surplus may be enabled for all groups by setting GROUP_ACCEPT_SURPLUS to True. Surplus may be enabled for individual groups by setting GROUP_ACCEPT_SURPLUS_<groupname> to True. Consider the following example:

GROUP_NAMES = group_physics, group_physics.hep, group_physics.lep, group_chemistry
This configuration is the same as above for the chemistry users. However, \texttt{GROUP\_ACCEPT\_SURPLUS} is set to \texttt{False} globally, \texttt{False} for the physics parent group, and \texttt{True} for the subgroups \texttt{group\_physics.lep} and \texttt{group\_physics.hep}. This means that \texttt{group\_physics.lep} and \texttt{group\_physics.hep} are allowed to exceed their quota of 15 and 5, but their sum cannot exceed 20, for that is their parent’s quota. If the \texttt{group\_physics} had \texttt{GROUP\_ACCEPT\_SURPLUS} set to \texttt{True}, then either \texttt{group\_physics.lep} and \texttt{group\_physics.hep} would not be limited by quota.

Surplus slots are distributed bottom-up from within the quota tree. That is, any leaf nodes of this tree with excess quota will share it with any peers which accept surplus. Any subsequent excess will then be passed up to the parent node and over to all of its children, recursively. Any node that does not accept surplus implements a hard cap on the number of slots that the sum of its children use.

After the \texttt{condor\_negotiator} calculates the quota assigned to each group, possibly adding in surplus, it then negotiates with the \texttt{condor\_schedd} daemons in the system to try to match jobs to each group. It does this one group at a time. By default, it goes in "starvation group order." That is, the group whose current usage is the smallest fraction of its quota goes first, then the next, and so on. The "<none>" group implicitly at the root of the tree goes last. This ordering can be replaced by defining configuration variable \texttt{GROUP\_SORT\_EXPR}. The \texttt{condor\_negotiator} evaluates this ClassAd expression for each group ClassAd, sorts the groups by the floating point result, and then negotiates with the smallest positive value going first. Available attributes for sorting with \texttt{GROUP\_SORT\_EXPR} include:

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AccountingGroup</td>
<td>A string containing the group name</td>
</tr>
<tr>
<td>GroupQuota</td>
<td>The computed limit for this group</td>
</tr>
<tr>
<td>GroupQuotaInUse</td>
<td>The total slot weight used by this group</td>
</tr>
<tr>
<td>GroupQuotaAllocated</td>
<td>Quota allocated this cycle</td>
</tr>
</tbody>
</table>

Table 3.1: Attributes visible to \texttt{GROUP\_SORT\_EXPR}
3.7. Policy Configuration for Execute Hosts and for Submit Hosts

One possible group quota policy is strict priority. For example, a site prefers physics users to match as many slots as they can, and only when all the physics jobs are running, and idle slots remain, are chemistry jobs allowed to run. The default "starvation group order" can be used to implement this. By setting configuration variable NEGOTIATOR_ALLOW_QUOTA_OVERSUBSCRIPTION to True, and setting the physics quota to a number so large that it cannot ever be met, such as one million, the physics group will always be the "most starving" group, will always negotiate first, and will always be unable to meet the quota. Only when all the physics jobs are running will the chemistry jobs then run. If the chemistry quota is set to a value smaller than physics, but still larger than the pool, this policy can support a third, even lower priority group, and so on.

The condor_userprio command can show the current quotas in effect, and the current usage by group. For example:

```
$ condor_userprio -quotas
Last Priority Update: 11/12 15:18
Group Name  Effective  Config  Use  Subtree  Requested
           Quota     Quota  Surplus   Quota   Resources
---------------------------------------------
  group_physics.hep  15.00    15.00  no  15.00   60
  group_physics.lep   5.00     5.00  no   5.00   60
---------------------------------------------
Number of users: 2 ByQuota
```

This shows that there are two groups, each with 60 jobs in the queue. group_physics.hep has a quota of 15 machines, and group_physics.lep has 5 machines. Other options to condor_userprio, such as -most will also show the number of resources in use.

3.7 Policy Configuration for Execute Hosts and for Submit Hosts

Note: configuration templates make it easier to implement certain policies; see information on policy templates here:

3.4.2

3.7.1 condor_startd Policy Configuration

This section describes the configuration of machines, such that they, through the condor_startd daemon, implement a desired policy for when remote jobs should start, be suspended, (possibly) resumed, vacate (with a checkpoint) or be killed. This policy is the heart of HTCondor’s balancing act between the needs and wishes of resource owners (machine owners) and resource users (people submitting their jobs to HTCondor). Please read this section carefully before changing any of the settings described here, as a wrong setting can have a severe impact on either the owners of machines in the pool or the users of the pool.

condor_startd Terminology

Understanding the configuration requires an understanding of ClassAd expressions, which are detailed in section 4.1.
Each machine runs one *condor_startd* daemon. Each machine may contain one or more cores (or CPUs). The HTCondor construct of a *slot* describes the unit which is matched to a job. Each slot may contain one or more integer number of cores. Each slot is represented by its own machine ClassAd, distinguished by the machine ClassAd attribute *Name*, which is of the form `slot<N>@hostname`. The value for `<N>` will also be defined with machine ClassAd attribute *SlotID*.

Each slot has its own machine ClassAd, and within that ClassAd, its own *state* and *activity*. Other policy expressions are propagated or inherited from the machine configuration by the *condor_startd* daemon, such that all slots have the same policy from the machine configuration. This requires configuration expressions to incorporate the *SlotID* attribute when policy is intended to be individualized based on a slot. So, in this discussion of policy expressions, where a machine is referenced, the policy can equally be applied to a slot.

The *condor_startd* daemon represents the machine on which it is running to the HTCondor pool. The daemon publishes characteristics about the machine in the machine’s ClassAd to aid matchmaking with resource requests. The values of these attributes may be listed by using the command:

```
condor_status -l hostname
```

### The START Expression

The most important expression to the *condor_startd* is the *START* expression. This expression describes the conditions that must be met for a machine or slot to run a job. This expression can reference attributes in the machine’s ClassAd (such as *KeyboardIdle* and *LoadAvg*) and attributes in a job ClassAd (such as *Owner*, *Imagesize*, and *Cmd*, the name of the executable the job will run). The value of the *START* expression plays a crucial role in determining the state and activity of a machine.

The *Requirements* expression is used for matching machines with jobs.

For platforms that support standard universe jobs, the *condor_startd* defines the *Requirements* expression by logically anding the *START* expression and the *IS_VALID_CHECKPOINT_PLATFORM* expression.

In situations where a machine wants to make itself unavailable for further matches, the *Requirements* expression is set to *False*. When the *START* expression locally evaluates to *True*, the machine advertises the *Requirements* expression as *True* and does not publish the *START* expression.

Normally, the expressions in the machine ClassAd are evaluated against certain request ClassAds in the *condor_negotiator* to see if there is a match, or against whatever request ClassAd currently has claimed the machine. However, by locally evaluating an expression, the machine only evaluates the expression against its own ClassAd. If an expression cannot be locally evaluated (because it references other expressions that are only found in a request ClassAd, such as *Owner* or *Imagesize*), the expression is (usually) undefined. See section [4.1](index.html) for specifics on how undefined terms are handled in ClassAd expression evaluation.

A note of caution is in order when modifying the *START* expression to reference job ClassAd attributes. When using the *POLICY* : *Desktop* configuration template, the *IS_OWNER* expression is a function of the *START* expression:

```
START =?= FALSE
```
See a detailed discussion of the IS_OWNER expression in section 3.7.1. However, the machine locally evaluates the IS_OWNER expression to determine if it is capable of running jobs for HTCondor. Any job ClassAd attributes appearing in the START expression, and hence in the IS_OWNER expression, are undefined in this context, and may lead to unexpected behavior. Whenever the START expression is modified to reference job ClassAd attributes, the IS_OWNER expression should also be modified to reference only machine ClassAd attributes.

**NOTE:** If you have machines with lots of real memory and swap space such that the only scarce resource is CPU time, consider defining JOB_RENICE_INCREMENT so that HTCondor starts jobs on the machine with low priority. Then, further configure to set up the machines with:

```plaintext
START = True
SUSPEND = False
PREEMPT = False
KILL = False
```

In this way, HTCondor jobs always run and can never be kicked off from activity on the machine. However, because they would run with the low priority, interactive response on the machines will not suffer. A machine user probably would not notice that HTCondor was running the jobs, assuming you had enough free memory for the HTCondor jobs such that there was little swapping.

The **IS_VALID_CHECKPOINT_PLATFORM** Expression

A checkpoint is the platform-dependent information necessary to continue the execution of a standard universe job. Therefore, the machine (platform) upon which a job executed and produced a checkpoint limits the machines (platforms) which may use the checkpoint to continue job execution. This platform-dependent information is no longer the obvious combination of architecture and operating system, but may include subtle items such as the difference between the normal, bigmem, and hugemem kernels within the Linux operating system. This results in the incorporation of a separate expression to indicate the ability of a machine to resume and continue the execution of a job that has produced a checkpoint. The REQUIREMENTS expression is dependent on this information.

At a high level, **IS_VALID_CHECKPOINT_PLATFORM** is an expression which becomes true when a job’s checkpoint platform matches the current checkpointing platform of the machine. Since this expression is anded with the START expression to produce the REQUIREMENTS expression, it must also behave correctly when evaluating in the context of jobs that are not standard universe.

In words, the current default policy for this expression:

**Any non standard universe job may run on this machine. A standard universe job may run on machines with the new checkpointing identification system. A standard universe job may run if it has not yet produced a first checkpoint. If a standard universe job has produced a checkpoint, then make sure the checkpoint platforms between the job and the machine match.**

The following is the default boolean expression for this policy. A JobUniverse value of 1 denotes the standard universe. This expression may be overridden in the HTCondor configuration files.

```plaintext
IS_VALID_CHECKPOINT_PLATFORM =
```
\begin{verbatim}
{
  (TARGET.JobUniverse != 1) ||
  {
    (MY.CheckpointPlatform != UNDEFINED) &&
    {
      (TARGET.LastCheckpointPlatform == MY.CheckpointPlatform) ||
      (TARGET.NumCkpts == 0)
    }
   }

IS_VALID_CHECKPOINTPLATFORM is a separate policy expression because the complexity of
IS_VALID_CHECKPOINTPLATFORM can be very high. While this functionality is conceptually separate from the
normal START policies usually constructed, it is also a part of the Requirements to allow the job to run.
\end{verbatim}

The RANK Expression

A machine may be configured to prefer certain jobs over others using the RANK expression. It is an expression, like
any other in a machine ClassAd. It can reference any attribute found in either the machine ClassAd or a job ClassAd.
The most common use of this expression is likely to configure a machine to prefer to run jobs from the owner of that
machine, or by extension, a group of machines to prefer jobs from the owners of those machines.

For example, imagine there is a small research group with 4 machines called tenorsax, piano, bass, and drums.
These machines are owned by the 4 users coltrane, tyner, garrison, and jones, respectively.

Assume that there is a large HTCondor pool in the department, and this small research group has spent a lot of
money on really fast machines for the group. As part of the larger pool, but to implement a policy that gives priority
on the fast machines to anyone in the small research group, set the RANK expression on the machines to reference the
Owner attribute and prefer requests where that attribute matches one of the people in the group as in

\begin{verbatim}
RANK = Owner == "coltrane" || Owner == "tyner" \\
|| Owner == "garrison" || Owner == "jones"
\end{verbatim}

The RANK expression is evaluated as a floating point number. However, like in C, boolean expressions evaluate to
either 1 or 0 depending on if they are True or False. So, if this expression evaluated to 1, because the remote job
was owned by one of the preferred users, it would be a larger value than any other user for whom the expression would
evaluate to 0.

A more complex RANK expression has the same basic set up, where anyone from the group has priority on their
fast machines. Its difference is that the machine owner has better priority on their own machine. To set this up for
Garrison’s machine (bass), place the following entry in the local configuration file of machine bass:

\begin{verbatim}
RANK = (Owner == "coltrane") + (Owner == "tyner") \n+ ((Owner == "garrison") * 10) + (Owner == "jones")
\end{verbatim}

Note that the parentheses in this expression are important, because the + operator has higher default precedence than
==.
The use of + instead of | | allows us to distinguish which terms matched and which ones did not. If anyone not in the research group quartet was running a job on the machine called bass, the RANK would evaluate numerically to 0, since none of the boolean terms evaluates to 1, and 0+0+0+0 still equals 0.

Suppose Elvin Jones submits a job. His job would match the bass machine, assuming START evaluated to True for him at that time. The RANK would numerically evaluate to 1. Therefore, the Elvin Jones job could preempt the HTCondor job currently running. Further assume that later Jimmy Garrison submits a job. The RANK evaluates to 10 on machine bass, since the boolean that matches gets multiplied by 10. Due to this, Jimmy Garrison’s job could preempt Elvin Jones’ job on the bass machine where Jimmy Garrison’s jobs are preferred.

The RANK expression is not required to reference the Owner of the jobs. Perhaps there is one machine with an enormous amount of memory, and others with not much at all. Perhaps configure this large-memory machine to prefer to run jobs with larger memory requirements:

\[ \text{RANK} = \text{ImageSize} \]

That’s all there is to it. The bigger the job, the more this machine wants to run it. It is an altruistic preference, always servicing the largest of jobs, no matter who submitted them. A little less altruistic is the RANK on Coltrane’s machine that prefers John Coltrane’s jobs over those with the largest Imagesize:

\[ \text{RANK} = (\text{Owner} == \text{"coltrane"} \times 1000000000000) + \text{ImageSize} \]

This RANK does not work if a job is submitted with an image size of more than \(10^{12}\) Kbytes. However, with that size, this RANK expression preferring that job would not be HTCondor’s only problem!

Machine States

A machine is assigned a state by HTCondor. The state depends on whether or not the machine is available to run HTCondor jobs, and if so, what point in the negotiations has been reached. The possible states are

- **Owner** The machine is being used by the machine owner, and/or is not available to run HTCondor jobs. When the machine first starts up, it begins in this state.
- **Unclaimed** The machine is available to run HTCondor jobs, but it is not currently doing so.
- **Matched** The machine is available to run jobs, and it has been matched by the negotiator with a specific schedd. That schedd just has not yet claimed this machine. In this state, the machine is unavailable for further matches.
- **Claimed** The machine has been claimed by a schedd.
- **Preempting** The machine was claimed by a schedd, but is now preempting that claim for one of the following reasons.
  1. the owner of the machine came back
  2. another user with higher priority has jobs waiting to run
  3. another request that this resource would rather serve was found
3.7.1. *condor_startd* Policy Configuration

**Figure 3.1: Machine States**

- **Backfill** The machine is running a backfill computation while waiting for either the machine owner to come back or to be matched with an HTCondor job. This state is only entered if the machine is specifically configured to enable backfill jobs.

- **Drained** The machine is not running jobs, because it is being drained. One reason a machine may be drained is to consolidate resources that have been divided in a partitionable slot. Consolidating the resources gives large jobs a chance to run.

Figure 3.1 shows the states and the possible transitions between the states.

Each transition is labeled with a letter. The cause of each transition is described below.

- Transitions out of the Owner state

  **A** The machine switches from Owner to Unclaimed whenever the `START` expression no longer locally evaluates to FALSE. This indicates that the machine is potentially available to run an HTCondor job.

  **N** The machine switches from the Owner to the Drained state whenever draining of the machine is initiated, for example by `condor_drain` or by the `condor_defrag` daemon.

- Transitions out of the Unclaimed state

  **B** The machine switches from Unclaimed back to Owner whenever the `START` expression locally evaluates to FALSE. This indicates that the machine is unavailable to run an HTCondor job and is in use by the resource owner.
3.7.1. condor_startd Policy Configuration

C The transition from Unclaimed to Matched happens whenever the condor_negotiator matches this resource with an HTCondor job.

D The transition from Unclaimed directly to Claimed also happens if the condor_negotiator matches this resource with an HTCondor job. In this case the condor_schedd receives the match and initiates the claiming protocol with the machine before the condor_startd receives the match notification from the condor_negotiator.

E The transition from Unclaimed to Backfill happens if the machine is configured to run backfill computations (see section 3.14.10) and the START_BACKFILL expression evaluates to TRUE.

P The transition from Unclaimed to Drained happens if draining of the machine is initiated, for example by condor_drain or by the condor_defrag daemon.

• Transitions out of the Matched state

F The machine moves from Matched to Owner if either the START expression locally evaluates to FALSE, or if the MATCH_TIMEOUT timer expires. This timeout is used to ensure that if a machine is matched with a given condor_schedd, but that condor_schedd does not contact the condor_startd to claim it, that the machine will give up on the match and become available to be matched again. In this case, since the START expression does not locally evaluate to FALSE, as soon as transition F is complete, the machine will immediately enter the Unclaimed state again (via transition A). The machine might also go from Matched to Owner if the condor_schedd attempts to perform the claiming protocol but encounters some sort of error. Finally, the machine will move into the Owner state if the condor_startd receives a condor_vacate command while it is in the Matched state.

G The transition from Matched to Claimed occurs when the condor_schedd successfully completes the claiming protocol with the condor_startd.

• Transitions out of the Claimed state

H From the Claimed state, the only possible destination is the Preempting state. This transition can be caused by many reasons:
   - The condor_schedd that has claimed the machine has no more work to perform and releases the claim
   - The PREEMPT expression evaluates to True (which usually means the resource owner has started using the machine again and is now using the keyboard, mouse, CPU, etc.)
   - The condor_startd receives a condor_vacate command
   - The condor_startd is told to shutdown (either via a signal or a condor_off command)
   - The resource is matched to a job with a better priority (either a better user priority, or one where the machine rank is higher)

• Transitions out of the Preempting state

I The resource will move from Preempting back to Claimed if the resource was matched to a job with a better priority.

J The resource will move from Preempting to Owner if the PREEMPT expression had evaluated to TRUE, if condor_vacate was used, or if the START expression locally evaluates to FALSE when the condor_startd has finished evicting whatever job it was running when it entered the Preempting state.

• Transitions out of the Backfill state
3.7.1. condor_startd Policy Configuration

K The resource will move from Backfill to Owner for the following reasons:
   - The EVICT_BACKFILL expression evaluates to TRUE
   - The condor_startd receives a condor_vacate command
   - The condor_startd is being shutdown

L The transition from Backfill to Matched occurs whenever a resource running a backfill computation is matched with a condor_schedd that wants to run an HTCondor job.

M The transition from Backfill directly to Claimed is similar to the transition from Unclaimed directly to Claimed. It only occurs if the condor_schedd completes the claiming protocol before the condor_startd receives the match notification from the condor_negotiator.

• Transitions out of the Drained state

O The transition from Drained to Owner state happens when draining is finalized or is canceled. When a draining request is made, the request either asks for the machine to stay in a Drained state until canceled, or it asks for draining to be automatically finalized once all slots have finished draining.

The Claimed State and Leases

When a condor_schedd claims a condor_startd, there is a claim lease. So long as the keep alive updates from the condor_schedd to the condor_startd continue to arrive, the lease is reset. If the lease duration passes with no updates, the condor_startd drops the claim and evicts any jobs the condor_schedd sent over.

The alive interval is the amount of time between, or the frequency at which the condor_schedd sends keep alive updates to all condor_schedd daemons. An alive update resets the claim lease at the condor_startd. Updates are UDP packets.

Initially, as when the condor_schedd starts up, the alive interval starts at the value set by the configuration variable ALIVE_INTERVAL. It may be modified when a job is started. The job’s ClassAd attribute JobLeaseDuration is checked. If the value of JobLeaseDuration/3 is less than the current alive interval, then the alive interval is set to either this lower value or the imposed lowest limit on the alive interval of 10 seconds. Thus, the alive interval starts at ALIVE_INTERVAL and goes down, never up.

If a claim lease expires, the condor_startd will drop the claim. The length of the claim lease is the job’s ClassAd attribute JobLeaseDuration. JobLeaseDuration defaults to 40 minutes time, except when explicitly set within the job’s submit description file. If JobLeaseDuration is explicitly set to 0, or it is not set as may be the case for a Web Services job that does not define the attribute, then JobLeaseDuration is given the Undefined value. Further, when undefined, the claim lease duration is calculated with MAX_CLAIM_ALIVES_MISSED * alive interval. The alive interval is the current value, as sent by the condor_schedd. If the condor_schedd reduces the current alive interval, it does not update the condor_startd.

Machine Activities

Within some machine states, activities of the machine are defined. The state has meaning regardless of activity. Differences between activities are significant. Therefore, a “state/activity” pair describes a machine. The following list describes all the possible state/activity pairs.
• Owner

  **Idle** This is the only activity for Owner state. As far as HTCondor is concerned the machine is Idle, since it is not doing anything for HTCondor.

• Unclaimed

  **Idle** This is the normal activity of Unclaimed machines. The machine is still Idle in that the machine owner is willing to let HTCondor jobs run, but HTCondor is not using the machine for anything.

  **Benchmarking** The machine is running benchmarks to determine the speed on this machine. This activity only occurs in the Unclaimed state. How often the activity occurs is determined by the `RUNBENCHMARKS` expression.

• Matched

  **Idle** When Matched, the machine is still Idle to HTCondor.

• Claimed

  **Idle** In this activity, the machine has been claimed, but the schedd that claimed it has yet to *activate* the claim by requesting a `condor_starter` to be spawned to service a job. The machine returns to this state (usually briefly) when jobs (and therefore `condor_starter`) finish.

  **Busy** Once a `condor_starter` has been started and the claim is active, the machine moves to the Busy activity to signify that it is doing something as far as HTCondor is concerned.

  **Suspended** If the job is suspended by HTCondor, the machine goes into the Suspended activity. The match between the schedd and machine has not been broken (the claim is still valid), but the job is not making any progress and HTCondor is no longer generating a load on the machine.

  **Retiring** When an active claim is about to be preempted for any reason, it enters retirement, while it waits for the current job to finish. The `MaxJobRetirementTime` expression determines how long to wait (counting since the time the job started). Once the job finishes or the retirement time expires, the Preempting state is entered.

• Preempting The Preempting state is used for evicting an HTCondor job from a given machine. When the machine enters the Preempting state, it checks the `WANT_VACATE` expression to determine its activity.

  **Vacating** In the Vacating activity, the job that was running is in the process of checkpointing. As soon as the checkpoint process completes, the machine moves into either the Owner state or the Claimed state, depending on the reason for its preemption.

  **Killing** Killing means that the machine has requested the running job to exit the machine immediately, without checkpointing.

• Backfill

  **Idle** The machine is configured to run backfill jobs and is ready to do so, but it has not yet had a chance to spawn a backfill manager (for example, the BOINC client).

  **Busy** The machine is performing a backfill computation.
Killing  The machine was running a backfill computation, but it is now killing the job to either return resources to the machine owner, or to make room for a regular HTCondor job.

- Drained

Idle  All slots have been drained.

Retiring  This slot has been drained. It is waiting for other slots to finish draining.

Figure 3.2 on page 363 gives the overall view of all machine states and activities and shows the possible transitions from one to another within the HTCondor system. Each transition is labeled with a number on the diagram, and transition numbers referred to in this manual will be bold.

Various expressions are used to determine when and if many of these state and activity transitions occur. Other transitions are initiated by parts of the HTCondor protocol (such as when the condor_negotiator matches a machine with a schedd). The following section describes the conditions that lead to the various state and activity transitions.

State and Activity Transitions

This section traces through all possible state and activity transitions within a machine and describes the conditions under which each one occurs. Whenever a transition occurs, HTCondor records when the machine entered its new activity and/or new state. These times are often used to write expressions that determine when further transitions occurred. For example, enter the Killing activity if a machine has been in the Vacating activity longer than a specified amount of time.

Owner State

When the startd is first spawned, the machine it represents enters the Owner state. The machine remains in the Owner state while the expression IS_OWNER evaluates to TRUE. If the IS_OWNER expression evaluates to FALSE, then the machine transitions to the Unclaimed state. The default value of IS_OWNER is FALSE, which is intended for dedicated resources. But when the POLICY : Desktop configuration template is used, the IS_OWNER expression is optimized for a shared resource

START =?= FALSE

So, the machine will remain in the Owner state as long as the START expression locally evaluates to FALSE. Section 3.7.1 provides more detail on the START expression. If the START locally evaluates to TRUE or cannot be locally evaluated (it evaluates to UNDEFINED), transition 1 occurs and the machine enters the Unclaimed state. The IS_OWNER expression is locally evaluated by the machine, and should not reference job ClassAd attributes, which would be UNDEFINED.

The Owner state represents a resource that is in use by its interactive owner (for example, if the keyboard is being used). The Unclaimed state represents a resource that is neither in use by its interactive user, nor the HTCondor system. From HTCondor’s point of view, there is little difference between the Owner and Unclaimed states. In both cases, the resource is not currently in use by the HTCondor system. However, if a job matches the resource’s START expression, the resource is available to run a job, regardless of if it is in the Owner or Unclaimed state. The only differences between
the two states are how the resource shows up in `condor_status` and other reporting tools, and the fact that HTCondor will not run benchmarking on a resource in the Owner state. As long as the `IS_OWNER` expression is TRUE, the machine is in the Owner State. When the `IS_OWNER` expression is FALSE, the machine goes into the Unclaimed State.

Here is an example that assumes that the `POLICY : Desktop` configuration template is in use. If the `START` expression is

\[
START = \text{KeyboardIdle} > 15 \times $(\text{MINUTE}) \land \text{Owner} == \text{"coltrane"}
\]
and if KeyboardIdle is 34 seconds, then the machine would remain in the Owner state. Owner is undefined, and anything && FALSE is FALSE.

If, however, the START expression is

\[
\text{START} = \text{KeyboardIdle} > 15 \ast $(\text{MINUTE}) || \text{Owner} == "\text{coltrane}" 
\]

and KeyboardIdle is 34 seconds, then the machine leaves the Owner state and becomes Unclaimed. This is because FALSE || UNDEFINED is UNDEFINED. So, while this machine is not available to just anybody, if user coltrane has jobs submitted, the machine is willing to run them. Any other user’s jobs have to wait until KeyboardIdle exceeds 15 minutes. However, since coltrane might claim this resource, but has not yet, the machine goes to the Unclaimed state.

While in the Owner state, the startd polls the status of the machine every UPDATE_INTERVAL to see if anything has changed that would lead it to a different state. This minimizes the impact on the Owner while the Owner is using the machine. Frequently waking up, computing load averages, checking the access times on files, computing free swap space take time, and there is nothing time critical that the startd needs to be sure to notice as soon as it happens. If the START expression evaluates to TRUE and five minutes pass before the startd notices, that’s a drop in the bucket of high-throughput computing.

The machine can only transition to the Unclaimed state from the Owner state. It does so when the IS_OWNER expression no longer evaluates to TRUE. With the POLICY : Desktop configuration template, that happens when START no longer locally evaluates to FALSE.

Whenever the machine is not actively running a job, it will transition back to the Owner state if IS_OWNER evaluates to TRUE. Once a job is started, the value of IS_OWNER does not matter; the job either runs to completion or is preempted. Therefore, you must configure the preemption policy if you want to transition back to the Owner state from Claimed Busy.

If draining of the machine is initiated while in the Owner state, the slot transitions to Drained/Retiring (transition 36).

Unclaimed State

If the IS_OWNER expression becomes TRUE, then the machine returns to the Owner state. If the IS_OWNER expression becomes FALSE, then the machine remains in the Unclaimed state. The default value of IS_OWNER is FALSE (never enter Owner state). If the POLICY : Desktop configuration template is used, then the IS_OWNER expression is changed to

\[
\text{START} =?= \text{FALSE} 
\]

so that while in the Unclaimed state, if the START expression locally evaluates to FALSE, the machine returns to the Owner state by transition 2.

When in the Unclaimed state, the RUNBENCHMARKS expression is relevant. If RUNBENCHMARKS evaluates to TRUE while the machine is in the Unclaimed state, then the machine will transition from the Idle activity to the Benchmarking activity (transition 3) and perform benchmarks to determine MIPS and KFLOPS. When the benchmarks complete, the machine returns to the Idle activity (transition 4).
The startd automatically inserts an attribute, LastBenchmark, whenever it runs benchmarks, so commonly RunBenchmarks is defined in terms of this attribute, for example:

\[
\text{RunBenchmarks} = (\text{time()} - \text{LastBenchmark}) \geq (4 \times $(\text{HOUR}))
\]

This macro calculates the time since the last benchmark, so when this time exceeds 4 hours, we run the benchmarks again. The startd keeps a weighted average of these benchmarking results to try to get the most accurate numbers possible. This is why it is desirable for the startd to run them more than once in its lifetime.

**NOTE:** LastBenchmark is initialized to 0 before benchmarks have ever been run. To have the condor_startd run benchmarks as soon as the machine is Unclaimed (if it has not done so already), include a term using LastBenchmark as in the example above.

**NOTE:** If RUNBENCHMARKS is defined and set to something other than FALSE, the startd will automatically run one set of benchmarks when it first starts up. To disable benchmarks, both at startup and at any time thereafter, set RUNBENCHMARKS to FALSE or comment it out of the configuration file.

From the Unclaimed state, the machine can go to four other possible states: Owner (transition 2), Backfill/Idle, Matched, or Claimed/Idle.

Once the condor_negotiator matches an Unclaimed machine with a requester at a given schedd, the negotiator sends a command to both parties, notifying them of the match. If the schedd receives that notification and initiates the claiming procedure with the machine before the negotiator’s message gets to the machine, the Match state is skipped, and the machine goes directly to the Claimed/Idle state (transition 5). However, normally the machine will enter the Matched state (transition 6), even if it is only for a brief period of time.

If the machine has been configured to perform backfill jobs (see section 3.14.10), while it is in Unclaimed/Idle it will evaluate the START_BACKFILL expression. Once START_BACKFILL evaluates to TRUE, the machine will enter the Backfill/Idle state (transition 7) to begin the process of running backfill jobs.

If draining of the machine is initiated while in the Unclaimed state, the slot transitions to Drained/Retiring (transition 37).

### Matched State

The Matched state is not very interesting to HTCondor. Noteworthy in this state is that the machine lies about its START expression while in this state and says that Requirements are False to prevent being matched again before it has been claimed. Also interesting is that the startd starts a timer to make sure it does not stay in the Matched state too long. The timer is set with the MATCH_TIMEOUT configuration file macro. It is specified in seconds and defaults to 120 (2 minutes). If the schedd that was matched with this machine does not claim it within this period of time, the machine gives up, and goes back into the Owner state via transition 8. It will probably leave the Owner state right away for the Unclaimed state again and wait for another match.

At any time while the machine is in the Matched state, if the START expression locally evaluates to FALSE, the machine enters the Owner state directly (transition 8).

If the schedd that was matched with the machine claims it before the MATCH_TIMEOUT expires, the machine goes into the Claimed/Idle state (transition 9).
3.7.1. condor_startd Policy Configuration

Claimed State

The Claimed state is certainly the most complex state. It has the most possible activities and the most expressions that determine its next activities. In addition, the condor_checkpoint and condor_vacate commands affect the machine when it is in the Claimed state. In general, there are two sets of expressions that might take effect. They depend on the universe of the request: standard or vanilla. The standard universe expressions are the normal expressions. For example:

\[
\begin{align*}
\text{WANT\_SUSPEND} & = \text{True} \\
\text{WANT\_VACATE} & = $(\text{ActivationTimer}) > 10 \times $(\text{MINUTE}) \\
\text{SUSPEND} & = $(\text{KeyboardBusy}) \lor $(\text{CPUBusy}) \\
\end{align*}
\]

The vanilla expressions have the string "_VANILLA" appended to their names. For example:

\[
\begin{align*}
\text{WANT\_SUSPEND\_VANILLA} & = \text{True} \\
\text{WANT\_VACATE\_VANILLA} & = \text{True} \\
\text{SUSPEND\_VANILLA} & = $(\text{KeyboardBusy}) \lor $(\text{CPUBusy}) \\
\end{align*}
\]

Without specific vanilla versions, the normal versions will be used for all jobs, including vanilla jobs. In this manual, the normal expressions are referenced. The difference exists for the the resource owner that might want the machine to behave differently for vanilla jobs, since they cannot checkpoint. For example, owners may want vanilla jobs to remain suspended for longer than standard jobs.

While Claimed, the POLLING_INTERVAL takes effect, and the startd polls the machine much more frequently to evaluate its state.

If the machine owner starts typing on the console again, it is best to notice this as soon as possible to be able to start doing whatever the machine owner wants at that point. For multi-core machines, if any slot is in the Claimed state, the startd polls the machine frequently. If already polling one slot, it does not cost much to evaluate the state of all the slots at the same time.

There are a variety of events that may cause the startd to try to get rid of or temporarily suspend a running job. Activity on the machine’s console, load from other jobs, or shutdown of the startd via an administrative command are all possible sources of interference. Another one is the appearance of a higher priority claim to the machine by a different HTCondor user.

Depending on the configuration, the startd may respond quite differently to activity on the machine, such as keyboard activity or demand for the cpu from processes that are not managed by HTCondor. The startd can be configured to completely ignore such activity or to suspend the job or even to kill it. A standard configuration for a desktop machine might be to go through successive levels of getting the job out of the way. The first and least costly to the job is suspending it. This works for both standard and vanilla jobs. If suspending the job for a short while does not satisfy the machine owner (the owner is still using the machine after a specific period of time), the startd moves on to vacating the job. Vacating a standard universe job involves performing a checkpoint so that the work already completed is not lost. Vanilla jobs are sent a soft kill signal so that they can gracefully shut down if necessary; the default is SIGTERM. If vacating does not satisfy the machine owner (usually because it is taking too long and the owner wants their machine
back now), the final, most drastic stage is reached: killing. Killing is a quick death to the job, using a hard-kill signal that cannot be intercepted by the application. For vanilla jobs that do no special signal handling, vacating and killing are equivalent.

The WANT_SUSPEND expression determines if the machine will evaluate the SUSPEND expression to consider entering the Suspended activity. The WANT_VACATE expression determines what happens when the machine enters the Preempting state. It will go to the Vacating activity or directly to Killing. If one or both of these expressions evaluates to FALSE, the machine will skip that stage of getting rid of the job and proceed directly to the more drastic stages.

When the machine first enters the Claimed state, it goes to the Idle activity. From there, it has two options. It can enter the Preempting state via transition 10 (if a condor_vacate arrives, or if the START expression locally evaluates to FALSE), or it can enter the Busy activity (transition 11) if the schedd that has claimed the machine decides to activate the claim and start a job.

From Claimed/Busy, the machine can transition to three other state/activity pairs. The startd evaluates the WANT_SUSPEND expression to decide which other expressions to evaluate. If WANT_SUSPEND is TRUE, then the startd evaluates the SUSPEND expression. If WANT_SUSPEND is any value other than TRUE, then the startd will evaluate the PREEMPT expression and skip the Suspended activity entirely. By transition, the possible state/activity destinations from Claimed/Busy:

**Claimed/Idle** If the starter that is serving a given job exits (for example because the jobs completes), the machine will go to Claimed/Idle (transition 12).

**Claimed/Retiring** If WANT_SUSPEND is FALSE and the PREEMPT expression is True, the machine enters the Retiring activity (transition 13). From there, it waits for a configurable amount of time for the job to finish before moving on to preemption.

Another reason the machine would go from Claimed/Busy to Claimed/Retiring is if the condor_negotiator matched the machine with a “better” match. This better match could either be from the machine’s perspective using the startd RANK expression, or it could be from the negotiator’s perspective due to a job with a higher user priority.

Another case resulting in a transition to Claimed/Retiring is when the startd is being shut down. The only exception is a “fast” shutdown, which bypasses retirement completely.

**Claimed/Suspended** If both the WANT_SUSPEND and SUSPEND expressions evaluate to TRUE, the machine suspends the job (transition 14).

If a condor_checkpoint command arrives, or the PERIODIC_CHECKPOINT expression evaluates to TRUE, there is no state change. The startd has no way of knowing when this process completes, so periodic checkpointing can not be another state. Periodic checkpointing remains in the Claimed/Busy state and appears as a running job.

From the Claimed/Suspended state, the following transitions may occur:

**Claimed/Busy** If the CONTINUE expression evaluates to TRUE, the machine resumes the job and enters the Claimed/Busy state (transition 15) or the Claimed/Retiring state (transition 16), depending on whether the claim has been preempted.
3.7.1. condor_startd Policy Configuration

Claimed/Retiring If the PREEMPT expression is TRUE, the machine will enter the Claimed/Retiring activity (transition 16).

Preempting If the claim is in suspended retirement and the retirement time expires, the job enters the Preempting state (transition 17). This is only possible if MaxJobRetirementTime decreases during the suspension.

For the Claimed/Retiring state, the following transitions may occur:

Preempting If the job finishes or the job’s run time exceeds the value defined for the job ClassAd attribute MaxJobRetirementTime, the Preempting state is entered (transition 18). The run time is computed from the time when the job was started by the startd minus any suspension time. When retiring due to condor_startd daemon shutdown or restart, it is possible for the administrator to issue a peaceful shutdown command, which causes MaxJobRetirementTime to effectively be infinite, avoiding any killing of jobs. It is also possible for the administrator to issue a fast shutdown command, which causes MaxJobRetirementTime to be effectively 0.

Claimed/Busy If the startd was retiring because of a preempting claim only and the preempting claim goes away, the normal Claimed/Busy state is resumed (transition 19). If instead the retirement is due to owner activity (PREEMPT) or the startd is being shut down, no unretirement is possible.

Claimed/Suspended In exactly the same way that suspension may happen from the Claimed/Busy state, it may also happen during the Claimed/Retiring state (transition 20). In this case, when the job continues from suspension, it moves back into Claimed/Retiring (transition 16) instead of Claimed/Busy (transition 15).

Preempting State

The Preempting state is less complex than the Claimed state. There are two activities. Depending on the value of WANT_VACATE, a machine will be in the Vacating activity (if True) or the Killing activity (if False).

While in the Preempting state (regardless of activity) the machine advertises its Requirements expression as False to signify that it is not available for further matches, either because it is about to transition to the Owner state, or because it has already been matched with one preempting match, and further preempting matches are disallowed until the machine has been claimed by the new match.

The main function of the Preempting state is to get rid of the condor_starter associated with the resource. If the condor_starter associated with a given claim exits while the machine is still in the Vacating activity, then the job successfully completed a graceful shutdown. For standard universe jobs, this means that a checkpoint was saved. For other jobs, this means the application was given an opportunity to do a graceful shutdown, by intercepting the soft kill signal.

If the machine is in the Vacating activity, it keeps evaluating the KILL expression. As soon as this expression evaluates to TRUE, the machine enters the Killing activity (transition 21). If the Vacating activity lasts for as long as the maximum vacating time, then the machine also enters the Killing activity. The maximum vacating time is determined by the configuration variable MachineMaxVacateTime. This may be adjusted by the setting of the job ClassAd attribute JobMaxVacateTime.
When the starter exits, or if there was no starter running when the machine enters the Preempting state (transition 10), the other purpose of the Preempting state is completed: notifying the schedd that had claimed this machine that the claim is broken.

At this point, the machine enters either the Owner state by transition 22 (if the job was preempted because the machine owner came back) or the Claimed/Idle state by transition 23 (if the job was preempted because a better match was found).

If the machine enters the Killing activity, (because either WANT_VACATE was False or the KILL expression evaluated to True), it attempts to force the condor_starter to immediately kill the underlying HTCondor job. Once the machine has begun to hard kill the HTCondor job, the condor_startd starts a timer, the length of which is defined by the KILLING_TIMEOUT [3.5.9] macro. This macro is defined in seconds and defaults to 30. If this timer expires and the machine is still in the Killing activity, something has gone seriously wrong with the condor_starter and the startd tries to vacate the job immediately by sending SIGKILL to all of the condor_starter's children, and then to the condor_starter itself.

Once the condor_starter has killed off all the processes associated with the job and exited, and once the schedd that had claimed the machine is notified that the claim is broken, the machine will leave the Preempting/Killing state. If the job was preempted because a better match was found, the machine will enter Claimed/Idle (transition 24). If the preemption was caused by the machine owner (the PREEMPT expression evaluated to TRUE, condor_vacate was used, etc), the machine will enter the Owner state (transition 25).

**Backfill State**

The Backfill state is used whenever the machine is performing low priority background tasks to keep itself busy. For more information about backfill support in HTCondor, see section 3.14.10 on page 482. This state is only used if the machine has been configured to enable backfill computation, if a specific backfill manager has been installed and configured, and if the machine is otherwise idle (not being used interactively or for regular HTCondor computations). If the machine meets all these requirements, and the START_BACKFILL expression evaluates to TRUE, the machine will move from the Unclaimed/Idle state to Backfill/Idle (transition 7).

Once a machine is in Backfill/Idle, it will immediately attempt to spawn whatever backfill manager it has been configured to use (currently, only the BOINC client is supported as a backfill manager in HTCondor). Once the BOINC client is running, the machine will enter Backfill/Busy (transition 26) to indicate that it is now performing a backfill computation.

**NOTE:** On multi-core machines, the condor_startd will only spawn a single instance of the BOINC client, even if multiple slots are available to run backfill jobs. Therefore, only the first machine to enter Backfill/Idle will cause a copy of the BOINC client to start running. If a given slot on a multi-core enters the Backfill state and a BOINC client is already running under this condor_startd, the slot will immediately enter Backfill/Busy without waiting to spawn another copy of the BOINC client.

If the BOINC client ever exits on its own (which normally wouldn’t happen), the machine will go back to Backfill/Idle (transition 27) where it will immediately attempt to respawn the BOINC client (and return to Backfill/Busy via transition 26).

As the BOINC client is running a backfill computation, a number of events can occur that will drive the machine out of the Backfill state. The machine can get matched or claimed for an HTCondor job, interactive users can start using the
machine again, the machine might be evicted with \texttt{condor_vacate}, or the \texttt{condor_startd} might be shutdown. All of these events cause the \texttt{condor_startd} to kill the BOINC client and all its descendants, and enter the Backfill/Killing state (transition 28).

Once the BOINC client and all its children have exited the system, the machine will enter the Backfill/Idle state to indicate that the BOINC client is now gone (transition 29). As soon as it enters Backfill/Idle after the BOINC client exits, the machine will go into another state, depending on what caused the BOINC client to be killed in the first place.

If the \texttt{EVICT_BACKFILL} expression evaluates to TRUE while a machine is in Backfill/Busy, after the BOINC client is gone, the machine will go back into the Owner/Idle state (transition 30). The machine will also return to the Owner/Idle state after the BOINC client exits if \texttt{condor_vacate} was used, or if the \texttt{condor_startd} is being shutdown.

When a machine running backfill jobs is matched with a requester that wants to run an HTCondor job, the machine will either enter the Matched state, or go directly into Claimed/Idle. As with the case of a machine in Unclaimed/Idle (described above), the \texttt{condor_negotiator} informs both the \texttt{condor_startd} and the \texttt{condor_schedd} of the match, and the exact state transitions at the machine depend on what order the various entities initiate communication with each other. If the \texttt{condor_schedd} is notified of the match and sends a request to claim the \texttt{condor_startd} before the \texttt{condor_negotiator} has a chance to notify the \texttt{condor_startd}, once the BOINC client exits, the machine will immediately enter Claimed/Idle (transition 31). Normally, the notification from the \texttt{condor_negotiator} will reach the \texttt{condor_startd} before the \texttt{condor_schedd} attempts to claim it. In this case, once the BOINC client exits, the machine will enter Matched/Idle (transition 32).

**Drained State**

The Drained state is used when the machine is being drained, for example by \texttt{condor_drain} or by the \texttt{condor_defrag} daemon, and the slot has finished running jobs and is no longer willing to run new jobs.

Slots initially enter the Drained/Retiring state. Once all slots have been drained, the slots transition to the Idle activity (transition 33).

If draining is finalized or canceled, the slot transitions to Owner/Idle (transitions 34 and 35).

**State/Activity Transition Expression Summary**

This section is a summary of the information from the previous sections. It serves as a quick reference.

\textbf{START} When TRUE, the machine is willing to spawn a remote HTCondor job.

\textbf{RUNBENCHMARKS} While in the Unclaimed state, the machine will run benchmarks whenever TRUE.

\textbf{MATCH_TIMEOUT} If the machine has been in the Matched state longer than this value, it will transition to the Owner state.

\textbf{WANT_SUSPEND} If \texttt{True}, the machine evaluates the \texttt{SUSPEND} expression to see if it should transition to the Suspended activity. If any value other than \texttt{True}, the machine will look at the \texttt{PREEMPT} expression.
3.7.1. condor_startd Policy Configuration

**SUSPEND**  If WANT_SUSPEND is True, and the machine is in the Claimed/Busy state, it enters the Suspended activity if SUSPEND is True.

**CONTINUE**  If the machine is in the Claimed/Suspended state, it enter the Busy activity if CONTINUE is True.

**PREEMPT**  If the machine is either in the Claimed/Suspended activity, or is in the Claimed/Busy activity and WANT_SUSPEND is FALSE, the machine enters the Claimed/Retiring state whenever PREEMPT is TRUE.

**CLAIM_WORKLIFE**  This expression specifies the number of seconds after which a claim will stop accepting additional jobs. This configuration macro is fully documented here: [3.5.8](#).

**MachineMaxVacateTime**  When the machine enters the Preempting/Vacating state, this expression specifies the maximum time in seconds that the `condor_startd` will wait for the job to finish. The job may adjust the wait time by setting JobMaxVacateTime. If the job’s setting is less than the machine’s, the job’s is used. If the job’s setting is larger than the machine’s, the result depends on whether the job has any excess retirement time. If the job has more retirement time left than the machine’s maximum vacate time setting, then retirement time will be converted into vacating time, up to the amount of JobMaxVacateTime. Once the vacating time expires, the job is hard-killed. The KILL expression may be used to abort the graceful shutdown of the job at any time.

**MAXJOBRETIREMENTTIME**  If the machine is in the Claimed/Retiring state, jobs which have run for less than the number of seconds specified by this expression will not be hard-killed. The `condor_startd` will wait for the job to finish or to exceed this amount of time, whichever comes sooner. Time spent in suspension does not count against the job. If the job vacating policy grants the job X seconds of vacating time, a preempted job will be soft-killed X seconds before the end of its retirement time, so that hard-killing of the job will not happen until the end of the retirement time if the job does not finish shutting down before then. The job may provide its own expression for MaxJobRetirementTime, but this can only be used to take less than the time granted by the `condor_startd`, never more. For convenience, standard universe and nice_user jobs are submitted with a default retirement time of 0, so they will never wait in retirement unless the user overrides the default.

The machine enters the Preempting state with the goal of finishing shutting down the job by the end of the retirement time. If the job vacating policy grants the job X seconds of vacating time, the transition to the Preempting state will happen X seconds before the end of the retirement time, so that the hard-killing of the job will not happen until the end of the retirement time, if the job does not finish shutting down before then.

This expression is evaluated in the context of the job ClassAd, so it may refer to attributes of the current job as well as machine attributes.

By default the `condor_negotiator` will not match jobs to a slot with retirement time remaining. This behavior is controlled by NEGOTIATOR_CONSIDER_EARLY_PREEMPTION.

**WANT_VACATE**  This is checked only when the PREEMPT expression is True and the machine enters the Preempting state. If WANT_VACATE is True, the machine enters the Vacating activity. If it is False, the machine will proceed directly to the Killing activity.

**KILL**  If the machine is in the Preempting/Vacating state, it enters Preempting/Killing whenever KILL is True.

**KILLING_TIMEOUT**  If the machine is in the Preempting/Killing state for longer than KILLING_TIMEOUT seconds, the `condor_startd` sends a SIGKILL to the `condor_starter` and all its children to try to kill the job as quickly as possible.

**PERIODIC_CHECKPOINT**  If the machine is in the Claimed/Busy state and PERIODIC_CHECKPOINT is TRUE, the user’s job begins a periodic checkpoint.
RANK If this expression evaluates to a higher number for a pending resource request than it does for the current request, the machine may preempt the current request (enters the Preempting/Vacating state). When the preemption is complete, the machine enters the Claimed/Idle state with the new resource request claiming it.

START_BACKFILL When TRUE, if the machine is otherwise idle, it will enter the Backfill state and spawn a backfill computation (using BOINC).

EVICT_BACKFILL When TRUE, if the machine is currently running a backfill computation, it will kill the BOINC client and return to the Owner/Idle state.

Examples of Policy Configuration

This section describes various policy configurations, including the default policy.

Default Policy

These settings are the default as shipped with HTCondor. They have been used for many years with no problems. The vanilla expressions are identical to the regular ones. (They are not listed here. If not defined, the standard expressions are used for vanilla jobs as well).

The following are macros to help write the expressions clearly.

StateTimer Amount of time in seconds in the current state.

ActivityTimer Amount of time in seconds in the current activity.

ActivationTimer Amount of time in seconds that the job has been running on this machine.

LastCkpt Amount of time since the last periodic checkpoint.

NonCondorLoadAvg The difference between the system load and the HTCondor load (the load generated by everything but HTCondor).

BackgroundLoad Amount of background load permitted on the machine and still start an HTCondor job.

HighLoad If the $(NonCondorLoadAvg) goes over this, the CPU is considered too busy, and eviction of the HTCondor job should start.

StartIdleTime Amount of time the keyboard must to be idle before HTCondor will start a job.

ContinueIdleTime Amount of time the keyboard must to be idle before resumption of a suspended job.

MaxSuspendTime Amount of time a job may be suspended before more drastic measures are taken.

KeyboardBusy A boolean expression that evaluates to TRUE when the keyboard is being used.

CPUIdle A boolean expression that evaluates to TRUE when the CPU is idle.
**CPUBusy** A boolean expression that evaluates to TRUE when the CPU is busy.

**MachineBusy** The CPU or the Keyboard is busy.

**CPUBusy** A boolean value set to the same value as **CPUBusy**.

**CPUBusyTime** The value 0 if **CPUBusy** is False; the time in seconds since **CPUBusy** became True.

These variable definitions exist in the example configuration file in order to help write legible expressions. They are not required, and perhaps will go unused by many configurations.

```plaintext
## These macros are here to help write legible expressions:
MINUTE = 60
HOUR   = (60 * $(MINUTE))
StateTimer  = (time() - EnteredCurrentState)
ActivityTimer = (time() - EnteredCurrentActivity)
ActivationTimer = (time() - JobStart)
LastCkpt    = (time() - LastPeriodicCheckpoint)

NonCondorLoadAvg   = (LoadAvg - CondorLoadAvg)
BackgroundLoad     = 0.3
HighLoad           = 0.5
StartIdleTime      = 15 * $(MINUTE)
ContinueIdleTime   = 5 * $(MINUTE)
MaxSuspendTime     = 10 * $(MINUTE)

KeyboardBusy       = KeyboardIdle < $(MINUTE)
ConsoleBusy        = (ConsoleIdle < $(MINUTE))
CPUIdle            = $(NonCondorLoadAvg) <= $(BackgroundLoad)
CPUBusy            = $(NonCondorLoadAvg) >= $(HighLoad)
KeyboardNotBusy    = $(KeyboardBusy) == False
MachineBusy        = $(CPUBusy) || $(KeyboardBusy)

Preemption is disabled as a default. Always desire to start jobs.

WANT_SUSPEND      = False
WANT_VACATE       = False
START             = True
SUSPEND           = False
CONTINUE          = True
PREEMPT           = False
# Kill jobs that take too long leaving gracefully.
MachineMaxVacateTime = 10 * $(MINUTE)
KILL              = False
```

Periodic checkpointing specifies that for jobs smaller than 60 Mbytes, take a periodic checkpoint every 6 hours. For larger jobs, only take a checkpoint every 12 hours.
PERIODIC_CHECKPOINT = ( (ImageSize < 60000) && 
  ($(LastCkpt) > (6 * $(HOUR))) ) || 
  ( $(LastCkpt) > (12 * $(HOUR)) )

At UW-Madison, we have a fast network. We simplify our expression considerably to

PERIODIC_CHECKPOINT = $(LastCkpt) > (3 * $(HOUR))

Test-job Policy Example

This example shows how the default macros can be used to set up a machine for running test jobs from a specific user. Suppose we want the machine to behave normally, except if user coltrane submits a job. In that case, we want that job to start regardless of what is happening on the machine. We do not want the job suspended, vacated or killed. This is reasonable if we know coltrane is submitting very short running programs for testing purposes. The jobs should be executed right away. This works with any machine (or the whole pool, for that matter) by adding the following 5 expressions to the existing configuration:

START = ($(START)) || Owner == "coltrane"
SUSPEND = ($(SUSPEND)) && Owner != "coltrane"
CONTINUE = $(CONTINUE)
PREEMPT = ($(PREEMPT)) && Owner != "coltrane"
KILL = $(KILL)

Notice that there is nothing special in either the CONTINUE or KILL expressions. If Coltrane’s jobs never suspend, they never look at CONTINUE. Similarly, if they never preempt, they never look at KILL.

Time of Day Policy

HTCondor can be configured to only run jobs at certain times of the day. In general, we discourage configuring a system like this, since there will often be lots of good cycles on machines, even when their owners say “I’m always using my machine during the day.” However, if you submit mostly vanilla jobs or other jobs that cannot produce checkpoints, it might be a good idea to only allow the jobs to run when you know the machines will be idle and when they will not be interrupted.

To configure this kind of policy, use the ClockMin and ClockDay attributes. These are special attributes which are automatically inserted by the condor_startd into its ClassAd, so you can always reference them in your policy expressions. ClockMin defines the number of minutes that have passed since midnight. For example, 8:00am is 8 hours after midnight, or 8 * 60 minutes, or 480. 5:00pm is 17 hours after midnight, or 17 * 60, or 1020. ClockDay defines the day of the week, Sunday = 0, Monday = 1, and so on.

To make the policy expressions easy to read, we recommend using macros to define the time periods when you want jobs to run or not run. For example, assume regular work hours at your site are from 8:00am until 5:00pm, Monday through Friday:
WorkHours = ( (ClockMin >= 480 && ClockMin < 1020) && 
(ClockDay > 0 && ClockDay < 6) )
AfterHours = ( (ClockMin < 480 || ClockMin >= 1020) || 
(ClockDay == 0 || ClockDay == 6) )

Of course, you can fine-tune these settings by changing the definition of AfterHours and WorkHours for your site.

To force HTCondor jobs to stay off of your machines during work hours:

# Only start jobs after hours.
START = $(AfterHours)

# Consider the machine busy during work hours, or if the keyboard or
# CPU are busy.
MachineBusy = ( $(WorkHours) || $(CPUBusy) || $(KeyboardBusy) )

This MachineBusy macro is convenient if other than the default SUSPEND and PREEMPT expressions are used.

Desktop/Non-Desktop Policy

Suppose you have two classes of machines in your pool: desktop machines and dedicated cluster machines. In this case, you might not want keyboard activity to have any effect on the dedicated machines. For example, when you log into these machines to debug some problem, you probably do not want a running job to suddenly be killed. Desktop machines, on the other hand, should do whatever is necessary to remain responsive to the user.

There are many ways to achieve the desired behavior. One way is to make a standard desktop policy and a standard non-desktop policy and to copy the desired one into the local configuration file for each machine. Another way is to define one standard policy (in the global configuration file) with a simple toggle that can be set in the local configuration file. The following example illustrates the latter approach.

For ease of use, an entire policy is included in this example. Some of the expressions are just the usual default settings.

# If "IsDesktop" is configured, make it an attribute of the machine ClassAd.
STARTD_ATTRS = IsDesktop

# Only consider starting jobs if:
# 1) the load average is low enough OR the machine is currently
# running an HTCondor job
# 2) AND the user is not active (if a desktop)
START = ( ($(CPUIdle) || (State != "Unclaimed" && State != "Owner")) \ 
&& (IsDesktop !== True || (KeyboardIdle > $(StartIdleTime)))) )
# Suspend (instead of vacating/killing) for the following cases:
WANT_SUSPEND = ( $(SmallJob) || $(JustCpu) \n  || $(IsVanilla) )

# When preempting, vacate (instead of killing) in the following cases:
WANT_VACATE = ( $(ActivationTimer) > 10 * $(MINUTE) \n  || $(IsVanilla) )

# Suspend jobs if:
# 1) The CPU has been busy for more than 2 minutes, AND
# 2) the job has been running for more than 90 seconds
# 3) OR suspend if this is a desktop and the user is active
SUSPEND = ( ((CpuBusyTime > 2 * $(MINUTE)) && ($(ActivationTimer) > 90)) \n  || ( IsDesktop =?= True && $(KeyboardBusy) ) )

# Continue jobs if:
# 1) the CPU is idle, AND
# 2) we've been suspended more than 5 minutes AND
# 3) the keyboard has been idle for long enough (if this is a desktop)
CONTINUE = ( $(CPUIdle) && ($(ActivityTimer) > 300) \n  && (IsDesktop !== True || (KeyboardIdle > $(ContinueIdleTime))) )

# Preempt jobs if:
# 1) The job is suspended and has been suspended longer than we want
# OR, we don't want to suspend this job, but the conditions to
# suspend jobs have been met (someone is using the machine)
PREEMPT = ( ((Activity == "Suspended") && \n  ($ActivityTimer) > $(MaxSuspendTime)) ) \n  || (SUSPEND && (WANT_SUSPEND == False) )

# Replace 0 in the following expression with whatever amount of
# retirement time you want dedicated machines to provide. The other part
# of the expression forces the whole expression to 0 on desktop
# machines.
MAXJOBRETIREMENTTIME = (IsDesktop !== True) * 0

# Kill jobs if they have taken too long to vacate gracefully
MachineMaxVacateTime = 10 * $(MINUTE)
KILL = False

With this policy in the global configuration, the local configuration files for desktops can be easily configured with the following line:

IsDesktop = True
In all other cases, the default policy described above will ignore keyboard activity.

**Disabling and Enabling Preemption**

Preemption causes a running job to be suspended or killed, such that another job can run. As of HTCondor version 8.1.5, preemption is disabled by the default configuration. Previous versions of HTCondor had configuration that enabled preemption. Upon upgrade, the previous behavior will continue, if the previous configuration files are used. New configuration file examples disable preemption, but contain directions for enabling preemption.

**Job Suspension**

As new jobs are submitted that receive a higher priority than currently executing jobs, the executing jobs may be preempted. If the preempted jobs are not capable of writing checkpoints, they lose whatever forward progress they have made, and are sent back to the job queue to await starting over again as another machine becomes available. An alternative to this is to use suspension to freeze the job while some other task runs, and then unfreeze it so that it can continue on from where it left off. This does not require any special handling in the job, unlike most strategies that take checkpoints. However, it does require a special configuration of HTCondor. This example implements a policy that allows the job to decide whether it should be evicted or suspended. The jobs announce their choice through the use of the invented job ClassAd attribute `IsSuspendableJob`, that is also utilized in the configuration.

The implementation of this policy utilizes two categories of slots, identified as suspendable or nonsuspendable. A job identifies which category of slot it wishes to run on. This affects two aspects of the policy:

- Of two jobs that might run on a slot, which job is chosen. The four cases that may occur depend on whether the currently running job identifies itself as suspendable or nonsuspendable, and whether the potentially running job identifies itself as suspendable or nonsuspendable.

  1. If the currently running job is one that identifies itself as suspendable, and the potentially running job identifies itself as nonsuspendable, the currently running job is suspended, in favor of running the nonsuspendable one. This occurs independent of the user priority of the two jobs.

  2. If both the currently running job and the potentially running job identify themselves as suspendable, then the relative priorities of the users and the preemption policy determines whether the new job will replace the existing job.

  3. If both the currently running job and the potentially running job identify themselves as nonsuspendable, then the relative priorities of the users and the preemption policy determines whether the new job will replace the existing job.

  4. If the currently running job is one that identifies itself as nonsuspendable, and the potentially running job identifies itself as suspendable, the currently running job continues running.

- What happens to a currently running job that is preempted. A job that identifies itself as suspendable will be suspended, which means it is frozen in place, and will later be unfrozen when the preempting job is finished. A job that identifies itself as nonsuspendable is evicted, which means it writes a checkpoint, when possible, and then is killed. The job will return to the idle state in the job queue, and it can try to run again in the future.
# Lie to HTCondor, to achieve 2 slots for each real slot
NUM_CPUS = $(DETECTED_CORES) * 2
# There is no good way to tell HTCondor that the two slots should be treated
# as though they share the same real memory, so lie about how much
# memory we have.
MEMORY = $(DETECTED_MEMORY) * 2

# Slots 1 through DETECTED_CORES are nonsuspendable and the rest are
# suspendable
IsSuspendableSlot = SlotID > $(DETECTED_CORES)

# If I am a suspendable slot, my corresponding nonsuspendable slot is
# my SlotID plus $(DETECTED_CORES)
NonSuspendableSlotState = eval(strcat("slot",SlotID-$\{DETECTED\_CORES\},"\_State")

# The above expression looks at slotX\_State, so we need to add
# State to the list of slot attributes to advertise.
STARTD\_SLOT\_ATTRS = $\{STARTD\_SLOT\_ATTRS\} State

# For convenience, advertise these expressions in the machine ad.
STARTD\_ATTRS = $\{STARTD\_ATTRS\} IsSuspendableSlot NonSuspendableSlotState

MyNonSuspendableSlotIsIdle = \
(NonSuspendableSlotState != "Claimed" && NonSuspendableSlotState != "Preempting")

# NonSuspendable slots are always willing to start jobs.
# Suspendable slots are only willing to start if the NonSuspendable slot is idle.
START = \
IsSuspendableSlot != True && IsSuspendableJob != True || \
IsSuspendableSlot && IsSuspendableJob == True && $(MyNonSuspendableSlotIsIdle)

# Suspend the suspendable slot if the other slot is busy.
SUSPEND = \
IsSuspendableSlot && $(MyNonSuspendableSlotIsIdle) != True

WANT\_SUSPEND = $(SUSPEND)
CONTINUE = ($\{SUSPEND\}) != True

Note that in this example, the job ClassAd attribute IsSuspendableJob has no special meaning to HTCondor. It is an invented name chosen for this example. To take advantage of the policy, a job that wishes to be suspended must submit the job so that this attribute is defined. The following line should be placed in the job’s submit description file:

+IsSuspendableJob = True

**Configuration for Interactive Jobs**

Policy may be set based on whether a job is an interactive one or not. Each interactive job has the job ClassAd attribute

InteractiveJob = True
and this may be used to identify interactive jobs, distinguishing them from all other jobs.

As an example, presume that slot 1 prefers interactive jobs. Set the machine’s RANK to show the preference:

\[
\text{RANK} = \{ (\text{MY.SlotID} == 1) && (\text{TARGET.InteractiveJob} =?= \text{True}) \}
\]

Or, if slot 1 should be reserved for interactive jobs:

\[
\text{START} = \{ (\text{MY.SlotID} == 1) && (\text{TARGET.InteractiveJob} =?= \text{True}) \}
\]

Multi-Core Machine Terminology

Machines with more than one CPU or core may be configured to run more than one job at a time. As always, owners of the resources have great flexibility in defining the policy under which multiple jobs may run, suspend, vacate, etc.

Multi-core machines are represented to the HTCondor system as shared resources broken up into individual slots. Each slot can be matched and claimed by users for jobs. Each slot is represented by an individual machine ClassAd. In this way, each multi-core machine will appear to the HTCondor system as a collection of separate slots. As an example, a multi-core machine named \text{vulture.cs.wisc.edu} would appear to HTCondor as the multiple machines, named \text{slot1@vulture.cs.wisc.edu}, \text{slot2@vulture.cs.wisc.edu}, \text{slot3@vulture.cs.wisc.edu}, and so on.

The way that the \text{condor_startd} breaks up the shared system resources into the different slots is configurable. All shared system resources, such as RAM, disk space, and swap space, can be divided evenly among all the slots, with each slot assigned one core. Alternatively, slot types are defined by configuration, so that resources can be unevenly divided. Regardless of the scheme used, it is important to remember that the goal is to create a representative slot ClassAd, to be used for matchmaking with jobs.

HTCondor does not directly enforce slot shared resource allocations, and jobs are free to oversubscribe to shared resources. Consider an example where two slots are each defined with 50% of available RAM. The resultant ClassAd for each slot will advertise one half the available RAM. Users may submit jobs with RAM requirements that match these slots. However, jobs run on either slot are free to consume more than 50% of available RAM. HTCondor will not directly enforce a RAM utilization limit on either slot. If a shared resource enforcement capability is needed, it is possible to write a policy that will evict a job that oversubscribes to shared resources, as described in section 3.7.1.

Dividing System Resources in Multi-core Machines

Within a machine the shared system resources of cores, RAM, swap space and disk space will be divided for use by the slots. There are two main ways to go about dividing the resources of a multi-core machine:

**Evenly divide all resources.** By default, the \text{condor_startd} will automatically divide the machine into slots, placing one core in each slot, and evenly dividing all shared resources among the slots. The only specification may be how many slots are reported at a time. By default, all slots are reported to HTCondor. How many slots are reported at a time is accomplished by setting the configuration variable \text{NUM_SLOTS} to the integer number of slots desired. If variable \text{NUM_SLOTS} is not defined, it defaults to the number of cores.
within the machine. Variable NUM_SLOTS may not be used to make HTCondor advertise more slots than there are cores on the machine. The number of cores is defined by NUM_CPUS.

Define slot types. Instead of an even division of resources per slot, the machine may have definitions of slot types, where each type is provided with a fraction of shared system resources. Given the slot type definition, control how many of each type are reported at any given time with further configuration. Configuration variables define the slot types, as well as variables that list how much of each system resource goes to each slot type.

Configuration variable SLOT_TYPE_<N>, where <N> is an integer (for example, SLOT_TYPE_1) defines the slot type. Note that there may be multiple slots of each type. The number of slots created of a given type is configured with NUM_SLOTS_TYPE_<N>.

The type can be defined by:

- A simple fraction, such as 1/4
- A simple percentage, such as 25%
- A comma-separated list of attributes, with a percentage, fraction, numerical value, or auto for each one.
- A comma-separated list that includes a blanket value that serves as a default for any resources not explicitly specified in the list.

A simple fraction or percentage describes the allocation of the total system resources, including the number of CPUs or cores. A comma separated list allows a fine tuning of the amounts for specific resources.

The number of CPUs and the total amount of RAM in the machine do not change over time. For these attributes, specify either absolute values or percentages of the total available amount (or auto). For example, in a machine with 128 Mbytes of RAM, all the following definitions result in the same allocation amount.

SLOT_TYPE_1 = mem=64
SLOT_TYPE_1 = mem=1/2
SLOT_TYPE_1 = mem=50%
SLOT_TYPE_1 = mem=auto

Amounts of disk space and swap space are dynamic, as they change over time. For these, specify a percentage or fraction of the total value that is allocated to each slot, instead of specifying absolute values. As the total values of these resources change on the machine, each slot will take its fraction of the total and report that as its available amount.

The disk space allocated to each slot is taken from the disk partition containing the slot’s EXECUTE or SLOT<N>_EXECUTE directory. If every slot is in a different partition, then each one may be defined with up to 100% for its disk share. If some slots are in the same partition, then their total is not allowed to exceed 100%.

The four predefined attribute names are case insensitive when defining slot types. The first letter of the attribute name distinguishes between these attributes. The four attributes, with several examples of acceptable names for each:

- Cpus, C, c, cpu
• ram, RAM, MEMORY, memory, Mem, R, r, M, m
• disk, Disk, D, d
• swap, SWAP, S, s, VirtualMemory, V, v

As an example, consider a machine with 4 cores and 256 Mbytes of RAM. Here are valid example slot type definitions. Types 1-3 are all equivalent to each other, as are types 4-6. Note that in a real configuration, all of these slot types would not be used together, because they add up to more than 100% of the various system resources. This configuration example also omits definitions of `NUM_SLOTS_TYPE_<N>`, to define the number of each slot type.

```
SLOT_TYPE_1 = cpus=2, ram=128, swap=25%, disk=1/2
SLOT_TYPE_2 = cpus=1/2, memory=128, virt=25%, disk=50%
SLOT_TYPE_3 = c=1/2, m=50%, v=1/4, disk=1/2
SLOT_TYPE_4 = c=25%, m=64, v=1/4, d=25%
SLOT_TYPE_5 = 25%
SLOT_TYPE_6 = 1/4
```

The default value for each resource share is `auto`. The share may also be explicitly set to `auto`. All slots with the value `auto` for a given type of resource will evenly divide whatever remains, after subtracting out explicitly allocated resources given in other slot definitions. For example, if one slot is defined to use 10% of the memory and the rest define it as `auto` (or leave it undefined), then the rest of the slots will evenly divide 90% of the memory between themselves.

In both of the following examples, the disk share is set to `auto`, number of cores is 1, and everything else is 50%:

```
SLOT_TYPE_1 = cpus=1, ram=1/2, swap=50%
SLOT_TYPE_1 = cpus=1, disk=auto, 50%
```

Note that it is possible to set the configuration variables such that they specify an impossible configuration. If this occurs, the `condor_startd` daemon fails after writing a message to its log attempting to indicate the configuration requirements that it could not implement.

In addition to the standard resources of CPUs, memory, disk, and swap, the administrator may also define custom resources on a localized per-machine basis.

The resource names and quantities of available resources are defined using configuration variables of the form `MACHINE_RESOURCE_<name>`, as shown in this example:

```
MACHINE_Resource_gpu = 16
MACHINE_RESOURCE_actuator = 8
```
If the configuration uses the optional configuration variable MACHINERESOURCE_NAMES to enable and disable local machine resources, also add the resource names to this variable. For example:

```c
if defined MACHINERESOURCE_NAMES
  MACHINERESOURCE_NAMES = $(MACHINERESOURCE_NAMES) gpu actuator
endif
```

Local machine resource names defined in this way may now be used in conjunction with SLOTTYPE,<N>, using all the same syntax described earlier in this section. The following example demonstrates the definition of static and partitionable slot types with local machine resources:

```c
# declare one partitionable slot with half of the GPUs, 6 actuators, and # 50% of all other resources:
SLOTTYPE_1 = gpu=50%,actuator=6,50%
SLOTTYPE_1_PARTITIONABLE = TRUE
NUM_SLOTS_TYPE_1 = 1

# declare two static slots, each with 25% of the GPUs, 1 actuator, and # 25% of all other resources:
SLOTTYPE_2 = gpu=25%,actuator=1,25%
SLOTTYPE_2_PARTITIONABLE = FALSE
NUM_SLOTS_TYPE_2 = 2
```

A job may request these local machine resources using the syntax request,<name>, as described in section 3.7.1. This example shows a portion of a submit description file that requests GPUs and an actuator:

```c
universe = vanilla

# request two GPUs and one actuator:
request_gpu = 2
request_actuator = 1
```

The slot ClassAd will represent each local machine resource with the following attributes:

- **Total<name>:** the total quantity of the resource identified by <name>
- **Detected<name>:** the quantity detected of the resource identified by <name>; this attribute is currently equivalent to **Total<name>**
- **TotalSlot<name>:** the quantity of the resource identified by <name> allocated to this slot
- **<name>:** the amount of the resource identified by <name> available to be used on this slot

From the example given, the gpu resource would be represented by the ClassAd attributes **TotalGpu, DetectedGpu, TotalSlotGpu, and Gpu**. In the job ClassAd, the amount of the requested machine resource appears in a job ClassAd attribute named **Request<name>**. For this example, the two attributes will be **RequestGpu** and **RequestActuator**.
The number of each type being reported can be changed at run time, by issuing a reconfiguration command to the condor_startd daemon (sending a SIGHUP or using condor_reconfig). However, the definitions for the types themselves cannot be changed with reconfiguration. To change any slot type definitions, use condor_restart

condor_restart -startd

for that change to take effect.

Configuration Specific to Multi-core Machines

Each slot within a multi-core machine is treated as an independent machine, each with its own view of its state as represented by the machine ClassAd attribute State. The policy expressions for the multi-core machine as a whole are propagated from the condor_startd to the slot’s machine ClassAd. This policy may consider a slot state(s) in its expressions. This makes some policies easy to set, but it makes other policies difficult or impossible to set.

An easy policy to set configures how many of the slots notice console or tty activity on the multi-core machine as a whole. Slots that are not configured to notice any activity will report ConsoleIdle and KeyboardIdle times from when the condor_startd daemon was started, plus a configurable number of seconds. A multi-core machine with the default policy settings can add the keyboard and console to be noticed by only one slot. Assuming a reasonable load average, only the one slot will suspend or vacate its job when the owner starts typing at their machine again. The rest of the slots could be matched with jobs and continue running them, even while the user was interactively using the machine. If the default policy is used, all slots notice tty and console activity and currently running jobs would suspend.

This example policy is controlled with the following configuration variables.

• SLOTS_CONNECTED_TO_CONSOLE, with definition at section 3.5.8
• SLOTS_CONNECTED_TO_KEYBOARD, with definition at section 3.5.8
• DISCONNECTED_KEYBOARD_IDLE_BOOST, with definition at section 3.5.8

Each slot has its own machine ClassAd. Yet, the policy expressions for the multi-core machine are propagated and inherited from configuration of the condor_startd. Therefore, the policy expressions for each slot are the same. This makes the implementation of certain types of policies impossible, because while evaluating the state of one slot within the multi-core machine, the state of other slots are not available. Decisions for one slot cannot be based on what other slots are doing.

Specifically, the evaluation of a slot policy expression works in the following way.

1. The configuration file specifies policy expressions that are shared by all of the slots on the machine.
2. Each slot reads the configuration file and sets up its own machine ClassAd.
3. Each slot is now separate from the others. It has a different ClassAd attribute State, a different machine ClassAd, and if there is a job running, a separate job ClassAd. Each slot periodically evaluates the policy expressions, changing its own state as necessary. This occurs independently of the other slots on the machine. So,
if the condor_startd daemon is evaluating a policy expression on a specific slot, and the policy expression refers to ProcID, Owner, or any attribute from a job ClassAd, it always refers to the ClassAd of the job running on the specific slot.

To set a different policy for the slots within a machine, incorporate the slot-specific machine ClassAd attribute SlotID. A SUSPEND policy that is different for each of the two slots will be of the form

\[
\text{SUSPEND} = ( (\text{SlotID} == 1) \land (\text{PolicyForSlot1}) ) \lor ( (\text{SlotID} == 2) \land (\text{PolicyForSlot2}) )
\]

where (PolicyForSlot1) and (PolicyForSlot2) are the desired expressions for each slot.

**Load Average for Multi-core Machines**

Most operating systems define the load average for a multi-core machine as the total load on all cores. For example, a 4-core machine with 3 CPU-bound processes running at the same time will have a load of 3.0. In HTCondor, we maintain this view of the total load average and publish it in all resource ClassAds as TotalLoadAvg.

HTCondor also provides a per-core load average for multi-core machines. This nicely represents the model that each node on a multi-core machine is a slot, separate from the other nodes. All of the default, single-core policy expressions can be used directly on multi-core machines, without modification, since the LoadAvg and CondorLoadAvg attributes are the per-slot versions, not the total, multi-core wide versions.

The per-core load average on multi-core machines is an HTCondor invention. No system call exists to ask the operating system for this value. HTCondor already computes the load average generated by HTCondor on each slot. It does this by close monitoring of all processes spawned by any of the HTCondor daemons, even ones that are orphaned and then inherited by init. This HTCondor load average per slot is reported as the attribute CondorLoadAvg in all resource ClassAds, and the total HTCondor load average for the entire machine is reported as TotalCondorLoadAvg. The total, system-wide load average for the entire machine is reported as TotalLoadAvg. Basically, HTCondor walks through all the slots and assigns out portions of the total load average to each one. First, HTCondor assigns the known HTCondor load average to each node that is generating load. If there is any load average left in the total system load, it is considered an owner load. Any slots HTCondor believes are in the Owner state, such as ones that have keyboard activity, are the first to get assigned this owner load. HTCondor hands out owner load in increments of at most 1.0, so generally speaking, no slot has a load average above 1.0. If HTCondor runs out of total load average before it runs out of slots, all the remaining machines believe that they have no load average at all. If, instead, HTCondor runs out of slots and it still has owner load remaining, HTCondor starts assigning that load to HTCondor nodes as well, giving individual nodes with a load average higher than 1.0.

**Debug Logging in the Multi-Core condor_startd Daemon**

This section describes how the condor_startd daemon handles its debugging messages for multi-core machines. In general, a given log message will either be something that is machine-wide, such as reporting the total system load average, or it will be specific to a given slot. Any log entries specific to a slot have an extra word printed out in the entry with the slot number. So, for example, here’s the output about system resources that are being gathered (with
D\_FULLDEBUG and D\_LOAD (turned on) on a 2-core machine with no HTCondor activity, and the keyboard connected to both slots:

11/25 18:15 Swap space: 131064
11/25 18:15 number of Kbytes available for (/home/condor/execute): 1345063
11/25 18:15 Looking up RESERVED\_DISK parameter
11/25 18:15 Reserving 5120 Kbytes for file system
11/25 18:15 Disk space: 1339943
11/25 18:15 Load avg: 0.340000 0.800000 1.170000
11/25 18:15 Idle Time: user= 0 , console= 4 seconds
11/25 18:15 SystemLoad: 0.340 TotalCondorLoad: 0.000 TotalOwnerLoad: 0.340
11/25 18:15 slot1: Idle time: Keyboard: 0 Console: 4
11/25 18:15 slot1: SystemLoad: 0.340 CondorLoad: 0.000 OwnerLoad: 0.340
11/25 18:15 slot2: Idle time: Keyboard: 0 Console: 4
11/25 18:15 slot2: SystemLoad: 0.000 CondorLoad: 0.000 OwnerLoad: 0.000

If, on the other hand, this machine only had one slot connected to the keyboard and console, and the other slot was running a job, it might look something like this:

11/25 18:19 Load avg: 1.250000 0.910000 1.090000
11/25 18:19 Idle Time: user= 0 , console= 0 seconds
11/25 18:19 SystemLoad: 1.250 TotalCondorLoad: 0.996 TotalOwnerLoad: 0.254
11/25 18:19 slot1: Idle time: Keyboard: 0 Console: 0
11/25 18:19 slot1: SystemLoad: 0.254 CondorLoad: 0.000 OwnerLoad: 0.254
11/25 18:19 slot2: SystemLoad: 0.996 CondorLoad: 0.996 OwnerLoad: 0.000
11/25 18:19 slot1: State: Owner Activity: Idle
11/25 18:19 slot2: State: Claimed Activity: Busy

Shared system resources are printed without the header, such as total swap space, and slot-specific messages, such as the load average or state of each slot, get the slot number appended.

**Configuring GPUs**

HTCondor supports incorporating GPU resources and making them available for jobs. First, GPUs must be detected as available resources. Then, machine ClassAd attributes advertise this availability. Both detection and advertisement are accomplished by having this configuration for each execute machine that has GPUs:

```
use feature : GPUs
```

Use of this configuration template invokes the `condor_gpu_discovery` tool to create a custom resource, with a custom resource name of GPUs, and it generates the ClassAd attributes needed to advertise the GPUs. `condor_gpu_discovery` is invoked in a mode that discovers and advertises both CUDA and OpenCL GPUs.
This configuration template refers to macro GPU_DISCOVERY_EXTRA, which can be used to define additional command line arguments for the condor_gpu_discovery tool. For example, setting

```plaintext
use feature : GPUs
GPU_DISCOVERY_EXTRA = -extra
```

causes the condor_gpu_discovery tool to output more attributes that describe the detected GPUs on the machine.

### Configuring STARTD_ATTRS on a per-slot basis

The STARTD_ATTRS (and legacy STARTD_EXPRS) settings can be configured on a per-slot basis. The condor_startd daemon builds the list of items to advertise by combining the lists in this order:

1. STARTD_ATTRS
2. STARTD_EXPRS
3. SLOT<N>_STARTD_ATTRS
4. SLOT<N>_STARTD_EXPRS

For example, consider the following configuration:

```plaintext
STARTD_ATTRS = favorite_color, favorite_season
SLOT1_STARTD_ATTRS = favorite_movie
SLOT2_STARTD_ATTRS = favorite_song
```

This will result in the condor_startd ClassAd for slot1 defining values for favorite_color, favorite_season, and favorite_movie. Slot2 will have values for favorite_color, favorite_season, and favorite_song.

Attributes themselves in the STARTD_ATTRS list can also be defined on a per-slot basis. Here is another example:

```plaintext
favorite_color = "blue"
favorite_season = "spring"
STARTD_ATTRS = favorite_color, favorite_season
SLOT2_favorite_color = "green"
SLOT3_favorite_season = "summer"
```

For this example, the condor_startd ClassAds are

```plaintext
slot1:
```
Dynamic Provisioning: Partitionable and Dynamic Slots

Dynamic provisioning, also referred to as partitionable or dynamic slots, allows HTCondor to use the resources of a slot in a dynamic way; these slots may be partitioned. This means that more than one job can occupy a single slot at any one time. Slots have a fixed set of resources which include the cores, memory and disk space. By partitioning the slot, the use of these resources becomes more flexible.

Here is an example that demonstrates how resources are divided as more than one job is or can be matched to a single slot. In this example, Slot1 is identified as a partitionable slot and has the following resources:

```plaintext
cpu = 10
memory = 10240
disk = BIG
```

Assume that JobA is allocated to this slot. JobA includes the following requirements:

```plaintext
cpu = 3
memory = 1024
disk = 10240
```

The portion of the slot that is carved out is now known as a dynamic slot. This dynamic slot has its own machine ClassAd, and its `Name` attribute distinguishes itself as a dynamic slot with incorporating the substring `Slot1_1`.

After allocation, the partitionable Slot1 advertises that it has the following resources still available:

```plaintext
cpu = 7
memory = 9216
disk = BIG-10240
```
As each new job is allocated to Slot1, it breaks into Slot1_1, Slot1_2, Slot1_3, etc., until the entire set of Slot1’s available resources have been consumed by jobs.

To enable dynamic provisioning, define a slot type and declare at least one slot of that type. Then, identify that slot type as partitionable by setting configuration variable SLOT_TYPE_<N>_PARTITIONABLE to True. The value of <N> within the configuration variable name is the same value as in slot type definition configuration variable SLOT_TYPE_<N>. For the most common cases the machine should be configured for one slot, managing all the resources on the machine. To do so, set the following configuration variables:

```
NUM_SLOTS = 1
NUM_SLOTS_TYPE_1 = 1
SLOT_TYPE_1 = 100%
SLOT_TYPE_1_PARTITIONABLE = TRUE
```

In a pool using dynamic provisioning, jobs can have extra, and desired, resources specified in the submit description file:

```
request_cpus
request_memory
request_disk (in kilobytes)
```

This example shows a portion of the job submit description file for use when submitting a job to a pool with dynamic provisioning.

```
universe = vanilla
request_cpus = 3
request_memory = 1024
request_disk = 10240
queue

Each partitionable slot will have the ClassAd attributes

PartitionableSlot = True
SlotType = "Partitionable"

Each dynamic slot will have the ClassAd attributes

DynamicSlot = True
SlotType = "Dynamic"
```
These attributes may be used in a \texttt{START} expression for the purposes of creating detailed policies.

A partitionable slot will always appear as though it is not running a job. If matched jobs consume all its resources, the partitionable slot will eventually show as having no available resources; this will prevent further matching of new jobs. The dynamic slots will show as running jobs. The dynamic slots can be preempted in the same way as all other slots.

Dynamic provisioning provides powerful configuration possibilities, and so should be used with care. Specifically, while preemption occurs for each individual dynamic slot, it cannot occur directly for the partitionable slot, or for groups of dynamic slots. For example, for a large number of jobs requiring 1GB of memory, a pool might be split up into 1GB dynamic slots. In this instance a job requiring 2GB of memory will be starved and unable to run. A partial solution to this problem is provided by defragmentation accomplished by the \texttt{condor_defrag} daemon, as discussed in section \ref{sec:condor_defrag}.

Another partial solution is a new matchmaking algorithm in the negotiator, referred to as \textit{partitionable slot preemption}, or \textit{pslot preemption}. Without pslot preemption, when the negotiator searches for a match for a job, it looks at each slot ClassAd individually. With pslot preemption, the negotiator looks at a partitionable slot and all of its dynamic slots as a group. If the partitionable slot does not have sufficient resources (memory, cpu, and disk) to be matched with the candidate job, then the negotiator looks at all of the related dynamic slots that the candidate job might preempt (following the normal preemption rules described elsewhere). The resources of each dynamic slot are added to those of the partitionable slot, one dynamic slot at a time. Once this partial sum of resources is sufficient to enable a match, the negotiator sends the match information to the \texttt{condor_schedd}. When the \texttt{condor_schedd} claims the partitionable slot, the dynamic slots are preempted, such that their resources are returned to the partitionable slot for use by the new job.

To enable pslot preemption, the following configuration variable must be set for the \texttt{condor_negotiator}:

\begin{verbatim}
ALLOW_PSLOT_PREEMPTION = True
\end{verbatim}

When the negotiator examines the resources of dynamic slots, it sorts the slots by their \texttt{CurrentRank} attribute, such that slots with lower values are considered first. The negotiator only examines the cpu, memory and disk resources of the dynamic slots; custom resources are ignored.

Dynamic slots that have retirement time remaining are not considered eligible for preemption, regardless of how configuration variable \texttt{NEGOTIATOR_CONSIDER_EARLY_PREEMPTION} is set.

When pslot preemption is enabled, the negotiator will not preempt dynamic slots directly. It will preempt them only as part of a match to a partitionable slot.

When multiple partitionable slots match a candidate job and the various job rank expressions are evaluated to sort the matching slots, the ClassAd of the partitionable slot is used for evaluation. This may cause unexpected results for some expressions, as attributes such as \texttt{RemoteOwner} will not be present in a partitionable slot that matches with preemption of some of its dynamic slots.
Defaults for Partitionable Slot Sizes

If a job does not specify the required number of CPUs, amount of memory, or disk space, there are ways for the administrator to set default values for all of these parameters.

First, if any of these attributes are not set in the submit description file, there are three variables in the configuration file that condor_submit will use to fill in default values. These are

- \texttt{JOB_DEFAULT_REQUESTMEMORY}
- \texttt{JOB_DEFAULT_REQUESTDISK}
- \texttt{JOB_DEFAULT_REQUESTCPUS}

The value of these variables can be ClassAd expressions. The default values for these variables, should they not be set are

\begin{align*}
\texttt{JOB_DEFAULT_REQUESTMEMORY} &= \text{ifThenElse(MemoryUsage } \neq \text{UNDEFINED, MemoryUsage, 1)} \\
\texttt{JOB_DEFAULT_REQUESTCPUS} &= 1 \\
\texttt{JOB_DEFAULT_REQUESTDISK} &= \text{DiskUsage}
\end{align*}

Note that these default values are chosen such that jobs matched to partitionable slots function similar to static slots.

Once the job has been matched, and has made it to the execute machine, the \texttt{condor_startd} has the ability to modify these resource requests before using them to size the actual dynamic slots carved out of the partitionable slot. Clearly, for the job to work, the \texttt{condor_startd} daemon must create slots with at least as many resources as the job needs. However, it may be valuable to create dynamic slots somewhat bigger than the job’s request, as subsequent jobs may be more likely to reuse the newly created slot when the initial job is done using it.

The \texttt{condor_startd} configuration variables which control this and their defaults are

\begin{align*}
\texttt{MODIFY_REQUEST_EXPR_REQUESTCPUS} &= \text{quantize(RequestCpus, \{1\})} \\
\texttt{MODIFY_REQUEST_EXPR_REQUESTMEMORY} &= \text{quantize(RequestMemory, \{128\})} \\
\texttt{MODIFY_REQUEST_EXPR_REQUESTDISK} &= \text{quantize(RequestDisk, \{1024\})}
\end{align*}

\texttt{condor_negotiator}-Side Resource Consumption Policies

For partitionable slots, the specification of a consumption policy permits matchmaking at the negotiator. A dynamic slot carved from the partitionable slot acquires the required quantities of resources, leaving the partitionable slot with the remainder. This differs from scheduler matchmaking in that multiple jobs can match with the partitionable slot during a single negotiation cycle.

All specification of the resources available is done by configuration of the partitionable slot. The machine is identified as having a resource consumption policy enabled with
CONSUMPTION_POLICY = True

A defined slot type that is partitionable may override the machine value with

SLOT_TYPE_<N>_CONSUMPTION_POLICY = True

A job seeking a match may always request a specific number of cores, amount of memory, and amount of disk space. Availability of these three resources on a machine and within the partitionable slot is always defined and have these default values:

CONSUMPTION_CPUS = quantize(target.RequestCpus,(1))
CONSUMPTION_MEMORY = quantize(target.RequestMemory,(128))
CONSUMPTION_DISK = quantize(target.RequestDisk,(1024))

Here is an example-driven definition of a consumption policy. Assume a single partitionable slot type on a multi-core machine with 8 cores, and that the resource this policy cares about allocating are the cores. Configuration for the machine includes the definition of the slot type and that it is partitionable.

SLOT_TYPE_1 = cpus=8
SLOT_TYPE_1_PARTITIONABLE = True
NUM_SLOTS_TYPE_1 = 1

Enable use of the \texttt{condor\_negotiator}-side resource consumption policy, allocating the job-requested number of cores to the dynamic slot, and use \texttt{SLOT\_WEIGHT} to assess the user usage that will affect user priority by the number of cores allocated. Note that the only attributes valid within the \texttt{SLOT\_WEIGHT} expression are Cpus, Memory, and disk. This must the set to the same value on all machines in the pool.

SLOT_TYPE_1\_CONSUMPTION_POLICY = True
SLOT_TYPE_1\_CONSUMPTION_CPUS = TARGET.RequestCpus
SLOT_WEIGHT = Cpus

If custom resources are available within the partitionable slot, they may be used in a consumption policy, by specifying the resource. Using a machine with 4 GPUs as an example custom resource, define the resource and include it in the definition of the partitionable slot:

MACHINE\_RESOURCE\_NAMES = gpus
MACHINE\_RESOURCE\_gpus = 4
SLOT_TYPE_2 = cpus=8, gpus=4
SLOT_TYPE_2\_PARTITIONABLE = True
NUM_SLOTS_TYPE_2 = 1

Add the consumption policy to incorporate availability of the GPUs:

SLOT_TYPE_2\_CONSUMPTION_POLICY = True
SLOT_TYPE_2\_CONSUMPTION_gpus = TARGET.RequestGpu
SLOT_WEIGHT = Cpus
Defragmenting Dynamic Slots

When partitionable slots are used, some attention must be given to the problem of the starvation of large jobs due to the fragmentation of resources. The problem is that over time the machine resources may become partitioned into slots suitable only for running small jobs. If a sufficient number of these slots do not happen to become idle at the same time on a machine, then a large job will not be able to claim that machine, even if the large job has a better priority than the small jobs.

One way of addressing the partitionable slot fragmentation problem is to periodically drain all jobs from fragmented machines so that they become defragmented. The `condor_defrag` daemon implements a configurable policy for doing that. Its implementation is targeted at machines configured to run whole-machine jobs and at machines that only have partitionable slots. The draining of a machine configured to have both partitionable slots and static slots would have a negative impact on single slot jobs running in static slots.

To use this daemon, `DEFRAG` must be added to `DAEMON_LIST`, and the defragmentation policy must be configured. Typically, only one instance of the `condor_defrag` daemon would be run per pool. It is a lightweight daemon that should not require a lot of system resources.

Here is an example configuration that puts the `condor_defrag` daemon to work:

```
DAEMON_LIST = $(DAEMON_LIST) DEFRAG
DEFRAG_INTERVAL = 3600
DEFRAG_DRAINING_MACHINES_PER_HOUR = 1.0
DEFRAG_MAX_WHOLE_MACHINES = 20
DEFRAG_MAX_CONCURRENT_DRAINING = 10
```

This example policy tells `condor_defrag` to initiate draining jobs from 1 machine per hour, but to avoid initiating new draining if there are 20 completely defragmented machines or 10 machines in a draining state. A full description of each configuration variable used by the `condor_defrag` daemon may be found in section 3.5.33.

By default, when a machine is drained, existing jobs are gracefully evicted. This means that each job will be allowed to use the remaining time promised to it by `MaxJobRetirementTime`. If the job has not finished when the retirement time runs out, the job will be killed with a soft kill signal, so that it has an opportunity to save a checkpoint (if the job supports this).

By default, no new jobs will be allowed to start while the machine is draining. To reduce unused time on the machine caused by some jobs having longer retirement time than others, the eviction of jobs with shorter retirement time is delayed until the job with the longest retirement time needs to be evicted.

There is a trade off between reduced starvation and throughput. Frequent draining of machines reduces the chance of starvation of large jobs. However, frequent draining reduces total throughput. Some of the machine’s resources may go unused during draining, if some jobs finish before others. If jobs that cannot produce checkpoints are killed because they run past the end of their retirement time during draining, this also adds to the cost of draining.

To reduce these costs, you may set the configuration macro `DEFRAG_DRAINING_START_EXPR`. If draining gracefully, the defrag daemon will set the `START` expression for the machine to this value expression. Do not set this to your usual `START` expression; jobs accepted while draining will not be given their `MaxRetirementTime`. Instead,
when the last retiring job finishes (either terminates or runs out of retirement time), all other jobs on machine will be evicted with a retirement time of 0. (Those jobs will be given their MaxVacateTime, as usual.) The machine’s START expression will become FALSE and stay that way until – as usual – the machine exits the draining state.

We recommend that you allow only interruptible jobs to start on draining machines. Different pools may have different ways of denoting interruptible, but a MaxJobRetirementTime of 0 is probably a good sign. You may also want to restrict the interruptible jobs’ MaxVacateTime to ensure that the machine will complete draining quickly.

To help gauge the costs of draining, the condor_startd advertises the accumulated time that was unused due to draining and the time spent by jobs that were killed due to draining. These are advertised respectively in the attributes TotalMachineDrainingUnclaimedTime and TotalMachineDrainingBadput. The condor_defrag daemon averages these values across the pool and advertises the result in its daemon ClassAd in the attributes AvgDrainingBadput and AvgDrainingUnclaimed. Details of all attributes published by the condor_defrag daemon are described in section `A.8`.

The following command may be used to view the condor_defrag daemon ClassAd:

```
condor_status -l -any -constraint 'MyType == "Defrag"'
```

### 3.7.2 condor_schedd Policy Configuration

There are two types of schedd policy: job transforms (which change the ClassAd of a job at submission) and submit requirements (which prevent some jobs from entering the queue). These policies are explained below.

#### Job Transforms

The condor_schedd can transform jobs as they are submitted. Transformations can be used to guarantee the presence of required job attributes, to set defaults for job attributes the user does not supply, or to modify job attributes so that they conform to schedd policy; an example of this might be to automatically set accounting attributes based on the owner of the job while letting the job owner indicate a preference.

There can be multiple job transforms. Each transform can have a Requirements expression to indicate which jobs it should transform and which it should ignore. Transforms without a Requirements expression apply to all jobs. Job transforms are applied in order. The set of transforms and their order are configured using the Configuration variable JOB_TRANSFORM_NAMES.

For each entry in this list there must be a corresponding JOB_TRANSFORM_<name> configuration variable that specifies the transform rules. Transforms use the same syntax as condor_job_router transforms; although unlike the condor_job_router there is no default transform, and all matching transforms are applied - not just the first one. (See 5.4 for information on the condor_job_router.)

The following example shows a set of two transforms: one that automatically assigns an accounting group to jobs based on the submitting user, and one that shows one possible way to transform Vanilla jobs to Docker jobs.

```
JOB_TRANSFORM_NAMES = AssignGroup, SL6ToDocker
```
3.7.2. condensed Policy Configuration

The AssignGroup transform above assumes that a mapfile that can map an owner to one or more accounting groups has been configured via SCHEDD_CLASSAD_USER_MAP_NAMES, and given the name "Groups".

The SL6ToDocker transform above is most likely incomplete, as it assumes some custom attributes (WantSL6 and WantDocker and HasDocker) that your pool may or may not use.

Submit Requirements

The condensed may reject job submissions, such that rejected jobs never enter the queue. Rejection may be best for the case in which there are jobs that will never be able to run; an example of this might be all jobs that specify the standard universe in a queue with restricted networking. Another appropriate example might be to reject all jobs that do not request a minimum amount of memory. Or, it may be appropriate to prevent certain users from using a specific submit host.

Rejection criteria are configured. Configuration variable SUBMIT_REQUIREMENT_NAMES lists criteria, where each criterion is given a name. The chosen name is a major component of the default error message output if a user attempts to submit a job which fails to meet the requirements. Therefore, choose a descriptive name. For the three example submit requirements described:

SUBMIT_REQUIREMENT_NAMES = NotStandardUniverse, MinimalRequestMemory, NotChris

The criterion for each submit requirement is then specified in configuration variable SUBMIT_REQUIREMENT_<Name>, where <Name> matches the chosen name listed in SUBMIT_REQUIREMENT_NAMES. The value is a boolean ClassAd expression. The three example criterion result in these configuration variable definitions:

SUBMIT_REQUIREMENT_NotStandardUniverse = JobUniverse != 1
SUBMIT_REQUIREMENT_MinimalRequestMemory = RequestMemory > 512
SUBMIT_REQUIREMENT_NotChris = Owner != "chris"

Submit requirements are evaluated in the listed order; the first requirement that evaluates to False causes rejection of the job, terminates further evaluation of other submit requirements, and is the only requirement reported. Each submit requirement is evaluated in the context of the condensed ClassAd, which is the MY name space and the job ClassAd, which is the TARGET name space. Note that JobUniverse and RequestMemory are both job ClassAd attributes.
Further configuration may associate a rejection reason with a submit requirement with the `SUBMIT_REQUIREMENT_<Name>_REASON`.

`SUBMIT_REQUIREMENT_NotStandardUniverse_REASON` = "This pool does not accept standard universe jobs."
`SUBMIT_REQUIREMENT_MinimalRequestMemory_REASON` = strcat("The job only requested ", \\
    RequestMemory, " Megabytes. If that small amount is really enough, please contact ..."")
`SUBMIT_REQUIREMENT_NotChris_REASON` = "Chris, you may only submit jobs to the instructional pool."

The value must be a ClassAd expression which evaluates to a string. Thus, double quotes were required to make strings for both `SUBMIT_REQUIREMENT_NotStandardUniverse_REASON` and `SUBMIT_REQUIREMENT_NotChris_REASON`. The ClassAd function `strcat()` produces a string in the definition of `SUBMIT_REQUIREMENT_MinimalRequestMemory_REASON`.

Rejection reasons are sent back to the submitting program and will typically be immediately presented to the user. If an optional `SUBMIT_REQUIREMENT_<Name>_REASON` is not defined, a default reason will include the `<Name>` chosen for the submit requirement. Completing the presentation of the example submit requirements, upon an attempt to submit a standard universe job, `condor_submit` would print:

```
Submitting job(s).
ERROR: Failed to commit job submission into the queue.
ERROR: This pool does not accept standard universe jobs.
```

Where there are multiple jobs in a cluster, if any job within the cluster is rejected due to a submit requirement, the entire cluster of jobs will be rejected.

**Submit Warnings**

Starting in HTCondor 8.7.4, you may instead configure submit warnings. A submit warning is a submit requirement for which `SUBMIT_REQUIREMENT_<Name>_IS_WARNING` is true. A submit warning does *not* cause the submission to fail; instead, it returns a warning to the user’s console (when triggered via `condor_submit`) or writes a message to the user log (always). Submit warnings are intended to allow HTCondor administrators to provide their users with advance warning of new submit requirements. For example, if you want to increase the minimum request memory, you could use the following configuration.

```
SUBMIT_REQUIREMENT_NAMES = OneGig $(SUBMIT_REQUIREMENT_NAMES)
SUBMIT_REQUIREMENT_OneGig = RequestMemory > 1024
SUBMIT_REQUIREMENT_OneGig_REASON = "As of <date>, the minimum requested memory will be 1024."
SUBMIT_REQUIREMENT_OneGig_IS_WARNING = TRUE
```

When a user runs `condor_submit` to submit a job with `RequestMemory` between 512 and 1024, they will see (something like) the following, assuming that the job meets all the other requirements.

```
Submitting job(s).
WARNING: Committed job submission into the queue with the following warning:
WARNING: As of <date>, the minimum requested memory will be 1024.
1 job(s) submitted to cluster 452.
```
The job will contain (something like) the following:

```
000 (452.000.000) 10/06 13:40:45 Job submitted from host: <128.105.136.53:37317?addrs=128.105.136.53-37317+[fc00--1]-37317&noUDP&sock=19966_e869_5>
```

WARNING: Committed job submission into the queue with the following warning: As of <date>, the minimum requested memory will be 1024.

... 

Marking a submit requirement as a warning does not change when or how it is evaluated, only the result of doing so. In particular, failing a submit warning does not terminate further evaluation of the submit requirements list. Currently, only one (the most recent) problem is reported for each submit attempt. This means users will see (as they previously did) only the first failed requirement; if all requirements passed, they will see the last failed warning, if any.

## 3.8 Security

Security in HTCondor is a broad issue, with many aspects to consider. Because HTCondor’s main purpose is to allow users to run arbitrary code on large numbers of computers, it is important to try to limit who can access an HTCondor pool and what privileges they have when using the pool. This section covers these topics.

There is a distinction between the kinds of resource attacks HTCondor can defeat, and the kinds of attacks HTCondor cannot defeat. HTCondor cannot prevent security breaches of users that can elevate their privilege to the root or administrator account. HTCondor does not run user jobs in sandboxes (standard universe jobs are a partial exception to this), so HTCondor cannot defeat all malicious actions by user jobs. An example of a malicious job is one that launches a distributed denial of service attack. HTCondor assumes that users are trustworthy. HTCondor can prevent unauthorized access to the HTCondor pool, to help ensure that only trusted users have access to the pool. In addition, HTCondor provides encryption and integrity checking, to ensure that network transmissions are not examined or tampered with while in transit.

Broadly speaking, the aspects of security in HTCondor may be categorized and described:

**Users** Authorization or capability in an operating system is based on a process owner. Both those that submit jobs and HTCondor daemons become process owners. The HTCondor system prefers that HTCondor daemons are run as the user `root`, while other common operations are owned by a user of HTCondor. Operations that do not belong to either `root` or an HTCondor user are often owned by the `condor` user. See Section [3.8.13](#) for more detail.

**Authentication** Proper identification of a user is accomplished by the process of authentication. It attempts to distinguish between real users and impostors. By default, HTCondor’s authentication uses the user id (UID) to determine identity, but HTCondor can choose among a variety of authentication mechanisms, including the stronger authentication methods Kerberos and GSI.

**Authorization** Authorization specifies who is allowed to do what. Some users are allowed to submit jobs, while other users are allowed administrative privileges over HTCondor itself. HTCondor provides authorization on either a per-user or a per-machine basis.

**Privacy** HTCondor may encrypt data sent across the network, which prevents others from viewing the data. With persistence and sufficient computing power, decryption is possible. HTCondor can encrypt the data sent for internal communication, as well as user data, such as files and executables. Encryption operates on network transmissions:
unencrypted data is stored on disk by default. However, see the `ENCRYPT_EXECUTE_DIRECTORY` setting for how to encrypt job data on the disk of an execute node.

**Integrity** The *man-in-the-middle* attack tampers with data without the awareness of either side of the communication. HTCondor’s integrity check sends additional cryptographic data to verify that network data transmissions have not been tampered with. Note that the integrity information is only for network transmissions: data stored on disk does not have this integrity information. Also note that integrity checks are not performed upon job data files that are transferred by HTCondor via the File Transfer Mechanism described in section 2.5.9.

### 3.8.1 HTCondor’s Security Model

At the heart of HTCondor’s security model is the notion that communications are subject to various security checks. A request from one HTCondor daemon to another may require authentication to prevent subversion of the system. A request from a user of HTCondor may need to be denied due to the confidential nature of the request. The security model handles these example situations and many more.

Requests to HTCondor are categorized into groups of *access levels*, based on the type of operation requested. The user of a specific request must be authorized at the required access level. For example, executing the `condor_status` command requires the `READ` access level. Actions that accomplish management tasks, such as shutting down or restarting of a daemon require an `ADMINISTRATOR` access level. See Section 3.8.7 for a full list of HTCondor’s access levels and their meanings.

There are two sides to any communication or command invocation in HTCondor. One side is identified as the *client*, and the other side is identified as the *daemon*. The client is the party that initiates the command, and the daemon is the party that processes the command and responds. In some cases it is easy to distinguish the client from the daemon, while in other cases it is not as easy. HTCondor tools such as `condor_submit` and `condor_config_val` are clients. They send commands to daemons and act as clients in all their communications. For example, the `condor_submit` command communicates with the `condor_schedd`. Behind the scenes, HTCondor daemons also communicate with each other; in this case the daemon initiating the command plays the role of the client. For instance, the `condor_negotiator` daemon acts as a client when contacting the `condor_schedd` daemon to initiate matchmaking. Once a match has been found, the `condor_schedd` daemon acts as a client and contacts the `condor_startd` daemon.

HTCondor’s security model is implemented using configuration. Commands in HTCondor are executed over TCP/IP network connections. While network communication enables HTCondor to manage resources that are distributed across an organization (or beyond), it also brings in security challenges. HTCondor must have ways of ensuring that communications are being sent by trustworthy users and not tampered with in transit. These issues can be addressed with HTCondor’s authentication, encryption, and integrity features.

#### Access Level Descriptions

Authorization is granted based on specified access levels. This list describes each access level, and provides examples of their usage. The levels implement a partial hierarchy; a higher level often implies a `READ` or both a `WRITE` and a `READ` level of access as described.
3.8.1. HTCondor’s Security Model

**READ** This access level can obtain or read information about HTCondor. Examples that require only **READ** access are viewing the status of the pool with `condor_status`, checking a job queue with `condor_q`, or viewing user priorities with `condor_userprio`. **READ** access does not allow any changes, and it does not allow job submission.

**WRITE** This access level is required to send (write) information to HTCondor. Examples that require **WRITE** access are job submission with `condor_submit` and advertising a machine so it appears in the pool (this is usually done automatically by the `condor_startd` daemon). The **WRITE** level of access implies **READ** access.

**ADMINISTRATOR** This access level has additional HTCondor administrator rights to the pool. It includes the ability to change user priorities with the command `condor_userprio`, as well as the ability to turn HTCondor on and off (as with the commands `condor_on` and `condor_off`). The `condor_fetchlog` tool also requires an **ADMINISTRATOR** access level. The **ADMINISTRATOR** level of access implies both **READ** and **WRITE** access.

**CONFIG** This access level is required to modify a daemon’s configuration using the `condor_config_val` command. By default, this level of access can change any configuration parameters of an HTCondor pool, except those specified in the `condor_config.root` configuration file. The **CONFIG** level of access implies **READ** access.

**OWNER** This level of access is required for commands that the owner of a machine (any local user) should be able to use, in addition to the HTCondor administrators. An example that requires the **OWNER** access level is the `condor_vacate` command. The command causes the `condor_startd` daemon to vacate any HTCondor job currently running on a machine. The owner of that machine should be able to cause the removal of a job running on the machine.

**DAEMON** This access level is used for commands that are internal to the operation of HTCondor. An example of this internal operation is when the `condor_startd` daemon sends its ClassAd updates to the `condor_collector` daemon (which may be more specifically controlled by the **ADVERTISE_STARTD** access level). Authorization at this access level should only be given to the user account under which the HTCondor daemons run. The **DAEMON** level of access implies both **READ** and **WRITE** access. Any setting for this access level that is not defined will default to the corresponding setting in the **WRITE** access level.

**NEGOTIATOR** This access level is used specifically to verify that commands are sent by the `condor_negotiator` daemon. The `condor_negotiator` daemon runs on the central manager of the pool. Commands requiring this access level are the ones that tell the `condor_schedd` daemon to begin negotiating, and those that tell an available `condor_startd` daemon that it has been matched to a `condor_schedd` with jobs to run. The **NEGOTIATOR** level of access implies **READ** access.

**ADVERTISE_MASTER** This access level is used specifically for commands used to advertise a `condor_master` daemon to the collector. Any setting for this access level that is not defined will default to the corresponding setting in the **DAEMON** access level.

**ADVERTISE_STARTD** This access level is used specifically for commands used to advertise a `condor_startd` daemon to the collector. Any setting for this access level that is not defined will default to the corresponding setting in the **DAEMON** access level.

**ADVERTISE_SCHEDD** This access level is used specifically for commands used to advertise a `condor_schedd` daemon to the collector. Any setting for this access level that is not defined will default to the corresponding setting in the **DAEMON** access level.
CLIENT  This access level is different from all the others. Whereas all of the other access levels refer to the security policy for accepting connections from others, the CLIENT access level applies when an HTCondor daemon or tool is connecting to some other HTCondor daemon. In other words, it specifies the policy of the client that is initiating the operation, rather than the server that is being contacted.

The following is a list of registered commands that daemons will accept. The list is ordered by daemon. For each daemon, the commands are grouped by the access level required for a daemon to accept the command from a given machine.

ALL DAEMONS:

WRITE  The command sent as a result of condor_reconfig to reconfigure a daemon.

STARTD:

WRITE  All commands that relate to a condor_schedd daemon claiming a machine, starting jobs there, or stopping those jobs.

The command that condor_checkpoint sends to periodically checkpoint all running jobs.

READ  The command that condor_preen sends to request the current state of the condor_startd daemon.

OWNER  The command that condor_vacate sends to cause any running jobs to stop running.

NEGOTIATOR  The command that the condor_negotiator daemon sends to match a machine’s condor_startd daemon with a given condor_schedd daemon.

NEGOTIATOR:

WRITE  The command that initiates a new negotiation cycle. It is sent by the condor_schedd when new jobs are submitted or a condor_reschedule command is issued.

READ  The command that can retrieve the current state of user priorities in the pool, sent by the condor_userprio command.

ADMINISTRATOR  The command that can set the current values of user priorities, sent as a result of the condor_userprio command.

COLLECTOR:

ADVERTISE_MASTER  Commands that update the condor_collector daemon with new condor_master ClassAds.

ADVERTISE_SCHEDD  Commands that update the condor_collector daemon with new condor_schedd ClassAds.

ADVERTISE_STARTD  Commands that update the condor_collector daemon with new condor_startd ClassAds.
### 3.8.2 Security Negotiation

**DAEMON** All other commands that update the `condor_collector` daemon with new ClassAds. Note that the specific access levels such as `ADVERTISE_STARTD` default to the `DAEMON` settings, which in turn defaults to `WRITE`.

**READ** All commands that query the `condor_collector` daemon for ClassAds.

**SCHEDD:**

**NEGOTIATOR** The command that the `condor_negotiator` sends to begin negotiating with this `condor_schedd` to match its jobs with available `condor_startds`.

**WRITE** The command which `condor_reschedule` sends to the `condor_schedd` to get it to update the `condor_collector` with a current ClassAd and begin a negotiation cycle.

The commands which write information into the job queue (such as `condor_submit` and `condor_hold`). Note that for most commands which attempt to write to the job queue, HTCondor will perform an additional user-level authentication step. This additional user-level authentication prevents, for example, an ordinary user from removing a different user’s jobs.

**READ** The command from any tool to view the status of the job queue.

The commands that a `condor_startd` sends to the `condor_schedd` when the `condor_schedd` daemon’s claim is being preempted and also when the lease on the claim is renewed. These operations only require `READ` access, rather than `DAEMON` in order to limit the level of trust that the `condor_schedd` must have for the `condor_startd`. Success of these commands is only possible if the `condor_startd` knows the secret claim id, so effectively, authorization for these commands is more specific than HTCondor’s general security model implies. The `condor_schedd` automatically grants the `condor_startd` `READ` access for the duration of the claim. Therefore, if one desires to only authorize specific execute machines to run jobs, one must either limit which machines are allowed to advertise themselves to the pool (most common) or configure the `condor_schedd`’s `ALLOW_CLIENT` setting to only allow connections from the `condor_schedd` to the trusted execute machines.

**MASTER:** All commands are registered with `ADMINISTRATOR` access:

- **restart** : Master restarts itself (and all its children)
- **off** : Master shuts down all its children
- **off -master** : Master shuts down all its children and exits
- **on** : Master spawns all the daemons it is configured to spawn

### 3.8.2 Security Negotiation

Because of the wide range of environments and security demands necessary, HTCondor must be flexible. Configuration provides this flexibility. The process by which HTCondor determines the security settings that will be used when a connection is established is called `security negotiation`. Security negotiation’s primary purpose is to determine which of the features of authentication, encryption, and integrity checking will be enabled for a connection. In addition, since
HTCondor supports multiple technologies for authentication and encryption, security negotiation also determines which technology is chosen for the connection.

Security negotiation is a completely separate process from matchmaking, and should not be confused with any specific function of the *condor_negotiator* daemon. Security negotiation occurs when one HTCondor daemon or tool initiates communication with another HTCondor daemon, to determine the security settings by which the communication will be ruled. The *condor_negotiator* daemon does negotiation, whereby queued jobs and available machines within a pool go through the process of matchmaking (deciding out which machines will run which jobs).

**Configuration**

The configuration macro names that determine what features will be used during client-daemon communication follow the pattern:

```
SEC_<context>_<feature>
```

The `<feature>` portion of the macro name determines which security feature’s policy is being set. `<feature>` may be any one of

- AUTHENTICATION
- ENCRYPTION
- INTEGRITY
- NEGOTIATION

The `<context>` component of the security policy macros can be used to craft a fine-grained security policy based on the type of communication taking place. `<context>` may be any one of

- CLIENT
- READ
- WRITE
- ADMINISTRATOR
- CONFIG
- OWNER
- DAEMON
- NEGOTIATOR
- ADVERTISE_MASTER
- ADVERTISE_STARTD
- ADVERTISE_SCHEDD
- DEFAULT

Any of these constructed configuration macros may be set to any of the following values:

- REQUIRED
Security negotiation resolves various client-daemon combinations of desired security features in order to set a policy.

As an example, consider Frida the scientist. Frida wants to avoid authentication when possible. She sets

\[ \text{SEC}_\text{DEFAULT}\_\text{AUTHENTICATION} = \text{OPTIONAL} \]

The machine running the `condor_schedd` to which Frida will remotely submit jobs, however, is operated by a security-conscious system administrator who dutifully sets:

\[ \text{SEC}_\text{DEFAULT}\_\text{AUTHENTICATION} = \text{REQUIRED} \]

When Frida submits her jobs, HTCondor’s security negotiation determines that authentication will be used, and allows the command to continue. This example illustrates the point that the most restrictive security policy sets the levels of security enforced. There is actually more to the understanding of this scenario. Some HTCondor commands, such as the use of `condor_submit` to submit jobs always require authentication of the submitter, no matter what the policy says. This is because the identity of the submitter needs to be known in order to carry out the operation. Others commands, such as `condor_q`, do not always require authentication, so in the above example, the server’s policy would force Frida’s `condor_q` queries to be authenticated, whereas a different policy could allow `condor_q` to happen without any authentication.

Whether or not security negotiation occurs depends on the setting at both the client and daemon side of the configuration variable(s) defined by `SEC_\_\_\_\_\_NEGOTIATION`. `SEC_DEFAULT_NEGOTIATION` is a variable representing the entire set of configuration variables for NEGOTIATION. For the client side setting, the only definitions that make sense are \text{REQUIRED} and \text{NEVER}. For the daemon side setting, the \text{PREFERRED} value makes no sense. Table 3.2 shows how security negotiation resolves various client-daemon combinations of security negotiation policy settings. Within the table, Yes means the security negotiation will take place. No means it will not. Fail means that the policy settings are incompatible and the communication cannot continue.

Enabling authentication, encryption, and integrity checks is dependent on security negotiation taking place. The enabled security negotiation further sets the policy for these other features. Table 3.3 shows how security features are resolved for client-daemon combinations of security feature policy settings. Like Table 3.2, Yes means the feature will be utilized. No means it will not. Fail implies incompatibility and the feature cannot be resolved.

The enabling of encryption and/or integrity checks is dependent on authentication taking place. The authentication provides a key exchange. The key is needed for both encryption and integrity checks.
### Setting SEC_CLIENT_<feature> determines the policy for all outgoing commands. The policy for incoming commands (the daemon side of the communication) takes a more fine-grained approach that implements a set of access levels for the received command. For example, it is desirable to have all incoming administrative requests require authentication. Inquiries on pool status may not be so restrictive. To implement this, the administrator configures the policy:

```
SEC_ADMINISTRATOR_AUTHENTICATION = REQUIRED
SEC_READ_AUTHENTICATION = OPTIONAL
```

The DEFAULT value for <context> provides a way to set a policy for all access levels (READ, WRITE, etc.) that do not have a specific configuration variable defined. In addition, some access levels will default to the settings specified for other access levels. For example, ADVERTISE_STARTD defaults to DAEMON, and DAEMON defaults to WRITE, which then defaults to the general DEFAULT setting.

### Configuration for Security Methods

Authentication and encryption can each be accomplished by a variety of methods or technologies. Which method is utilized is determined during security negotiation.

The configuration macros that determine the methods to use for authentication and/or encryption are

```
SEC_<context>_AUTHENTICATION_METHODS
SEC_<context>_CRYPTO_METHODS
```

These macros are defined by a comma or space delimited list of possible methods to use. Section 3.8.3 lists all implemented authentication methods. Section 3.8.5 lists all implemented encryption methods.

### 3.8.3 Authentication

The client side of any communication uses one of two macros to specify whether authentication is to occur:

```
SEC_DEFAULT_AUTHENTICATION
SEC_CLIENT_AUTHENTICATION
```
For the daemon side, there are a larger number of macros to specify whether authentication is to take place, based upon the necessary access level:

SEC_DEFAULT_AUTHENTICATION
SEC_READ_AUTHENTICATION
SEC_WRITE_AUTHENTICATION
SEC_ADMINISTRATOR_AUTHENTICATION
SEC_CONFIG_AUTHENTICATION
SEC_OWNER_AUTHENTICATION
SEC_DAEMON_AUTHENTICATION
SEC_NEGOTIATOR_AUTHENTICATION
SEC_ADVERTISE_MASTER_AUTHENTICATION
SEC_ADVERTISE_STARTD_AUTHENTICATION
SEC_ADVERTISE_SCHEDD_AUTHENTICATION

As an example, the macro defined in the configuration file for a daemon as

SEC_WRITE_AUTHENTICATION = REQUIRED

signifies that the daemon must authenticate the client for any communication that requires the write access level. If the daemon’s configuration contains

SEC_DEFAULT_AUTHENTICATION = REQUIRED

and does not contain any other security configuration for AUTHENTICATION, then this default defines the daemon’s needs for authentication over all access levels. Where a specific macro is defined, the more specific value takes precedence over the default definition.

If authentication is to be done, then the communicating parties must negotiate a mutually acceptable method of authentication to be used. A list of acceptable methods may be provided by the client, using the macros

SEC_DEFAULT_AUTHENTICATION_METHODS
SEC_CLIENT_AUTHENTICATION_METHODS

A list of acceptable methods may be provided by the daemon, using the macros

SEC_DEFAULT_AUTHENTICATION_METHODS
SEC_READ_AUTHENTICATION_METHODS
SEC_WRITE_AUTHENTICATION_METHODS
SEC_ADMINISTRATOR_AUTHENTICATION_METHODS
SEC_CONFIG_AUTHENTICATION_METHODS
SEC_OWNER_AUTHENTICATION_METHODS
SEC_DAEMON_AUTHENTICATION_METHODS
SEC_NEGOTIATOR_AUTHENTICATION_METHODS
The methods are given as a comma-separated list of acceptable values. These variables list the authentication methods that are available to be used. The ordering of the list defines preference; the first item in the list indicates the highest preference. As not all of the authentication methods work on Windows platforms, which ones do not work on Windows are indicated in the following list of defined values:

- GSI (not available on Windows platforms)
- SSL
- KERBEROS
- PASSWORD
- FS (not available on Windows platforms)
- FS_REMOTE (not available on Windows platforms)
- NTSSPI
- MUNGE
- CLAIMTOBE
- ANONYMOUS

For example, a client may be configured with:

```
SEC_CLIENT_AUTHENTICATION_METHODS = FS, GSI
```

and a daemon the client is trying to contact with:

```
SEC_DEFAULT_AUTHENTICATION_METHODS = GSI
```

Security negotiation will determine that GSI authentication is the only compatible choice. If there are multiple compatible authentication methods, security negotiation will make a list of acceptable methods and they will be tried in order until one succeeds.

As another example, the macro

```
SEC_DEFAULT_AUTHENTICATION_METHODS = KERBEROS, NTSSPI
```

indicates that either Kerberos or Windows authentication may be used, but Kerberos is preferred over Windows. Note that if the client and daemon agree that multiple authentication methods may be used, then they are tried in turn. For instance, if they both agree that Kerberos or NTSSPI may be used, then Kerberos will be tried first, and if there is a failure for any reason, then NTSSPI will be tried.

An additional specialized method of authentication exists for communication between the `condor_schedd` and `condor_startd`. It is especially useful when operating at large scale over high latency networks or in situations where it is inconvenient to set up one of the other methods of strong authentication between the submit and execute daemons. See the description of `SEC_ENABLE_MATCH_PASSWORD_AUTHENTICATION` on page 322 for details.
If the configuration for a machine does not define any variable for SEC_<access-level>_AUTHENTICATION, then HTCondor uses a default value of OPTIONAL. Authentication will be required for any operation which modifies the job queue, such as condor_qedit and condor_rm. If the configuration for a machine does not define any variable for SEC_<access-level>_AUTHENTICATION_METHODS, the default value for a Unix machine is FS, KERBEROS, GSI. This default value for a Windows machine is NTSSPI, KERBEROS, GSI.

GSI Authentication

The GSI (Grid Security Infrastructure) protocol provides an avenue for HTCondor to do PKI-based (Public Key Infrastructure) authentication using X.509 certificates. The basics of GSI are well-documented elsewhere, such as [http://www.globus.org/](http://www.globus.org/).

A simple introduction to this type of authentication defines HTCondor’s use of terminology, and it illuminates the needed items that HTCondor must access to do this authentication. Assume that A authenticates to B. In this example, A is the client, and B is the daemon within their communication. This example’s one-way authentication implies that B is verifying the identity of A, using the certificate A provides, and utilizing B’s own set of trusted CAs (Certification Authorities). Client A provides its certificate (or proxy) to daemon B. B does two things: B checks that the certificate is valid, and B checks to see that the CA that signed A’s certificate is one that B trusts.

For the GSI authentication protocol, an X.509 certificate is required. Files with predetermined names hold a certificate, a key, and optionally, a proxy. A separate directory has one or more files that become the list of trusted CAs.

Allowing HTCondor to do this GSI authentication requires knowledge of the locations of the client A’s certificate and the daemon B’s list of trusted CAs. When one side of the communication (as either client A or daemon B) is an HTCondor daemon, these locations are determined by configuration or by default locations. When one side of the communication (as a client A) is a user of HTCondor (the process owner of an HTCondor tool, for example condor_submit), these locations are determined by the pre-set values of environment variables or by default locations.

GSI certificate locations for HTCondor daemons

For an HTCondor daemon, the certificate may be a single host certificate, and all HTCondor daemons on the same machine may share the same certificate. In some cases, the certificate can also be copied to other machines, where local copies are necessary. This may occur only in cases where a single host certificate can match multiple host names, something that is beyond the scope of this manual. The certificates must be protected by access rights to files, since the password file is not encrypted.

The specification of the location of the necessary files through configuration uses the following precedence.

1. Configuration variable GSI_DAEMON_DIRECTORY gives the complete path name to the directory that contains the certificate, key, and directory with trusted CAs. HTCondor uses this directory as follows in its construction of the following configuration variables:

   GSI_DAEMON_CERT = $(GSI_DAEMON_DIRECTORY)/hostcert.pem
   GSI_DAEMON_KEY = $(GSI_DAEMON_DIRECTORY)/hostkey.pem
   GSI_DAEMON_TRUSTED_CA_DIR = $(GSI_DAEMON_DIRECTORY)/certificates

   Note that no proxy is assumed in this case.

2. If the GSI_DAEMON_DIRECTORY is not defined, or when defined, the location may be overridden with specific configuration variables that specify the complete path and file name of the certificate with

   GSI_DAEMON_CERT
the key with

    GSI_DAEMON_KEY

a proxy with

    GSI_DAEMON_PROXY

the complete path to the directory containing the list of trusted CAs with

    GSI_DAEMON_TRUSTED_CA_DIR

3. The default location assumed is /etc/grid-security. Note that this implemented by setting the value of GSI_DAEMON_DIRECTORY.

When a daemon acts as the client within authentication, the daemon needs a listing of those from which it will accept certificates. This is done with GSI_DAEMON_NAME. This name is specified with the following format

    GSI_DAEMON_NAME = /X.509/name/of/server/1,/X.509/name/of/server/2,...

HTCondor will also need a way to map an X.509 distinguished name to an HTCondor user id. There are two ways to accomplish this mapping. For a first way to specify the mapping, see section 3.8.4 to use HTCondor's unified map file. The second way to do the mapping is within an administrator-maintained GSI-specific file called an X.509 map file, mapping from X.509 Distinguished Name (DN) to HTCondor user id. It is similar to a Globus grid map file, except that it is only used for mapping to a user id, not for authorization. If the user names in the map file do not specify a domain for the user (specification would appear as user@domain), then the value of UID_DOMAIN is used. Entries (lines) in the file each contain two items. The first item in an entry is the X.509 certificate subject name, and it is enclosed in double quote marks (using the character "). The second item is the HTCondor user id. The two items in an entry are separated by tab or space character(s). Here is an example of an entry in an X.509 map file. Entries must be on a single line; this example is broken onto two lines for formatting reasons.

"/C=US/O=Globus/O=University of Wisconsin/
OU=Computer Sciences Department/CN=Alice Smith" asmith

HTCondor finds the map file in one of three ways. If the configuration variable GRIDMAP is defined, it gives the full path name to the map file. When not defined, HTCondor looks for the map file in

    $(GSI_DAEMON_DIRECTORY)/grid-mapfile

If GSI_DAEMON_DIRECTORY is not defined, then the third place HTCondor looks for the map file is given by

    /etc/grid-security/grid-mapfile

**GSI certificate locations for Users** The user specifies the location of a certificate, proxy, etc. in one of two ways:

1. Environment variables give the location of necessary items.

    **X509_USER_PROXY** gives the path and file name of the proxy. This proxy will have been created using the *grid-proxy-init* program, which will place the proxy in the /tmp directory with the file name being determined by the format:

        /tmp/x509up_uXXXXX
The specific file name is given by substituting the XXXX characters with the UID of the user. Note that when a valid proxy is used, the certificate and key locations are not needed.  

X509_USER_CERT gives the path and file name of the certificate. It is also used if a proxy location has been checked, but the proxy is no longer valid.

X509_USER_KEY gives the path and file name of the key. Note that most keys are password encrypted, such that knowing the location could not lead to using the key.

X509_CERT_DIR gives the path to the directory containing the list of trusted CAs.

2. Without environment variables to give locations of necessary certificate information, HTCondor uses a default directory for the user. This directory is given by

 $(HOME)/.globus

**Example GSI Security Configuration** Here is an example portion of the configuration file that would enable and require GSI authentication, along with a minimal set of other variables to make it work.

```conf
SEC_DEFAULT_AUTHENTICATION = REQUIRED
SEC_DEFAULT_AUTHENTICATION_METHODS = GSI
SEC_DEFAULT_INTEGRITY = REQUIRED
GSI_DAEMON_DIRECTORY = /etc/grid-security
GRIDMAP = /etc/grid-security/grid-mapfile

# authorize based on user names produced by the map file
ALLOW_READ = *@cs.wisc.edu/*@cs.wisc.edu
ALLOW_DAEMON = condor@cs.wisc.edu/*@cs.wisc.edu
ALLOW_NEGOTIATOR = condor@cs.wisc.edu/condor.cs.wisc.edu, \ condor@cs.wisc.edu/condor2.cs.wisc.edu
ALLOW_ADMINISTRATOR = condor-admin@cs.wisc.edu/*@cs.wisc.edu

# condor daemon certificate(s) trusted by condor tools and daemons
# when connecting to other condor daemons
GSI_DAEMON_NAME = /C=US/O=Condor/O=UW/OU=CS/CN=condor@cs.wisc.edu

# clear out any host-based authorizations
# (unnecessary if you leave authentication REQUIRED,
# but useful if you make it optional and want to
# allow some unauthenticated operations, such as
# ALLOW_READ = */*.cs.wisc.edu)
HOSTALLOW_READ =
HOSTALLOW_WRITE =
HOSTALLOW_NEGOTIATOR =
HOSTALLOW_ADMINISTRATOR =
```

The **SEC_DEFAULT_AUTHENTICATION** macro specifies that authentication is required for all communications. This single macro covers all communications, but could be replaced with a set of macros that require authentication for only specific communications.

The macro **GSI_DAEMON_DIRECTORY** is specified to give HTCondor a single place to find the daemon’s certificate. This path may be a directory on a shared file system such as AFS. Alternatively, this path name can point to local copies of the certificate stored in a local file system.

The macro **GRIDMAP** specifies the file to use for mapping GSI names to user names within HTCondor. For example, it might look like this:

```
"/C=US/O=Condor/O=UW/OU=CS/CN=condor@cs.wisc.edu" condor@cs.wisc.edu
```
Additional mappings would be needed for the users who submit jobs to the pool or who issue administrative commands.

SSL Authentication

SSL authentication is similar to GSI authentication, but without GSI’s delegation (proxy) capabilities. SSL utilizes X.509 certificates.

All SSL authentication is mutual authentication in HTCondor. This means that when SSL authentication is used and when one process communicates with another, each process must be able to verify the signature on the certificate presented by the other process. The process that initiates the connection is the client, and the process that receives the connection is the server. For example, when a condor_startd daemon authenticates with a condor_collector daemon to provide a machine ClassAd, the condor_startd daemon initiates the connection and acts as the client, and the condor_collector daemon acts as the server.

The names and locations of keys and certificates for clients, servers, and the files used to specify trusted certificate authorities (CAs) are defined by settings in the configuration files. The contents of the files are identical in format and interpretation to those used by other systems which use SSL, such as Apache httpd.

The configuration variables AUTH_SSL_CLIENT_CERTFILE and AUTH_SSL_SERVER_CERTFILE specify the file location for the certificate file for the initiator and recipient of connections, respectively. Similarly, the configuration variables AUTH_SSL_CLIENT_KEYFILE and AUTH_SSL_SERVER_KEYFILE specify the locations for keys.

The configuration variables AUTH_SSL_SERVER_CAFILE and AUTH_SSL_CLIENT_CAFILE each specify a path and file name, providing the location of a file containing one or more certificates issued by trusted certificate authorities. Similarly, AUTH_SSL_SERVER_CADIR and AUTH_SSL_CLIENT_CADIR each specify a directory with one or more files, each which may contain a single CA certificate. The directories must be prepared using the OpenSSL c_rehash utility.

Kerberos Authentication

If Kerberos is used for authentication, then a mapping from a Kerberos domain (called a realm) to an HTCondor UID domain is necessary. There are two ways to accomplish this mapping. For a first way to specify the mapping, see section 3.8.4 to use HTCondor’s unified map file. A second way to specify the mapping defines the configuration variable KERBEROS_MAP_FILE to define a path to an administrator-maintained Kerberos-specific map file. The configuration syntax is

KERBEROS_MAP_FILE = /path/to/etc/condor.kmap

Lines within this map file have the syntax

KERB.REALM = UID.domain.name

Here are two lines from a map file to use as an example:
If a `KERBEROS_MAP_FILE` configuration variable is defined and set, then all permitted realms must be explicitly mapped. If no map file is specified, then HTCondor assumes that the Kerberos realm is the same as the HTCondor UID domain.

The configuration variable `KERBEROS_SERVER_PRINCIPAL` defines the name of a Kerberos principal. If `KERBEROS_SERVER_PRINCIPAL` is not defined, then the default value used is `host`. A principal specifies a unique name to which a set of credentials may be assigned.

HTCondor takes the specified (or default) principal and appends a slash character, the host name, an '@' (at sign character), and the Kerberos realm. As an example, the configuration

```
KERBEROS_SERVER_PRINCIPAL = condor-daemon
```

results in HTCondor’s use of

```
condor-daemon/the.host.name@YOUR.KERB.REALM
```

as the server principal.

Here is an example of configuration settings that use Kerberos for authentication and require authentication of all communications of the write or administrator access level.

```
SEC_WRITE_AUTHENTICATION = REQUIRED
SEC_WRITE_AUTHENTICATION_METHODS = KERBEROS
SEC_ADMINISTRATOR_AUTHENTICATION = REQUIRED
SEC_ADMINISTRATOR_AUTHENTICATION_METHODS = KERBEROS
```

Kerberos authentication on Unix platforms requires access to various files that usually are only accessible by the root user. At this time, the only supported way to use KERBEROS authentication on Unix platforms is to start daemons HTCondor as user `root`.

**Password Authentication**

The password method provides mutual authentication through the use of a shared secret. This is often a good choice when strong security is desired, but an existing Kerberos or X.509 infrastructure is not in place. Password authentication is available on both Unix and Windows. It currently can only be used for daemon-to-daemon authentication. The shared secret in this context is referred to as the *pool password*.

Before a daemon can use password authentication, the pool password must be stored on the daemon’s local machine. On Unix, the password will be placed in a file defined by the configuration variable `SEC_PASSWORD_FILE`. This file will be accessible only by the UID that HTCondor is started as. On Windows, the same secure password store that is used for user passwords will be used for the pool password (see section [8.2.3](#)).
Under Unix, the password file can be generated by using the following command to write directly to the password file:

```
condor_store_cred -f /path/to/password/file
```

Under Windows (or under Unix), storing the pool password is done with the \texttt{-c} option when using \texttt{condor_store_cred add}. Running

```
condor_store_cred -c add
```

prompts for the pool password and store it on the local machine, making it available for daemons to use in authentication. The \texttt{condor_master} must be running for this command to work.

In addition, storing the pool password to a given machine requires \texttt{CONFIG}-level access. For example, if the pool password should only be set locally, and only by root, the following would be placed in the global configuration file.

```
ALLOW_CONFIG = root@mydomain/$(IP_ADDRESS)
```

It is also possible to set the pool password remotely, but this is recommended only if it can be done over an encrypted channel. This is possible on Windows, for example, in an environment where common accounts exist across all the machines in the pool. In this case, \texttt{ALLOW_CONFIG} can be set to allow the HTCondor administrator (who in this example has an account \texttt{condor} common to all machines in the pool) to set the password from the central manager as follows.

```
ALLOW_CONFIG = condor@mydomain/$(CONDOR_HOST)
```

The HTCondor administrator then executes

```
condor_store_cred -c -n host.mydomain add
```

from the central manager to store the password to a given machine. Since the \texttt{condor} account exists on both the central manager and \texttt{host.mydomain}, the NTSSPI authentication method can be used to authenticate and encrypt the connection. \texttt{condor_store_cred} will warn and prompt for cancellation, if the channel is not encrypted for whatever reason (typically because common accounts do not exist or HTCondor’s security is misconfigured).

When a daemon is authenticated using a pool password, its security principle is \texttt{condor_pool@$(UID_DOMAIN)}, where \texttt{$(UID_DOMAIN)$} is taken from the daemon’s configuration. The \texttt{ALLOW_DAEMON} and \texttt{ALLOW_NEGOTIATOR} configuration variables for authorization should restrict access using this name. For example,

```
ALLOW_DAEMON = condor_pool@mydomain/*, condor@mydomain/$(IP_ADDRESS)
ALLOW_NEGOTIATOR = condor_pool@mydomain/$(CONDOR_HOST)
```
This configuration allows remote DAEMON-level and NEGOTIATOR-level access, if the pool password is known. Local daemons authenticated as condor@mydomain are also allowed access. This is done so local authentication can be done using another method such as FS.

**Example Security Configuration Using Pool Password** The following example configuration uses pool password authentication and network message integrity checking for all communication between HTCondor daemons.

```
SEC_PASSWORD_FILE = $(LOCK)/pool_password
SEC_DAEMON_AUTHENTICATION = REQUIRED
SEC_DAEMON_INTEGRITY = REQUIRED
SEC_DAEMON_AUTHENTICATION_METHODS = PASSWORD
SEC_NEGOTIATOR_AUTHENTICATION = REQUIRED
SEC_NEGOTIATOR_INTEGRITY = REQUIRED
SEC_NEGOTIATOR_AUTHENTICATION_METHODS = PASSWORD
SEC_CLIENT_AUTHENTICATION_METHODS = FS, PASSWORD, KERBEROS, GSI
ALLOW_DAEMON = condor_pool@$(UID_DOMAIN)/*.cs.wisc.edu, \
               condor@$(UID_DOMAIN)/$(IP_ADDRESS)
ALLOW_NEGOTIATOR = condor_pool@$(UID_DOMAIN)/negotiator.machine.name
```

**Example Using Pool Password for condor_startd Advertisement** One problem with the pool password method of authentication is that it involves a single, shared secret. This does not scale well with the addition of remote users who flock to the local pool. However, the pool password may still be used for authenticating portions of the local pool, while others (such as the remote condor_schedd daemons involved in flocking) are authenticated by other means.

In this example, only the condor_startd daemons in the local pool are required to have the pool password when they advertise themselves to the condor_collector daemon.

```
SEC_PASSWORD_FILE = $(LOCK)/pool_password
SEC_ADVERTISE_STARTD_AUTHENTICATION = REQUIRED
SEC_ADVERTISE_STARTD_INTEGRITY = REQUIRED
SEC_ADVERTISE_STARTD_AUTHENTICATION_METHODS = PASSWORD
SEC_CLIENT_AUTHENTICATION_METHODS = FS, PASSWORD, KERBEROS, GSI
ALLOW_ADVERTISE_STARTD = condor_pool@$(UID_DOMAIN)/*.cs.wisc.edu
```

**File System Authentication**

This form of authentication utilizes the ownership of a file in the identity verification of a client. A daemon authenticating a client requires the client to write a file in a specific location (/tmp). The daemon then checks the ownership of the file. The file’s ownership verifies the identity of the client. In this way, the file system becomes the trusted authority. This authentication method is only appropriate for clients and daemons that are on the same computer.
### File System Remote Authentication

Like file system authentication, this form of authentication utilizes the ownership of a file in the identity verification of a client. In this case, a daemon authenticating a client requires the client to write a file in a specific location, but the location is not restricted to `/tmp`. The location of the file is specified by the configuration variable `FS_REMOTE_DIR`.

### Windows Authentication

This authentication is done only among Windows machines using a proprietary method. The Windows security interface SSPI is used to enforce NTLM (NT LAN Manager). The authentication is based on challenge and response, using the user’s password as a key. This is similar to Kerberos. The main difference is that Kerberos provides an access token that typically grants access to an entire network, whereas NTLM authentication only verifies an identity to one machine at a time. NTSSPI is best-used in a way similar to file system authentication in Unix, and probably should not be used for authentication between two computers.

### Ask MUNGE for Authentication

Ask the MUNGE service to validate both sides of the authentication. See: https://dun.github.io/munge/ for instructions on installing.

### Claim To Be Authentication

Claim To Be authentication accepts any identity claimed by the client. As such, it does not authenticate. It is included in HTCondor and in the list of authentication methods for testing purposes only.

### Anonymous Authentication

Anonymous authentication causes authentication to be skipped entirely. As such, it does not authenticate. It is included in HTCondor and in the list of authentication methods for testing purposes only.

### The Unified Map File for Authentication

HTCondor’s unified map file allows the mappings from authenticated names to an HTCondor canonical user name to be specified as a single list within a single file. The location of the unified map file is defined by the configuration variable `CERTIFICATE_MAPFILE`; it specifies the path and file name of the unified map file. Each mapping is on its own line of the unified map file. Each line contains 3 fields, separated by white space (space or tab characters):

1. The name of the authentication method to which the mapping applies.
2. A name or a regular expression representing the authenticated name to be mapped.
3. The canonical HTCondor user name.

Allowable authentication method names are the same as used to define any of the configuration variables
SEC_*_AUTHENTICATION_METHODS, as repeated here:

GSI
SSL
KERBEROS
PASSWORD
FS
FS_REMOTE
NTSSPI
MUNGE
CLAIMTOBE
ANONYMOUS

The fields that represent an authenticated name and the canonical HTCondor user name may utilize regular
expressions as defined by PCRE (Perl-Compatible Regular Expressions). Due to this, more than one line (mapping)
within the unified map file may match. Look ups are therefore defined to use the first mapping that matches.

For HTCondor version 8.5.8 and later, the authenticated name field will be interpreted as a regular expression
or as a simple string based on the value of the CERTIFICATE_MAPFILE_ASSUME_HASH_KEYS configuration
variable. If this configuration variable is true, then the authenticated name field is a regular expression only when it
begins and ends with the / character. If this configuration variable is false, or on HTCondor versions older than 8.5.8,
the authenticated name field is always a regular expression.

A regular expression may need to contain spaces, and in this case the entire expression can be surrounded by double
quote marks. If a double quote character also needs to appear in such an expression, it is preceded by a backslash.

The default behavior of HTCondor when no map file is specified is to do the following mappings, with some
additional logic noted below:

FS (.*) \1
FS_REMOTE (.*) \1
GSI (.*) GSS_ASSIST_GRIDMAP
SSL (.*) ssl@unmapped
KERBEROS ([^/]*)/?[^[^0]*@(.*) \1@\2
NTSSPI (.*) \1
MUNGE (.*) \1
CLAIMTOBE (.*) \1
PASSWORD (.*) \1

For GSI (or SSL), the special name GSS_ASSIST_GRIDMAP instructs HTCondor to use the GSI grid map file
(configured with GRIDMAP as shown in section 3.8.3) to do the mapping. If no mapping can be found for GSI (with or
without the use of GSS_ASSIST_GRIDMAP), the user is mapped to gsi@unmapped.
For Kerberos, if \texttt{KERBEROS\_MAP\_FILE} is specified, the domain portion of the name is obtained by mapping the Kerberos realm to the value specified in the map file, rather than just using the realm verbatim as the domain portion of the condor user name. See section \ref{sec:kauth} for details.

If authentication did not happen or failed and was not required, then the user is given the name \texttt{unauthenticated@unmapped}.

With the integration of VOMS for GSI authentication, the interpretation of the regular expression representing the authenticated name may change. First, the full serialized DN and FQAN are used in attempting a match. If no match is found using the full DN and FQAN, then the DN is then used on its own without the FQAN. Using this, roles or user names from the VOMS attributes may be extracted to be used as the target for mapping. And, in this case the FQAN are verified, permitting reliance on their authenticity.

\section*{3.8.5 Encryption}

Encryption provides privacy support between two communicating parties. Through configuration macros, both the client and the daemon can specify whether encryption is required for further communication.

The client uses one of two macros to enable or disable encryption:

\begin{verbatim}
SEC_DEFAULT_ENCRYPTION
SEC_CLIENT_ENCRYPTION
\end{verbatim}

For the daemon, there are seven macros to enable or disable encryption:

\begin{verbatim}
SEC_DEFAULT_ENCRYPTION
SEC_READ_ENCRYPTION
SEC_WRITE_ENCRYPTION
SEC_ADMINISTRATOR_ENCRYPTION
SEC_CONFIG_ENCRYPTION
SEC_OWNER_ENCRYPTION
SEC_DAEMON_ENCRYPTION
SEC_NEGOTIATOR_ENCRYPTION
SEC_ADVERTISE_MASTER_ENCRYPTION
SEC_ADVERTISE_STARTD_ENCRYPTION
SEC_ADVERTISE_SCHEDD_ENCRYPTION
\end{verbatim}

As an example, the macro defined in the configuration file for a daemon as

\begin{verbatim}
SEC_CONFIG_ENCRYPTION = REQUIRED
\end{verbatim}

signifies that any communication that changes a daemon’s configuration must be encrypted. If a daemon’s configuration contains

\begin{verbatim}
SEC_DEFAULT_ENCRYPTION = REQUIRED
\end{verbatim}
and does not contain any other security configuration for ENCRYPTION, then this default defines the daemon’s needs for encryption over all access levels. Where a specific macro is present, its value takes precedence over any default given.

If encryption is to be done, then the communicating parties must find (negotiate) a mutually acceptable method of encryption to be used. A list of acceptable methods may be provided by the client, using the macros

```
SEC_DEFAULT_CRYPTO_METHODS
SEC_CLIENT_CRYPTO_METHODS
```

A list of acceptable methods may be provided by the daemon, using the macros

```
SEC_DEFAULT_CRYPTO_METHODS
SEC_READ_CRYPTO_METHODS
SEC_WRITE_CRYPTO_METHODS
SEC_ADMINISTRATOR_CRYPTO_METHODS
SEC_CONFIG_CRYPTO_METHODS
SEC_OWNER_CRYPTO_METHODS
SEC_DAEMON_CRYPTO_METHODS
SEC_NEGOTIATOR_CRYPTO_METHODS
SEC_ADVERTISE_MASTER_CRYPTO_METHODS
SEC_ADVERTISE_STARTD_CRYPTO_METHODS
SEC_ADVERTISE_SCHEDD_CRYPTO_METHODS
```

The methods are given as a comma-separated list of acceptable values. These variables list the encryption methods that are available to be used. The ordering of the list gives preference; the first item in the list indicates the highest preference. Possible values are

```
3DES
BLOWFISH
```

### 3.8.6 Integrity

An integrity check assures that the messages between communicating parties have not been tampered with. Any change, such as addition, modification, or deletion can be detected. Through configuration macros, both the client and the daemon can specify whether an integrity check is required of further communication.

Note at this time, integrity checks are not performed upon job data files that are transferred by HTCondor via the File Transfer Mechanism described in section 2.5.9.

The client uses one of two macros to enable or disable an integrity check:

```
SEC_DEFAULT_INTEGRITY
SEC_CLIENT_INTEGRITY
```
For the daemon, there are seven macros to enable or disable an integrity check:

SEC_DEFAULT_INTEGRITY
SEC_READ_INTEGRITY
SEC_WRITE_INTEGRITY
SEC_ADMINISTRATOR_INTEGRITY
SEC_CONFIG_INTEGRITY
SEC_OWNER_INTEGRITY
SEC_DAEMON_INTEGRITY
SEC_NEGOTIATOR_INTEGRITY
SEC_ADVERTISE_MASTER_INTEGRITY
SEC_ADVERTISE_STARTD_INTEGRITY
SEC_ADVERTISE_SCHEDD_INTEGRITY

As an example, the macro defined in the configuration file for a daemon as

SEC_CONFIG_INTEGRITY = REQUIRED

signifies that any communication that changes a daemon’s configuration must have its integrity assured. If a daemon’s configuration contains

SEC_DEFAULT_INTEGRITY = REQUIRED

and does not contain any other security configuration for INTEGRITY, then this default defines the daemon’s needs for integrity checks over all access levels. Where a specific macro is present, its value takes precedence over any default given.

A signed MD5 check sum is currently the only available method for integrity checking. Its use is implied whenever integrity checks occur. If more methods are implemented, then there will be further macros to allow both the client and the daemon to specify which methods are acceptable.

3.8.7 Authorization

Authorization protects resource usage by granting or denying access requests made to the resources. It defines who is allowed to do what.

Authorization is defined in terms of users. An initial implementation provided authorization based on hosts (machines), while the current implementation relies on user-based authorization. Section 3.8.9 on Setting Up IP/Host-Based Security in HTCondor describes the previous implementation. This IP/Host-Based security still exists, and it can be used, but significantly stronger and more flexible security can be achieved with the newer authorization based on fully qualified user names. This section discusses user-based authorization.

The authorization portion of the security of an HTCondor pool is based on a set of configuration macros. The macros list which user will be authorized to issue what request given a specific access level. When a daemon is to be authorized, its user name is the login under which the daemon is executed.
These configuration macros define a set of users that will be allowed to (or denied from) carrying out various HTCondor commands. Each access level may have its own list of authorized users. A complete list of the authorization macros:

ALLOW_READ
ALLOW_WRITE
ALLOW_ADMINISTRATOR
ALLOW_CONFIG
ALLOW_OWNER
ALLOW_NEGOTIATOR
ALLOW_DAEMON
DENY_READ
DENY_WRITE
DENY_ADMINISTRATOR
DENY_CONFIG
DENY_OWNER
DENY_NEGOTIATOR
DENY_DAEMON

In addition, the following are used to control authorization of specific types of HTCondor daemons when advertising themselves to the pool. If unspecified, these default to the broader ALLOW_DAEMON and DENY_DAEMON settings.

ALLOW_ADVERTISE_MASTER
ALLOW_ADVERTISE_STARTD
ALLOW_ADVERTISE_SCHEDD
DENY_ADVERTISE_MASTER
DENY_ADVERTISE_STARTD
DENY_ADVERTISE_SCHEDD

Each client side of a connection may also specify its own list of trusted servers. This is done using the following settings. Note that the FS and CLAIMTOBE authentication methods are not symmetric. The client is authenticated by the server, but the server is not authenticated by the client. When the server is not authenticated to the client, only the network address of the host may be authorized and not the specific identity of the server.

ALLOW_CLIENT
DENY_CLIENT

The names ALLOW_CLIENT and DENY_CLIENT should be thought of as “when I am acting as a client, these are the servers I allow or deny.” It should not be confused with the incorrect thought “when I am the server, these are the clients I allow or deny.”

All authorization settings are defined by a comma-separated list of fully qualified users. Each fully qualified user is described using the following format:

username@domain/hostname
The information to the left of the slash character describes a user within a domain. The information to the right of the slash character describes one or more machines from which the user would be issuing a command. This host name may take the form of either a fully qualified host name of the form

bird.cs.wisc.edu

or an IP address of the form

128.105.128.0

An example is

zmiller@cs.wisc.edu/bird.cs.wisc.edu

Within the format, wild card characters (the asterisk, *) are allowed. The use of wild cards is limited to one wild card on either side of the slash character. A wild card character used in the host name is further limited to come at the beginning of a fully qualified host name or at the end of an IP address. For example,

*@cs.wisc.edu/bird.cs.wisc.edu

refers to any user that comes from cs.wisc.edu, where the command is originating from the machine bird.cs.wisc.edu. Another valid example,

zmiller@cs.wisc.edu/*.cs.wisc.edu

refers to commands coming from any machine within the cs.wisc.edu domain, and issued by zmiller. A third valid example,

*@cs.wisc.edu/*

refers to commands coming from any user within the cs.wisc.edu domain where the command is issued from any machine. A fourth valid example,

*@cs.wisc.edu/128.105.*

refers to commands coming from any user within the cs.wisc.edu domain where the command is issued from machines within the network that match the first two octets of the IP address.

If the set of machines is specified by an IP address, then further specification using a net mask identifies a physical set (subnet) of machines. This physical set of machines is specified using the form

network/netmask
The network is an IP address. The net mask takes one of two forms. It may be a decimal number which refers to the number of leading bits of the IP address that are used in describing a subnet. Or, the net mask may take the form of \[a.b.c.d\]

where \(a, b, c,\) and \(d\) are decimal numbers that each specify an 8-bit mask. An example net mask is

\[255.255.192.0\]

which specifies the bit mask

\[11111111.11111111.11000000.00000000\]

A single complete example of a configuration variable that uses a net mask is

\[ALLOW\_WRITE = joesmith@cs.wisc.edu/128.105.128.0/17\]

User \(joesmith\) within the \(cs.wisc.edu\) domain is given write authorization when originating from machines that match their leftmost 17 bits of the IP address.

For Unix platforms where netgroups are implemented, a netgroup may specify a set of fully qualified users by using an extension to the syntax for all configuration variables of the form `ALLOW_*` and `DENY_*`. The syntax is the plus sign character (`+`) followed by the netgroup name. Permissions are applied to all members of the netgroup.

This flexible set of configuration macros could be used to define conflicting authorization. Therefore, the following protocol defines the precedence of the configuration macros.

1. `DENY_*` macros take precedence over `ALLOW_*` macros where there is a conflict. This implies that if a specific user is both denied and granted authorization, the conflict is resolved by denying access.
2. If macros are omitted, the default behavior is to grant authorization for every user.

In addition, there are some hard-coded authorization rules that cannot be modified by configuration.

1. Connections with a name matching `*@unmapped` are not allowed to do any job management commands (e.g. submitting, removing, or modifying jobs). This prevents these operations from being done by unauthenticated users and users who are authenticated but lacking a name in the map file.
2. To simplify flocking, the `condor_schedd` automatically grants the `condor_startd` READ access for the duration of a claim so that claim-related communications are possible. The `condor_shadow` grants the `condor_starter` DAEMON access so that file transfers can be done. The identity that is granted access in both these cases is the authenticated name (if available) and IP address of the `condor_startd` when the `condor_schedd` initially connects to it to request the claim. It is important that only trusted `condor_startds` are allowed to publish themselves to the collector or that the `condor_schedd`’s ALLOW\_CLIENT setting prevent it from allowing connections to `condor_startds` that it does not trust to run jobs.
3. When `SEC_ENABLE_MATCH_PASSWORD_AUTHENTICATION` is true, execute-side@matchsession is automatically granted READ access to the `condor_schedd` and DAEMON access to the `condor_shadow`.

Example of Authorization Security Configuration

An example of the configuration variables for the user-side authorization is derived from the necessary access levels as described in Section 3.8.1.

```
ALLOW_READ             = *@cs.wisc.edu/*
ALLOW_WRITE            = *@cs.wisc.edu/*.cs.wisc.edu
ALLOW_ADMINISTRATOR   = condor-admin@cs.wisc.edu/.*.cs.wisc.edu
ALLOW_CONFIG           = condor-admin@cs.wisc.edu/.*.cs.wisc.edu
ALLOW_NEGOTIATOR       = condor@cs.wisc.edu/condor.cs.wisc.edu, \condor@cs.wisc.edu/condor2.cs.wisc.edu
ALLOW_DAEMON           = condor@cs.wisc.edu/.*.cs.wisc.edu
ALLOW_OWNER            = condor@cs.wisc.edu/.*.cs.wisc.edu

# Clear out any old-style HOSTALLOW settings:
HOSTALLOW_READ =
HOSTALLOW_WRITE =
HOSTALLOW_DAEMON =
HOSTALLOW_NEGOTIATOR =
HOSTALLOW_ADMINISTRATOR =
HOSTALLOW_OWNER =
```

This example configuration authorizes any authenticated user in the `cs.wisc.edu` domain to carry out a request that requires the READ access level from any machine. Any user in the `cs.wisc.edu` domain may carry out a request that requires the WRITE access level from any machine in the `cs.wisc.edu` domain. Only the user called `condor-admin` may carry out a request that requires the ADMINISTRATOR access level from any machine in the `cs.wisc.edu` domain. The administrator, logged into any machine within the `cs.wisc.edu` domain is authorized at the CONFIG access level. Only the negotiator daemon, running as `condor` on the two central managers are authorized with the NEGOTIATOR access level. And, the last line of the example presumes that there is a user called `condor`, and that the daemons have all been started up as this user. It authorizes only programs (which will be the daemons) running as `condor` to carry out requests that require the DAEMON access level, where the commands originate from any machine in the `cs.wisc.edu` domain.

In the local configuration file for each host, the host’s owner should be authorized as the owner of the machine. An example of the entry in the local configuration file:

```
ALLOW_OWNER             = username@cs.wisc.edu/hostname.cs.wisc.edu
```

In this example the owner has a login of `username`, and the machine’s name is represented by `hostname`.

Debugging Security Configuration

If the authorization policy denies a network request, an explanation of why the request was denied is printed in the log file of the daemon that denied the request. The line in the log file contains the words `PERMISSION DENIED`. 
To get HTCondor to generate a similar explanation of why requests are accepted, add `D_SECURITY` to the daemon’s debug options (and restart or reconfig the daemon). The line in the log file for these cases will contain the words `PERMISSION GRANTED`. If you do not want to see a full explanation but just want to see when requests are made, add `D_COMMAND` to the daemon’s debug options.

If the authorization policy makes use of host or domain names, then be aware that HTCondor depends on DNS to map IP addresses to names. The security and accuracy of your DNS service is therefore a requirement. Typos in DNS mappings are an occasional source of unexpected behavior. If the authorization policy is not behaving as expected, carefully compare the names in the policy with the host names HTCondor mentions in the explanations of why requests are granted or denied.

### 3.8.8 Security Sessions

To set up and configure secure communications in HTCondor, authentication, encryption, and integrity checks can be used. However, these come at a cost: performing strong authentication can take a significant amount of time, and generating the cryptographic keys for encryption and integrity checks can take a significant amount of processing power.

The HTCondor system makes many network connections between different daemons. If each one of these was to be authenticated, and new keys were generated for each connection, HTCondor would not be able to scale well. Therefore, HTCondor uses the concept of sessions to cache relevant security information for future use and greatly speed up the establishment of secure communications between the various HTCondor daemons.

A new session is established the first time a connection is made from one daemon to another. Each session has a fixed lifetime after which it will expire and a new session will need to be created again. But while a valid session exists, it can be re-used as many times as needed, thereby preventing the need to continuously re-establish secure connections. Each entity of a connection will have access to a session key that proves the identity of the other entity on the opposing side of the connection. This session key is exchanged securely using a strong authentication method, such as Kerberos or GSI. Other authentication methods, such as NTSSPI, FS_REMOTE, CLAIMTOBE, and ANONYMOUS, do not support secure key exchange. An entity listening on the wire may be able to impersonate the client or server in a session that does not use a strong authentication method.

Establishing a secure session requires that either the encryption or the integrity options be enabled. If the encryption capability is enabled, then the session will be restarted using the session key as the encryption key. If integrity capability is enabled, then the check sum includes the session key even though it is not transmitted. Without either of these two methods enabled, it is possible for an attacker to use an open session to make a connection to a daemon and use that connection for nefarious purposes. It is strongly recommended that if you have authentication turned on, you should also turn on integrity and/or encryption.

The configuration parameter `SEC_DEFAULT_NEGOTIATION` will allow a user to set the default level of secure sessions in HTCondor. Like other security settings, the possible values for this parameter can be `REQUIRED`, `PREFERRED`, `OPTIONAL`, or `NEVER`. If you disable sessions and you have authentication turned on, then most authentication (other than commands like `condor_submit`) will fail because HTCondor requires sessions when you have security turned on. On the other hand, if you are not using strong security in HTCondor, but you are relying on the default host-based security, turning off sessions may be useful in certain situations. These might include debugging problems with the security session management or slightly decreasing the memory consumption of the daemons, which keep track of the sessions in use.
Session lifetimes for specific daemons are already properly configured in the default installation of HTCondor. HTCondor tools such as `condor_q` and `condor_status` create a session that expires after one minute. Theoretically they should not create a session at all, because the session cannot be reused between program invocations, but this is difficult to do in the general case. This allows a very small window of time for any possible attack, and it helps keep the memory footprint of running daemons down, because they are not keeping track of all of the sessions. The session durations may be manually tuned by using macros in the configuration file, but this is not recommended.

### 3.8.9  Host-Based Security in HTCondor

This section describes the mechanisms for setting up HTCondor’s host-based security. This is now an outdated form of implementing security levels for machine access. It remains available and documented for purposes of backward compatibility. If used at the same time as the user-based authorization, the two specifications are merged together.

The host-based security paradigm allows control over which machines can join an HTCondor pool, which machines can find out information about your pool, and which machines within a pool can perform administrative commands. By default, HTCondor is configured to allow anyone to view or join a pool. It is recommended that this parameter is changed to only allow access from machines that you trust.

This section discusses how the host-based security works inside HTCondor. It lists the different levels of access and what parts of HTCondor use which levels. There is a description of how to configure a pool to grant or deny certain levels of access to various machines. Configuration examples and the settings of configuration variables using the `condor_config_val` command complete this section.

Inside the HTCondor daemons or tools that use DaemonCore (see section 3.11 for details), most tasks are accomplished by sending commands to another HTCondor daemon. These commands are represented by an integer value to specify which command is being requested, followed by any optional information that the protocol requires at that point (such as a ClassAd, capability string, etc). When the daemons start up, they will register which commands they are willing to accept, what to do with arriving commands, and the access level required for each command. When a command request is received by a daemon, HTCondor identifies the access level required and checks the IP address of the sender to verify that it satisfies the allow/deny settings from the configuration file. If permission is granted, the command request is honored; otherwise, the request will be aborted.

Settings for the access levels in the global configuration file will affect all the machines in the pool. Settings in a local configuration file will only affect the specific machine. The settings for a given machine determine what other hosts can send commands to that machine. If a machine foo is to be given administrator access on machine bar, place foo in bar’s configuration file access list (not the other way around).

The following are the various access levels that commands within HTCondor can be registered with:

**READ** Machines with **READ** access can read information from the HTCondor daemons. For example, they can view the status of the pool, see the job queue(s), and view user permissions. **READ** access does not allow a machine to alter any information, and does not allow job submission. A machine listed with **READ** permission will be unable join an HTCondor pool; the machine can only view information about the pool.

**WRITE** Machines with **WRITE** access can write information to the HTCondor daemons. Most important for granting a machine with this access is that the machine will be able to join a pool since they are allowed to send ClassAd
updates to the central manager. The machine can talk to the other machines in a pool in order to submit or run jobs. In addition, any machine with WRITE access can request the condor_startd daemon to perform periodic checkpoints on an executing job. After the checkpoint is completed, the job will continue to execute and the machine will still be claimed by the original condor_schedd daemon. This allows users on the machines where they submitted their jobs to use the condor_checkpoint command to get their jobs to periodically checkpoint, even if the users do not have an account on the machine where the jobs execute.

IMPORTANT: For a machine to join an HTCondor pool, the machine must have both WRITE permission AND READ permission. WRITE permission is not enough.

ADMINISTRATOR Machines with ADMINISTRATOR access are granted additional HTCondor administrator rights to the pool. This includes the ability to change user priorities with the command condor_userprio, and the ability to turn HTCondor on and off using condor_on and condor_off. It is recommended that few machines be granted administrator access in a pool; typically these are the machines that are used by HTCondor and system administrators as their primary workstations, or the machines running as the pool’s central manager.

IMPORTANT: Giving ADMINISTRATOR privileges to a machine grants administrator access for the pool to ANY USER on that machine. This includes any users who can run HTCondor jobs on that machine. It is recommended that ADMINISTRATOR access is granted with due diligence.

OWNER This level of access is required for commands that the owner of a machine (any local user) should be able to use, in addition to the HTCondor administrators. For example, the condor_vacate command causes the condor_startd daemon to vacate any running HTCondor job. It requires OWNER permission, so that any user logged into a local machine can issue a condor_vacate command.

NEGOTIATOR This access level is used specifically to verify that commands are sent by the condor_negotiator daemon. The condor_negotiator daemon runs on the central manager of the pool. Commands requiring this access level are the ones that tell the condor_schedd daemon to begin negotiating, and those that tell an available condor_startd daemon that it has been matched to a condor_schedd with jobs to run.

CONFIG This access level is required to modify a daemon’s configuration using the condor_config_val command. By default, machines with this level of access are able to change any configuration parameter, except those specified in the condor_config.root configuration file. Therefore, one should exercise extreme caution before granting this level of host-wide access. Because of the implications caused by CONFIG privileges, it is disabled by default for all hosts.

DAEMON This access level is used for commands that are internal to the operation of HTCondor. An example of this internal operation is when the condor_startd daemon sends its ClassAd updates to the condor_collector daemon (which may be more specifically controlled by the ADVERTISE_STARTD access level). Authorization at this access level should only be given to hosts that actually run HTCondor in your pool. The DAEMON level of access implies both READ and WRITE access. Any setting for this access level that is not defined will default to the corresponding setting in the WRITE access level.

ADVERTISE_MASTER This access level is used specifically for commands used to advertise a condor_master daemon to the collector. Any setting for this access level that is not defined will default to the corresponding setting in the DAEMON access level.

ADVERTISE_STARTD This access level is used specifically for commands used to advertise a condor_startd daemon to the collector. Any setting for this access level that is not defined will default to the corresponding setting in the DAEMON access level.
ADVERTISE_SCHEDD This access level is used specifically for commands used to advertise a condor_schedd daemon to the collector. Any setting for this access level that is not defined will default to the corresponding setting in the DAEMON access level.

CLIENT This access level is different from all the others. Whereas all of the other access levels refer to the security policy for accepting connections from others, the CLIENT access level applies when an HTCondor daemon or tool is connecting to some other HTCondor daemon. In other words, it specifies the policy of the client that is initiating the operation, rather than the server that is being contacted.

ADMINISTRATOR and NEGOTIATOR access default to the central manager machine. OWNER access defaults to the local machine, as well as any machines given with ADMINISTRATOR access. CONFIG access is not granted to any machine as its default. These defaults are sufficient for most pools, and should not be changed without a compelling reason. If machines other than the default are to have to have OWNER access, they probably should also have ADMINISTRATOR access. By granting machines ADMINISTRATOR access, they will automatically have OWNER access, given how OWNER access is set within the configuration.

3.8.10 Examples of Security Configuration

Here is a sample security configuration:

```
ALLOW_ADMINISTRATOR = $(CONDOR_HOST)
ALLOW_OWNER = $(FULL_HOSTNAME), $(ALLOW_ADMINISTRATOR)
ALLOW_READ = *
ALLOW_WRITE = *
ALLOW_NEGOTIATOR = $(COLLECTOR_HOST)
ALLOW_NEGOTIATOR_SCHEDD = $(COLLECTOR_HOST), $(FLOCK_NEGOTIATOR_HOSTS)
ALLOW_WRITE_COLLECTOR = $(ALLOW_WRITE), $(FLOCK_FROM)
ALLOW_READ_COLLECTOR = $(ALLOW_READ), $(FLOCK_FROM)
ALLOW_WRITE_StartD = $(ALLOW_WRITE), $(FLOCK_FROM)
ALLOW_READ_StartD = $(ALLOW_READ), $(FLOCK_FROM)
ALLOW_CLIENT = *
```

This example configuration presumes that the condor_collector and condor_negotiator daemons are running on the same machine.

For each access level, an ALLOW or a DENY may be added.

- If there is an ALLOW, it means "only allow these machines". No ALLOW means allow anyone.
- If there is a DENY, it means "deny these machines". No DENY means deny nobody.
- If there is both an ALLOW and a DENY, it means allow the machines listed in ALLOW except for the machines listed in DENY.
- Exclusively for the CONFIG access, no ALLOW means allow no one. Note that this is different than the other ALLOW configurations. It is different to enable more stringent security where older configurations are used, since older configuration files would not have a CONFIG configuration entry.
Multiple machine entries in the configuration files may be separated by either a space or a comma. The machines may be listed by

- Individual host names, for example: condor.cs.wisc.edu
- Individual IP address, for example: 128.105.67.29
- IP subnets (use a trailing *), for example: 144.105.*, 128.105.67.*
- Host names with a wild card * character (only one * is allowed per name), for example: *.cs.wisc.edu, sol*.cs.wisc.edu

To resolve an entry that falls into both allow and deny: individual machines have a higher order of precedence than wild card entries, and host names with a wild card have a higher order of precedence than IP subnets. Otherwise, DENY has a higher order of precedence than ALLOW. This is how most people would intuitively expect it to work.

In addition, the above access levels may be specified on a per-daemon basis, instead of machine-wide for all daemons. Do this with the subsystem string (described in section 3.3.12 on Subsystem Names), which is one of: STARTD, SCHEDD, MASTER, NEGOTIATOR, or COLLECTOR. For example, to grant different read access for the condor_schedd:

\[\text{ALLOW\_READ\_SCHEDD} = \text{<list of machines>}\]

Here are more examples of configuration settings. Notice that ADMINISTRATOR access is only granted through an ALLOW setting to explicitly grant access to a small number of machines. We recommend this.

- Let any machine join the pool. Only the central manager has administrative access.
  \[
  \text{ALLOW\_ADMINISTRATOR} = $(\text{CONDOR\_HOST}) \\
  \text{ALLOW\_OWNER} = $(\text{FULL\_HOSTNAME}), $(\text{ALLOW\_ADMINISTRATOR})
  \]

- Only allow machines at NCSA to join or view the pool. The central manager is the only machine with ADMINISTRATOR access.
  \[
  \text{ALLOW\_READ} = *.ncsa.uiuc.edu \\
  \text{ALLOW\_WRITE} = *.ncsa.uiuc.edu \\
  \text{ALLOW\_ADMINISTRATOR} = $(\text{CONDOR\_HOST}) \\
  \text{ALLOW\_OWNER} = $(\text{FULL\_HOSTNAME}), $(\text{ALLOW\_ADMINISTRATOR})
  \]

- Only allow machines at NCSA and the U of I Math department join the pool, except do not allow lab machines to do so. Also, do not allow the 177.55 subnet (perhaps this is the dial-in subnet). Allow anyone to view pool statistics. The machine named bigcheese administers the pool (not the central manager).
  \[
  \text{ALLOW\_WRITE} = *.ncsa.uiuc.edu, *.math.uiuc.edu \\
  \text{DENY\_WRITE} = lab-*.edu, *.lab.uiuc.edu, 177.55.* \\
  \text{ALLOW\_ADMINISTRATOR} = bigcheese.ncsa.uiuc.edu \\
  \text{ALLOW\_OWNER} = $(\text{FULL\_HOSTNAME}), $(\text{ALLOW\_ADMINISTRATOR})
  \]

- Only allow machines at NCSA and UW-Madison’s CS department to view the pool. Only NCSA machines and the machine raven.cs.wisc.edu can join the pool. Note: the machine raven.cs.wisc.edu has the read access it needs through the wild card setting in ALLOW\_READ). This example also shows how to use the continuation character, \\, to continue a long list of machines onto multiple lines, making it more readable. This works for all configuration file entries, not just host access entries.
ALLOW_READ = *.ncsa.uiuc.edu, *.cs.wisc.edu
ALLOW_WRITE = *.ncsa.uiuc.edu, raven.cs.wisc.edu
ALLOW_ADMINISTRATOR = $(CONDOR_HOST), bigcheese.ncsa.uiuc.edu, 
                        biggercheese.uiuc.edu
ALLOW.Owner = $(FULL_HOSTNAME), $(ALLOW_ADMINISTRATOR)

• Allow anyone except the military to view the status of the pool, but only let machines at NCSA view the job
  queues. Only NCSA machines can join the pool. The central manager, bigcheese, and biggercheese can perform
  most administrative functions. However, only biggercheese can update user priorities.

DENY_READ = *.mil
ALLOW_READ_SCHEDD = *.ncsa.uiuc.edu
ALLOW_WRITE = *.ncsa.uiuc.edu
ALLOW_ADMINISTRATOR = $(CONDOR_HOST), bigcheese.ncsa.uiuc.edu, 
                        biggercheese.uiuc.edu
ALLOW_ADMINISTRATOR_NEGOTIATOR = biggercheese.uiuc.edu
ALLOW.Owner = $(FULL_HOSTNAME), $(ALLOW_ADMINISTRATOR)

3.8.11 Changing the Security Configuration

A new security feature introduced in HTCondor version 6.3.2 enables more fine-grained control over the configuration
settings that can be modified remotely with the \texttt{condor\_config\_val} command. The manual page for \texttt{condor\_config\_val}
on page \[74\] details how to use \texttt{condor\_config\_val} to modify configuration settings remotely. Since certain configuration
attributes can have a large impact on the functioning of the HTCondor system and the security of the machines in an
HTCondor pool, it is important to restrict the ability to change attributes remotely.

For each security access level described, the HTCondor administrator can define which configuration settings a host
at that access level is allowed to change. Optionally, the administrator can define separate lists of settable attributes for
each HTCondor daemon, or the administrator can define one list that is used by all daemons.

For each command that requests a change in configuration setting, HTCondor searches all the different possible
security access levels to see which, if any, the request satisfies. (Some hosts can qualify for multiple access levels. For
example, any host with \texttt{ADMINISTRATOR} permission probably has \texttt{WRITE} permission also). Within the qualified
access level, HTCondor searches for the list of attributes that may be modified. If the request is covered by the list, the
request will be granted. If not covered, the request will be refused.

The default configuration shipped with HTCondor is exceedingly restrictive. HTCondor users or administrators
cannot set configuration values from remote hosts with \texttt{condor\_config\_val}. Enabling this feature requires a change to
the settings in the configuration file. Use this security feature carefully. Grant access only for attributes which you need
to be able to modify in this manner, and grant access only at the most restrictive security level possible.

The most secure use of this feature allows HTCondor users to set attributes in the configuration file which are
not used by HTCondor directly. These are custom attributes published by various HTCondor daemons with the
\texttt{\langle SUBSYS\rangle\_ATTRS} setting described in section \[3.5.3\] on page \[227\]. It is secure to grant access only to modify attributes
that are used by HTCondor to publish information. Granting access to modify settings used to control the behavior
of HTCondor is not secure. The goal is to ensure no one can use the power to change configuration attributes to
compromise the security of your HTCondor pool.

The control lists are defined by configuration settings that contain \texttt{SETTABLE\_ATTRS} in their name. The name of
the control lists have the following form:

\begin{verbatim}
ALLOW_READ = *.ncsa.uiuc.edu, *.cs.wisc.edu
ALLOW_WRITE = *.ncsa.uiuc.edu, raven.cs.wisc.edu
ALLOW_ADMINISTRATOR = $(CONDOR_HOST), bigcheese.ncsa.uiuc.edu, 
                        biggercheese.uiuc.edu
ALLOW.Owner = $(FULL_HOSTNAME), $(ALLOW_ADMINISTRATOR)
\end{verbatim}
The two parts of this name that can vary are the $<\text{PERMISSION-LEVEL}>$ and the $<\text{SUBSYS}>$. The $<\text{PERMISSION-LEVEL}>$ can be any of the security access levels described earlier in this section. Examples include WRITE, OWNER, and CONFIG.

The $<\text{SUBSYS}>$ is an optional portion of the name. It can be used to define separate rules for which configuration attributes can be set for each kind of HTCondor daemon (for example, STARTD, SCHEDD, and MASTER). There are many configuration settings that can be defined differently for each daemon that use this $<\text{SUBSYS}>$ naming convention. See section 3.3.12 on page 199 for a list. If there is no daemon-specific value for a given daemon, HTCondor will look for $\text{SETTABLE_ATTRS}_<\text{PERMISSION-LEVEL}>$.

Each control list is defined by a comma-separated list of attribute names which should be allowed to be modified. The lists can contain wild cards characters (\*).

Some examples of valid definitions of control lists with explanations:

- $\text{SETTABLE_ATTRS_CONFIG} = \ast$
  Grant unlimited access to modify configuration attributes to any request that came from a machine in the CONFIG access level. This was the default behavior before HTCondor version 6.3.2.

- $\text{SETTABLE_ATTRS_ADMINISTRATOR} = \ast_{\text{DEBUG}}, \text{MAX}_{\ast_{\text{LOG}}}$
  Grant access to change any configuration setting that ended with _DEBUG (for example, STARTD_DEBUG) and any attribute that matched MAX_ _LOG (for example, MAX_SCHEDD_LOG) to any host with ADMINISTRATOR access.

- $\text{STARTD.SETTABLE_ATTRS_OWNER} = \text{HasDataSet}$
  Allows any request to modify the HasDataSet attribute that came from a host with OWNER access. By default, OWNER covers any request originating from the local host, plus any machines listed in the ADMINISTRATOR level. Therefore, any HTCondor job would qualify for OWNER access to the machine where it is running. So, this setting would allow any process running on a given host, including an HTCondor job, to modify the HasDataSet variable for that host. HasDataSet is not used by HTCondor, it is an invented attribute included in the STARTD_ATTRS setting in order for this example to make sense.

3.8.12 Using HTCondor w/ Firewalls, Private Networks, and NATs

This topic is now addressed in more detail in section 3.9 which explains network communication in HTCondor.

3.8.13 User Accounts in HTCondor on Unix Platforms

On a Unix system, UIDs (User IDentification numbers) form part of an operating system’s tools for maintaining access control. Each executing program has a UID, a unique identifier of a user executing the program. This is also called the real UID. A common situation has one user executing the program owned by another user. Many system commands
work this way, with a user (corresponding to a person) executing a program belonging to (owned by) \texttt{root}. Since the program may require privileges that \texttt{root} has which the user does not have, a special bit in the program’s protection specification (a setuid bit) allows the program to run with the UID of the program’s owner, instead of the user that executes the program. This UID of the program’s owner is called an effective UID.

HTCondor works most smoothly when its daemons run as \texttt{root}. The daemons then have the ability to switch their effective UIDs at will. When the daemons run as \texttt{root}, they normally leave their effective UID and GID (Group IDentification) to be those of user and group \texttt{condor}. This allows access to the log files without changing the ownership of the log files. It also allows access to these files when the user \texttt{condor}’s home directory resides on an NFS server. \texttt{root} can not normally access NFS files.

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If there is no \texttt{condor} user and group on the system, an administrator can specify which UID and GID the HTCondor daemons should use when they do not need root privileges in two ways: either with the \texttt{CONDOR_IDS} environment variable or the \texttt{CONDOR_IDS} configuration variable. In either case, the value should be the UID integer, followed by a period, followed by the GID integer. For example, if an HTCondor administrator does not want to create a \texttt{condor} user, and instead wants their HTCondor daemons to run as the \texttt{daemon} user (a common non-root user for system daemons to execute as), the \texttt{daemon} user’s UID was 2, and group \texttt{daemon} had a GID of 2, the corresponding setting in the HTCondor configuration file would be \texttt{CONDOR_IDS = 2.2}.

On a machine where a job is submitted, the \texttt{condor_schedd} daemon changes its effective UID to \texttt{root} such that it has the capability to start up a \texttt{condor_shadow} daemon for the job. Before a \texttt{condor_shadow} daemon is created, the \texttt{condor_schedd} daemon switches back to \texttt{root}, so that it can start up the \texttt{condor_shadow} daemon with the (real) UID of the user who submitted the job. Since the \texttt{condor_shadow} runs as the owner of the job, all remote system calls are performed under the owner’s UID and GID. This ensures that as the job executes, it can access only files that its owner could access if the job were running locally, without HTCondor.

On the machine where the job executes, the job runs either as the submitting user or as user \texttt{nobody}, to help ensure that the job cannot access local resources or do harm. If the \texttt{UID_DOMAIN} matches, and the user exists as the same UID in password files on both the submitting machine and on the execute machine, the job will run as the submitting user. If the user does not exist in the execute machine’s password file and \texttt{SOFT_UID_DOMAIN} is True, then the job will run under the submitting user’s UID anyway (as defined in the submitting machine’s password file). If \texttt{SOFT_UID_DOMAIN} is False, and \texttt{UID_DOMAIN} matches, and the user is not in the execute machine’s password file, then the job execution attempt will be aborted.

**Running HTCondor as Non-Root**

While we strongly recommend starting up the HTCondor daemons as \texttt{root}, we understand that it is not always possible to do so. The main problems of not running HTCondor daemons as \texttt{root} appear when one HTCondor installation is shared by many users on a single machine, or if machines are set up to only execute HTCondor jobs. With a submit-only installation for a single user, there is no need for or benefit from running as \texttt{root}.

The effects of HTCondor of running both with and without root access are classified for each daemon:

\texttt{condor_startd}  An HTCondor machine set up to execute jobs where the \texttt{condor_startd} is not started as \texttt{root} relies on the good will of the HTCondor users to agree to the policy configured for the \texttt{condor_startd} to enforce for starting, suspending, vacating, and killing HTCondor jobs. When the \texttt{condor_startd} is started as \texttt{root}, however,
these policies may be enforced regardless of malicious users. By running as root, the HTCondor daemons run with a different UID than the HTCondor job. The user’s job is started as either the UID of the user who submitted it, or as user nobody, depending on the UID_DOMAIN settings. Therefore, the HTCondor job cannot do anything to the HTCondor daemons. Without starting the daemons as root, all processes started by HTCondor, including the user’s job, run with the same UID. Only root can switch UIDs. Therefore, a user’s job could kill the condor_startd and condor_starter. By doing so, the user’s job avoids getting suspended or vacated. This is nice for the job, as it obtains unlimited access to the machine, but it is awful for the machine owner or administrator. If there is trust of the users submitting jobs to HTCondor, this might not be a concern. However, to ensure that the policy chosen is enforced by HTCondor, the condor_startd should be started as root.

In addition, some system information cannot be obtained without root access on some platforms. As a result, when running without root access, the condor_startd must call other programs such as uptime, to get this information. This is much less efficient than getting the information directly from the kernel, as is done when running as root. On Linux, this information is available without root access, so it is not a concern on those platforms.

If all of HTCondor cannot be run as root, at least consider installing the condor_startd as setuid root. That would solve both problems. Barring that, install it as a setgid sys or kmem program, depending on whatever group has read access to /dev/kmem on the system. That would solve the system information problem.

condor_schedd The biggest problem with running the condor_schedd without root access is that the condor_shadow processes which it spawns are stuck with the same UID that the condor_schedd has. This requires users to go out of their way to grant write access to user or group that the condor_schedd is run as for any files or directories their jobs write or create. Similarly, read access must be granted to their input files.

Consider installing condor_submit as a setgid condor program so that at least the stdout, stderr and job event log files get created with the right permissions. If condor_submit is a setgid program, it will automatically set its umask to 002 and create group-writable files. This way, the simple case of a job that only writes to stdout and stderr will work. If users have programs that open their own files, they will need to know and set the proper permissions on the directories they submit from.

condor_master The condor_master spawns both the condor_startd and the condor_schedd. To have both running as root, have the condor_master run as root. This happens automatically if the condor_master is started from boot scripts.

condor_negotiator and condor_collector There is no need to have either of these daemons running as root.

condor_kbdd On platforms that need the condor_kbdd, the condor_kbdd must run as root. If it is started as any other user, it will not work. Consider installing this program as a setuid root binary if the condor_master will not be run as root. Without the condor_kbdd, the condor_startd has no way to monitor USB mouse or keyboard activity, although it will notice keyboard activity on ttys such as xterms and remote logins.

If HTCondor is not run as root, then choose almost any user name. A common choice is to set up and use the condor user; this simplifies the setup, because HTCondor will look for its configuration files in the condor user’s directory. If condor is not selected, then the configuration must be placed properly such that HTCondor can find its configuration files.

If users will be submitting jobs as a user different than the user HTCondor is running as (perhaps you are running as the condor user and users are submitting as themselves), then users have to be careful to only have file permissions
properly set up to be accessible by the user HTCondor is using. In practice, this means creating world-writable
directories for output from HTCondor jobs. This creates a potential security risk, in that any user on the machine where
the job is submitted can alter the data, remove it, or do other undesirable things. It is only acceptable in an environment
where users can trust other users.

Normally, users without root access who wish to use HTCondor on their machines create a condor home
directory somewhere within their own accounts and start up the daemons (to run with the UID of the user). As in the
case where the daemons run as user condor, there is no ability to switch UIDs or GIDs. The daemons run as the UID
and GID of the user who started them. On a machine where jobs are submitted, the condor_shadow daemons all run
as this same user. But, if other users are using HTCondor on the machine in this environment, the condor_shadow
daemons for these other users’ jobs execute with the UID of the user who started the daemons. This is a security risk,
since the HTCondor job of the other user has access to all the files and directories of the user who started the daemons.
Some installations have this level of trust, but others do not. Where this level of trust does not exist, it is best to set up a
condor account and group, or to have each user start up their own Personal HTCondor submit installation.

When a machine is an execution site for an HTCondor job, the HTCondor job executes with the UID of the user
who started the condor_startd daemon. This is also potentially a security risk, which is why we do not recommend
starting up the execution site daemons as a regular user. Use either root or a user such as condor that exists only to
run HTCondor jobs.

Who Jobs Run As

Under Unix, HTCondor runs jobs as one of

- the user called nobody

Running jobs as the nobody user is the least preferable. HTCondor uses user nobody if the value of the
UID_DOMAIN configuration variable of the submitting and executing machines are different, or if configuration
variable STARTER_ALLOW_RUNAS_OWNER is False, or if the job ClassAd contains RunAsOwner=False.

When HTCondor cleans up after executing a vanilla universe job, it does the best that it can by deleting all of the
processes started by the job. During the life of the job, it also does its best to track the CPU usage of all processes
created by the job. There are a variety of mechanisms used by HTCondor to detect all such processes, but, in
general, the only foolproof mechanism is for the job to run under a dedicated execution account (as it does under
Windows by default). With all other mechanisms, it is possible to fool HTCondor, and leave processes behind
after HTCondor has cleaned up. In the case of a shared account, such as the Unix user nobody, it is possible
for the job to leave a lurker process lying in wait for the next job run as nobody. The lurker process may prey
maliciously on the next nobody user job, wreaking havoc.

HTCondor could prevent this problem by simply killing all processes run by the nobody user, but this would
annoy many system administrators. The nobody user is often used for non-HTCondor system processes. It may
also be used by other HTCondor jobs running on the same machine, if it is a multi-processor machine.

- dedicated accounts called slot users set up for the purpose of running HTCondor jobs

Better than the nobody user will be to create user accounts for HTCondor to use. These can be low-privilege
accounts, just as the nobody user is. Create one of these accounts for each job execution slot per computer, so
that distinct user names can be used for concurrently running jobs. This prevents malicious or naive behavior
from one slot to affect another slot. For a sample machine with two compute slots, create two users that are intended only to be used by HTCondor. As an example, call them cndrusr1 and cndrusr2. Configuration identifies these users with the SLOT<N>_USER configuration variable, where <N> is replaced with the slot number. Here is configuration for this example:

```
SLOT1_USER = cndrusr1
SLOT2_USER = cndrusr2
```

Also tell HTCondor that these accounts are intended only to be used by HTCondor, so HTCondor can kill all the processes belonging to these users upon job completion. The configuration variable DEDICATED_EXECUTE_ACCOUNT_REGEXP is introduced and set to a regular expression that matches the account names just created:

```
DEDICATED_EXECUTE_ACCOUNT_REGEXP = cndrusr[0-9]+  
```

Finally, tell HTCondor not to run jobs as the job owner:

```
STARTER_ALLOW_RUNAS_OWNER = False
```

- the user that submitted the jobs

Four conditions must be set correctly to run jobs as the user that submitted the job.

1. In the configuration, the value of variable STARTER_ALLOW_RUNAS_OWNER must be True on the machine that will run the job. Its default value is True on Unix platforms and False on Windows platforms.

2. The job’s ClassAd must have attribute RunAsOwner set to True. This can be set up for all users by adding an attribute to configuration variable SUBMIT_ATTRS. If this were the only attribute to be added to all job ClassAds, it would be set up with

   ```
   SUBMIT_ATTRS = RunAsOwner
   RunAsOwner = True
   ```

3. The value of configuration variable UID_DOMAIN must be the same for both the condor_startd and condor_schedd daemons.

4. The UID_DOMAIN must be trusted. For example, if the condor_starter daemon does a reverse DNS lookup on the condor_schedd daemon, and finds that the result is not the same as defined for configuration variable UID_DOMAIN, then it is not trusted. To correct this, set in the configuration for the condor_starter

   ```
   TRUST_UID_DOMAIN = True
   ```

Notes:

1. Currently, none of these configuration settings apply to standard universe jobs. Normally, standard universe jobs do not create additional processes.
2. Under Windows, HTCondor by default runs jobs under a dynamically created local account that exists for the duration of the job, but it can optionally run the job as the user account that owns the job if `STARTER_ALLOW_RUNAS_OWNER` is `True` and the job contains `RunAsOwner=True`. `SLOT<N>_USER` will only work if the credential of the specified user is stored on the execute machine using `condor_store_cred`. For details of this command. However, the default behavior in Windows is to run jobs under a dynamically created dedicated execution account, so just using the default behavior is sufficient to avoid problems with lurker processes. See section \[8.2.4\] \[8.2.5\] and the `condor_store_cred` manual page at section \[12\] for details.

3. The `condor_starter` logs a line similar to

```
Tracking process family by login "cndrusrl"
```

when it treats the account as a dedicated account.

**Working Directories for Jobs**

Every executing process has a notion of its current working directory. This is the directory that acts as the base for all file system access. There are two current working directories for any HTCondor job: one where the job is submitted and a second where the job executes. When a user submits a job, the submit-side current working directory is the same as for the user when the `condor_submit` command is issued. The `initialdir` submit command may change this, thereby allowing different jobs to have different working directories. This is useful when submitting large numbers of jobs. This submit-side current working directory remains unchanged for the entire life of a job. The submit-side current working directory is also the working directory of the `condor_shadow` daemon. This is particularly relevant for standard universe jobs, since file system access for the job goes through the `condor_shadow` daemon, and therefore all accesses behave as if they were executing without HTCondor.

There is also an execute-side current working directory. For standard universe jobs, it is set to the `execute` subdirectory of HTCondor’s home directory. This directory is world-writable, since an HTCondor job usually runs as `user nobody`. Normally, standard universe jobs would never access this directory, since all I/O system calls are passed back to the `condor_shadow` daemon on the submit machine. In the event, however, that a job crashes and creates a core dump file, the execute-side current working directory needs to be accessible by the job so that it can write the core file. The core file is moved back to the submit machine, and the `condor_shadow` daemon is informed. The `condor_shadow` daemon sends e-mail to the job owner announcing the core file, and provides a pointer to where the core file resides in the submit-side current working directory.

**3.9 Networking (includes sections on Port Usage and CCB)**

This section on network communication in HTCondor discusses which network ports are used, how HTCondor behaves on machines with multiple network interfaces and IP addresses, and how to facilitate functionality in a pool that spans firewalls and private networks.

The security section of the manual contains some information that is relevant to the discussion of network communication which will not be duplicated here, so please see section \[3.8\] as well.
Firewalls, private networks, and network address translation (NAT) pose special problems for HTCondor. There are currently two main mechanisms for dealing with firewalls within HTCondor:

1. Restrict HTCondor to use a specific range of port numbers, and allow connections through the firewall that use any port within the range.
2. Use *HTCondor Connection Brokering* (CCB).

Each method has its own advantages and disadvantages, as described below.

### 3.9.1 Port Usage in HTCondor

**IPv4 Port Specification**

The general form for IPv4 port specification is

<IP:port?param1name=value1&param2name=value2&param3name=value3&...>

These parameters and values are URL-encoded. This means any special character is encoded with %, followed by two hexadecimal digits specifying the ASCII value. Special characters are any non-alphanumeric character.

HTCondor currently recognizes the following parameters with an IPv4 port specification:

**CCBID** Provides contact information for forming a CCB connection to a daemon, or a space separated list, if the daemon is registered with more than one CCB server. Each contact information is specified in the form of `IP:port#ID`. Note that spaces between list items will be URL encoded by `%20`.

**PrivNet** Provides the name of the daemon’s private network. This value is specified in the configuration with `PRIVATE_NETWORK_NAME`.

**sock** Provides the name of *condor_shared_port* daemon named socket.

**PrivAddr** Provides the daemon’s private address in form of `IP:port`.

**Default Port Usage**

Every HTCondor daemon listens on a network port for incoming commands. (Using *condor_shared_port*, this port may be shared between multiple daemons.) Most daemons listen on a dynamically assigned port. In order to send a message, HTCondor daemons and tools locate the correct port to use by querying the *condor_collector*, extracting the port number from the ClassAd. One of the attributes included in every daemon’s ClassAd is the full IP address and port number upon which the daemon is listening.

To access the *condor_collector* itself, all HTCondor daemons and tools must know the port number where the *condor_collector* is listening. The *condor_collector* is the only daemon with a well-known, fixed port. By default, HTCondor uses port 9618 for the *condor_collector* daemon. However, this port number can be changed (see below).
As an optimization for daemons and tools communicating with another daemon that is running on the same host, each HTCondor daemon can be configured to write its IP address and port number into a well-known file. The file names are controlled using the `<SUBSYS>_ADDRESS_FILE` configuration variables, as described in section 3.5.3 on page 226.

NOTE: In the 6.6 stable series, and HTCondor versions earlier than 6.7.5, the `condor_negotiator` also listened on a fixed, well-known port (the default was 9614). However, beginning with version 6.7.5, the `condor_negotiator` behaves like all other HTCondor daemons, and publishes its own ClassAd to the `condor_collector` which includes the dynamically assigned port the `condor_negotiator` is listening on. All HTCondor tools and daemons that need to communicate with the `condor_negotiator` will either use the `NEGOTIATOR_ADDRESS_FILE` or will query the `condor_collector` for the `condor_negotiator`’s ClassAd.

Sites that configure any checkpoint servers will introduce other fixed ports into their network. Each `condor_ckpt_server` will listen to 4 fixed ports: 5651, 5652, 5653, and 5654. There is currently no way to configure alternative values for any of these ports.

**Using a Non Standard, Fixed Port for the condor_collector**

By default, HTCondor uses port 9618 for the `condor_collector` daemon. To use a different port number for this daemon, the configuration variables that tell HTCondor these communication details are modified. Instead of

```
CONDOR_HOST = machX.cs.wisc.edu
COLLECTOR_HOST = $(CONDOR_HOST)
```

the configuration might be

```
CONDOR_HOST = machX.cs.wisc.edu
COLLECTOR_HOST = $(CONDOR_HOST):9650
```

If a non standard port is defined, the same value of `COLLECTOR_HOST` (including the port) must be used for all machines in the HTCondor pool. Therefore, this setting should be modified in the global configuration file (`condor_config` file), or the value must be duplicated across all configuration files in the pool if a single configuration file is not being shared.

When querying the `condor_collector` for a remote pool that is running on a non standard port, any HTCondor tool that accepts the `-pool` argument can optionally be given a port number. For example:

```
% condor_status -pool foo.bar.org:1234
```

**Using a Dynamically Assigned Port for the condor_collector**

On single machine pools, it is permitted to configure the `condor_collector` daemon to use a dynamically assigned port, as given out by the operating system. This prevents port conflicts with other services on the same machine. However, a dynamically assigned port is only to be used on single machine HTCondor pools, and only if the
COLLECTOR_ADDRESS_FILE configuration variable has also been defined. This mechanism allows all of the HTCondor daemons and tools running on the same machine to find the port upon which the condor_collector daemon is listening, even when this port is not defined in the configuration file and is not known in advance.

To enable the condor_collector daemon to use a dynamically assigned port, the port number is set to 0 in the COLLECTOR_HOST variable. The COLLECTOR_ADDRESS_FILE configuration variable must also be defined, as it provides a known file where the IP address and port information will be stored. All HTCondor clients know to look at the information stored in this file. For example:

COLLECTOR_HOST = $(CONDOR_HOST):0
COLLECTOR_ADDRESS_FILE = $(LOG)/.collector_address

Configuration definition of COLLECTOR_ADDRESS_FILE is in section 3.5.3 on page 226 and COLLECTOR_HOST is in section 3.5.1 on page 207.

Restricting Port Usage to Operate with Firewalls

If an HTCondor pool is completely behind a firewall, then no special consideration or port usage is needed. However, if there is a firewall between the machines within an HTCondor pool, then configuration variables may be set to force the usage of specific ports, and to utilize a specific range of ports.

By default, HTCondor uses port 9618 for the condor_collector daemon, and dynamic (apparently random) ports for everything else. See section 3.9.1 if a dynamically assigned port is desired for the condor_collector daemon.

All of the HTCondor daemons on a machine may be configured to share a single port. See section 3.5.30 for more information.

The configuration variables HIGHPORT and LOWPORT facilitate setting a restricted range of ports that HTCondor will use. This may be useful when some machines are behind a firewall. The configuration macros HIGHPORT and LOWPORT will restrict dynamic ports to the range specified. The configuration variables are fully defined in section 3.5.4. All of these ports must be greater than 0 and less than 65,536. Note that both HIGHPORT and LOWPORT must be at least 1024 for HTCondor version 6.6.8. In general, use ports greater than 1024, in order to avoid port conflicts with standard services on the machine. Another reason for using ports greater than 1024 is that daemons and tools are often not run as root, and only root may listen to a port lower than 1024. Also, the range must include enough ports that are not in use, or HTCondor cannot work.

The range of ports assigned may be restricted based on incoming (listening) and outgoing (connect) ports with the configuration variables IN_HIGHPORT, IN_LOWPORT, OUT_HIGHPORT, and OUT_LOWPORT. See section 3.5.4 for complete definitions of these configuration variables. A range of ports lower than 1024 for daemons running as root is appropriate for incoming ports, but not for outgoing ports. The use of ports below 1024 (versus above 1024) has security implications; therefore, it is inappropriate to assign a range that crosses the 1024 boundary.

NOTE: Setting HIGHPORT and LOWPORT will not automatically force the condor_collector to bind to a port within the range. The only way to control what port the condor_collector uses is by setting the COLLECTOR_HOST (as described above).

The total number of ports needed depends on the size of the pool, the usage of the machines within the pool (which machines run which daemons), and the number of jobs that may execute at one time. Here we discuss how many ports
are used by each participant in the system. This assumes that condor_shared_port is not being used. If it is being used, then all daemons can share a single incoming port.

The central manager of the pool needs $5 + \text{number of condor_schedd daemons}$ ports for outgoing connections and 2 ports for incoming connections for daemon communication.

Each execute machine (those machines running a condor_startd daemon) requires $5 + (5 \times \text{number of slots advertised by that machine})$ ports. By default, the number of slots advertised will equal the number of physical CPUs in that machine.

Submit machines (those machines running a condor_schedd daemon) require $5 + (5 \times \text{MAX_JOBS_RUNNING})$ ports. The configuration variable MAX_JOBS_RUNNING limits (on a per-machine basis, if desired) the maximum number of jobs. Without this configuration macro, the maximum number of jobs that could be simultaneously executing at one time is a function of the number of reachable execute machines.

Also be aware that HIGHPORT and LOWPORT only impact dynamic port selection used by the HTCondor system, and they do not impact port selection used by jobs submitted to HTCondor. Thus, jobs submitted to HTCondor that may create network connections may not work in a port restricted environment. For this reason, specifying HIGHPORT and LOWPORT is not going to produce the expected results if a user submits MPI applications to be executed under the parallel universe.

Where desired, a local configuration for machines not behind a firewall can override the usage of HIGHPORT and LOWPORT, such that the ports used for these machines are not restricted. This can be accomplished by adding the following to the local configuration file of those machines not behind a firewall:

\[
\begin{align*}
\text{HIGHPORT} &= \text{UNDEFINED} \\
\text{LOWPORT} &= \text{UNDEFINED}
\end{align*}
\]

If the maximum number of ports allocated using HIGHPORT and LOWPORT is too few, socket binding errors of the form

failed to bind any port within <$LOWPORT> - <$HIGHPORT>

are likely to appear repeatedly in log files.

**Multiple Collectors**

This section has not yet been written

**Port Conflicts**

This section has not yet been written
3.9.2 Reducing Port Usage with the \textit{condor\_shared\_port} Daemon

The \textit{condor\_shared\_port} is an optional daemon responsible for creating a TCP listener port shared by all of the HTCondor daemons.

The main purpose of the \textit{condor\_shared\_port} daemon is to reduce the number of ports that must be opened. This is desirable when HTCondor daemons need to be accessible through a firewall. This has a greater security benefit than simply reducing the number of open ports. Without the \textit{condor\_shared\_port} daemon, HTCondor can use a range of ports, but since some HTCondor daemons are created dynamically, this full range of ports will not be in use by HTCondor at all times. This implies that other non-HTCondor processes not intended to be exposed to the outside network could unintentionally bind to ports in the range intended for HTCondor, unless additional steps are taken to control access to those ports. While the \textit{condor\_shared\_port} daemon is running, it is exclusively bound to its port, which means that other non-HTCondor processes cannot accidentally bind to that port.

A second benefit of the \textit{condor\_shared\_port} daemon is that it helps address the scalability issues of a submit machine. Without the \textit{condor\_shared\_port} daemon, more than 2 ephemeral ports per running job are often required, depending on the rate of job completion. There are only 64K ports in total, and most standard Unix installations only allocate a subset of these as ephemeral ports. Therefore, with long running jobs, and with between 11K and 14K simultaneously running jobs, port exhaustion has been observed in typical Linux installations. After increasing the ephemeral port range to its maximum, port exhaustion occurred between 20K and 25K running jobs. Using the \textit{condor\_shared\_port} daemon dramatically reduces the required number of ephemeral ports on the submit node where the submit node connects directly to the execute node. If the submit node connects via CCB to the execute node, no ports are required per running job; only the one port allocated to the \textit{condor\_shared\_port} daemon is used.

When CCB is enabled, the \textit{condor\_shared\_port} daemon registers with the CCB server on behalf of all daemons sharing the port. This means that it is not possible to individually enable or disable CCB connectivity to daemons that are using the shared port; they all effectively share the same setting, and the \textit{condor\_shared\_port} daemon handles all CCB connection requests on their behalf.

HTCondor’s authentication and authorization steps are unchanged by the use of a shared port. Each HTCondor daemon continues to operate according to its configured policy. Requests for connections to the shared port are not authenticated or restricted by the \textit{condor\_shared\_port} daemon. They are simply passed to the requested daemon, which is then responsible for enforcing the security policy.

When the \textit{condor\_master} is configured to use the shared port by setting the configuration variable

\begin{verbatim}
USE_SHARED_PORT = True
\end{verbatim}

the \textit{condor\_shared\_port} daemon is treated specially. \texttt{SHARED\_PORT} is automatically added to \texttt{DAEMON\_LIST}. A command such as \texttt{condor\_off}, which shuts down all daemons except for the \textit{condor\_master}, will also leave the \textit{condor\_shared\_port} running. This prevents the \textit{condor\_master} from getting into a state where it can no longer receive commands.

Also when \texttt{USE\_SHARED\_PORT = True}, the \textit{condor\_collector} needs to be configured to use a shared port, so that connections to the shared port that are destined for the \textit{condor\_collector} can be forwarded. As an example, the shared port socket name of the \textit{condor\_collector} with shared port number 11000 is

\begin{verbatim}
COLLECTOR\_HOST = cm.host.name:11000?sock=collector
\end{verbatim}
This example assumes that the socket name used by the *condor_collector* is *collector*, and it runs on *cm.host.name*. This configuration causes the *condor_collector* to automatically choose this socket name. If multiple *condor_collector* daemons are started on the same machine, the socket name can be explicitly set in the daemon’s invocation arguments, as in the example:

```
COLLECTOR_ARGS = -sock collector
```

When the *condor_collector* address is a shared port, TCP updates will be automatically used instead of UDP, because the *condor_shared_port* daemon does not work with UDP messages. Under Unix, this means that the *condor_collector* daemon should be configured to have enough file descriptors. See section 3.9.5 for more information on using TCP within HTCondor.

SOAP commands cannot be sent through the *condor_shared_port* daemon. However, a daemon may be configured to open a fixed, non-shared port, in addition to using a shared port. This is done both by setting USE_SHARED_PORT = True and by specifying a fixed port for the daemon using `<SUBSYS>_ARGS = -p <portnum>`.

The TCP connections required to manage standard universe jobs do not make use of shared ports. Therefore, if the firewall is configured to only allow connections through the shared port, standard universe jobs will not be able to run.

### 3.9.3 Configuring HTCondor for Machines With Multiple Network Interfaces

HTCondor can run on machines with multiple network interfaces. Starting with HTCondor version 6.7.13 (and therefore all HTCondor 6.8 and more recent versions), new functionality is available that allows even better support for multi-homed machines, using the configuration variable **BIND_ALL_INTERFACES**. A multi-homed machine is one that has more than one NIC (Network Interface Card). Further improvements to this new functionality will remove the need for any special configuration in the common case. For now, care must still be given to machines with multiple NICs, even when using this new configuration variable.

#### Using **BIND_ALL_INTERFACES**

Machines can be configured such that whenever HTCondor daemons or tools call `bind()`, the daemons or tools use all network interfaces on the machine. This means that outbound connections will always use the appropriate network interface to connect to a remote host, instead of being forced to use an interface that might not have a route to the given destination. Furthermore, sockets upon which a daemon listens for incoming connections will be bound to all network interfaces on the machine. This means that so long as remote clients know the right port, they can use any IP address on the machine and still contact a given HTCondor daemon.

This functionality is on by default. To disable this functionality, the boolean configuration variable **BIND_ALL_INTERFACES** is defined and set to `False`:

```
BIND_ALL_INTERFACES = FALSE
```

This functionality has limitations. Here are descriptions of the limitations.
Using all network interfaces does not work with Kerberos. Every Kerberos ticket contains a specific IP address within it. Authentication over a socket (using Kerberos) requires the socket to also specify that same specific IP address. Use of `BIND_ALL_INTERFACES` causes outbound connections from a multi-homed machine to originate over any of the interfaces. Therefore, the IP address of the outbound connection and the IP address in the Kerberos ticket will not necessarily match, causing the authentication to fail. Sites using Kerberos authentication on multi-homed machines are strongly encouraged not to enable `BIND_ALL_INTERFACES`, at least until HTCondor’s Kerberos functionality supports using multiple Kerberos tickets together with finding the right one to match the IP address a given socket is bound to.

There is a potential security risk. Consider the following example of a security risk. A multi-homed machine is at a network boundary. One interface is on the public Internet, while the other connects to a private network. Both the multi-homed machine and the private network machines comprise an HTCondor pool. If the multi-homed machine enables `BIND_ALL_INTERFACES`, then it is at risk from hackers trying to compromise the security of the pool. Should this multi-homed machine be compromised, the entire pool is vulnerable. Most sites in this situation would run an `sshd` on the multi-homed machine so that remote users who wanted to access the pool could log in securely and use the HTCondor tools directly. In this case, remote clients do not need to use HTCondor tools running on machines in the public network to access the HTCondor daemons on the multi-homed machine. Therefore, there is no reason to have HTCondor daemons listening on ports on the public Internet, causing a potential security threat.

Up to two IP addresses will be advertised. At present, even though a given HTCondor daemon will be listening to ports on multiple interfaces, each with their own IP address, there is currently no mechanism for that daemon to advertise all of the possible IP addresses where it can be contacted. Therefore, HTCondor clients (other HTCondor daemons or tools) will not necessarily be able to locate and communicate with a given daemon running on a multi-homed machine where `BIND_ALL_INTERFACES` has been enabled.

Currently, HTCondor daemons can only advertise two IP addresses in the ClassAd they send to their `condor_collector`. One is the public IP address and the other is the private IP address. HTCondor tools and other daemons that wish to connect to the daemon will use the private IP address if they are configured with the same private network name, and they will use the public IP address otherwise. So, even if the daemon is listening on 3 or more different interfaces, each with a separate IP, the daemon must choose which two IP addresses to advertise so that other daemons and tools can connect to it.

By default, HTCondor advertises the most public IP address available on the machine. The `NETWORK_INTERFACE` configuration variable can be used to specify the public IP address HTCondor should advertise, and `PRIVATE_NETWORK_INTERFACE`, along with `PRIVATE_NETWORK_NAME` can be used to specify the private IP address to advertise.

Sites that make heavy use of private networks and multi-homed machines should consider if using the HTCondor Connection Broker, CCB, is right for them. More information about CCB and HTCondor can be found in section 3.9.4 on page 442.

Central Manager with Two or More NICs

Often users of HTCondor wish to set up compute farms where there is one machine with two network interface cards (one for the public Internet, and one for the private net). It is convenient to set up the head node as a central manager in most cases and so here are the instructions required to do so.
Setting up the central manager on a machine with more than one NIC can be a little confusing because there are a few external variables that could make the process difficult. One of the biggest mistakes in getting this to work is that either one of the separate interfaces is not active, or the host/domain names associated with the interfaces are incorrectly configured.

Given that the interfaces are up and functioning, and they have good host/domain names associated with them here is how to configure HTCondor:

In this example, `farm-server.farm.org` maps to the private interface. In the central manager’s global (to the cluster) configuration file:

```
CONDOR_HOST = farm-server.farm.org
```

In the central manager’s local configuration file:

```
NETWORK_INTERFACE = <IP address of farm-server.farm.org>
NEGOTIATOR = $(SBIN)/condor_negotiator
COLLECTOR = $(SBIN)/condor_collector
DAEMON_LIST = MASTER, COLLECTOR, NEGOTIATOR, SCHEDD, STARTD
```

If the central manager and farm machines are all NT, then only vanilla universe will work now. However, if this is set up for Unix, then at this point, standard universe jobs should be able to function in the pool. But, if `UID_DOMAIN` is not configured to be homogeneous across the farm machines, the standard universe jobs will run as nobody on the farm machines.

In order to get vanilla jobs and file server load balancing for standard universe jobs working (under Unix), do some more work both in the cluster you have put together and in HTCondor to make everything work. First, you need a file server (which could also be the central manager) to serve files to all of the farm machines. This could be NFS or AFS, and it does not really matter to HTCondor. The mount point of the directories you wish your users to use must be the same across all of the farm machines. Now, configure `UID_DOMAIN` and `FILESYSTEM_DOMAIN` to be homogeneous across the farm machines and the central manager. Inform HTCondor that an NFS or AFS file system exists and that is done in this manner. In the global (to the farm) configuration file:

```
# If you have NFS
USE_NFS = True
# If you have AFS
HAS_AFS = True
USE_AFS = True
# if you want both NFS and AFS, then enable both sets above
```

Now, if the cluster is set up so that it is possible for a machine name to never have a domain name (for example, there is machine name but no fully qualified domain name in `/etc/hosts`), configure `DEFAULT_DOMAIN_NAME` to be the domain that is to be added on to the end of the host name.
A Client Machine with Multiple Interfaces

If client machine has two or more NICs, then there might be a specific network interface on which the client machine desires to communicate with the rest of the HTCondor pool. In this case, the local configuration file for the client should have

```
NETWORK_INTERFACE = <IP address of desired interface>
```

A Checkpoint Server on a Machine with Multiple NICs

If a checkpoint server is on a machine with multiple interfaces, then 2 items must be correct to get things to work:

1. The different interfaces have different host names associated with them.
2. In the global configuration file, set configuration variable CKPT_SERVER_HOST to the host name that corresponds with the IP address desired for the pool. Configuration variable NETWORK_INTERFACE must still be specified in the local configuration file for the checkpoint server.

3.9.4 HTCondor Connection Brokering (CCB)

HTCondor Connection Brokering, or CCB, is a way of allowing HTCondor components to communicate with each other when one side is in a private network or behind a firewall. Specifically, CCB allows communication across a private network boundary in the following scenario: an HTCondor tool or daemon (process A) needs to connect to an HTCondor daemon (process B), but the network does not allow a TCP connection to be created from A to B; it only allows connections from B to A. In this case, B may be configured to register itself with a CCB server that both A and B can connect to. Then when A needs to connect to B, it can send a request to the CCB server, which will instruct B to connect to A so that the two can communicate.

As an example, consider an HTCondor execute node that is within a private network. This execute node’s condor_startd is process B. This execute node cannot normally run jobs submitted from a machine that is outside of that private network, because bi-directional connectivity between the submit node and the execute node is normally required. However, if both execute and submit machine can connect to the CCB server, if both are authorized by the CCB server, and if it is possible for the execute node within the private network to connect to the submit node, then it is possible for the submit node to run jobs on the execute node.

To effect this CCB solution, the execute node’s condor_startd within the private network registers itself with the CCB server by setting the configuration variable CCB_ADDRESS. The submit node’s condor_schedd communicates with the CCB server, requesting that the execute node’s condor_startd open the TCP connection. The CCB server forwards this request to the execute node’s condor_startd, which opens the TCP connection. Once the connection is open, bi-directional communication is enabled.

If the location of the execute and submit nodes is reversed with respect to the private network, the same idea applies: the submit node within the private network registers itself with a CCB server, such that when a job is running and the execute node needs to connect back to the submit node (for example, to transfer output files), the execute node can connect by going through CCB to request a connection.
If both A and B are in separate private networks, then CCB alone cannot provide connectivity. However, if an incoming port or port range can be opened in one of the private networks, then the situation becomes equivalent to one of the scenarios described above and CCB can provide bi-directional communication given only one-directional connectivity. See section 3.9.1 for information on opening port ranges. Also note that CCB works nicely with condor_shared_port.

Unfortunately at this time, CCB does not support standard universe jobs.

Any condor_collector may be used as a CCB server. There is no requirement that the condor_collector acting as the CCB server be the same condor_collector that a daemon advertises itself to (as with COLLECTOR_HOST). However, this is often a convenient choice.

**Example Configuration**

This example assumes that there is a pool of machines in a private network that need to be made accessible from the outside, and that the condor_collector (and therefore CCB server) used by these machines is accessible from the outside. Accessibility might be achieved by a special firewall rule for the condor_collector port, or by being on a dual-homed machine in both networks.

The configuration of variable CCB_ADDRESS on machines in the private network causes registration with the CCB server as in the example:

```
CCB_ADDRESS = $(COLLECTOR_HOST)
PRIVATE_NETWORK_NAME = cs.wisc.edu
```

The definition of PRIVATE_NETWORK_NAME ensures that all communication between nodes within the private network continues to happen as normal, and without going through the CCB server. The name chosen for PRIVATE_NETWORK_NAME should be different from the private network name chosen for any HTCondor installations that will be communicating with this pool.

Under Unix, and with large HTCondor pools, it is also necessary to give the condor_collector acting as the CCB server a large enough limit of file descriptors. This may be accomplished with the configuration variable MAX_FILE_DESCRIPTORS or an equivalent. Each HTCondor process configured to use CCB with CCB_ADDRESS requires one persistent TCP connection to the CCB server. A typical execute node requires one connection for the condor_master, one for the condor_startd, and one for each running job, as represented by a condor_starter. A typical submit machine requires one connection for the condor_master, one for the condor_schedd, and one for each running job, as represented by a condor_shadow. If there will be no administrative commands required to be sent to the condor_master from outside of the private network, then CCB may be disabled in the condor_master by assigning MASTER.CCB_ADDRESS to nothing:

```
MASTER.CCB_ADDRESS =
```

Completing the count of TCP connections in this example: suppose the pool consists of 500 8-slot execute nodes and CCB is not disabled in the configuration of the condor_master processes. In this case, the count of needed file descriptors plus some extra for other transient connections to the collector is 500*(1+1+8)=5000. Be generous, and give it twice as many descriptors as needed by CCB alone:
COLLECTOR.MAX_FILE_DESCRIPTORS = 10000

Security and CCB

The CCB server authorizes all daemons that register themselves with it (using CCB_ADDRESS) at the DAEMON authorization level (these are playing the role of process A in the above description). It authorizes all connection requests (from process B) at the READ authorization level. As usual, whether process B authorizes process A to do whatever it is trying to do is up to the security policy for process B; from the HTCondor security model’s point of view, it is as if process A connected to process B, even though at the network layer, the reverse is true.

Troubleshooting CCB

Errors registering with CCB or requesting connections via CCB are logged at level D_ALWAYS in the debugging log. These errors may be identified by searching for "CCB" in the log message. Command-line tools require the argument -debug for this information to be visible. To see details of the CCB protocol add D_FULLDEBUG to the debugging options for the particular HTCondor subsystem of interest. Or, add D_FULLDEBUG to ALL_DEBUG to get extra debugging from all HTCondor components.

A daemon that has successfully registered itself with CCB will advertise this fact in its address in its ClassAd. The ClassAd attribute MyAddress will contain information about its "CCBID".

Scalability and CCB

Any number of CCB servers may be used to serve a pool of HTCondor daemons. For example, half of the pool could use one CCB server and half could use another. Or for redundancy, all daemons could use both CCB servers and then CCB connection requests will load-balance across them. Typically, the limit of how many daemons may be registered with a single CCB server depends on the authentication method used by the condor_collector for DAEMON-level and READ-level access, and on the amount of memory available to the CCB server. We are not able to provide specific recommendations at this time, but to give a very rough idea, a server class machine should be able to handle CCB service plus normal condor_collector service for a pool containing a few thousand slots without much trouble.

3.9.5 Using TCP to Send Updates to the condor_collector

TCP sockets are reliable, connection-based sockets that guarantee the delivery of any data sent. However, TCP sockets are fairly expensive to establish, and there is more network overhead involved in sending and receiving messages.

UDP sockets are datagrams, and are not reliable. There is very little overhead in establishing or using a UDP socket, but there is also no guarantee that the data will be delivered. The lack of guaranteed delivery of UDP will negatively affect some pools, particularly ones comprised of machines across a wide area network (WAN) or highly-congested network links, where UDP packets are frequently dropped.

By default, HTCondor daemons will use TCP to send updates to the condor_collector, with the exception of the
condor_collector forwarding updates to any condor_collector daemons specified in CONDOR_VIEW_HOST, where UDP is used. These configuration variables control the protocol used:

**UPDATE_COLLECTOR_WITH_TCP**  When set to False, the HTCondor daemons will use UDP to update the condor_collector, instead of the default TCP. Defaults to True.

**UPDATE_VIEW_COLLECTOR_WITH_TCP**  When set to True, the HTCondor collector will use TCP to forward updates to condor_collector daemons specified by CONDOR_VIEW_HOST, instead of the default UDP. Defaults to False.

**TCP_UPDATE_COLLECTORS**  A list of condor_collector daemons which will be updated with TCP instead of UDP, when UPDATE_COLLECTOR_WITH_TCP or UPDATE_VIEW_COLLECTOR_WITH_TCP is set to False.

When there are sufficient file descriptors, the condor_collector leaves established TCP sockets open, facilitating better performance. Subsequent updates can reuse an already open socket.

Each HTCondor daemon that sends updates to the condor_collector will have 1 socket open to it. So, in a pool with N machines, each of them running a condor_master, condor_schedd, and condor_startd, the condor_collector would need at least 3*N file descriptors. If the condor_collector is also acting as a CCB server, it will require an additional file descriptor for each registered daemon. In the default configuration, the number of file descriptors available to the condor_collector is 10240. For very large pools, the number of descriptor can be modified with the configuration:

```plaintext
COLLECTOR_MAX_FILE_DESCRIPTORS = 40960
```

If there are insufficient file descriptors for all of the daemons sending updates to the condor_collector, a warning will be printed in the condor_collector log file. The string "file descriptor safety level exceeded" identifies this warning.

### 3.9.6 Running HTCondor on an IPv6 Network Stack

HTCondor supports using IPv4, IPv6, or both.

To require IPv4, you may set ENABLE_IPV4 to true; if the machine does not have an interface with an IPv4 address, HTCondor will not start. Likewise, to require IPv6, you may set ENABLE_IPV6 to true.

If you set ENABLE_IPV4 to false, HTCondor will not use IPv4, even if it is available; likewise for ENABLE_IPV6 and IPv6.

The default setting for ENABLE_IPV4 and ENABLE_IPV6 is auto. If HTCondor does not find an interface with an address of the corresponding protocol, that protocol will not be used. Additionally, if only one of the protocols has a private or public address, the other protocol will be disabled. For instance, a machine with a private IPv4 address and a loopback IPv6 address will only use IPv4; there’s no point trying to contact some other machine via IPv6 over a loopback interface.

If both IPv4 and IPv6 networking are enabled, HTCondor runs in mixed mode. In mixed mode, HTCondor daemons have at least one IPv4 address and at least one IPv6 address. Other daemons and the command-line tools choose
between these addresses based on which protocols are enabled for them; if both are, they will prefer the first address listed by that daemon.

A daemon may be listening on one, some, or all of its machine’s addresses. (See \texttt{NETWORK\_INTERFACE}.) Daemons may presently list at most two addresses, one IPv6 and one IPv4. Each address is the “most public” address of its protocol; by default, the IPv6 address is listed first. HTCondor selects the “most public” address heuristically.

Nonetheless, there are two cases in which HTCondor may not use an IPv6 address when one is available:

- When given a literal IP address, HTCondor will use that IP address.
- When looking up a host name using DNS, HTCondor will use the first address whose protocol is enabled for the tool or daemon doing the look up.

You may force HTCondor to prefer IPv4 in all three of these situations by setting the macro \texttt{PREFER\_IPV4} to \texttt{true}; this is the default. With \texttt{PREFER\_IPV4} set, HTCondor daemons will list their “most public” IPv4 address first; prefer the IPv4 address when choosing from another’s daemon list; and prefer the IPv4 address when looking up a host name in DNS.

In practice, both an HTCondor pool’s central manager and any submit machines within a mixed mode pool must have both IPv4 and IPv6 addresses for both IPv4-only and IPv6-only \texttt{condor\_startd} daemons to function properly.

**IPv6 and Host-Based Security**

You may freely intermix IPv6 and IPv4 address literals. You may also specify IPv6 netmasks as a legal IPv6 address followed by a slash followed by the number of bits in the mask; or as the prefix of a legal IPv6 address followed by two colons followed by an asterisk. The latter is entirely equivalent to the former, except that it only allows you to (implicitly) specify mask bits in groups of sixteen. For example, \texttt{fe8f:1234::/60} and \texttt{fe8f:1234::*} specify the same network mask.

The HTCondor security subsystem resolves names in the \texttt{ALLOW} and \texttt{DENY} lists and uses all of the resulting IP addresses. Thus, to allow or deny IPv6 addresses, the names must have IPv6 DNS entries (AAAA records), or \texttt{NO\_DNS} must be enabled.

**IPv6 Address Literals**

When you specify an IPv6 address and a port number simultaneously, you must separate the IPv6 address from the port number by placing square brackets around the address. For instance:

\begin{verbatim}
COLLECTOR\_HOST = [2607:f388:1086:0:21e:68ff:fe0f:6462]:5332
\end{verbatim}

If you do not (or may not) specify a port, do not use the square brackets. For instance:

\begin{verbatim}
NETWORK\_INTERFACE = 1234:5678::90ab
\end{verbatim}
IPv6 without DNS

When using the configuration variable NO_DNS, IPv6 addresses are turned into host names by taking the IPv6 address, changing colons to dashes, and appending $(DEFAULT_DOMAIN_NAME). So,

\[ 2607:f388:1086:0:21b:24ff:fedf:b520 \]

becomes

\[ 2607-f388-1086-0-21b-24ff-fedf-b520.example.com \]

assuming

\[ DEFAULT_DOMAIN_NAME=example.com \]

### 3.10 The Checkpoint Server

A Checkpoint Server maintains a repository for checkpoint files. Within HTCondor, checkpoints may be produced only for standard universe jobs. Using checkpoint servers reduces the disk requirements of submitting machines in the pool, since the submitting machines no longer need to store checkpoint files locally. Checkpoint server machines should have a large amount of disk space available, and they should have a fast connection to machines in the HTCondor pool.

If the spool directories are on a network file system, then checkpoint files will make two trips over the network: one between the submitting machine and the execution machine, and a second between the submitting machine and the network file server. A checkpoint server configured to use the server’s local disk means that the checkpoint file will travel only once over the network, between the execution machine and the checkpoint server. The pool may also obtain checkpointing network performance benefits by using multiple checkpoint servers, as discussed below.

Note that it is a good idea to pick very stable machines for the checkpoint servers. If individual checkpoint servers crash, the HTCondor system will continue to operate, although poorly. While the HTCondor system will recover from a checkpoint server crash as best it can, there are two problems that can and will occur:

1. A checkpoint cannot be sent to a checkpoint server that is not functioning. Jobs will keep trying to contact the checkpoint server, backing off exponentially in the time they wait between attempts. Normally, jobs only have a limited time to checkpoint before they are kicked off the machine. So, if the checkpoint server is down for a long period of time, chances are that a lot of work will be lost by jobs being killed without writing a checkpoint.

2. If a checkpoint is not available from the checkpoint server, a job cannot be retrieved, and it will either have to be restarted from the beginning, or the job will wait for the server to come back on line. This behavior is controlled with the MAX_DISCARDED_RUN_TIME configuration variable. This variable represents the maximum amount of CPU time the job is willing to discard, by starting a job over from its beginning if the checkpoint server is not responding to requests.
3.10.1 Preparing to Install a Checkpoint Server

The location of checkpoint files changes upon the installation of a checkpoint server. A configuration change will cause currently queued jobs with checkpoints to not be able to find their checkpoints. This results in the jobs with checkpoints remaining indefinitely queued, due to the lack of finding their checkpoints. It is therefore best to either remove jobs from the queues or let them complete before installing a checkpoint server. It is advisable to shut the pool down before doing any maintenance on the checkpoint server. See section 3.2.5 for details on shutting down the pool.

A graduated installation of the checkpoint server may be accomplished by configuring submit machines as their queues empty.

3.10.2 Installing the Checkpoint Server Module

The files relevant to a checkpoint server are

```
sbin/condor_ckpt_server
etc/examples/condor_config.local.ckpt.server
```

`condor_ckpt_server` is the checkpoint server binary. `condor_condor_config.local.ckpt.server` is an example configuration for a checkpoint server. The settings embodied in this file must be customized with site-specific information.

There are three steps necessary towards running a checkpoint server:

1. Configure the checkpoint server.
2. Start the checkpoint server.
3. Configure the pool to use the checkpoint server.

Configure the Checkpoint Server

Place settings in the local configuration file of the checkpoint server. The file `etc/examples/condor_config.local.ckpt.server` contains a template for the needed configuration. Insert these into the local configuration file of the checkpoint server machine.

The value of `CKPT_SERVER_DIR` must be customized. This variable defines the location of checkpoint files. It is better if this location is within a very fast local file system, and preferably a RAID. The speed of this file system will have a direct impact on the speed at which checkpoint files can be retrieved from the remote machines.

The other optional variables are:

**DAEMON_LIST** Described in section 3.5.7 To have the checkpoint server managed by the `condor_master`, the `DAEMON_LIST` variable’s value must list both `MASTER` and `CKPT_SERVER`. Also add `STARTD` to allow jobs to run on the checkpoint server machine. Similarly, add `SCHEDD` to permit the submission of jobs from the checkpoint server machine.

The remainder of these variables are the checkpoint server-specific versions of the HTCondor logging entries, as described in section 3.5.2 on page 219.
3.10.3 Configuring the Pool to Use Multiple Checkpoint Servers

The location of the checkpoint server log.

Sets the maximum size of the checkpoint server log, before it is saved and the log file restarted.

Regulates the amount of information printed in the log file. Currently, the only debug level supported is D_ALWAYS.

To start the newly configured checkpoint server, restart HTCondor on that host to enable the condor_master to notice the new configuration. Do this by sending a condor_restart command from any machine with administrator access to the pool. See section 3.8.9 on page 423 for full details about IP/host-based security in HTCondor.

Note that when the condor_ckpt_server starts up, it will immediately inspect any checkpoint files in the location described by the CKPT_SERVER_DIR variable, and determine if any of them are stale. Stale checkpoint files will be removed.

After the checkpoint server is running, modify a few configuration variables to let the other machines in the pool know about the new server:

A boolean value that should be set to True to enable the use of the checkpoint server.

Provides the full host name of the machine that is now running the checkpoint server.

It is most convenient to set these variables in the pool’s global configuration file, so that they affect all submission machines. However, it is permitted to configure each submission machine separately (using local configuration files), for example if it is desired that not all submission machines begin using the checkpoint server at one time. If the variable USE_CKPT_SERVER is set to False, the submission machine will not use a checkpoint server.

Once these variables are in place, send the command condor_reconfig to all machines in the pool, so the changes take effect. This is described in section 3.2.6 on page 184.

An HTCondor pool may use multiple checkpoint servers. The deployment of checkpoint servers across the network improves the performance of checkpoint production. In this case, HTCondor machines are configured to send checkpoints to the nearest checkpoint server. There are two main performance benefits to deploying multiple checkpoint servers:

- Checkpoint-related network traffic is localized by intelligent placement of checkpoint servers.
- Better performance implies that jobs spend less time dealing with checkpoints, and more time doing useful work, leading to jobs having a higher success rate before returning a machine to its owner, and workstation owners see HTCondor jobs leave their machines quicker.

With multiple checkpoint servers running in the pool, the following configuration changes are required to make them active.

Set USE_CKPT_SERVER to True (the default) on all submitting machines where HTCondor jobs should use a checkpoint server. Additionally, variable STARTER_CHOOSES_CKPT_SERVER should be set to True (the default)
on these submitting machines. When True, this variable specifies that the checkpoint server specified by the machine running the job should be used instead of the checkpoint server specified by the submitting machine. See section 3.5.6 on page 237 for more details. This allows the job to use the checkpoint server closest to the machine on which it is running, instead of the server closest to the submitting machine. For convenience, set these parameters in the global configuration file.

Second, set CKPT_SERVER_HOST on each machine. This identifies the full host name of the checkpoint server machine, and should be the host name of the nearest server to the machine. In the case of multiple checkpoint servers, set this in the local configuration file.

Third, send a `condor_reconfig` command to all machines in the pool, so that the changes take effect. This is described in section 3.2.6 on page 184.

After completing these three steps, the jobs in the pool will send their checkpoints to the nearest checkpoint server. On restart, a job will remember where its checkpoint was stored and retrieve it from the appropriate server. After a job successfully writes a checkpoint to a new server, it will remove any previous checkpoints left on other servers.

Note that if the configured checkpoint server is unavailable, the job will keep trying to contact that server. It will not use alternate checkpoint servers. This may change in future versions of HTCondor.

### 3.10.4 Checkpoint Server Domains

The configuration described in the previous section ensures that jobs will always write checkpoints to their nearest checkpoint server. In some circumstances, it is also useful to configure HTCondor to localize checkpoint read transfers, which occur when the job restarts from its last checkpoint on a new machine. To localize these transfers, it is desired to schedule the job on a machine which is near the checkpoint server on which the job’s checkpoint is stored.

In terminology, all of the machines configured to use checkpoint server \( A \) are in checkpoint server domain \( A \). To localize checkpoint transfers, jobs which run on machines in a given checkpoint server domain should continue running on machines in that domain, thereby transferring checkpoint files in a single local area of the network. There are two possible configurations which specify what a job should do when there are no available machines in its checkpoint server domain:

- The job can remain idle until a workstation in its checkpoint server domain becomes available.
- The job can try to immediately begin executing on a machine in another checkpoint server domain. In this case, the job transfers to a new checkpoint server domain.

These two configurations are described below.

The first step in implementing checkpoint server domains is to include the name of the nearest checkpoint server in the machine ClassAd, so this information can be used in job scheduling decisions. To do this, add the following configuration to each machine:

```bash
CkptServer = "$(CKPT_SERVER_HOST)"
STARTD_ATTRS = $(STARTD_ATTRS), CkptServer
```

---

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For convenience, set these variables in the global configuration file. Note that this example assumes that
STARTD_ATTRS is previously defined in the configuration. If not, then use the following configuration instead:

```
CkptServer = "$\{CKPT_SERVER_HOST\}\$
STARTD_ATTRS = CkptServer
```

With this configuration, all machine ClassAds will include a CkptServer attribute, which is the name of the
checkpoint server closest to this machine. So, the CkptServer attribute defines the checkpoint server domain of each
machine.

To restrict jobs to one checkpoint server domain, modify the jobs’ Requirements expression as follows:

```
Requirements = ((LastCkptServer == TARGET.CkptServer) || (LastCkptServer != UNDEFINED))
```

This Requirements expression uses the LastCkptServer attribute in the job’s ClassAd, which specifies where
the job last wrote a checkpoint, and the CkptServer attribute in the machine ClassAd, which specifies the checkpoint
server domain. If the job has not yet written a checkpoint, the LastCkptServer attribute will be Undefined,
and the job will be able to execute in any checkpoint server domain. However, once the job performs a checkpoint,
LastCkptServer will be defined and the job will be restricted to the checkpoint server domain where it started
running.

To instead allow jobs to transfer to other checkpoint server domains when there are no available machines in the
current checkpoint server domain, modify the jobs’ Rank expression as follows:

```
Rank = ((LastCkptServer == TARGET.CkptServer) || (LastCkptServer != UNDEFINED))
```

This Rank expression will evaluate to 1 for machines in the job’s checkpoint server domain and 0 for other machines.
So, the job will prefer to run on machines in its checkpoint server domain, but if no such machines are available, the job
will run in a new checkpoint server domain.

The checkpoint server domain Requirements or Rank expressions can be automatically appended to all
standard universe jobs submitted in the pool using the configuration variables APPEND_REQ_STANDARD or
APPEND_RANK_STANDARD. See section 3.5.12 on page 283 for more details.

### 3.11 DaemonCore

This section is a brief description of DaemonCore. DaemonCore is a library that is shared among most of the HTCondor
daemons which provides common functionality. Currently, the following daemons use DaemonCore:

- condor_master
- condor_startd
- condor_schedd
• condorCollector
• condor_negotiator
• condor_kbdd
• condor_gridmanager
• condor_credd
• condor_had
• condor_replication
• condor_transferer
• condor_job_router
• condor_lease_manager
• condor_rooster
• condor_shared_port
• condor_defrag
• condor_c-gahp
• condor_c-gahp_worker_thread
• condor_dagman
• condor_ft-gahp
• condor_rooster
• condor_shadow
• condor_shared_port
• condor_transferd
• condor_vm-gahp
• condor_vm-gahp-vmware

Most of DaemonCore’s details are not interesting for administrators. However, DaemonCore does provide a uniform interface for the daemons to various Unix signals, and provides a common set of command-line options that can be used to start up each daemon.
### 3.11.1 DaemonCore and Unix signals

One of the most visible features that DaemonCore provides for administrators is that all daemons which use it behave the same way on certain Unix signals. The signals and the behavior DaemonCore provides are listed below:

- **SIGHUP** Causes the daemon to reconfigure itself.
- **SIGTERM** Causes the daemon to gracefully shutdown.
- **SIGQUIT** Causes the daemon to quickly shutdown.

Exactly what gracefully and quickly means varies from daemon to daemon. For daemons with little or no state (the `condor_kbdd`, `condor_collector` and `condor_negotiator`) there is no difference, and both SIGTERM and SIGQUIT signals result in the daemon shutting itself down quickly. For the `condor_master`, a graceful shutdown causes the `condor_master` to ask all of its children to perform their own graceful shutdown methods. The quick shutdown causes the `condor_master` to ask all of its children to perform their own quick shutdown methods. In both cases, the `condor_master` exits after all its children have exited. In the `condor_startd`, if the machine is not claimed and running a job, both the SIGTERM and SIGQUIT signals result in an immediate exit. However, if the `condor_startd` is running a job, a graceful shutdown results in that job writing a checkpoint, while a fast shutdown does not. In the `condor_schedd`, if there are no jobs currently running, there will be no `condor_shadow` processes, and both signals result in an immediate exit. However, with jobs running, a graceful shutdown causes the `condor_schedd` to ask each `condor_shadow` to gracefully vacate the job it is serving, while a quick shutdown results in a hard kill of every `condor_shadow`, with no chance to write a checkpoint.

For all daemons, a reconfigure results in the daemon re-reading its configuration file(s), causing any settings that have changed to take effect. See section 3.3 on page 184, Configuring HTCondor for full details on what settings are in the configuration files and what they do.

### 3.11.2 DaemonCore and Command-line Arguments

The second visible feature that DaemonCore provides to administrators is a common set of command-line arguments that all daemons understand. These arguments and what they do are described below:

- **-a string** Append a period character (‘.’) concatenated with `string` to the file name of the log for this daemon, as specified in the configuration file.

- **-b** Causes the daemon to start up in the background. When a DaemonCore process starts up with this option, it disassociates itself from the terminal and forks itself, so that it runs in the background. This is the default behavior for HTCondor daemons.

- **-c filename** Causes the daemon to use the specified `filename` as a full path and file name as its global configuration file. This overrides the `CONDOR_CONFIG` environment variable and the regular locations that HTCondor checks for its configuration file.
-d Use dynamic directories. The $(LOG), $(SPOOL), and $(EXECUTE) directories are all created by the daemon at run time, and they are named by appending the parent’s IP address and PID to the value in the configuration file. These values are then inherited by all children of the daemon invoked with this -d argument. For the condor_master, all HTCondor processes will use the new directories. If a condor_schedd is invoked with the -d argument, then only the condor_schedd daemon and any condor_shadow daemons it spawns will use the dynamic directories (named with the condor_schedd daemon’s PID).

Note that by using a dynamically-created spool directory named by the IP address and PID, upon restarting daemons, jobs submitted to the original condor_schedd daemon that were stored in the old spool directory will not be noticed by the new condor_schedd daemon, unless you manually specify the old, dynamically-generated SPOOL directory path in the configuration of the new condor_schedd daemon.

-f Causes the daemon to start up in the foreground. Instead of forking, the daemon runs in the foreground.

**NOTE:** When the condor_master starts up daemons, it does so with the -f option, as it has already forked a process for the new daemon. There will be a -f in the argument list for all HTCondor daemons that the condor_master spawns.

-k filename For non-Windows operating systems, causes the daemon to read out a PID from the specified filename, and send a SIGTERM to that process. The daemon started with this optional argument waits until the daemon it is attempting to kill has exited.

-l directory Overrides the value of LOG as specified in the configuration files. Primarily, this option is used with the condor_kbdd when it needs to run as the individual user logged into the machine, instead of running as root. Regular users would not normally have permission to write files into HTCondor’s log directory. Using this option, they can override the value of LOG and have the condor_kbdd write its log file into a directory that the user has permission to write to.

-local-name name Specify a local name for this instance of the daemon. This local name will be used to look up configuration parameters. Section 3.3.3 contains details on how this local name will be used in the configuration.

-p port Causes the daemon to bind to the specified port as its command socket. The condor_master daemon uses this option to ensure that the condor_collector and condor_negotiator start up using well-known ports that the rest of HTCondor depends upon them using.

-pidfile filename Causes the daemon to write out its PID (process id number) to the specified filename. This file can be used to help shut down the daemon without first searching through the output of the Unix ps command. Since daemons run with their current working directory set to the value of LOG, if a full path (one that begins with a slash character, /) is not specified, the file will be placed in the LOG directory.

-q Quiet output; write less verbose error messages to stderr when something goes wrong, and before regular logging can be initialized.

-r minutes Causes the daemon to set a timer, upon expiration of which, it sends itself a SIGTERM for graceful shutdown.

-t Causes the daemon to print out its error message to stderr instead of its specified log file. This option forces the -f option.

-v Causes the daemon to print out version information and exit.
3.12 Monitoring

Information that the condor_collector collects can be used to monitor a pool. The condor_status command can be used to display snapshot of the current state of the pool. Monitoring systems can be set up to track the state over time, and they might go further, to alert the system administrator about exceptional conditions.

3.12.1 Ganglia

Support for the Ganglia monitoring system (http://ganglia.info/) is integral to HTCondor. Nagios (http://www.nagios.org/) is often used to provide alerts based on data from the Ganglia monitoring system. The condor_gangliad daemon provides an efficient way to take information from an HTCondor pool and supply it to the Ganglia monitoring system.

The condor_gangliad gathers up data as specified by its configuration, and it streamlines getting that data to the Ganglia monitoring system. Updates sent to Ganglia are done using the Ganglia shared libraries for efficiency.

If Ganglia is already deployed in the pool, the monitoring of HTCondor is enabled by running the condor_gangliad daemon on a single machine within the pool. If the machine chosen is the one running Ganglia’s gmetad, then the HTCondor configuration consists of adding GANGLIAD to the definition of configuration variable DAEMON_LIST on that machine. It may be advantageous to run the condor_gangliad daemon on the same machine as is running the condor_collector daemon, because on a large pool with many ClassAds, there is likely to be less network traffic. If the condor_gangliad daemon is to run on a different machine than the one running Ganglia’s gmetad, modify configuration variable GANGLIA_GSTAT_COMMAND to get the list of monitored hosts from the master gmond program.

If the pool does not use Ganglia, the pool can still be monitored by a separate server running Ganglia.

By default, the condor_gangliad will only propagate metrics to hosts that are already monitored by Ganglia. Set configuration variable GANGLIA_SEND_DATA_FOR_ALL_HOSTS to True to set up a Ganglia host to monitor a pool not monitored by Ganglia or have a heterogeneous pool where some hosts are not monitored. In this case, default graphs that Ganglia provides will not be present. However, the HTCondor metrics will appear.

On large pools, setting configuration variable GANGLIAD_PER_EXECUTE_NODE_METRICS to False will reduce the amount of data sent to Ganglia. The execute node data is the least important to monitor. One can also limit the amount of data by setting configuration variable GANGLIAD_REQUIREMENTS. Be aware that aggregate sums over the entire pool will not be accurate if this variable limits the ClassAds queried.

Metrics to be sent to Ganglia are specified in all files within the directory specified by configuration variable GANGLIAD_METRICS_CONFIG_DIR. Each file in the directory is read, and the format within each file is that of New ClassAds. Here is an example of a single metric definition given as a New ClassAd:

```plaintext
[  
  Name = "JobsSubmitted";
  Desc = "Number of jobs submitted";
  Units = "jobs";
  TargetType = "Scheduler";
]
```
A nice set of default metrics is in file: ${GANGLIAD_METRICS_CONFIG_DIR}/00_default_metrics.

Recognized metric attribute names and their use:

<table>
<thead>
<tr>
<th>Name</th>
<th>The name of this metric, which corresponds to the ClassAd attribute name. Metrics published for the same machine must have unique names.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>A ClassAd expression that produces the value when evaluated. The default value is the value in the daemon ClassAd of the attribute with the same name as this metric.</td>
</tr>
<tr>
<td>Desc</td>
<td>A brief description of the metric. This string is displayed when the user holds the mouse over the Ganglia graph for the metric.</td>
</tr>
<tr>
<td>Verbosity</td>
<td>The integer verbosity level of this metric. Metrics with a higher verbosity level than that specified by configuration variable GANGLIA_VERBOSITY will not be published.</td>
</tr>
<tr>
<td>TargetType</td>
<td>A string containing a comma-separated list of daemon ClassAd types that this metric monitors. The specified values should match the value of MyType of the daemon ClassAd. In addition, there are special values that may be included. &quot;Machine_slot1&quot; may be specified to monitor the machine ClassAd for slot 1 only. This is useful when monitoring machine-wide attributes. The special value &quot;ANY&quot; matches any type of ClassAd.</td>
</tr>
<tr>
<td>Requirements</td>
<td>A boolean expression that may restrict how this metric is incorporated. It defaults to True, which places no restrictions on the collection of this ClassAd metric.</td>
</tr>
<tr>
<td>Title</td>
<td>The graph title used for this metric. The default is the metric name.</td>
</tr>
<tr>
<td>Group</td>
<td>A string specifying the name of this metric’s group. Metrics are arranged by group within a Ganglia web page. The default is determined by the daemon type. Metrics in different groups must have unique names.</td>
</tr>
<tr>
<td>Cluster</td>
<td>A string specifying the cluster name for this metric. The default cluster name is taken from the configuration variable GANGLIAD_DEFAULT_CLUSTER.</td>
</tr>
<tr>
<td>Units</td>
<td>A string describing the units of this metric.</td>
</tr>
<tr>
<td>Scale</td>
<td>A scaling factor that is multiplied by the value of the Value attribute. The scale factor is used when the value is not in the basic unit or a human-interpretable unit. For example, duty cycle is commonly expressed as a percent, but the HTCondor value ranges from 0 to 1. So, duty cycle is scaled by 100. Some metrics are reported in KiB. Scaling by 1024 allows Ganglia to pick the appropriate units, such as number of bytes rather than number of KiB. When scaling by large values, converting to the &quot;float&quot; type is recommended.</td>
</tr>
<tr>
<td>Derivative</td>
<td>A boolean value that specifies if Ganglia should graph the derivative of this metric. Ganglia versions prior to 3.4 do not support this.</td>
</tr>
<tr>
<td>Type</td>
<td>A string specifying the type of the metric. Possible values are &quot;double&quot;, &quot;float&quot;, &quot;int32&quot;, &quot;uint32&quot;, &quot;int16&quot;, &quot;uint16&quot;, &quot;int8&quot;, &quot;uint8&quot;, and &quot;string&quot;. The default is &quot;string&quot; for string values, the default is &quot;int32&quot; for integer values, the default is &quot;float&quot; for real values, and the default is &quot;int8&quot; for boolean values. Integer values can be coerced to &quot;float&quot; or &quot;double&quot;. This is especially important for values stored internally as 64-bit values.</td>
</tr>
</tbody>
</table>
**Regex** This string value specifies a regular expression that matches attributes to be monitored by this metric. This is useful for dynamic attributes that cannot be enumerated in advance, because their names depend on dynamic information such as the users who are currently running jobs. When this is specified, one metric per matching attribute is created. The default metric name is the name of the matched attribute, and the default value is the value of that attribute. As usual, the Value expression may be used when the raw attribute value needs to be manipulated before publication. However, since the name of the attribute is not known in advance, a special ClassAd attribute in the daemon ClassAd is provided to allow the Value expression to refer to it. This special attribute is named Regex. Another special feature is the ability to refer to text matched by regular expression groups defined by parentheses within the regular expression. These may be substituted into the values of other string attributes such as Name and Desc. This is done by putting macros in the string values. "\1" is replaced by the first group, "\2" by the second group, and so on.

**Aggregate** This string value specifies an aggregation function to apply, instead of publishing individual metrics for each daemon ClassAd. Possible values are "sum", "avg", "max", and "min".

**AggregateGroup** When an aggregate function has been specified, this string value specifies which aggregation group the current daemon ClassAd belongs to. The default is the metric Name. This feature works like GROUP BY in SQL. The aggregation function produces one result per value of AggregateGroup. A single aggregate group would therefore be appropriate for a pool-wide metric. As an example, to publish the sum of an attribute across different types of slot ClassAds, make the metric name an expression that is unique to each type. The default AggregateGroup would be set accordingly. Note that the assumption is still that the result is a pool-wide metric, so by default it is associated with the condor_collector daemon’s host. To group by machine and publish the result into the Ganglia page associated with each machine, make the AggregateGroup contain the machine name and override the default Machine attribute to be the daemon’s machine name, rather than the condor_collector daemon’s machine name.

**Machine** The name of the host associated with this metric. If configuration variable GANGLIAD_DEFAULT_MACHINE is not specified, the default is taken from the Machine attribute of the daemon ClassAd. If the daemon name is of the form name@hostname, this may indicate that there are multiple instances of HTCondor running on the same machine. To avoid the metrics from these instances overwriting each other, the default machine name is set to the daemon name in this case. For aggregate metrics, the default value of Machine will be the name of the condor_collector host.

**IP** A string containing the IP address of the host associated with this metric. If GANGLIAD_DEFAULT_IP is not specified, the default is extracted from the MyAddress attribute of the daemon ClassAd. This value must be unique for each machine published to Ganglia. It need not be a valid IP address. If the value of Machine contains an "@" sign, the default IP value will be set to the same value as Machine in order to make the IP value unique to each instance of HTCondor running on the same host.

### 3.12.2 Absent ClassAds

By default, HTCondor assumes that resources are transient: the condor_collector will discard ClassAds older than CLASSAD_LIFETIME seconds. Its default configuration value is 15 minutes, and as such, the default value for UPDATE_INTERVAL will pass three times before HTCondor forgets about a resource. In some pools, especially those with dedicated resources, this approach may make it unnecessarily difficult to determine what the composition of the
pool ought to be, in the sense of knowing which machines would be in the pool, if HTCondor were properly functioning on all of them.

This assumption of transient machines can be modified by the use of absent ClassAds. When a machine ClassAd would otherwise expire, the condor_collector evaluates the configuration variable ABSENT_REQUIREMENTS against the machine ClassAd. If True, the machine ClassAd will be saved in a persistent manner and be marked as absent; this causes the machine to appear in the output of condor_status -absent. When the machine returns to the pool, its first update to the condor_collector will invalidate the absent machine ClassAd.

Absent ClassAds, like offline ClassAds, are stored to disk to ensure that they are remembered, even across condor_collector crashes. The configuration variable COLLECTOR_PERSISTENT_AD_LOG defines the file in which the ClassAds are stored, and replaces the no longer used variable OFFLINE_LOG. Absent ClassAds are retained on disk as maintained by the condor_collector for a length of time in seconds defined by the configuration variable ABSENT_EXPIRE_ADS_AFTER. A value of 0 for this variable means that the ClassAds are never discarded, and the default value is thirty days.

Absent ClassAds are only returned by the condor_collector and displayed when the -absent option to condor_status is specified, or when the absent machine ClassAd attribute is mentioned on the condor_status command line. This renders absent ClassAds invisible to the rest of the HTCondor infrastructure.

A daemon may inform the condor_collector that the daemon’s ClassAd should not expire, but should be removed right away; the daemon asks for its ClassAd to be invalidated. It may be useful to place an invalidated ClassAd in the absent state, instead of having it removed as an invalidated ClassAd. An example of a ClassAd that could benefit from being absent is a system with an uninterruptible power supply that shuts down cleanly but unexpectedly as a result of a power outage. To cause all invalidated ClassAds to become absent instead of invalidated, set EXPIRE_INVALIDATED_ADS to True. Invalidated ClassAds will instead be treated as if they expired, including when evaluating ABSENT_REQUIREMENTS.

3.13 The High Availability of Daemons

In the case that a key machine no longer functions, HTCondor can be configured such that another machine takes on the key functions. This is called High Availability. While high availability is generally applicable, there are currently two specialized cases for its use: when the central manager (running the condor_negotiator and condor_collector daemons) becomes unavailable, and when the machine running the condor_schedd daemon (maintaining the job queue) becomes unavailable.

3.13.1 High Availability of the Job Queue

For a pool where all jobs are submitted through a single machine in the pool, and there are lots of jobs, this machine becoming nonfunctional means that jobs stop running. The condor_schedd daemon maintains the job queue. No job queue due to having a nonfunctional machine implies that no jobs can be run. This situation is worsened by using one machine as the single submission point. For each HTCondor job (taken from the queue) that is executed, a condor_shadow process runs on the machine where submitted to handle input/output functionality. If this machine becomes nonfunctional, none of the jobs can continue. The entire pool stops running jobs.
The goal of High Availability in this special case is to transfer the condor_schedd daemon to run on another designated machine. Jobs caused to stop without finishing can be restarted from the beginning, or can continue execution using the most recent checkpoint. New jobs can enter the job queue. Without High Availability, the job queue would remain intact, but further progress on jobs would wait until the machine running the condor_schedd daemon became available (after fixing whatever caused it to become unavailable).

HTCondor uses its flexible configuration mechanisms to allow the transfer of the condor_schedd daemon from one machine to another. The configuration specifies which machines are chosen to run the condor_schedd daemon. To prevent multiple condor_schedd daemons from running at the same time, a lock (semaphore-like) is held over the job queue. This synchronizes the situation in which control is transferred to a secondary machine, and the primary machine returns to functionality. Configuration variables also determine time intervals at which the lock expires, and periods of time that pass between polling to check for expired locks.

To specify a single machine that would take over, if the machine running the condor_schedd daemon stops working, the following additions are made to the local configuration of any and all machines that are able to run the condor_schedd daemon (becoming the single pool submission point):

```
MASTER_HA_LIST = SCHEDD
SPOOL = /share/spool
HA_LOCK_URL = file:/share/spool
VALID_SPOOL_FILES = $(VALID_SPOOL_FILES) SCHEDD.lock
```

Configuration macro MASTER_HA_LIST identifies the condor_schedd daemon as the daemon that is to be watched to make sure that it is running. Each machine with this configuration must have access to the lock (the job queue) which synchronizes which single machine does run the condor_schedd daemon. This lock and the job queue must both be located in a shared file space, and is currently specified only with a file URL. The configuration specifies the shared space (SPOOL), and the URL of the lock. condor_preen is not currently aware of the lock file and will delete it if it is placed in the SPOOL directory, so be sure to add file SCHEDD.lock to VALID_SPOOL_FILES.

As HTCondor starts on machines that are configured to run the single condor_schedd daemon, the condor_master daemon of the first machine that looks at (polls) the lock and notices that no lock is held. This implies that no condor_schedd daemon is running. This condor_master daemon acquires the lock and runs the condor_schedd daemon. Other machines with this same capability to run the condor_schedd daemon look at (poll) the lock, but do not run the daemon, as the lock is held. The machine running the condor_schedd daemon renews the lock periodically.

If the machine running the condor_schedd daemon fails to renew the lock (because the machine is not functioning), the lock times out (becomes stale). The lock is released by the condor_master daemon if condor_off or condor_off -schedd is executed, or when the condor_master daemon knows that the condor_schedd daemon is no longer running. As other machines capable of running the condor_schedd daemon look at the lock (poll), one machine will be the first to notice that the lock has timed out or been released. This machine correctly interprets this situation as the condor_schedd daemon is no longer running. This machine’s condor_master daemon then acquires the lock and runs the condor_schedd daemon.

See section 3.5.7 in the section on condor_master Configuration File Macros for details relating to the configuration variables used to set timing and polling intervals.
Working with Remote Job Submission

Remote job submission requires identification of the job queue, submitting with a command similar to:

```
% condor_submit -remote condor@example.com myjob.submit
```

This implies the identification of a single `condor_schedd` daemon, running on a single machine. With the high availability of the job queue, there are multiple `condor_schedd` daemons, of which only one at a time is acting as the single submission point. To make remote submission of jobs work properly, set the configuration variable `SCHEDD_NAME` in the local configuration to have the same value for each potentially running `condor_schedd` daemon. In addition, the value chosen for the variable `SCHEDD_NAME` will need to include the at symbol (@), such that HTCondor will not modify the value set for this variable. See the description of `MASTER_NAME` in section 3.5.7 on page 243 for defaults and composition of valid values for `SCHEDD_NAME`. As an example, include in each local configuration a value similar to:

```
SCHEDD_NAME = had-schedd@
```

Then, with this sample `schedd` configuration, the submit command appears as:

```
% condor_submit -remote had-schedd@ myjob.submit
```

### 3.13.2 High Availability of the Central Manager

#### Interaction with Flocking

The HTCondor high availability mechanisms discussed in this section currently do not work well in configurations involving flocking. The individual problems listed below interact to make the situation worse. Because of these problems, we advise against the use of flocking to pools with high availability mechanisms enabled.

- The `condor_schedd` has a hard configured list of `condor_collector` and `condor_negotiator` daemons, and does not query redundant collectors to get the current `condor_negotiator`, as it does when communicating with its local pool. As a result, if the default `condor_negotiator` fails, the `condor_schedd` does not learn of the failure, and thus, talk to the new `condor_negotiator`.

- When the `condor_negotiator` is unable to communicate with a `condor_collector`, it utilizes the next `condor_collector` within the list. Unfortunately, it does not start over at the top of the list. When combined with the previous problem, a backup `condor_negotiator` will never get jobs from a flocked `condor_schedd`.

#### Introduction

The `condor_negotiator` and `condor_collector` daemons are the heart of the HTCondor matchmaking system. The availability of these daemons is critical to an HTCondor pool’s functionality. Both daemons usually run on the same machine, most often known as the central manager. The failure of a central manager machine prevents HTCondor from matching new jobs and allocating new resources. High availability of the `condor_negotiator` and `condor_collector` daemons eliminates this problem.
Configuration allows one of multiple machines within the pool to function as the central manager. While there are many active condor_collector daemons, only a single, active condor_negotiator daemon will be running. The machine with the condor_negotiator daemon running is the active central manager. The other potential central managers each have a condor_collector daemon running; these are the idle central managers.

All submit and execute machines are configured to report to all potential central manager machines.

Each potential central manager machine runs the high availability daemon, condor_had. These daemons communicate with each other, constantly monitoring the pool to ensure that one active central manager is available. If the active central manager machine crashes or is shut down, these daemons detect the failure, and they agree on which of the idle central managers is to become the active one. A protocol determines this.

In the case of a network partition, idle condor_had daemons within each partition detect (by the lack of communication) a partitioning, and then use the protocol to choose an active central manager. As long as the partition remains, and there exists an idle central manager within the partition, there will be one active central manager within each partition. When the network is repaired, the protocol returns to having one central manager.

Through configuration, a specific central manager machine may act as the primary central manager. While this machine is up and running, it functions as the central manager. After a failure of this primary central manager, another idle central manager becomes the active one. When the primary recovers, it again becomes the central manager. This is a recommended configuration, if one of the central managers is a reliable machine, which is expected to have very short periods of instability. An alternative configuration allows the promoted active central manager (in the case that the central manager fails) to stay active after the failed central manager machine returns.

This high availability mechanism operates by monitoring communication between machines. Note that there is a significant difference in communications between machines when

1. a machine is down
2. a specific daemon (the condor_had daemon in this case) is not running, yet the machine is functioning

The high availability mechanism distinguishes between these two, and it operates based only on first (when a central manager machine is down). A lack of executing daemons does not cause the protocol to choose or use a new active central manager.

The central manager machine contains state information, and this includes information about user priorities. The information is kept in a single file, and is used by the central manager machine. Should the primary central manager fail, a pool with high availability enabled would lose this information (and continue operation, but with re-initialized priorities). Therefore, the condor_replication daemon exists to replicate this file on all potential central manager machines. This daemon promulgates the file in a way that is safe from error, and more secure than dependence on a shared file system copy.

The condor_replication daemon runs on each potential central manager machine as well as on the active central manager machine. There is a unidirectional communication between the condor_had daemon and the condor_replication daemon on each machine. To properly do its job, the condor_replication daemon must transfer state files. When it needs to transfer a file, the condor_replication daemons at both the sending and receiving ends of the transfer invoke the condor_transferer daemon. These short lived daemons do the task of file transfer and then exit. Do not place TRANSFERER into DAEMON_LIST, as it is not a daemon that the condor_master should invoke or watch over.
Configuration

The high availability of central manager machines is enabled through configuration. It is disabled by default. All machines in a pool must be configured appropriately in order to make the high availability mechanism work. See section 3.5.26 for definitions of these configuration variables.

The condor_had and condor_replication daemons use the condor_shared_port daemon by default. If you want to use more than one condor_had or condor_replication daemon with the condor_shared_port daemon under the same master, you must configure those additional daemons to use nondefault socket names. (Set the -sock option in <NAME>_ARGS.) Because the condor_had daemon must know the condor_replication daemon’s address a priori, you will also need to set <NAME>.REPLICATION_SOCKET_NAME appropriately.

The stabilization period is the time it takes for the condor_had daemons to detect a change in the pool state such as an active central manager failure or network partition, and recover from this change. It may be computed using the following formula:

\[
\text{stabilization period} = 12 \times (\text{number of central managers}) \times \\
\$(\text{HAD\_CONNECTION\_TIMEOUT})
\]

To disable the high availability of central managers mechanism, it is sufficient to remove HAD, REPLICATION, and NEGOTIATOR from the DAEMON_LIST configuration variable on all machines, leaving only one condor_negotiator in the pool.

To shut down a currently operating high availability mechanism, follow the given steps. All commands must be invoked from a host which has administrative permissions on all central managers. The first three commands kill all condor_had, condor_replication, and all running condor_negotiator daemons. The last command is invoked on the host where the single condor_negotiator daemon is to run.

1. condor_off -all -neg
2. condor_off -all -subsystem -replication
3. condor_off -all -subsystem -had
4. condor_on -neg

When configuring condor_had to control the condor_negotiator, if the default backoff constant value is too small, it can result in a churning of the condor_negotiator, especially in cases in which the primary negotiator is unable to run due to misconfiguration. In these cases, the condor_master will kill the condor_had after the condor_negotiator exists, wait a short period, then restart condor_had. The condor_had will then win the election, so the secondary condor_negotiator will be killed, and the primary will be restarted, only to exit again. If this happens too quickly, neither condor_negotiator will run long enough to complete a negotiation cycle, resulting in no jobs getting started. Increasing this value via MASTER_HAD_BACKOFF_CONSTANT to be larger than a typical negotiation cycle can help solve this problem.

To run a high availability pool without the replication feature, do the following operations:

1. Set the HAD\_USE\_REPLICATION configuration variable to False, and thus disable the replication on configuration level.
2. Remove `REPLICATION` from both `DAEMON_LIST` and `DC_DAEMON_LIST` in the configuration file.

Sample Configuration

This section provides sample configurations for high availability.

We begin with a sample configuration using shared port, and then include a sample configuration for not using shared port. Both samples relate to the high availability of central managers.

Each sample is split into two parts: the configuration for the central manager machines, and the configuration for the machines that will *not* be central managers.

The following shared-port configuration is for the central manager machines.

```plaintext
# The following must be identical on all central managers
CENTRAL_MANAGER1 = cm1.domain.name
CENTRAL_MANAGER2 = cm2.domain.name
CONDOR_HOST = $(CENTRAL_MANAGER1), $(CENTRAL_MANAGER2)

# Since we're using shared port, we set the port number to the shared
# port daemon's port number. NOTE: this assumes that each machine in
# the list is using the same port number for shared port. While this
# will be true by default, if you've changed it in configuration any-
# where, you need to reflect that change here.
HAD_USE_SHARED_PORT = TRUE
HAD_LIST = \
  $(CENTRAL_MANAGER1):$(SHARED_PORT_PORT), \n  $(CENTRAL_MANAGER2):$(SHARED_PORT_PORT)

REPLICATION_USE_SHARED_PORT = TRUE
REPLICATION_LIST = \
  $(CENTRAL_MANAGER1):$(SHARED_PORT_PORT), \n  $(CENTRAL_MANAGER2):$(SHARED_PORT_PORT)

# The recommended setting.
HAD_USE_PRIMARY = TRUE

# If you change which daemon(s) you're making highly-available, you must
# change both of these values.
HAD_CONTROLLEE = NEGOTIATOR
MASTER_NEGOTIATOR_CONTROLLER = HAD

# The following may differ between central managers

# The daemon list may contain additional entries.
DAEMON_LIST = MASTER, COLLECTOR, NEGOTIATOR, HAD, REPLICATION

# Using replication is optional.
HAD_USE_REPLICATION = TRUE

# This is the default location for the state file.
STATE_FILE = $(SPOOL)/Accountantnew.log
```

---

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# See note above the length of the negotiation cycle.
MASTER_HAD_BACKOFF_CONSTANT = 360

The following shared-port configuration is for the machines which that will *not* be central managers.

CENTRAL_MANAGER1 = cm1.domain.name
CENTRAL_MANAGER2 = cm2.domain.name
CONDOR_HOST = $(CENTRAL_MANAGER1), $(CENTRAL_MANAGER2)

The following configuration sets fixed port numbers for the central manager machines.

### A sample configuration file for central managers, to enable the
### the high availability mechanism.

### THE FOLLOWING MUST BE IDENTICAL ON ALL POTENTIAL CENTRAL MANAGERS.
### For simplicity in writing other expressions, define a variable
### for each potential central manager in the pool.
### These are samples.
### CENTRAL_MANAGER1 = cm1.domain.name
### CENTRAL_MANAGER2 = cm2.domain.name
### A list of all potential central managers in the pool.
### CONDOR_HOST = $(CENTRAL_MANAGER1),$(CENTRAL_MANAGER2)

## Define the port number on which the condor_had daemon will
## listen. The port must match the port number used
## for when defining HAD_LIST. This port number is
## arbitrary; make sure that there is no port number collision
## with other applications.
HAD_PORT = 51450
HAD_ARGS = -f -p $(HAD_PORT)

## The following macro defines the port number condor_replication will listen
## on this machine. This port should match the port number specified
## for that replication daemon in the REPLICATION_LIST
## Port number is arbitrary (make sure no collision with other applications)
## This is a sample port number
REPLICATION_PORT = 41450
REPLICATION_ARGS = -p $(REPLICATION_PORT)

## The following list must contain the same addresses in the same order
## as CONDOR_HOST. In addition, for each hostname, it should specify
## the port number of condor_had daemon running on that host.
## The first machine in the list will be the PRIMARY central manager
## machine, in case HAD_USE_PRIMARY is set to true.
HAD_LIST = 
$(CENTRAL_MANAGER1):$(HAD_PORT), 
$(CENTRAL_MANAGER2):$(HAD_PORT)

## The following list must contain the same addresses
## as HAD_LIST. In addition, for each hostname, it should specify
## the port number of condor_replication daemon running on that host.
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## This parameter is mandatory and has no default value

REPLICATION_LIST = \\
$(CENTRAL_MANAGER1):$(REPLICATION_PORT), \\
$(CENTRAL_MANAGER2):$(REPLICATION_PORT)

## The following is the name of the daemon that the HAD controls.  
## This must match the name of a daemon in the master's DAEMON_LIST.  
## The default is NEGOTIATOR, but can be any daemon that the master  
## controls.

HAD_CONTROLLEE = NEGOTIATOR

## HAD connection time.  
## Recommended value is 2 if the central managers are on the same subnet.  
## Recommended value is 5 if Condor security is enabled.  
## Recommended value is 10 if the network is very slow, or  
## to reduce the sensitivity of HA daemons to network failures.

HAD_CONNECTION_TIMEOUT = 2

## If true, the first central manager in HAD_LIST is a primary.

HAD_USE_PRIMARY = true

# THE PARAMETERS BELOW ARE ALLOWED TO BE DIFFERENT ON EACH  
# CENTRAL MANAGER  
# THESE ARE MASTER SPECIFIC PARAMETERS

## the master should start at least these four daemons

DAEMON_LIST = MASTER, COLLECTOR, NEGOTIATOR, HAD, REPLICATION

## Enables/disables the replication feature of HAD daemon  
## Default: false

HAD_USE_REPLICATION = true

## Name of the file from the SPOOL directory that will be replicated  
## Default: $(SPOOL)/Accountantnew.log

STATE_FILE = $(SPOOL)/Accountantnew.log

## Period of time between two successive awakenings of the replication daemon  
## Default: 300

REPLICATION_INTERVAL = 300

## Period of time, in which transferer daemons have to accomplish the  
## downloading/uploading process  
## Default: 300

MAX_TRANSFER_LIFETIME = 300

## Period of time between two successive sends of classads to the collector by HAD  
## Default: 300

HAD_UPDATE_INTERVAL = 300

## The HAD controls the negotiator, and should have a larger  
## backoff constant

---

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The configuration for machines that will not be central managers is identical for the fixed- and shared- port cases.

```
### Sample configuration relating to high availability for machines that DO NOT run the condor_had daemon.
### For simplicity define a variable for each potential central manager in the pool.
CENTRAL_MANAGER1 = cm1.domain.name
CENTRAL_MANAGER2 = cm2.domain.name
### List of all potential central managers in the pool
CONDOR_HOST = $(CENTRAL_MANAGER1),$(CENTRAL_MANAGER2)
```

# 3.14 Setting Up for Special Environments

The following sections describe how to set up HTCondor for use in special environments or configurations.

## 3.14.1 Using HTCondor with AFS

Configuration variables that allow machines to interact with and use a shared file system are given at section 3.5.5.

Limitations with AFS occur because HTCondor does not currently have a way to authenticate itself to AFS. This is true of the HTCondor daemons that would like to authenticate as the AFS user condor, and of the condor_shadow which would like to authenticate as the user who submitted the job it is serving. Since neither of these things can happen yet, there are special things to do when interacting with AFS. Some of this must be done by the administrator(s) installing HTCondor. Other things must be done by HTCondor users who submit jobs.

### AFS and HTCondor for Administrators

The largest result from the lack of authentication with AFS is that the directory defined by the configuration variable LOCAL_DIR and its subdirectories log and spool on each machine must be either writable to unauthenticated users, or must not be on AFS. Making these directories writable a very bad security hole, so it is not a viable solution. Placing LOCAL_DIR onto NFS is acceptable. To avoid AFS, place the directory defined for LOCAL_DIR on a local partition on each machine in the pool. This implies running condor_configure to install the release directory and configure the pool, setting the LOCAL_DIR variable to a local partition. When that is complete, log into each machine in the pool, and run condor_init to set up the local HTCondor directory.

The directory defined by RELEASE_DIR, which holds all the HTCondor binaries, libraries, and scripts, can be on AFS. None of the HTCondor daemons need to write to these files. They only need to read them. So, the directory defined by RELEASE_DIR only needs to be world readable in order to let HTCondor function. This makes it easier to upgrade the binaries to a newer version at a later date, and means that users can find the HTCondor tools in a consistent
location on all the machines in the pool. Also, the HTCondor configuration files may be placed in a centralized location. This is what we do for the UW-Madison’s CS department HTCondor pool, and it works quite well.

Finally, consider setting up some targeted AFS groups to help users deal with HTCondor and AFS better. This is discussed in the following manual subsection. In short, create an AFS group that contains all users, authenticated or not, but which is restricted to a given host or subnet. These should be made as host-based ACLs with AFS, but here at UW-Madison, we have had some trouble getting that working. Instead, we have a special group for all machines in our department. The users here are required to make their output directories on AFS writable to any process running on any of our machines, instead of any process on any machine with AFS on the Internet.

**AFS and HTCondor for Users**

The `condor_shadow` daemon runs on the machine where jobs are submitted. It performs all file system access on behalf of the jobs. Because the `condor_shadow` daemon is not authenticated to AFS as the user who submitted the job, the `condor_shadow` daemon will not normally be able to write any output. Therefore the directories in which the job will be creating output files will need to be world writable; they need to be writable by non-authenticated AFS users. In addition, the program’s stdout, stderr, log file, and any file the program explicitly opens will need to be in a directory that is world-writable.

An administrator may be able to set up special AFS groups that can make unauthenticated access to the program’s files less scary. For example, there is supposed to be a way for AFS to grant access to any unauthenticated process on a given host. If set up, write access need only be granted to unauthenticated processes on the submit machine, as opposed to any unauthenticated process on the Internet. Similarly, unauthenticated read access could be granted only to processes running on the submit machine.

A solution to this problem is to not use AFS for output files. If disk space on the submit machine is available in a partition not on AFS, submit the jobs from there. While the `condor_shadow` daemon is not authenticated to AFS, it does run with the effective UID of the user who submitted the jobs. So, on a local (or NFS) file system, the `condor_shadow` daemon will be able to access the files, and no special permissions need be granted to anyone other than the job submitter. If the HTCondor daemons are not invoked as root however, the `condor_shadow` daemon will not be able to run with the submitter’s effective UID, leading to a similar problem as with files on AFS.

### 3.14.2 Enabling the Transfer of Files Specified by a URL

Because staging data on the submit machine is not always efficient, HTCondor permits input files to be transferred from a location specified by a URL; likewise, output files may be transferred to a location specified by a URL. All transfers (both input and output) are accomplished by invoking a plug-in, an executable or shell script that handles the task of file transfer.

For transferring input files, URL specification is limited to jobs running under the vanilla universe and to a vm universe VM image file. The execute machine retrieves the files. This differs from the normal file transfer mechanism, in which transfers are from the machine where the job is submitted to the machine where the job is executed. Each file to be transferred by specifying a URL, causing a plug-in to be invoked, is specified separately in the job submit description file with the command `transfer_input_files`; see section [2.5.9](htcondor-v8.8.0-manual.html#submitting-a-job) for details.
3.14.2. Enabling the Transfer of Files Specified by a URL

For transferring output files, either the entire output sandbox, which are all files produced or modified by the job as it executes, or a subset of these files, as specified by the submit description file command `transfer_output_files` are transferred to the directory specified by the URL. The URL itself is specified in the separate submit description file command `output_destination`; see section [2.5.9](#) for details. The plug-in is invoked once for each output file to be transferred.

Configuration identifies the availability of the one or more plug-in(s). The plug-ins must be installed and available on every execute machine that may run a job which might specify a URL, either for input or for output.

URL transfers are enabled by default in the configuration of execute machines. Disabling URL transfers is accomplished by setting

```
ENABLE_URL_TRANSFERS = FALSE
```

A comma separated list giving the absolute path and name of all available plug-ins is specified as in the example:

```
FILETRANSFER_PLUGINS = /opt/condor/plugins/wget-plugin, \
/opt/condor/plugins/hdfs-plugin, \
/opt/condor/plugins/custom-plugin
```

The `condor_starter` invokes all listed plug-ins to determine their capabilities. Each may handle one or more protocols (scheme names). The plug-in’s response to invocation identifies which protocols it can handle. When a URL transfer is specified by a job, the `condor_starter` invokes the proper one to do the transfer. If more than one plugin is capable of handling a particular protocol, then the last one within the list given by `FILETRANSFER_PLUGINS` is used.

HTCondor assumes that all plug-ins will respond in specific ways. To determine the capabilities of the plug-ins as to which protocols they handle, the `condor_starter` daemon invokes each plug-in giving it the command line argument `-classad`. In response to invocation with this command line argument, the plug-in must respond with an output of three ClassAd attributes. The first two are fixed:

```
PluginVersion = "0.1"
PluginType = "FileTransfer"
```

The third ClassAd attribute is `SupportedMethods`. This attribute is a string containing a comma separated list of the protocols that the plug-in handles. So, for example

```
SupportedMethods = "http,ftp,file"
```

would identify that the three protocols described by `http`, `ftp`, and `file` are supported. These strings will match the protocol specification as given within a URL in a `transfer_input_files` command or within a URL in an `output_destination` command in a submit description file for a job.

When a job specifies a URL transfer, the plug-in is invoked, without the command line argument `-classad`. It will instead be given two other command line arguments. For the transfer of input file(s), the first will be the URL of the file to retrieve and the second will be the absolute path identifying where to place the transferred file. For the transfer of output file(s), the first will be the absolute path on the local machine of the file to transfer, and the second will be the URL of the directory and file name at the destination.
3.14.3. Enabling the Transfer of Public Input Files over HTTP

The plug-in is expected to do the transfer, exiting with status 0 if the transfer was successful, and a non-zero status if the transfer was *not* successful. When *not* successful, the job is placed on hold, and the job ClassAd attribute HoldReason will be set as appropriate for the job. The job ClassAd attribute HoldReasonSubCode will be set to the exit status of the plug-in.

As an example of the transfer of a subset of output files, assume that the submit description file contains

```python
output_destination = url://server/some/directory/
transfer_output_files = foo, bar, qux
```

HTCondor invokes the plug-in that handles the `url` protocol three times. The directory delimiter (/ on Unix, and \ on Windows) is appended to the destination URL, such that the three (Unix) invocations of the plug-in will appear similar to

```python
url_plugin /path/to/local/copy/of/foo url://server/some/directory//foo
url_plugin /path/to/local/copy/of/bar url://server/some/directory//bar
url_plugin /path/to/local/copy/of/qux url://server/some/directory//qux
```

Note that this functionality is not limited to a predefined set of protocols. New ones can be invented. As an invented example, the `zkm` transfer type writes random bytes to a file. The plug-in that handles `zkm` transfers would respond to invocation with the `-classad` command line argument with:

```python
PluginVersion = "0.1"
PluginType = "FileTransfer"
SupportedMethods = "zkm"
```

And, then when a job requested that this plug-in be invoked, for the invented example:

```python
transfer_input_files = zkm://128/r-data
```

the plug-in will be invoked with a first command line argument of `zkm://128/r-data` and a second command line argument giving the full path along with the file name `r-data` as the location for the plug-in to write 128 bytes of random data.

The transfer of output files in this manner was introduced in HTCondor version 7.6.0. Incompatibility and inability to function will result if the executables for the `condor_starter` and `condor_shadow` are versions earlier than HTCondor version 7.6.0. Here is the expected behavior for these cases that cannot be backward compatible.

- If the `condor_starter` version is earlier than 7.6.0, then regardless of the `condor_shadow` version, transfer of output files, as identified in the submit description file with the command `output_destination` is ignored. The files are transferred back to the submit machine.
- If the `condor_starter` version is 7.6.0 or later, but the `condor_shadow` version is earlier than 7.6.0, then the `condor_starter` will attempt to send the command to the `condor_shadow`, but the `condor_shadow` will ignore the command. No files will be transferred, and the job will be placed on hold.

3.14.3 Enabling the Transfer of Public Input Files over HTTP

Another option for transferring files over HTTP is for users to specify a list of public input files. These are specified in the submit file as follows:
public_input_files = file1,file2,file3

HTCondor will automatically convert these files into URLs and transfer them over HTTP using plug-ins. The advantage to this approach is that system administrators can leverage Squid caches or load-balancing infrastructure, resulting in improved performance. This also allows us to gather statistics about file transfers that were not previously available.

When a user submits a job with public input files, HTCondor generates a hash link for each file in the root directory for the web server. Each of these links points back to the original file on local disk. Next, HTCondor replaces the names of the files in the submit job with web links to their hashes. These get sent to the execute node, which downloads the files using our curl_plugin tool, and are then remapped back to their original names.

In the event of any errors or configuration problems, HTCondor will fall back to a regular (non-HTTP) file transfer.

To enable HTTP public file transfers, a system administrator must perform several steps as described below.

**Install a web service for public input files**

An HTTP service must be installed and configured on the submit node. Any regular web server software such as Apache (https://httpd.apache.org/) or nginx (https://nginx.org) will do. The submit node must be running a Linux system.

**Configuration knobs for public input files**

Several knobs must be set and configured correctly for this functionality to work:

- **ENABLE_HTTP_PUBLIC_FILES**: Must be set to true (default: false)
- **HTTP_PUBLIC_FILES_ADDRESS**: The full web address (hostname + port) where your web server is serving files (default: 127.0.0.1:8080)
- **HTTP_PUBLIC_FILES_ROOT_DIR**: Absolute path to the local directory where the web service is serving files from.
- **HTTP_PUBLIC_FILES_USER**: User security level used to write links to the directory specified by `HTTP_PUBLIC_FILES_ROOT_DIR`. There are three valid options for this knob:
  1. `<user>`: Links will be written as user who submitted the job.
  2. `<condor>`: Links will be written as user running condor daemons. By default this is the user `condor` unless you have changed this by setting the configuration parameter CONDOR_IDS.
  3. `<%username%>`: Links will be written as the user `%username%` (ie. `httpd, nobody`) If using this option, make sure the directory is writable by this particular user.

The default setting is `<condor>`.
Additional HTTP infrastructure for public input files

The main advantage of using HTTP for file transfers is that system administrators can use additional infrastructure (such as Squid caching) to improve file transfer performance. This is outside the scope of the HTCondor configuration but is still worth mentioning here. When curl_plugin is invoked, it checks the environment variable http_proxy for a proxy server address; by setting this appropriately on execute nodes, a system can dramatically improve transfer speeds for commonly used files.

3.14.4 Configuring HTCondor for Multiple Platforms

A single, initial configuration file may be used for all platforms in an HTCondor pool, with platform-specific settings placed in separate files. This greatly simplifies administration of a heterogeneous pool by allowing specification of platform-independent, global settings in one place, instead of separately for each platform. This is made possible by treating the LOCAL_CONFIG_FILE configuration variable as a list of files, instead of a single file. Of course, this only helps when using a shared file system for the machines in the pool, so that multiple machines can actually share a single set of configuration files.

With multiple platforms, put all platform-independent settings (the vast majority) into the single initial configuration file, which will be shared by all platforms. Then, set the LOCAL_CONFIG_FILE configuration variable from that global configuration file to specify both a platform-specific configuration file and optionally, a local, machine-specific configuration file.

The name of platform-specific configuration files may be specified by using $(ARCH) and $(OPSYS), as defined automatically by HTCondor. For example, for 32-bit Intel Windows 7 machines and 64-bit Intel Linux machines, the files ought to be named:

```
condor_config.INTEL.WINDOWS
condor_config.X86_64.LINUX
```

Then, assuming these files are in the directory defined by the ETC configuration variable, and machine-specific configuration files are in the same directory, named by each machine’s host name, LOCAL_CONFIG_FILE becomes:

```
LOCAL_CONFIG_FILE = $(ETC)/condor_config.$(ARCH).$(OPSYS), \n $(ETC)/$(HOSTNAME).local
```

Alternatively, when using AFS, an @sys link may be used to specify the platform-specific configuration file, which lets AFS resolve this link based on platform name. For example, consider a soft link named condor_config.platform that points to condor_config.@sys. In this case, the files might be named:

```
condor_config.i386_linux2
condor_config.platform -> condor_config.@sys
```

and the LOCAL_CONFIG_FILE configuration variable would be set to
LOCAL_CONFIG_FILE = $(ETC)/condor_config.platform, \
$(ETC)/$(HOSTNAME).local

Platform-Specific Configuration File Settings

The configuration variables that are truly platform-specific are:

RELEASE_DIR Full path to to the installed HTCondor binaries. While the configuration files may be shared among different platforms, the binaries certainly cannot. Therefore, maintain separate release directories for each platform in the pool.

MAIL The full path to the mail program.

CONSOLE_DEVICES Which devices in /dev should be treated as console devices.

DAEMON_LIST Which daemons the condor_master should start up. The reason this setting is platform-specific is to distinguish the condor_kbdd. It is needed on many Linux and Windows machines, and it is not needed on other platforms.

Reasonable defaults for all of these configuration variables will be found in the default configuration files inside a given platform’s binary distribution (except the RELEASE_DIR, since the location of the HTCondor binaries and libraries is installation specific). With multiple platforms, use one of the condor_config files from either running condor_config or from the $(RELEASE_DIR)/etc/examples/condor_config.generic file, take these settings out, save them into a platform-specific file, and install the resulting platform-independent file as the global configuration file. Then, find the same settings from the configuration files for any other platforms to be set up, and put them in their own platform-specific files. Finally, set the LOCAL_CONFIG_FILE configuration variable to point to the appropriate platform-specific file, as described above.

Not even all of these configuration variables are necessarily going to be different. For example, if an installed mail program understands the -s option in /usr/local/bin/mail on all platforms, the MAIL macro may be set to that in the global configuration file, and not define it anywhere else. For a pool with only Linux or Windows machines, the DAEMON_LIST will be the same for each, so there is no reason not to put that in the global configuration file.

Other Uses for Platform-Specific Configuration Files

It is certainly possible that an installation may want other configuration variables to be platform-specific as well. Perhaps a different policy is desired for one of the platforms. Perhaps different people should get the e-mail about problems with the different platforms. There is nothing hard-coded about any of this. What is shared and what should not shared is entirely configurable.

Since the LOCAL_CONFIG_FILE macro can be an arbitrary list of files, an installation can even break up the global, platform-independent settings into separate files. In fact, the global configuration file might only contain a definition for LOCAL_CONFIG_FILE, and all other configuration variables would be placed in separate files.

Different people may be given different permissions to change different HTCondor settings. For example, if a user is to be able to change certain settings, but nothing else, those settings may be placed in a file which was early in the
This mechanism is quite flexible and powerful. For very specific configuration needs, they can probably be met by using file permissions, the `LOCAL_CONFIG_FILE` configuration variable, and imagination.

### 3.14.5 Full Installation of condor_compile

In order to take advantage of two major HTCondor features: checkpointing and remote system calls, users need to relink their binaries. Programs that are not relinked for HTCondor can run under HTCondor’s vanilla universe. However, these jobs cannot take checkpoints and migrate.

To relink programs with HTCondor, we provide the `condor_compile` tool. As installed by default, `condor_compile` works with the following commands: `gcc`, `g++`, `g77`, `cc`, `acc`, `c89`, `CC`, `f77`, `fort77`, `ld`. See the `condor_compile(1)` man page for details on using `condor_compile`.

`condor_compile` can work transparently with all commands on the system, including `make`. The basic idea here is to replace the system linker (`ld`) with the HTCondor linker. Then, when a program is to be linked, the HTCondor linker figures out whether this binary will be for HTCondor, or for a normal binary. If it is to be a normal compile, the old `ld` is called. If this binary is to be linked for HTCondor, the script performs the necessary operations in order to prepare a binary that can be used with HTCondor. In order to differentiate between normal builds and HTCondor builds, the user simply places `condor_compile` before their build command, which sets the appropriate environment variable that lets the HTCondor linker script know it needs to do its magic.

In order to perform this full installation of `condor_compile`, the following steps need to be taken:

1. Rename the system linker from `ld` to `ld.real`.
2. Copy the HTCondor linker to the location of the previous `ld`.
3. Set the owner of the linker to `root`.
4. Set the permissions on the new linker to 755.

The actual commands to execute depend upon the platform. The location of the system linker (`ld`), is as follows:

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Location of ld (ld-path)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux</td>
<td>/usr/bin</td>
</tr>
</tbody>
</table>

On these platforms, issue the following commands (as `root`), where `ld-path` is replaced by the path to the system’s `ld`.

```bash
mv /<ld-path>/ld /<ld-path>/ld.real
cp /usr/local/condor/lib/ld /<ld-path>/ld
chown root /<ld-path>/ld
chmod 755 /<ld-path>/ld
```
### 3.14.6 The condor_kbdd

If you remove HTCondor from your system later on, linking will continue to work, since the HTCondor linker will always default to compiling normal binaries and simply call the real `ld`. In the interest of simplicity, it is recommended that you reverse the above changes by moving your `ld.real` linker back to its former position as `ld`, overwriting the HTCondor linker.

**NOTE:** If you ever upgrade your operating system after performing a full installation of `condor_compile`, you will probably have to re-do all the steps outlined above. Generally speaking, new versions or patches of an operating system might replace the system `ld` binary, which would undo the full installation of `condor_compile`.

#### 3.14.6 The condor_kbdd

The HTCondor keyboard daemon, `condor_kbdd`, monitors X events on machines where the operating system does not provide a way of monitoring the idle time of the keyboard or mouse. On Linux platforms, it is needed to detect USB keyboard activity. Otherwise, it is not needed. On Windows platforms, the `condor_kbdd` is the primary way of monitoring the idle time of both the keyboard and mouse.

### The condor_kbdd on Windows Platforms

Windows platforms need to use the `condor_kbdd` to monitor the idle time of both the keyboard and mouse. By adding `KBDD` to configuration variable `DAEMON_LIST`, the `condor_master` daemon invokes the `condor_kbdd`, which then does the right thing to monitor activity given the version of Windows running.

With Windows Vista and more recent versions of Windows, user sessions are moved out of session 0. Therefore, the `condor_startd` service is no longer able to listen to keyboard and mouse events. The `condor_kbdd` will run in an invisible window and should not be noticeable by the user, except for a listing in the task manager. When the user logs out, the program is terminated by Windows. This implementation also appears in versions of Windows that predate Vista, because it adds the capability of monitoring keyboard activity from multiple users.

To achieve the auto-start with user login, the HTCondor installer adds a `condor_kbdd` entry to the registry key at `HKLM\Software\Microsoft\Windows\CurrentVersion\Run`. On 64-bit versions of Vista and more recent Windows versions, the entry is actually placed in `HKLM\Software\Wow6432Node\Microsoft\Windows\CurrentVersion\Run`.

In instances where the `condor_kbdd` is unable to connect to the `condor_startd`, it is likely because an exception was not properly added to the Windows firewall.

### The condor_kbdd on Linux Platforms

On Linux platforms, great measures have been taken to make the `condor_kbdd` as robust as possible, but the X window system was not designed to facilitate such a need, and thus is not as efficient on machines where many users frequently log in and out on the console.

In order to work with X authority, which is the system by which X authorizes processes to connect to X servers, the `condor_kbdd` needs to run with super user privileges. Currently, the `condor_kbdd` assumes that X uses the HOME
environment variable in order to locate a file named \texttt{.Xauthority}. This file contains keys necessary to connect to an X server. The keyboard daemon attempts to set \texttt{HOME} to various users’ home directories in order to gain a connection to the X server and monitor events. This may fail if the keyboard daemon is not allowed to attach to the X server, and the state of a machine may be incorrectly set to idle when a user is, in fact, using the machine.

In some environments, the \texttt{condor_kbd} will not be able to connect to the X server because the user currently logged into the system keeps their authentication token for using the X server in a place that no local user on the current machine can get to. This may be the case for files on AFS, because the user’s \texttt{.Xauthority} file is in an AFS home directory.

There may also be cases where the \texttt{condor_kbd} may not be run with super user privileges because of political reasons, but it is still desired to be able to monitor X activity. In these cases, change the XDM configuration in order to start up the \texttt{condor_kbd} with the permissions of the logged in user. If running X11R6.3, the files to edit will probably be in /usr/X11R6/lib/X11/xdm. The \texttt{.xsessions} file should start up the \texttt{condor_kbd} at the end, and the \texttt{.Xreset} file should shut down the \texttt{condor_kbd}. The \texttt{-l} option can be used to write the daemon’s log file to a place where the user running the daemon has permission to write a file. The file’s recommended location will be similar to \texttt{~/.kbdd.log}, since this is a place where every user can write, and the file will not get in the way. The \texttt{-pidfile} and \texttt{-k} options allow for easy shut down of the \texttt{condor_kbd} by storing the process ID in a file. It will be necessary to add lines to the XDM configuration similar to

\begin{verbatim}
condor_kbd -l $HOME/.kbdd.log -pidfile $HOME/.kbdd.pid
\end{verbatim}

This will start the \texttt{condor_kbd} as the user who is currently logged in and write the log to a file in the directory \texttt{$HOME/.kbdd.log/}. This will also save the process ID of the daemon to \texttt{~/.kbdd.pid}, so that when the user logs out, XDM can do:

\begin{verbatim}
condor_kbd -k $HOME/.kbdd.pid
\end{verbatim}

This will shut down the process recorded in file \texttt{~/.kbdd.pid} and exit.

To see how well the keyboard daemon is working, review the log for the daemon and look for successful connections to the X server. If there are none, the \texttt{condor_kbd} is unable to connect to the machine’s X server.

\subsection*{3.14.7 Configuring The HTCondorView Server}

The HTCondorView server is an alternate use of the \texttt{condor_collector} that logs information on disk, providing a persistent, historical database of pool state. This includes machine state, as well as the state of jobs submitted by users.

An existing \texttt{condor_collector} may act as the HTCondorView collector through configuration. This is the simplest situation, because the only change needed is to turn on the logging of historical information. The alternative of configuring a new \texttt{condor_collector} to act as the HTCondorView collector is slightly more complicated, while it offers the advantage that the same HTCondorView collector may be used for several pools as desired, to aggregate information into one place.

The following sections describe how to configure a machine to run a HTCondorView server and to configure a pool to send updates to it.
Configuring a Machine to be a HTCondorView Server

To configure the HTCondorView collector, a few configuration variables are added or modified for the `condor_collector` chosen to act as the HTCondorView collector. These configuration variables are described in section 3.5.14 on page 286. Here are brief explanations of the entries that must be customized:

**POOL_HISTORY_DIR**  The directory where historical data will be stored. This directory must be writable by whatever user the HTCondorView collector is running as (usually the user `condor`). There is a configurable limit to the maximum space required for all the files created by the HTCondorView server called (POOL_HISTORY_MAX_STORAGE).

**NOTE:** This directory should be separate and different from the spool or log directories already set up for HTCondor. There are a few problems putting these files into either of those directories.

**KEEP_POOL_HISTORY**  A boolean value that determines if the HTCondorView collector should store the historical information. It is `False` by default, and must be specified as `True` in the local configuration file to enable data collection.

Once these settings are in place in the configuration file for the HTCondorView server host, create the directory specified in `POOL_HISTORY_DIR` and make it writable by the user the HTCondorView collector is running as. This is the same user that owns the `CollectorLog` file in the `log` directory. The user is usually `condor`.

If using the existing `condor_collector` as the HTCondorView collector, no further configuration is needed. To run a different `condor_collector` to act as the HTCondorView collector, configure HTCondor to automatically start it.

If using a separate host for the HTCondorView collector, to start it, add the value `COLLECTOR` to `DAEMON_LIST`, and restart HTCondor on that host. To run the HTCondorView collector on the same host as another `condor_collector`, ensure that the two `condor_collector` daemons use different network ports. Here is an example configuration in which the main `condor_collector` and the HTCondorView collector are started up by the same `condor_master` daemon on the same machine. In this example, the HTCondorView collector uses port 12345.

```
VIEW_SERVER = $(COLLECTOR)
VIEW_SERVER_ARGS = -f -p 12345
VIEW_SERVER_ENVIRONMENT = ":CONDOR_COLLECTOR_LOG=$(LOG)/ViewServerLog"
DAEMON_LIST = MASTER, NEGOTIATOR, COLLECTOR, VIEW_SERVER
```

For this change to take effect, restart the `condor_master` on this host. This may be accomplished with the `condor_restart` command, if the command is run with administrator access to the pool.

Configuring a Pool to Report to the HTCondorView Server

For the HTCondorView server to function, configure the existing collector to forward ClassAd updates to it. This configuration is only necessary if the HTCondorView collector is a different collector from the existing `condor_collector` for the pool. All the HTCondor daemons in the pool send their ClassAd updates to the regular `condor_collector`, which in turn will forward them on to the HTCondorView server.

Define the following configuration variable:
where `full.hostname` is the full host name of the machine running the HTCondorView collector. The full host name is optionally followed by a colon and port number. This is only necessary if the HTCondorView collector is configured to use a port number other than the default.

Place this setting in the configuration file used by the existing `condor_collector`. It is acceptable to place it in the global configuration file. The HTCondorView collector will ignore this setting (as it should) as it notices that it is being asked to forward ClassAds to itself.

Once the HTCondorView server is running with this change, send a `condor_reconfig` command to the main `condor_collector` for the change to take effect, so it will begin forwarding updates. A query to the HTCondorView collector will verify that it is working. A query example:

```
condor_status -pool condor.view.host[:portnumber]
```

A `condor_collector` may also be configured to report to multiple HTCondorView servers. The configuration variable `CONDOR_VIEW_HOST` can be given as a list of HTCondorView servers separated by commas and/or spaces.

The following demonstrates an example configuration for two HTCondorView servers, where both HTCondorView servers (and the `condor_collector`) are running on the same machine, localhost.localdomain:

```
VIEWSERV01 = $(COLLECTOR)
VIEWSERV01_ARGS = -f -p 12345 -local-name VIEWSERV01
VIEWSERV01_ENVIRONMENT = "_CONDOR_COLLECTOR_LOG=$(LOG)/ViewServerLog01"
VIEWSERV01.POOL_HISTORY_DIR = $(LOCAL_DIR)/poolhist01
VIEWSERV01.KEEP_POOL_HISTORY = TRUE
VIEWSERV01.CONDOR_VIEW_HOST =

VIEWSERV02 = $(COLLECTOR)
VIEWSERV02_ARGS = -f -p 24680 -local-name VIEWSERV02
VIEWSERV02_ENVIRONMENT = "_CONDOR_COLLECTOR_LOG=$(LOG)/ViewServerLog02"
VIEWSERV02.POOL_HISTORY_DIR = $(LOCAL_DIR)/poolhist02
VIEWSERV02.KEEP_POOL_HISTORY = TRUE
VIEWSERV02.CONDOR_VIEW_HOST =

CONDOR_VIEW_HOST = localhost.localdomain:12345 localhost.localdomain:24680
DAEMON_LIST = $(DAEMON_LIST) VIEWSERV01 VIEWSERV02
```

Note that the value of `CONDOR_VIEW_HOST` for VIEWSERV01 and VIEWSERV02 is unset, to prevent them from inheriting the global value of `CONDOR_VIEW_HOST` and attempting to report to themselves or each other. If the HTCondorView servers are running on different machines where there is no global value for `CONDOR_VIEW_HOST`, this precaution is not required.

### 3.14.8 Running HTCondor Jobs within a Virtual Machine

HTCondor jobs are formed from executables that are compiled to execute on specific platforms. This in turn restricts the machines within an HTCondor pool where a job may be executed. An HTCondor job may now be executed on a
virtual machine running VMware, Xen, or KVM. This allows Windows executables to run on a Linux machine, and Linux executables to run on a Windows machine.

In older versions of HTCondor, other parts of the system were also referred to as *virtual machines*, but in all cases, those are now known as *slots*. A virtual machine here describes the environment in which the outside operating system (called the host) emulates an inner operating system (called the inner virtual machine), such that an executable appears to run directly on the inner virtual machine. In other parts of HTCondor, a *slot* (formerly known as *virtual machine*) refers to the multiple cores of a multi-core machine. Also, be careful not to confuse the virtual machines discussed here with the Java Virtual Machine (JVM) referenced in other parts of this manual. Targeting an HTCondor job to run on an inner virtual machine is also different than using the *vm* universe. The *vm* universe lands and starts up a virtual machine instance, which is the HTCondor job, on an execute machine.

HTCondor has the flexibility to run a job on either the host or the inner virtual machine, hence two platforms appear to exist on a single machine. Since two platforms are an illusion, HTCondor understands the illusion, allowing an HTCondor job to be executed on only one at a time.

**Installation and Configuration**

HTCondor must be separately installed, separately configured, and separately running on both the host and the inner virtual machine.

The configuration for the host specifies `VMP_VM_LIST`. This specifies host names or IP addresses of all inner virtual machines running on this host. An example configuration on the host machine:

```
VMP_VM_LIST = vmware1.domain.com, vmware2.domain.com
```

The configuration for each separate inner virtual machine specifies `VMP_HOST_MACHINE`. This specifies the host for the inner virtual machine. An example configuration on an inner virtual machine:

```
VMP_HOST_MACHINE = host.domain.com
```

Given this configuration, as well as communication between HTCondor daemons running on the host and on the inner virtual machine, the policy for when jobs may execute is set by HTCondor. While the host is executing an HTCondor job, the `START` policy on the inner virtual machine is overridden with `False`, so no HTCondor jobs will be started on the inner virtual machine. Conversely, while the inner virtual machine is executing an HTCondor job, the `START` policy on the host is overridden with `False`, so no HTCondor jobs will be started on the host.

The inner virtual machine is further provided with a new syntax for referring to the machine ClassAd attributes of its host. Any machine ClassAd attribute with a prefix of the string `HOST_` explicitly refers to the host’s ClassAd attributes. The `START` policy on the inner virtual machine ought to use this syntax to avoid starting jobs when its host is too busy processing other items. An example configuration for `START` on an inner virtual machine:

```
START = ( (KeyboardIdle > 150 ) && ( HOST_KeyboardIdle > 150 ) \n        && ( LoadAvg <= 0.3 ) && ( HOST_TotalLoadAvg <= 0.3 ) )
```
3.14.9 HTCondor’s Dedicated Scheduling

The dedicated scheduler is a part of the `condor_schedd` that handles the scheduling of parallel jobs that require more than one machine concurrently running per job. MPI applications are a common use for the dedicated scheduler, but parallel applications which do not require MPI can also be run with the dedicated scheduler. All jobs which use the parallel universe are routed to the dedicated scheduler within the `condor_schedd` they were submitted to. A default HTCondor installation does not configure a dedicated scheduler; the administrator must designate one or more `condor_schedd` daemons to perform as dedicated scheduler.

Selecting and Setting Up a Dedicated Scheduler

We recommend that you select a single machine within an HTCondor pool to act as the dedicated scheduler. This becomes the machine from upon which all users submit their parallel universe jobs. The perfect choice for the dedicated scheduler is the single, front-end machine for a dedicated cluster of compute nodes. For the pool without an obvious choice for a submit machine, choose a machine that all users can log into, as well as one that is likely to be up and running all the time. All of HTCondor’s other resource requirements for a submit machine apply to this machine, such as having enough disk space in the spool directory to hold jobs. See section 3.2.2 on page 164 for details on these issues.

Configuration Examples for Dedicated Resources

Each execute machine may have its own policy for the execution of jobs, as set by configuration. Each machine with aspects of its configuration that are dedicated identifies the dedicated scheduler. And, the ClassAd representing a job to be executed on one or more of these dedicated machines includes an identifying attribute. An example configuration file with the following various policy settings is `/etc/examples/condor_config.local.dedicated.resource`.

Each execute machine defines the configuration variable `DedicatedScheduler`, which identifies the dedicated scheduler it is managed by. The local configuration file contains a modified form of

```
DedicatedScheduler = "DedicatedScheduler@full.host.name"
STARTD_ATTRS = $(STARTD_ATTRS), DedicatedScheduler
```

Substitute the host name of the dedicated scheduler machine for the string "full.host.name".

If running personal HTCondor, the name of the scheduler includes the user name it was started as, so the configuration appears as:

```
DedicatedScheduler = "DedicatedScheduler@username@full.host.name"
STARTD_ATTRS = $(STARTD_ATTRS), DedicatedScheduler
```

All dedicated execute machines must have policy expressions which allow for jobs to always run, but not be preempted. The resource must also be configured to prefer jobs from the dedicated scheduler over all other jobs.
Therefore, configuration gives the dedicated scheduler of choice the highest rank. It is worth noting that HTCondor puts no other requirements on a resource for it to be considered dedicated.

Job ClassAds from the dedicated scheduler contain the attribute `Scheduler`. The attribute is defined by a string of the form

```
Scheduler = "DedicatedScheduler@full.host.name"
```

The host name of the dedicated scheduler substitutes for the string `full.host.name`.

Different resources in the pool may have different dedicated policies by varying the local configuration.

**Policy Scenario: Machine Runs Only Jobs That Require Dedicated Resources** One possible scenario for the use of a dedicated resource is to only run jobs that require the dedicated resource. To enact this policy, configure the following expressions:

```
START = Scheduler =?= $(DedicatedScheduler)
SUSPEND = False
CONTINUE = True
PREEMPT = False
KILL = False
WANT_SUSPEND = False
WANT_VACATE = False
RANK = Scheduler =?= $(DedicatedScheduler)
```

The `START` expression specifies that a job with the `Scheduler` attribute must match the string corresponding `DedicatedScheduler` attribute in the machine ClassAd. The `RANK` expression specifies that this same job (with the `Scheduler` attribute) has the highest rank. This prevents other jobs from preempting it based on user priorities. The rest of the expressions disable any other of the `condor_startd` daemon’s pool-wide policies, such as those for evicting jobs when keyboard and CPU activity is discovered on the machine.

**Policy Scenario: Run Both Jobs That Do and Do Not Require Dedicated Resources** While the first example works nicely for jobs requiring dedicated resources, it can lead to poor utilization of the dedicated machines. A more sophisticated strategy allows the machines to run other jobs, when no jobs that require dedicated resources exist.

The machine is configured to prefer jobs that require dedicated resources, but not prevent others from running.

To implement this, configure the machine as a dedicated resource as above, modifying only the `START` expression:

```
START = True
```

**Policy Scenario: Adding Desktop Resources To The Mix** A third policy example allows all jobs. These desktop machines use a preexisting `START` expression that takes the machine owner’s usage into account for some jobs. The machine does not preempt jobs that must run on dedicated resources, while it may preempt other jobs as defined by policy. So, the default pool policy is used for starting and stopping jobs, while jobs that require a dedicated resource always start and are not preempted.

The `START`, `SUSPEND`, `PREEMPT`, and `RANK` policies are set in the global configuration. Locally, the configuration is modified to this hybrid policy by adding a second case.
SUSPEND = Scheduler != $(DedicatedScheduler) && $(SUSPEND)
PREEMPT = Scheduler != $(DedicatedScheduler) && $(PREEMPT)
RANK_FACTOR = 1000000
RANK = (Scheduler == $(DedicatedScheduler) * $(RANK_FACTOR)) \\ 
+ $(RANK)
START = (Scheduler == $(DedicatedScheduler)) || $(START)

Define RANK_FACTOR to be a larger value than the maximum value possible for the existing rank expression. 
RANK is a floating point value, so there is no harm in assigning a very large value.

Preemption with Dedicated Jobs

The dedicated scheduler can be configured to preempt running parallel universe jobs in favor of higher priority parallel universe jobs. Note that this is different from preemption in other universes, and parallel universe jobs cannot be preempted either by a machine’s user pressing a key or by other means.

By default, the dedicated scheduler will never preempt running parallel universe jobs. Two configuration variables control preemption of these dedicated resources: SCHEDD_PREEMPTION_REQUIREMENTS and SCHEDD_PREEMPTION_RANK. These variables have no default value, so if either are not defined, preemption will never occur. SCHEDD_PREEMPTION_REQUIREMENTS must evaluate to True for a machine to be a candidate for this kind of preemption. If more machines are candidates for preemption than needed to satisfy a higher priority job, the machines are sorted by SCHEDD_PREEMPTION_RANK, and only the highest ranked machines are taken.

Note that preempting one node of a running parallel universe job requires killing the entire job on all of its nodes. So, when preemption occurs, it may end up freeing more machines than are needed for the new job. Also, as HTCondor does not produce checkpoints for parallel universe jobs, preempted jobs will be re-run, starting again from the beginning. Thus, the administrator should be careful when enabling preemption of these dedicated resources. Enable dedicated preemption with the configuration:

STARTD_JOB_EXPRS = JobPrio
SCHEDD_PREEMPTION_REQUIREMENTS = (My.JobPrio < Target.JobPrio)
SCHEDD_PREEMPTION_RANK = 0.0

In this example, preemption is enabled by user-defined job priority. If a set of machines is running a job at user priority 5, and the user submits a new job at user priority 10, the running job will be preempted for the new job. The old job is put back in the queue, and will begin again from the beginning when assigned to a newly acquired set of machines.

Grouping Dedicated Nodes into Parallel Scheduling Groups

In some parallel environments, machines are divided into groups, and jobs should not cross groups of machines. That is, all the nodes of a parallel job should be allocated to machines within the same group. The most common example is a pool of machine using InfiniBand switches. For example, each switch might connect 16 machines, and a pool might have 160 machines on 10 switches. If the InfiniBand switches are not routed to each other, each job must run on
machines connected to the same switch. The dedicated scheduler’s *Parallel Scheduling Groups* feature supports this operation.

Each *condor_startd* must define which group it belongs to by setting the `ParallelSchedulingGroup` variable in the configuration file, and advertising it into the machine ClassAd. The value of this variable is a string, which should be the same for all *condor_startd* daemons within a given group. The property must be advertised in the *condor_startd* ClassAd by appending `ParallelSchedulingGroup` to the `STARTD_ATTRS` configuration variable.

The submit description file for a parallel universe job which must not cross group boundaries contains

```
+WantParallelSchedulingGroups = True
```

The dedicated scheduler enforces the allocation to within a group.

### 3.14.10 Configuring HTCondor for Running Backfill Jobs

HTCondor can be configured to run backfill jobs whenever the *condor_startd* has no other work to perform. These jobs are considered the lowest possible priority, but when machines would otherwise be idle, the resources can be put to good use.

Currently, HTCondor only supports using the Berkeley Open Infrastructure for Network Computing (BOINC) to provide the backfill jobs. More information about BOINC is available at [http://boinc.berkeley.edu](http://boinc.berkeley.edu).

The rest of this section provides an overview of how backfill jobs work in HTCondor, details for configuring the policy for when backfill jobs are started or killed, and details on how to configure HTCondor to spawn the BOINC client to perform the work.

**Overview of Backfill jobs in HTCondor**

Whenever a resource controlled by HTCondor is in the Unclaimed/Idle state, it is totally idle; neither the interactive user nor an HTCondor job is performing any work. Machines in this state can be configured to enter the Backfill state, which allows the resource to attempt a background computation to keep itself busy until other work arrives (either a user returning to use the machine interactively, or a normal HTCondor job). Once a resource enters the Backfill state, the *condor_startd* will attempt to spawn another program, called a backfill client, to launch and manage the backfill computation. When other work arrives, the *condor_startd* will kill the backfill client and clean up any processes it has spawned, freeing the machine resources for the new, higher priority task. More details about the different states an HTCondor resource can enter and all of the possible transitions between them are described in section 3.7 beginning on page 353, especially sections 3.7.1, 3.7.1, and 3.7.1.

At this point, the only backfill system supported by HTCondor is BOINC. The *condor_startd* has the ability to start and stop the BOINC client program at the appropriate times, but otherwise provides no additional services to configure the BOINC computations themselves. Future versions of HTCondor might provide additional functionality to make it easier to manage BOINC computations from within HTCondor. For now, the BOINC client must be manually installed and configured outside of HTCondor on each backfill-enabled machine.
Defining the Backfill Policy

There are a small set of policy expressions that determine if a condor_startd will attempt to spawn a backfill client at all, and if so, to control the transitions in to and out of the Backfill state. This section briefly lists these expressions. More detail can be found in section 3.5.8 on page 245.

ENABLE_BACKFILL  A boolean value to determine if any backfill functionality should be used. The default value is False.

BACKFILL_SYSTEM  A string that defines what backfill system to use for spawning and managing backfill computations. Currently, the only supported string is "BOINC".

START_BACKFILL  A boolean expression to control if an HTCondor resource should start a backfill client. This expression is only evaluated when the machine is in the Unclaimed/Idle state and the ENABLE_BACKFILL expression is True.

EVICT_BACKFILL  A boolean expression that is evaluated whenever an HTCondor resource is in the Backfill state. A value of True indicates the machine should immediately kill the currently running backfill client and any other spawned processes, and return to the Owner state.

The following example shows a possible configuration to enable backfill:

```
# Turn on backfill functionality, and use BOINC
ENABLE_BACKFILL = TRUE
BACKFILL_SYSTEM = BOINC

# Spawn a backfill job if we've been Unclaimed for more than 5 minutes
START_BACKFILL = $(StateTimer) > (5 * $(MINUTE))

# Evict a backfill job if the machine is busy (based on keyboard activity or cpu load)
EVICT_BACKFILL = $(MachineBusy)
```

Overview of the BOINC system

The BOINC system is a distributed computing environment for solving large scale scientific problems. A detailed explanation of this system is beyond the scope of this manual. Thorough documentation about BOINC is available at their website: http://boinc.berkeley.edu. However, a brief overview is provided here for sites interested in using BOINC with HTCondor to manage backfill jobs.

BOINC grew out of the relatively famous SETI@home computation, where volunteers installed special client software, in the form of a screen saver, that contacted a centralized server to download work units. Each work unit contained a set of radio telescope data and the computation tried to find patterns in the data, a sign of intelligent life elsewhere in the universe, hence the name: "Search for Extra Terrestrial Intelligence at home". BOINC is developed by the Space Sciences Lab at the University of California, Berkeley, by the same people who created SETI@home. However, instead of being tied to the specific radio telescope application, BOINC is a generic infrastructure by which
many different kinds of scientific computations can be solved. The current generation of SETI@home now runs on top of BOINC, along with various physics, biology, climatology, and other applications.

The basic computational model for BOINC and the original SETI@home is the same: volunteers install BOINC client software, called the boinc_client, which runs whenever the machine would otherwise be idle. However, the BOINC installation on any given machine must be configured so that it knows what computations to work for instead of always working on a hard coded computation. The BOINC terminology for a computation is a project. A given BOINC client can be configured to donate all of its cycles to a single project, or to split the cycles between projects so that, on average, the desired percentage of the computational power is allocated to each project. Once the boinc_client starts running, it attempts to contact a centralized server for each project it has been configured to work for. The BOINC software downloads the appropriate platform-specific application binary and some work units from the central server for each project. Whenever the client software completes a given work unit, it once again attempts to connect to that project’s central server to upload the results and download more work.

BOINC participants must register at the centralized server for each project they wish to donate cycles to. The process produces a unique identifier so that the work performed by a given client can be credited to a specific user. BOINC keeps track of the work units completed by each user, so that users providing the most cycles get the highest rankings, and therefore, bragging rights.

Because BOINC already handles the problems of distributing the application binaries for each scientific computation, the work units, and compiling the results, it is a perfect system for managing backfill computations in HTCondor. Many of the applications that run on top of BOINC produce their own application-specific checkpoints, so even if the boinc_client is killed, for example, when an HTCondor job arrives at a machine, or if the interactive user returns, an entire work unit will not necessarily be lost.

### Installing the BOINC client software

In HTCondor Version 8.8.0, the boinc_client must be manually downloaded, installed and configured outside of HTCondor. Download the boinc_client executables at [http://boinc.berkeley.edu/download.php](http://boinc.berkeley.edu/download.php).

Once the BOINC client software has been downloaded, the boinc_client binary should be placed in a location where the HTCondor daemons can use it. The path will be specified with the HTCondor configuration variable BOINC_Executable.

Additionally, a local directory on each machine should be created where the BOINC system can write files it needs. This directory must not be shared by multiple instances of the BOINC software. This is the same restriction as placed on the spool or execute directories used by HTCondor. The location of this directory is defined by BOINC_InitialDir. The directory must be writable by whatever user the boinc_client will run as. This user is either the same as the user the HTCondor daemons are running as, if HTCondor is not running as root, or a user defined via the BOINC_Owner configuration variable.

Finally, HTCondor administrators wishing to use BOINC for backfill jobs must create accounts at the various BOINC projects they want to donate cycles to. The details of this process vary from project to project. Beware that this step must be done manually, as the boinc_client can not automatically register a user at a given project, unlike the more fancy GUI version of the BOINC client software which many users run as a screen saver. For example, to configure machines to perform work for the Einstein@home project (a physics experiment run by the University of Wisconsin at Milwaukee), HTCondor administrators should go to [http://einstein.phys.uwm.edu/create_account_form.php](http://einstein.phys.uwm.edu/create_account_form.php) and fill in...
the web form, and generate a new Einstein@home identity. This identity takes the form of a project URL (such as http://einstein.phys.uwm.edu) followed by an account key, which is a long string of letters and numbers that is used as a unique identifier. This URL and account key will be needed when configuring HTCondor to use BOINC for backfill computations.

**Configuring the BOINC client under HTCondor**

After the boinc_client has been installed on a given machine, the BOINC projects to join have been selected, and a unique project account key has been created for each project, the HTCondor configuration needs to be modified.

Whenever the condor_startd decides to spawn the boinc_client to perform backfill computations, it will spawn a condor_starter to directly launch and monitor the boinc_client program. This condor_starter is just like the one used to invoke any other HTCondor jobs. In fact, the argv[0] of the boinc_client will be renamed to condor_exec, as described in section 2.15.1 on page 158.

This condor_starter reads values out of the HTCondor configuration files to define the job it should run, as opposed to getting these values from a job ClassAd in the case of a normal HTCondor job. All of the configuration variables names for variables to control things such as the path to the boinc_client binary to use, the command-line arguments, and the initial working directory, are prefixed with the string "BOINC_". Each of these variables is described as either a required or an optional configuration variable.

Required configuration variables:

- **BOINC_Executeable** The full path and executable name of the boinc_client binary to use.
- **BOINC_InitialDir** The full path to the local directory where BOINC should run.
- **BOINC_Universe** The HTCondor universe used for running the boinc_client program. This must be set to vanilla for BOINC to work under HTCondor.
- **BOINC_Owner** What user the boinc_client program should be run as. This variable is only used if the HTCondor daemons are running as root. In this case, the condor_starter must be told what user identity to switch to before invoking the boinc_client. This can be any valid user on the local system, but it must have write permission in whatever directory is specified by BOINC_InitialDir.

Optional configuration variables:

- **BOINC_Arguments** Command-line arguments that should be passed to the boinc_client program. For example, one way to specify the BOINC project to join is to use the --attach_project argument to specify a project URL and account key. For example:
  
  ```
  BOINC_Arguments = --attach_project http://einstein.phys.uwm.edu [account_key]
  ```

- **BOINC_Environment** Environment variables that should be set for the boinc_client.

- **BOINC_Output** Full path to the file where stdout from the boinc_client should be written. If this variable is not defined, stdout will be discarded.
**BOINC_Error** Full path to the file where stderr from the *boinc_client* should be written. If this macro is not defined, stderr will be discarded.

The following example shows one possible usage of these settings:

```bash
# Define a shared macro that can be used to define other settings.
# This directory must be manually created before attempting to run
# any backfill jobs.
BOINC_HOME = $(LOCAL_DIR)/boinc

# Path to the boinc_client to use, and required universe setting
BOINC_Executable = /usr/local/bin/boinc_client
BOINC_Universe = vanilla

# What initial working directory should BOINC use?
BOINC_InitialDir = $(BOINC_HOME)

# Where to place stdout and stderr
BOINC_Output = $(BOINC_HOME)/boinc.out
BOINC_Error = $(BOINC_HOME)/boinc.err
```

If the HTCondor daemons reading this configuration are running as root, an additional variable must be defined:

```bash
# Specify the user that the boinc_client should run as:
BOINC_Owner = nobody
```

In this case, HTCondor would spawn the *boinc_client* as nobody, so the directory specified in $(BOINC_HOME) would have to be writable by the nobody user.

A better choice would probably be to create a separate user account just for running BOINC jobs, so that the local BOINC installation is not writable by other processes running as nobody. Alternatively, the `BOINC_Owner` could be set to `daemon`.

**Attaching to a specific BOINC project**

There are a few ways to attach an HTCondor/BOINC installation to a given BOINC project:

- Use the `--attach_project` argument to the *boinc_client* program, defined via the `BOINC_Arguments` variable. The `boinc_client` will only accept a single `--attach_project` argument, so this method can only be used to attach to one project.

- The `boinc_cmd` command-line tool can perform various BOINC administrative tasks, including attaching to a BOINC project. Using `boinc_cmd`, the appropriate argument to use is called `--project_attach`. Unfortunately, the `boinc_client` must be running for `boinc_cmd` to work, so this method can only be used once the HTCondor resource has entered the Backfill state and has spawned the `boinc_client`.

- Manually create account files in the local BOINC directory. Upon start up, the `boinc_client` will scan its local directory (the directory specified with `BOINC_InitialDir`) for files of the form `account_[URL].xml`, for example, `account_einstein.phys.uwm.edu.xml`. Any files with a name that matches this convention
will be read and processed. The contents of the file define the project URL and the authentication key. The format is:

```xml
<account>
  <master_url>[URL]</master_url>
  <authenticator>[key]</authenticator>
</account>
```

For example:

```xml
<account>
  <master_url>http://einstein.phys.uwm.edu</master_url>
  <authenticator>aaaa1111bbbb2222cccc3333</authenticator>
</account>
```

Of course, the `<authenticator>` tag would use the real authentication key returned when the account was created at a given project.

These account files can be copied to the local BOINC directory on all machines in an HTCondor pool, so administrators can either distribute them manually, or use symbolic links to point to a shared file system.

In the two cases of using command-line arguments for `boinc_client` or running the `boinc_cmd` tool, BOINC will write out the resulting account file to the local BOINC directory on the machine, and then future invocations of the `boinc_client` will already be attached to the appropriate project(s).

**BOINC on Windows**

The Windows version of BOINC has multiple installation methods. The preferred method of installation for use with HTCondor is the Shared Installation method. Using this method gives all users access to the executables. During the installation process

1. Deselect the option which makes BOINC the default screen saver
2. Deselect the option which runs BOINC on start up.
3. Do not launch BOINC at the conclusion of the installation.

There are three major differences from the Unix version to keep in mind when dealing with the Windows installation:

1. The Windows executables have different names from the Unix versions. The Windows client is called `boinc.exe`. Therefore, the configuration variable `BOINC_Executable` is written:

   ```
   BOINC_Executable = C:\PROGRA~1\BOINC\boinc.exe
   ```

   The Unix administrative tool `boinc_cmd` is called `boinccmd.exe` on Windows.

2. When using BOINC on Windows, the configuration variable `BOINC_InitialDir` will not be respected fully. To work around this difficulty, pass the BOINC home directory directly to the BOINC application via the `BOINC_Arguments` configuration variable. For Windows, rewrite the argument line as:
BOINC_Arguments = --dir $(BOINC_HOME) \
              --attach_project http://einstein.phys.uwm.edu [account_key]

As a consequence of setting the BOINC home directory, some projects may fail with the authentication error:

Scheduler request failed: Peer
certificate cannot be authenticated
with known CA certificates.

To resolve this issue, copy the ca-bundle.crt file from the BOINC installation directory to
$(BOINC_HOME). This file appears to be project and machine independent, and it can therefore be distributed
as part of an automated HTCondor installation.

3. The BOINC_Owner configuration variable behaves differently on Windows than it does on Unix. Its value may
take one of two forms:
   • domain\user
   • user
This form assumes that the user exists in the local domain (that is, on the computer itself).

Setting this option causes the addition of the job attribute

RunAsUser = True

to the backfill client. This further implies that the configuration variable STARTER_ALLOW_RUNAS_OWNER be
set to True to insure that the local condor_starter be able to run jobs in this manner. For more information on the
RunAsUser attribute, see section 8.2.4 For more information on the the STARTER_ALLOW_RUNAS_OWNER
configuration variable, see section 3.5.5.

3.14.11 Per Job PID Namespaces

Per job PID namespaces provide enhanced isolation of one process tree from another through kernel level process ID
namespaces. HTCondor may enable the use of per job PID namespaces for Linux RHEL 6, Debian 6, and more recent
kernels.

   Read about per job PID namespaces http://lwn.net/Articles/531419/.

The needed isolation of jobs from the same user that execute on the same machine as each other is already provided
by the implementation of slot users as described in section 3.8.13 This is the recommended way to implement the
prevention of interference between more than one job submitted by a single user. However, the use of a shared file
system by slot users presents issues in the ownership of files written by the jobs.

The per job PID namespace provides a way to handle the ownership of files produced by jobs within a shared file
system. It also isolates the processes of a job within its PID namespace. As a side effect and benefit, the clean up of
processes for a job within a PID namespace is enhanced. When the process with PID = 1 is killed, the operating system
takes care of killing all child processes.

To enable the use of per job PID namespaces, set the configuration to include

USE_PID_NAMESPACES = True

This configuration variable defaults to False, thus the use of per job PID namespaces is disabled by default.
3.14.12  Group ID-Based Process Tracking

One function that HTCondor often must perform is keeping track of all processes created by a job. This is done so that HTCondor can provide resource usage statistics about jobs, and also so that HTCondor can properly clean up any processes that jobs leave behind when they exit.

In general, tracking process families is difficult to do reliably. By default HTCondor uses a combination of process parent-child relationships, process groups, and information that HTCondor places in a job’s environment to track process families on a best-effort basis. This usually works well, but it can falter for certain applications or for jobs that try to evade detection.

Jobs that run with a user account dedicated for HTCondor’s use can be reliably tracked, since all HTCondor needs to do is look for all processes running using the given account. Administrators must specify in HTCondor’s configuration what accounts can be considered dedicated via the \texttt{DEDICATED\_EXECUTE\_ACCOUNT\_REGEXP} setting. See Section 3.8.13 for further details.

Ideally, jobs can be reliably tracked regardless of the user account they execute under. This can be accomplished with group ID-based tracking. This method of tracking requires that a range of dedicated group IDs (GID) be set aside for HTCondor’s use. The number of GIDs that must be set aside for an execute machine is equal to its number of execution slots. GID-based tracking is only available on Linux, and it requires that HTCondor daemons run as root.

GID-based tracking works by placing a dedicated GID in the supplementary group list of a job’s initial process. Since modifying the supplementary group ID list requires root privilege, the job will not be able to create processes that go unnoticed by HTCondor.

Once a suitable GID range has been set aside for process tracking, GID-based tracking can be enabled via the \texttt{USE\_GID\_PROCESS\_TRACKING} parameter. The minimum and maximum GIDs included in the range are specified with the \texttt{MIN\_TRACKING\_GID} and \texttt{MAX\_TRACKING\_GID} settings. For example, the following would enable GID-based tracking for an execute machine with 8 slots.

\begin{verbatim}
USE_GID_PROCESS_TRACKING = True
MIN_TRACKING_GID = 750
MAX_TRACKING_GID = 757
\end{verbatim}

If the defined range is too small, such that there is not a GID available when starting a job, then the \texttt{condor\_starter} will fail as it tries to start the job. An error message will be logged stating that there are no more tracking GIDs.

GID-based process tracking requires use of the \texttt{condor\_procd}. If \texttt{USE\_GID\_PROCESS\_TRACKING} is true, the \texttt{condor\_procd} will be used regardless of the \texttt{USE\_PROC\_D} setting. Changes to \texttt{MIN\_TRACKING\_GID} and \texttt{MAX\_TRACKING\_GID} require a full restart of HTCondor.

3.14.13  Cgroup-Based Process Tracking

A new feature in Linux version 2.6.24 allows HTCondor to more accurately and safely manage jobs composed of sets of processes. This Linux feature is called Control Groups, or cgroups for short, and it is available starting with RHEL 6, Debian 6, and related distributions. Documentation about Linux kernel support for cgroups can be found in the Docu-
3.14.14 Limiting Resource Usage with a User Job Wrapper

An administrator can strictly limit the usage of system resources by jobs for any job that may be wrapped using the script defined by the configuration variable USER_JOB_WRAPPER. These are jobs within universes that are controlled by the condor_starter daemon, and they include the vanilla, standard, java, local, and parallel universes.

The job’s ClassAd is written by the condor_starter daemon. It will need to contain attributes that the script defined by USER_JOB_WRAPPER can use to implement platform specific resource limiting actions. Examples of resources
that may be referred to for limiting purposes are RAM, swap space, file descriptors, stack size, and core file size.

An initial sample of a USER_JOB_WRAPPER script is provided in the installation at $(LIBEXEC)/condor_limits_wrapper.sh. Here is the contents of that file:

```bash
#!/bin/bash
# Copyright 2008 Red Hat, Inc.
#
# Licensed under the Apache License, Version 2.0 (the "License");
# you may not use this file except in compliance with the License.
# You may obtain a copy of the License at
#     http://www.apache.org/licenses/LICENSE-2.0
#
# Unless required by applicable law or agreed to in writing, software
# distributed under the License is distributed on an "AS IS" BASIS,
# WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
# See the License for the specific language governing permissions and
# limitations under the License.
if [[ $_CONDOR_MACHINE_AD != "" ]]; then
  mem_limit=$((`egrep '^Memory' $_CONDOR_MACHINE_AD | cut -d ' ' -f 3` * 1024))
disk_limit=`egrep '^Disk' $_CONDOR_MACHINE_AD | cut -d ' ' -f 3`
  ulimit -d $mem_limit
  if [[ $? != 0 ]] || [[ $mem_limit = "" ]]; then
    echo "Failed to set Memory Resource Limit" > $_CONDOR_WRAPPER_ERROR_FILE
    exit 1
  fi
  ulimit -f $disk_limit
  if [[ $? != 0 ]] || [[ $disk_limit = "" ]]; then
    echo "Failed to set Disk Resource Limit" > $_CONDOR_WRAPPER_ERROR_FILE
    exit 1
  fi
fi
exec "$@
error=$?
echo "Failed to exec($error): $@" > $_CONDOR_WRAPPER_ERROR_FILE
exit 1
```

If used in an unmodified form, this script sets the job's limits on a per slot basis for memory and disk usage, with the limits defined by the values in the machine ClassAd. This example file will need to be modified and merged for use with a preexisting USER_JOB_WRAPPER script.

If additional functionality is added to the script, an administrator is likely to use the USER_JOB_WRAPPER script in conjunction with SUBMIT_ATTRS or SUBMIT_EXPRS to force the job ClassAd to contain attributes that the USER_JOB_WRAPPER script expects to have defined.

The following variables are set in the environment of the the USER_JOB_WRAPPER script by the condor_starter daemon, when the USER_JOB_WRAPPER is defined.

_CONDOR_MACHINE_AD The full path and file name of the file containing the machine ClassAd.
3.14.15 Limiting Resource Usage Using Cgroups

While the method described to limit a job’s resource usage is portable, and it should run on any Linux or BSD or Unix system, it suffers from one large flaw. The flaw is that resource limits imposed are per process, not per job. An HTCondor job is often composed of many Unix processes. If the method of limiting resource usage with a user job wrapper is used to impose a 2 Gigabyte memory limit, that limit applies to each process in the job individually. If a job created 100 processes, each using just under 2 Gigabytes, the job would continue without the resource limits kicking in. Clearly, this is not what the machine owner intends. Moreover, the memory limit only applies to the virtual memory size, not the physical memory size, or the resident set size. This can be a problem for jobs that use the `mmap` system call to map in a large chunk of virtual memory, but only need a small amount of memory at one time. Typically, the resource the administrator would like to control is physical memory, because when that is in short supply, the machine starts paging, and can become unresponsive very quickly.

The `condor_starter` can, using the Linux cgroup capability, apply resource limits collectively to sets of jobs, and apply limits to the physical memory used by a set of processes. The main downside of this technique is that it is only available on relatively new Unix distributions such as RHEL 6 and Debian 6. This technique also may require editing of system configuration files.

To enable cgroup-based limits, first ensure that cgroup-based tracking is enabled, as it is by default on supported systems, as described in section 3.14.13. Once set, the `condor_starter` will create a cgroup for each job, and set two attributes in that cgroup which control resource usage therein. These two attributes are the cpu.shares attribute in the cpu controller, and one of two attributes in the memory controller, either memory.limit_in_bytes, or memory.soft_limit_in_bytes. The configuration variable `CGROUP_MEMORY_LIMIT_POLICY` controls whether the hard limit (the former) or the soft limit will be used. If `CGROUP_MEMORY_LIMIT_POLICY` is set to the string `hard`, the hard limit will be used. If set to `soft`, the soft limit will be used. Otherwise, no limit will be set if the value is `none`. The default is `none`. If the hard limit is in force, then the total amount of physical memory used by the sum of all processes in this job will not be allowed to exceed the limit. If the processes try to allocate more memory, the allocation will succeed, and virtual memory will be allocated, but no additional physical memory will be allocated. The system will keep the amount of physical memory constant by swapping some page from that job out of memory. However, if the soft limit is in place, the job will be allowed to go over the limit if there is free memory available on the system. Only when there is contention between other processes for physical memory will the system force physical memory into swap and push the physical memory used towards the assigned limit. The memory size used in both cases is the machine ClassAd attribute `Memory`. Note that `Memory` is a static amount when using static slots, but it is dynamic when partitionable slots are used. That is, the limit is whatever the "Mem" column of `condor_status` reports for that slot. If the job exceeds both the physical memory and swap space, the job will be killed by the Linux Out-of-Memory killer, and HTCondor will put the job on hold with an appropriate message.

If `CGROUP_MEMORY_LIMIT_POLICY` is set, HTCondor will also also use cgroups to limit the amount of swap space used by each job. By default, the maximum amount of swap space used by each slot is the total amount of Virtual Memory in the slot, minus the amount of physical memory. Note that HTCondor measures virtual memory in kbytes, and physical memory in megabytes. To prevent jobs with high memory usage from thrashing and excessive paging, and...
force HTCondor to put them on hold instead, you can set a lower limit on the amount of swap space they are allowed to use. With partitionable slots, this is done in the per slot definition, and must be a percentage of the total swap space on the system. For example,

```plaintext
NUM_SLOTS_TYPE_1 = 1
SLOT_TYPE_1_PARTITIONABLE = true
SLOT_TYPE_1 = cpus=100%,swap=10%
```

Optionally, if the administrator sets the config file setting `PROPORTIONAL_SWAP_ASSIGNMENT` = true, the maximum amount of swap space per slot will be set to the same proportion of the total swap as as the proportion of physical memory. That is, if a slot (static or dynamic) has half of the physical memory of the machine, it will be given half of the swap space.

In addition to memory, the `condor_starter` can also control the total amount of CPU used by all processes within a job. To do this, it writes a value to the cpu.shares attribute of the cgroup cpu controller. The value it writes is copied from the Cpus attribute of the machine slot ClassAd multiplied by 100. Again, like the Memory attribute, this value is fixed for static slots, but dynamic under partitionable slots. This tells the operating system to assign cpu usage proportionally to the number of cpus in the slot. Unlike memory, there is no concept of soft or hard, so this limit only applies when there is contention for the cpu. That is, on an eight core machine, with only a single, one-core slot running, and otherwise idle, the job running in the one slot could consume all eight cpus concurrently with this limit in play, if it is the only thing running. If, however, all eight slots where running jobs, with each configured for one cpu, the cpu usage would be assigned equally to each job, regardless of the number of processes or threads in each job.

### 3.14.16 Concurrency Limits

Concurrency limits allow an administrator to limit the number of concurrently running jobs that declare that they use some pool-wide resource. This limit is applied globally to all jobs submitted from all schedulers across one HTCondor pool; the limits are not applied to scheduler, local, or grid universe jobs. This is useful in the case of a shared resource, such as an NFS or database server that some jobs use, where the administrator needs to limit the number of jobs accessing the server.

The administrator must predefine the names and capacities of the resources to be limited in the negotiator’s configuration file. The job submitter must declare in the submit description file which resources the job consumes.

The administrator chooses a name for the limit. Concurrency limit names are case-insensitive. The names are formed from the alphabet letters 'A' to 'Z' and 'a' to 'z', the numerical digits 0 to 9, the underscore character '_', and at most one period character. The names cannot start with a numerical digit.

For example, assume that there are 3 licenses for the X software, so HTCondor should constrain the number of running jobs which need the X software to 3. The administrator picks XSW as the name of the resource and sets the configuration

```plaintext
XSW_LIMIT = 3
```

where XSW is the invented name of this resource, and this name is appended with the string `_LIMIT`. With this limit, a maximum of 3 jobs declaring that they need this resource may be executed concurrently.
In addition to named limits, such as in the example named limit \texttt{XSW}, configuration may specify a concurrency limit for all resources that are not covered by specifically-named limits. The configuration variable \texttt{CONCURRENCY\_LIMIT\_DEFAULT} sets this value. For example,

\begin{verbatim}
CONCURRENCY\_LIMIT\_DEFAULT = 1
\end{verbatim}

will enforce a limit of at most 1 running job that declares a usage of an unnamed resource. If \texttt{CONCURRENCY\_LIMIT\_DEFAULT} is omitted from the configuration, then no limits are placed on the number of concurrently executing jobs for which there is no specifically-named concurrency limit.

The job must declare its need for a resource by placing a command in its submit description file or adding an attribute to the job ClassAd. In the submit description file, an example job that requires the X software adds:

\begin{verbatim}
concurrency_limits = XSW
\end{verbatim}

This results in the job ClassAd attribute

\begin{verbatim}
ConcurrencyLimits = "XSW"
\end{verbatim}

Jobs may declare that they need more than one type of resource. In this case, specify a comma-separated list of resources:

\begin{verbatim}
concurrency_limits = XSW, DATABASE, FILESERVER
\end{verbatim}

The units of these limits are arbitrary. This job consumes one unit of each resource. Jobs can declare that they use more than one unit with syntax that follows the resource name by a colon character and the integer number of resources. For example, if the above job uses three units of the file server resource, it is declared with

\begin{verbatim}
concurrency_limits = XSW, DATABASE, FILESERVER:3
\end{verbatim}

If there are sets of resources which have the same capacity for each member of the set, the configuration may become tedious, as it defines each member of the set individually. A shortcut defines a name for a set. For example, define the sets called \texttt{LARGE} and \texttt{SMALL}:

\begin{verbatim}
CONCURRENCY\_LIMIT\_DEFAULT = 5
CONCURRENCY\_LIMIT\_DEFAULT\_LARGE = 100
CONCURRENCY\_LIMIT\_DEFAULT\_SMALL = 25
\end{verbatim}

To use the set name in a concurrency limit, the syntax follows the set name with a period and then the set member’s name. Continuing this example, there may be a concurrency limit named \texttt{LARGE.SWLICENSE}, which gets the capacity of the default defined for the \texttt{LARGE} set, which is 100. A concurrency limit named \texttt{LARGE.DBSESSION} will also
have a limit of 100. A concurrency limit named OTHER_LICENSE will receive the default limit of 5, as there is no set named OTHER.

A concurrency limit may be evaluated against the attributes of a matched machine. This allows a job to vary what concurrency limits it requires based on the machine to which it is matched. To implement this, the job uses submit command concurrency_limits_expr instead of concurrency_limits. Consider an example in which execute machines are located on one of two local networks. The administrator sets a concurrency limit to limit the number of network intensive jobs on each network to 10. Configuration of each execute machine advertises which local network it is on. A machine on "NETWORK_A" configures

```
NETWORK = "NETWORK_A"
STARTD_ATTRS = $(STARTD_ATTRS) NETWORK
```

and a machine on "NETWORK_B" configures

```
NETWORK = "NETWORK_B"
STARTD_ATTRS = $(STARTD_ATTRS) NETWORK
```

The configuration for the negotiator sets the concurrency limits:

```
NETWORK_A_LIMIT = 10
NETWORK_B_LIMIT = 10
```

Each network intensive job identifies itself by specifying the limit within the submit description file:

```
concurrency_limits_expr = TARGET.NETWORK
```

The concurrency limit is applied based on the network of the matched machine.

An extension of this example applies two concurrency limits. One limit is the same as in the example, such that it is based on an attribute of the matched machine. The other limit is of a specialized application called "SWX" in this example. The negotiator configuration is extended to also include

```
SWX_LIMIT = 15
```

The network intensive job that also uses two units of the SWX application identifies the needed resources in the single submit command:

```
concurrency_limits_expr = strcat("SWX:2 ", TARGET.NETWORK)
```

Submit command concurrency_limits_expr may not be used together with submit command concurrency_limits.

Note that it is possible, under unusual circumstances, for more jobs to be started than should be allowed by the concurrency limits feature. In the presence of preemption and dropped updates from the condor_startd daemon to the condor_collector daemon, it is possible for the limit to be exceeded. If the limits are exceeded, HTCondor will not kill any job to reduce the number of running jobs to meet the limit.
3.15 Java Support Installation

Compiled Java programs may be executed (under HTCondor) on any execution site with a Java Virtual Machine (JVM). To do this, HTCondor must be informed of some details of the JVM installation.

Begin by installing a Java distribution according to the vendor’s instructions. Your machine may have been delivered with a JVM already installed – installed code is frequently found in /usr/bin/java.

HTCondor’s configuration includes the location of the installed JVM. Edit the configuration file. Modify the JAVA entry to point to the JVM binary, typically /usr/bin/java. Restart the condor_startd daemon on that host. For example,

```bash
% condor_restart -startd bluejay
```

The condor_startd daemon takes a few moments to exercise the Java capabilities of the condor_starter, query its properties, and then advertise the machine to the pool as Java-capable. If the set up succeeded, then condor_status will tell you the host is now Java-capable by printing the Java vendor and the version number:

```bash
% condor_status -java bluejay
```

After a suitable amount of time, if this command does not give any output, then the condor_starter is having difficulty executing the JVM. The exact cause of the problem depends on the details of the JVM, the local installation, and a variety of other factors. We can offer only limited advice on these matters, but here is an approach to solving the problem.

To reproduce the test that the condor_starter is attempting, try running the Java condor_starter directly. To find where the condor_starter is installed, run this command:

```bash
% condor_config_val STARTER
```

This command prints out the path to the condor_starter, perhaps something like this:

```
/usr/condor/sbin/condor_starter
```

Use this path to execute the condor_starter directly with the -classad argument. This tells the starter to run its tests and display its properties.

```
/usr/condor/sbin/condor_starter -classad
```

This command will display a short list of cryptic properties, such as:
3.16 Setting Up the VM and Docker Universes

3.16.1 The VM Universe

vm universe jobs may be executed on any execution site with VMware, Xen (via libvirt), or KVM. To do this, HTCondor must be informed of some details of the virtual machine installation, and the execution machines must be configured correctly.

What follows is not a comprehensive list of the options that help set up to use the vm universe; rather, it is intended to serve as a starting point for those users interested in getting vm universe jobs up and running quickly. Details of configuration variables are in section 3.5.25.

Begin by installing the virtualization package on all execute machines, according to the vendor’s instructions. We have successfully used VMware, Xen, and KVM. If considering running on a Windows system, a Perl distribution will also need to be installed; we have successfully used ActivePerl.

For VMware, VMware Server 1 must be installed and running on the execute machine. HTCondor also supports using VMware Workstation and VMware Player, version 5. Earlier versions of these products may also work. HTCondor will attempt to automatically discern which VMware product is installed. If using Player, also install the VIX API, which is freely available from VMware.

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For Xen, there are three things that must exist on an execute machine to fully support vm universe jobs.

1. A Xen-enabled kernel must be running. This running Xen kernel acts as Dom0, in Xen terminology, under which all VMs are started, called DomUs Xen terminology.

2. The libvirtd daemon must be available, and Xend services must be running.

3. The pygrub program must be available, for execution of VMs whose disks contain the kernel they will run.

For KVM, there are two things that must exist on an execute machine to fully support vm universe jobs.

1. The machine must have the KVM kernel module installed and running.

2. The libvirtd daemon must be installed and running.

Configuration is required to enable the execution of vm universe jobs. The type of virtual machine that is installed on the execute machine must be specified with the VM_TYPE variable. For now, only one type can be utilized per machine. For instance, the following tells HTCondor to use VMware:

```
VM_TYPE = vmware
```

The location of the condor_vm-gahp and its log file must also be specified on the execute machine. On a Windows installation, these options would look like this:

```
VM_GAHP_SERVER = $(SBIN)/condor_vm-gahp.exe
VM_GAHP_LOG = $(LOG)/VMGahpLog
```

**VMware-Specific Configuration**

To use VMware, identify the location of the Perl executable on the execute machine. In most cases, the default value should suffice:

```
VMWARE_PERL = perl
```

This, of course, assumes the Perl executable is in the path of the condor_master daemon. If this is not the case, then a full path to the Perl executable will be required.

If using VMware Player, which does not support snapshots, configure the START expression to reject jobs which require snapshots. These are jobs that do not have vmware_snapshot_disk set to False. Here is an example modification to the START expression:

```
START = ($(START)) && (!(TARGET.VMPARAM_VMware_SnapshotDisk =?= TRUE))
```
The final required configuration is the location of the VMware control script used by the `condor_vm-gahp` on the execute machine to talk to the virtual machine hypervisor. It is located in HTCondor's `sbin` directory:

```bash
VMWARE_SCRIPT = $(SBIN)/condor_vm_vmware
```

Note that an execute machine’s `EXECUTE` variable should not contain any symbolic links in its path, if the machine is configured to run VMware `vm` universe jobs. Strange behavior has been noted when HTCondor tries to run a `vm` universe VMware job using a path to a VMX file that contains a symbolic link. An example of an error message that may appear in such a job’s event log:

```
Error from starter on master_vmuniverse_strtd@nostos.cs.wisc.edu: register(/scratch/gquinn/condor/git/CONDOR_SRC/src/condor_tests/31426/31426vmuniverse/execute/dir_31534/vmN3hylp_condor.vmx) = 1/Error: Command failed: A file was not found/(ERROR) Can't create snapshot for vm(/scratch/gquinn/condor/git/CONDOR_SRC/src/condor_tests/31426/31426vmuniverse/execute/dir_31534/vmN3hylp_condor.vmx)
```

To work around this problem:

- If using file transfer (the submit description file contains `vmware_should_transfer_files = true`), then modify any configuration variable `EXECUTE` values on all execute machines, such that they do not contain symbolic link path components.
- If using a shared file system, ensure that the submit description file command `vmware_dir` does not use symbolic link path name components.

**Xen-Specific and KVM-Specific Configuration**

Once the configuration options have been set, restart the `condor_startd` daemon on that host. For example:

```bash
> condor_restart -startd leovinus
```

The `condor_startd` daemon takes a few moments to exercise the VM capabilities of the `condor_vm-gahp`, query its properties, and then advertise the machine to the pool as VM-capable. If the set up succeeded, then `condor_status` will reveal that the host is now VM-capable by printing the VM type and the version number:

```bash
> condor_status -vm leovinus
```

After a suitable amount of time, if this command does not give any output, then the `condor_vm-gahp` is having difficulty executing the VM software. The exact cause of the problem depends on the details of the VM, the local installation, and a variety of other factors. We can offer only limited advice on these matters:
For Xen and KVM, the `vm` universe is only available when `root` starts HTCondor. This is a restriction currently imposed because root privileges are required to create a virtual machine on top of a Xen-enabled kernel. Specifically, root is needed to properly use the `libvirt` utility that controls creation and management of Xen and KVM guest virtual machines. This restriction may be lifted in future versions, depending on features provided by the underlying tool `libvirt`.

### When a vm Universe Job Fails to Start

If a vm universe job should fail to launch, HTCondor will attempt to distinguish between a problem with the user’s job description, and a problem with the virtual machine infrastructure of the matched machine. If the problem is with the job, the job will go on hold with a reason explaining the problem. If the problem is with the virtual machine infrastructure, HTCondor will reschedule the job, and it will modify the machine ClassAd to prevent any other vm universe job from matching. vm universe configuration is not slot-specific, so this change is applied to all slots.

When the problem is with the virtual machine infrastructure, these machine ClassAd attributes are changed:

- `HasVM` will be set to `False`
- `VMOfflineReason` will be set to a somewhat explanatory string
- `VMOfflineTime` will be set to the time of the failure
- `OfflineUniverses` will be adjusted to include "VM" and 13

Since `condor_submit` adds `HasVM == True` to a vm universe job’s requirements, no further vm universe jobs will match.

Once any problems with the infrastructure are fixed, to change the machine ClassAd attributes such that the machine will once again match to vm universe jobs, an administrator has three options. All have the same effect of setting the machine ClassAd attributes to the correct values such that the machine will not reject matches for vm universe jobs.

1. Restart the `condor_startd` daemon.
2. Submit a vm universe job that explicitly matches the machine. When the job runs, the code detects the running job and causes the attributes related to the vm universe to be set indicating that vm universe jobs can match with this machine.
3. Run the command line tool `condor_update_machine_ad` to set machine ClassAd attribute `HasVM` to `True`, and this will cause the other attributes related to the vm universe to be set indicating that vm universe jobs can match with this machine. See the `condor_update_machine_ad` manual page for examples and details.

### 3.16.2 The Docker Universe

The execution of a docker universe job causes the instantiation of a Docker container on an execute host.
The docker universe job is mapped to a vanilla universe job, and the submit description file must specify the submit command `docker_image` to identify the Docker image. The job's `requirement` ClassAd attribute is automatically appended, such that the job will only match with an execute machine that has Docker installed.

The Docker service must be pre-installed on each execute machine that can execute a docker universe job. Upon start up of the `condor_startd` daemon, the capability of the execute machine to run docker universe jobs is probed, and the machine ClassAd attribute `HasDocker` is advertised for a machine that is capable of running Docker universe jobs.

When a docker universe job is matched with a Docker-capable execute machine, HTCondor invokes the Docker CLI to instantiate the image-specific container. The job’s scratch directory tree is mounted as a Docker volume. When the job completes, is put on hold, or is evicted, the container is removed.

An administrator of a machine can optionally make additional directories on the host machine readable and writable by a running container. To do this, the admin must first give an HTCondor name to each directory with the `DOCKER_VOLUMES` parameter. Then, each volume must be configured with the path on the host OS with the `DOCKER_VOLUME_DIR_XXX` parameter. Finally, the parameter `DOCKER_MOUNT_VOLUMES` tells HTCondor which of these directories to always mount onto containers running on this machine.

For example,

```
DOCKER_VOLUMES = SOME_DIR, ANOTHER_DIR
DOCKER_VOLUME_DIR_SOME_DIR = /path1
DOCKER_VOLUME_DIR_ANOTHER_DIR = /path/to/no2
DOCKER_MOUNT_VOLUMES = SOME_DIR, ANOTHER_DIR
```

The `condor_startd` will advertise which docker volumes it has available for mounting with the machine attributes `HasDockerV olumeSOME_NAME = true` so that jobs can match to machines with volumes they need.

Optionally, if the directory name is two directories, separated by a colon, the first directory is the name on the host machine, and the second is the value inside the container. If a ":ro" is specified after the second directory name, the volume will be mounted read-only inside the container.

These directories will be bind-mounted unconditionally inside the container. If an administrator wants to bind mount a directory only for some jobs, perhaps only those submitted by some trusted user, the setting `DOCKER_VOLUME_DIR_xxx_MOUNT_IF` may be used. This is a class ad expression, evaluated in the context of the job ad and the machine ad. Only when it evaluated to TRUE, is the volume mounted. Extending the above example,

```
DOCKER_VOLUMES = SOME_DIR, ANOTHER_DIR
DOCKER_VOLUME_DIR_SOME_DIR = /path1
DOCKER_VOLUME_DIR_SOME_DIR_MOUNT_IF = WantSomeDirMounted && Owner == "smith"
DOCKER_VOLUME_DIR_ANOTHER_DIR = /path/to/no2
DOCKER_MOUNT_VOLUMES = SOME_DIR, ANOTHER_DIR
```

In this case, the directory `/path1` will get mounted inside the container only for jobs owned by user "smith", and who set `+WantSomeDirMounted = true` in their submit file.

In addition to installing the Docker service, the single configuration variable `DOCKER` must be set. It defines the
location of the Docker CLI and can also specify that the `condor_start` daemon has been given a password-less sudo permission to start the container as root. Details of the DOCKER configuration variable are in section [3.5.8]

Docker must be installed as root by following these steps on an Enterprise Linux machine.

1. Acquire and install the docker-engine community edition by following the installations instructions from docker.com
2. Set up the groups:
   ```
   usermod -aG docker condor
   ```
3. Invoke the docker software:
   ```
   systemctl start docker
   systemctl enable docker
   ```
4. Reconfigure the execute machine, such that it can set the machine ClassAd attribute HasDocker:
   ```
   condor_reconfig
   ```
5. Check that the execute machine properly advertises that it is docker-capable with:
   ```
   condor_status -l | grep -i docker
   ```

   The output of this command line for a correctly-installed and docker-capable execute host will be similar to

   ```
   HasDocker = true
   DockerVersion = "Docker Version 1.6.0, build xxxxx/1.6.0"
   ```

By default, HTCondor will keep the 20 most recently used Docker images on the local machine. This number may be controlled with the configuration variable DOCKER_IMAGE_CACHE_SIZE, to increase or decrease the number of images, and the corresponding disk space, used by Docker.

By default, Docker containers will be run with all rootly capabilities dropped, and with setuid and setgid binaries disabled, for security reasons. If you need to run containers with root privilege, you may set the configuration parameter DOCKER_DROP_ALL_CAPABILITIES to an expression that evaluates to false. This expression is evaluated in the context of the machine ad (my) and the job ad (target).

Docker universe jobs may fail to start on certain Linux machines when SELinux is enabled. The symptom is a permission denied error when reading or executing from the condor scratch directory. To fix this problem, an administrator will need to run the following command as root on the execute directories for all the startd machines:

```
# chcon -Rt svirt_sandbox_file_t /var/lib/condor/execute
```
3.17 Singularity Support

Note: This documentation is very basic and needs improvement!

Here’s an example configuration file:

```yaml
# Only set if singularity is not in $PATH.
#SINGULARITY = /opt/singularity/bin/singularity

# Forces _all_ jobs to run inside singularity.
SINGULARITY_JOB = true

# Forces all jobs to use the CernVM-based image.
SINGULARITY_IMAGE_EXPR = "/cvmfs/cernvm-prod.cern.ch/cvm3"

# Maps $_CONDOR_SCRATCH_DIR on the host to /srv inside the image.
SINGULARITY_TARGET_DIR = /srv

# Writable scratch directories inside the image. Auto-deleted after the job exits.
MOUNT_UNDER_SCRATCH = /tmp, /var/tmp
```

This provides the user with no opportunity to select a specific image. Here are some changes to the above example to allow the user to specify an image path:

```yaml
SINGULARITY_JOB = !isUndefined(TARGET.SingularityImage)
SINGULARITY_IMAGE_EXPR = TARGET.SingularityImage
```

Then, users could add the following to their submit file (note the quoting):

```plaintext
+SingularityImage = "/cvmfs/cernvm-prod.cern.ch/cvm3"
```

Finally, let’s pick an image based on the OS – not the filename:

```yaml
SINGULARITY_JOB = (TARGET.DESIRED_OS isnt MY.OpSysAndVer) && ((TARGET.DESIRED_OS is "CentOS6")
SINGULARITY_IMAGE_EXPR = (TARGET.DESIRED_OS is "CentOS6") ? "/cvmfs/cernvm-prod.cern.ch/cvm3" : "/cvmfs/cms.cern.ch/rootfs/x86_64/centos7/latest"
```

Then, the user adds to their submit file:

```plaintext
+DESIRED_OS="CentOS6"
```

That would cause the job to run on the native host for CentOS6 hosts and inside a CentOS6 Singularity container on CentOS7 hosts.
3.18 Power Management

HTCondor supports placing machines in low power states. A machine in the low power state is identified as being offline. Power setting decisions are based upon HTCondor configuration.

Power conservation is relevant when machines are not in heavy use, or when there are known periods of low activity within the pool.

3.18.1 Entering a Low Power State

By default, HTCondor does not do power management. When desired, the ability to place a machine into a low power state is accomplished through configuration. This occurs when all slots on a machine agree that a low power state is desired.

A slot’s readiness to hibernate is determined by the evaluating the HIBERNATE configuration variable (see section 3.5.8 on page 258) within the context of the slot. Readiness is evaluated at fixed intervals, as determined by the HIBERNATE_CHECK_INTERVAL configuration variable. A non-zero value of this variable enables the power management facility. It is an integer value representing seconds, and it need not be a small value. There is a trade off between the extra time not at a low power state and the unnecessary computation of readiness.

To put the machine in a low power state rapidly after it has become idle, consider checking each slot’s state frequently, as in the example configuration:

HIBERNATE_CHECK_INTERVAL = 20

This checks each slot’s readiness every 20 seconds. A more common value for frequency of checks is 300 (5 minutes). A value of 300 loses some degree of granularity, but it is more reasonable as machines are likely to be put in to a low power state after a few hours, rather than minutes.

A slot’s readiness or willingness to enter a low power state is determined by the HIBERNATE expression. Because this expression is evaluated in the context of each slot, and not on the machine as a whole, any one slot can veto a change of power state. The HIBERNATE expression may reference a wide array of variables. Possibilities include the change in power state if none of the slots are claimed, or if the slots are not in the Owner state.

Here is a concrete example. Assume that the START expression is not set to always be True. This permits an easy determination whether or not the machine is in an Unclaimed state through the use of an auxiliary macro called ShouldHibernate.

TimeToWait = (2 * $(HOUR))
ShouldHibernate = { (KeyboardIdle > $(StartIdleTime)) \ 
                && $(CPUIdle) \ 
                && $(StateTimer) > $(TimeToWait)) }
• The keyboard has been idle long enough.
• The CPU is idle.
• The slot has been Unclaimed for more than 2 hours.

The sample HIBERNATE expression that enters the power state called "RAM", if ShouldHibernate evaluates to True, and remains in its current state otherwise is:

```
HibernateState = "RAM"
HIBERNATE = ifThenElse($ShouldHibernate, $(HibernateState), "NONE")
```

If any slot returns "NONE", that slot vetoes the decision to enter a low power state. Only when values returned by all slots are all non-zero is there a decision to enter a low power state. If all agree to enter the low power state, but differ in which state to enter, then the largest magnitude value is chosen.

### 3.18.2 Returning From a Low Power State

The HTCondor command line tool `condor_power` may wake a machine from a low power state by sending a UDP Wake On LAN (WOL) packet. See the `condor_power` manual page on page 804.

To automatically call `condor_power` under specific conditions, `condor_rooster` may be used. The configuration options for `condor_rooster` are described in section 3.5.29.

### 3.18.3 Keeping a ClassAd for a Hibernating Machine

A pool’s `condor_collector` daemon can be configured to keep a persistent ClassAd entry for each machine, once it has entered hibernation. This is required by `condor_rooster` so that it can evaluate the UNHIBERNATE expression of the offline machines.

To do this, define a log file using the `OFFLINE_LOG` configuration variable. See section 3.5.8 on page 260 for the definition. An optional expiration time for each ClassAd can be specified with `OFFLINE_EXPIRE_ADS_AFTER`. The timing begins from the time the hibernating machine’s ClassAd enters the `condor_collector` daemon. See section 3.5.8 on page 260 for the definition.

### 3.18.4 Linux Platform Details

Depending on the Linux distribution and version, there are three methods for controlling a machine’s power state. The methods:

1. `pm-utils` is a set of command line tools which can be used to detect and switch power states. In HTCondor, this is defined by the string "pm-utils".
2. The directory in the virtual file system `/sys/power` contains virtual files that can be used to detect and set the power states. In HTCondor, this is defined by the string "/sys".

3. The directory in the virtual file system `/proc/acpi` contains virtual files that can be used to detect and set the power states. In HTCondor, this is defined by the string "/proc".

By default, the HTCondor attempts to detect the method to use in the order shown. The first method detected as usable on the system is chosen.

This ordered detection may be bypassed, to use a specified method instead by setting the configuration variable `LINUX_HIBERNATION_METHOD` with one of the defined strings. This variable is defined in section 3.5.8 on page 260. If no usable methods are detected or the method specified by `LINUX_HIBERNATION_METHOD` is either not detected or invalid, hibernation is disabled.

The details of this selection process, and the final method selected can be logged via enabling `D_FULLDEBUG` in the relevant subsystem’s log configuration.

### 3.18.5 Windows Platform Details

If after a suitable amount of time, a Windows machine has not entered the expected power state, then HTCondor is having difficulty exercising the operating system’s low power capabilities. While the cause will be specific to the machine’s hardware, it may also be due to improperly configured software. For hardware difficulties, the likely culprit is the configuration within the machine’s BIOS, for which HTCondor can offer little guidance. For operating system difficulties, the `powercfg` tool can be used to discover the available power states on the machine. The following command demonstrates how to list all of the supported power states of the machine:

```
> powercfg -A
The following sleep states are available on this system:
Standby (S3) Hibernate Hybrid Sleep
The following sleep states are not available on this system:
Standby (S1)
    The system firmware does not support this standby state.
Standby (S2)
    The system firmware does not support this standby state.
```

Note that the `HIBERNATE` expression is written in terms of the Sn state, where n is the value evaluated from the expression.

This tool can also be used to enable and disable other sleep states. This example turns hibernation on.

```
> powercfg -h on
```

If this tool is insufficient for configuring the machine in the manner required, the `Power Options` control panel application offers the full extent of the machine’s power management abilities. Windows 2000 and XP lack the `powercfg` program, so all configuration must be done via the `Power Options` control panel application.
Chapter 4

Miscellaneous Concepts

This chapter contains sections describing a variety of key HTCondor concepts that do not belong in other chapters.

ClassAds and the ClassAd language are presented.

Details of checkpoints are presented.

Description and usage of COD (Computing on Demand) extensions to HTCondor are presented.

The various hooks that HTCondor implements are described.

The many varieties of logs used by HTCondor are listed and described.

4.1 HTCondor’s ClassAd Mechanism

ClassAds are a flexible mechanism for representing the characteristics and constraints of machines and jobs in the HTCondor system. ClassAds are used extensively in the HTCondor system to represent jobs, resources, submitters and other HTCondor daemons. An understanding of this mechanism is required to harness the full flexibility of the HTCondor system.

A ClassAd is a set of uniquely named expressions. Each named expression is called an attribute. Figure 4.1 shows ten attributes, a portion of an example ClassAd.

ClassAd expressions look very much like expressions in C, and are composed of literals and attribute references composed with operators and functions. The difference between ClassAd expressions and C expressions arise from the fact that ClassAd expressions operate in a much more dynamic environment. For example, an expression from a machine’s ClassAd may refer to an attribute in a job’s ClassAd, such as TARGET.Owner in the above example. The value and type of the attribute is not known until the expression is evaluated in an environment which pairs a specific job ClassAd with the machine ClassAd.

ClassAd expressions handle these uncertainties by defining all operators to be total operators, which means that they
Figure 4.1: An example ClassAd

have well defined behavior regardless of supplied operands. This functionality is provided through two distinguished values, UNDEFINED and ERROR, and defining all operators so that they can operate on all possible values in the ClassAd system. For example, the multiplication operator which usually only operates on numbers, has a well defined behavior if supplied with values which are not meaningful to multiply. Thus, the expression 10 * "A string" evaluates to the value ERROR. Most operators are strict with respect to ERROR, which means that they evaluate to ERROR if any of their operands are ERROR. Similarly, most operators are strict with respect to UNDEFINED.

4.1.1 ClassAds: Old and New

ClassAds have existed for quite some time in two forms: Old and New. Old ClassAds were the original form and were used in HTCondor until HTCondor version 7.5.0. They were heavily tied to the HTCondor development libraries. New ClassAds added new features and were designed as a stand-alone library that could be used apart from HTCondor.

In HTCondor version 7.5.1, HTCondor switched to using the New ClassAd library for all use of ClassAds within HTCondor. The library is placed into a compatibility mode so that HTCondor 7.5.1 is still able to exchange ClassAds with older versions of HTCondor.

All user interaction with tools (such as condor_q) as well as output of tools is still compatible with Old ClassAds. Before HTCondor version 7.5.1, New ClassAds were used only in the Job Router. There are some syntax and behavior differences between Old and New ClassAds, all of which should remain invisible to users of HTCondor.

A complete description of New ClassAds can be found at [http://htcondor.org/classad/classad.html](http://htcondor.org/classad/classad.html) and in the ClassAd Language Reference Manual found on that web page.

Some of the features of New ClassAds that are not in Old ClassAds are lists, nested ClassAds, time values, and matching groups of ClassAds. HTCondor has avoided using these features, as using them makes it difficult to interact with older versions of HTCondor. But, users can start using them if they do not need to interact with versions of HTCondor older than 7.5.1.

The syntax varies slightly between Old and New ClassAds. Here is an example ClassAd presented in both forms. The Old form:

```
Foo = 3
Bar = "ab\"cd\ef"
```
4.1.2 Old ClassAd Syntax

Moo = Foo =!= Undefined

The New form:

[
  Foo = 3;
  Bar = "ab\"cd\ef";
  Moo = Foo isnt Undefined;
]

HTCondor will convert to and from Old ClassAd syntax as needed.

New ClassAd Attribute References

Expressions often refer to ClassAd attributes. These attribute references work differently in Old ClassAds as compared with New ClassAds. In New ClassAds, an unscoped reference is looked for only in the local ClassAd. An unscoped reference is an attribute that does not have a MY. or TARGET. prefix. The local ClassAd may be described by an example. Matchmaking uses two ClassAds: the job ClassAd and the machine ClassAd. The job ClassAd is evaluated to see if it is a match for the machine ClassAd. The job ClassAd is the local ClassAd. Therefore, in the Requirements attribute of the job ClassAd, any attribute without the prefix TARGET. is looked up only in the job ClassAd. With New ClassAd evaluation, the use of the prefix MY. is eliminated, as an unscoped reference can only refer to the local ClassAd.

The MY. and TARGET. scoping prefixes only apply when evaluating an expression within the context of two ClassAds. Two examples that exemplify this are matchmaking and machine policy evaluation. When evaluating an expression within the context of a single ClassAd, MY. and TARGET. are not defined. Using them within the context of a single ClassAd will result in a value of Undefined. Two examples that exemplify evaluating an expression within the context of a single ClassAd are during user job policy evaluation, and with the -constraint option to command-line tools.

New ClassAds have no CurrentTime attribute. If needed, use the time() function instead. In order to mimic Old ClassAd semantics in current versions of HTCondor, all ClassAds have an implicit CurrentTime attribute, with a value of time().

In current versions of HTCondor, New ClassAds will mimic the evaluation behavior of Old ClassAds. No configuration variables or submit description file contents should need to be changed. To eliminate this behavior and use only the semantics of New ClassAds, set the configuration variable STRICT_CLASSAD_EVALUATION to True. This permits testing expressions to see if any adjustment is required, before a future version of HTCondor potentially makes New ClassAds evaluation behavior the default or the only option.

4.1.2 Old ClassAd Syntax

ClassAd expressions are formed by composing literals, attribute references and other sub-expressions with operators and functions.
## 4.1.2. Old ClassAd Syntax

### Literals

Literals in the ClassAd language may be of integer, real, string, undefined or error types. The syntax of these literals is as follows:

**Integer** A sequence of continuous digits (i.e., \([0-9]\)). Additionally, the keywords **TRUE** and **FALSE** (case insensitive) are syntactic representations of the integers 1 and 0 respectively.

**Real** Two sequences of continuous digits separated by a period (i.e., \([0-9]+.[0-9]+\)).

**String** A double quote character, followed by an list of characters terminated by a double quote character. A backslash character inside the string causes the following character to be considered as part of the string, irrespective of what that character is.

**Undefined** The keyword **UNDEFINED** (case insensitive) represents the **UNDEFINED** value.

**Error** The keyword **ERROR** (case insensitive) represents the **ERROR** value.

### Attributes

Every expression in a ClassAd is named by an **attribute name**. Together, the (name,expression) pair is called an **attribute**. An attribute may be referred to in other expressions through its attribute name.

Attribute names are sequences of alphabetic characters, digits and underscores, and may not begin with a digit. All characters in the name are significant, but case is **not** significant. Thus, **Memory**, **memory** and **MeMoRy** all refer to the same attribute.

An **attribute reference** consists of the name of the attribute being referenced, and an optional **scope resolution prefix**. The prefixes that may be used are **MY**. and **TARGET**. The case used for these prefixes is **not** significant. The semantics of supplying a prefix are discussed in Section 4.1.3

### Operators

The operators that may be used in ClassAd expressions are similar to those available in C. The available operators and their relative precedence is shown in figure 4.2. The operator with the highest precedence is the unary minus operator. The only operators which are unfamiliar are the **=?==, is, !=** and **isnt** operators, which are discussed in Section 4.1.3

### Predefined Functions

Any ClassAd expression may utilize predefined functions. Function names are case insensitive. Parameters to functions and a return value from a function may be typed (as given) or not. Nested or recursive function calls are allowed.

Here are descriptions of each of these predefined functions. The possible types are the same as itemized in Section 4.1.2. Where the type may be any of these literal types, it is called out as **AnyType**. Where the type is
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- (unary negation)  (high precedence)
*  /  
+  -  (addition, subtraction)
<  <=  >=  >
==  !=  =?=  is  =!=  isnt
&&  
||  (low precedence)

Figure 4.2: Relative precedence of ClassAd expression operators

Integer, but only returns the value 1 or 0 (implying True or False), it is called out as Boolean. The format of each function is given as

ReturnType FunctionName(ParameterType parameter1, ParameterType parameter2, ...)

Optional parameters are given within square brackets.

**AnyType eval(AnyType Expr)** Evaluates Expr as a string and then returns the result of evaluating the contents of the string as a ClassAd expression. This is useful when referring to an attribute such as slotX_State where X, the desired slot number is an expression, such as SlotID+10. In such a case, if attribute SlotID is 5, the value of the attribute slot15_State can be referenced using the expression eval(strcat("slot", SlotID+10,"_State")); Function strcat() calls function string() on the second parameter, which evaluates the expression, and then converts the integer result 15 to the string "15". The concatenated string returned by strcat() is "slot15_State", and this string is then evaluated. Note that referring to attributes of a job from within the string passed to eval() in the Requirements or Rank expressions could cause inaccuracies in HTCondor’s automatic auto-clustering of jobs into equivalent groups for matchmaking purposes. This is because HTCondor needs to determine which ClassAd attributes are significant for matchmaking purposes, and indirect references from within the string passed to eval() will not be counted.

**String unparse(Attribute attr)** This function looks up the value of the provided attribute and returns the unparsed version as a string. The attribute’s value is not evaluated. If the attribute’s value is x + 3, then the function would return the string "x + 3". If the provided attribute cannot be found, an empty string is returned. This function returns ERROR if other than exactly 1 argument is given or the argument is not an attribute reference.

**AnyType ifThenElse(AnyType IfExpr,AnyType ThenExpr, AnyType ElseExpr)** A conditional expression is described by IfExpr. The following defines return values, when IfExpr evaluates to

- True. Evaluate and return the value as given by ThenExpr.
- False. Evaluate and return the value as given by ElseExpr.
- UNDEFINED. Return the value UNDEFINED.
- ERROR. Return the value ERROR.
4.1.2. Old ClassAd Syntax

- 0.0. Evaluate, and return the value as given by ElseExpr.
- non-0.0 Real values. Evaluate, and return the value as given by ThenExpr.

Where IfExpr evaluates to give a value of type String, the function returns the value ERROR. The implementation uses lazy evaluation, so expressions are only evaluated as defined.

This function returns ERROR if other than exactly 3 arguments are given.

**Boolean isUndefined(AnyType Expr)** Returns True, if Expr evaluates to UNDEFINED. Returns False in all other cases.

This function returns ERROR if other than exactly 1 argument is given.

**Boolean isError(AnyType Expr)** Returns True, if Expr evaluates to ERROR. Returns False in all other cases.

This function returns ERROR if other than exactly 1 argument is given.

**Boolean isString(AnyType Expr)** Returns True, if the evaluation of Expr gives a value of type String. Returns False in all other cases.

This function returns ERROR if other than exactly 1 argument is given.

**Boolean isInteger(AnyType Expr)** Returns True, if the evaluation of Expr gives a value of type Integer. Returns False in all other cases.

This function returns ERROR if other than exactly 1 argument is given.

**Boolean isReal(AnyType Expr)** Returns True, if the evaluation of Expr gives a value of type Real. Returns False in all other cases.

This function returns ERROR if other than exactly 1 argument is given.

**Boolean isBoolean(AnyType Expr)** Returns True, if the evaluation of Expr gives the integer value 0 or 1. Returns False in all other cases.

This function returns ERROR if other than exactly 1 argument is given.

**Integer int(AnyType Expr)** Returns the integer value as defined by Expr. Where the type of the evaluated Expr is Real, the value is truncated (round towards zero) to an integer. Where the type of the evaluated Expr is String, the string is converted to an integer using a C-like atoi() function. When this result is not an integer, ERROR is returned. Where the evaluated Expr is ERROR or UNDEFINED, ERROR is returned.

This function returns ERROR if other than exactly 1 argument is given.

**Real real(AnyType Expr)** Returns the real value as defined by Expr. Where the type of the evaluated Expr is Integer, the return value is the converted integer. Where the type of the evaluated Expr is String, the string is converted to a real value using a C-like atof() function. When this result is not a real, ERROR is returned. Where the evaluated Expr is ERROR or UNDEFINED, ERROR is returned.

This function returns ERROR if other than exactly 1 argument is given.

**String string(AnyType Expr)** Returns the string that results from the evaluation of Expr. Converts a non-string value to a string. Where the evaluated Expr is ERROR or UNDEFINED, ERROR is returned.

This function returns ERROR if other than exactly 1 argument is given.
**Integer floor(AnyType Expr)** Returns the integer that results from the evaluation of Expr, where the type of the evaluated Expr is Integer. Where the type of the evaluated Expr is not Integer, function real(Expr) is called. Its return value is then used to return the largest magnitude integer that is not larger than the returned value. Where real(Expr) returns ERROR or UNDEFINED, ERROR is returned.

This function returns ERROR if other than exactly 1 argument is given.

**Integer ceiling(AnyType Expr)** Returns the integer that results from the evaluation of Expr, where the type of the evaluated Expr is Integer. Where the type of the evaluated Expr is not Integer, function real(Expr) is called. Its return value is then used to return the smallest magnitude integer that is not less than the returned value. Where real(Expr) returns ERROR or UNDEFINED, ERROR is returned.

This function returns ERROR if other than exactly 1 argument is given.

**Integer pow(Integer base, Integer exponent)**

OR **Real pow(Integer base, Integer exponent)**

OR **Real pow(Real base, Real exponent)** Calculates base raised to the power of exponent. If exponent is an integer value greater than or equal to 0, and base is an integer, then an integer value is returned. If exponent is an integer value less than 0, or if either base or exponent is a real, then a real value is returned. An invocation with exponent=0 or exponent=0.0, for any value of base, including 0 or 0.0, returns the value 1 or 1.0, type appropriate.

**Integer quantize(AnyType a, Integer b)**

OR **Real quantize(AnyType a, Real b)**

OR **AnyType quantize(AnyType a, AnyType list b)** quantize() computes the quotient of a/b, in order to further compute ceiling(quotient) * b. This computes and returns an integral multiple of b that is at least as large as a. So, when b >= a, the return value will be b. The return type is the same as that of b, where b is an Integer or Real.

When b is a list, quantize() returns the first value in the list that is greater than or equal to a. When no value in the list is greater than or equal to a, this computes and returns an integral multiple of the last member in the list that is at least as large as a.

This function returns ERROR if a or b, or a member of the list that must be considered is not an Integer or Real.

Here are examples:

8 = quantize(3, 8)
4 = quantize(3, 2)
0 = quantize(0, 4)
6.8 = quantize(1.5, 6.8)
7.2 = quantize(6.8, 1.2)
10.2 = quantize(10, 5.1)

4 = quantize(0, {4})
2 = quantize(2, {1, 2, "A"})
3.0 = quantize(3, {1, 2, 0.5})
3.0 = quantize(2.7, {1, 2, 0.5})
ERROR = quantize(3, {1, 2, "A"})
**Integer round(AnyType Expr)** Returns the integer that results from the evaluation of Expr, where the type of the evaluated Expr is Integer. Where the type of the evaluated Expr is not Integer, function real(Expr) is called. Its return value is then used to return the integer that results from a round-to-nearest rounding method. The nearest integer value to the return value is returned, except in the case of the value at the exact midpoint between two integer values. In this case, the even valued integer is returned. Where real(Expr) returns ERROR or UNDEFINED, or the integer value does not fit into 32 bits, ERROR is returned.

This function returns ERROR if other than exactly 1 argument is given.

**Integer random([ AnyType Expr ])** Where the optional argument Expr evaluates to type Integer or type Real (and called x), the return value is the integer or real r randomly chosen from the interval 0 <= r < x. With no argument, the return value is chosen with random(1.0). Returns ERROR in all other cases.

This function returns ERROR if greater than 1 argument is given.

**String strcat(AnyType Expr1 [ , AnyType Expr2 ...])** Returns the string which is the concatenation of all arguments, where all arguments are converted to type String by function string(Expr).

Returns ERROR if any argument evaluates to UNDEFINED or ERROR.

**String join(String sep, AnyType Expr1 [ , AnyType Expr2 ...])**

**OR String join(String sep, List list**

Returns the string which is the concatenation of all arguments after the first one. The first argument is the separator, and it is inserted between each of the other arguments during concatenation. All arguments are converted to type String by function string(Expr) before concatenation. When there are exactly two arguments, If the second argument is a List, all members of the list are converted to strings and then joined using the separator. When there is only one argument, and the argument is a List, all members of the list are converted to strings and then concatenated.

Returns ERROR if any argument evaluates to UNDEFINED or ERROR.

For example:

```
"a, b, c" = join("", "", "a", "b", "c")
"abc" = join(split("a b c"))
"a;b;c" = join(";", split("a b c"))
```

**String substr(String s, Integer offset [ , Integer length ])** Returns the substring of s, from the position indicated by offset, with (optional) length characters. The first character within s is at offset 0. If the optional length argument is not present, the substring extends to the end of the string. If offset is negative, the value (length - offset) is used for the offset. If length is negative, an initial substring is computed, from the offset to the end of the string. Then, the absolute value of length characters are deleted from the right end of the initial substring. Further, where characters of this resulting substring lie outside the original string, the part that lies within the original string is returned. If the substring lies completely outside of the original string, the null string is returned.

This function returns ERROR if greater than 3 or less than 2 arguments are given.

**Integer strcmp(AnyType Expr1, AnyType Expr2)** Both arguments are converted to type String by function string(Expr). The return value is an integer that will be
• less than 0, if $Expr1$ is lexicographically less than $Expr2$
• equal to 0, if $Expr1$ is lexicographically equal to $Expr2$
• greater than 0, if $Expr1$ is lexicographically greater than $Expr2$

Case is significant in the comparison. Where either argument evaluates to \texttt{ERROR} or \texttt{UNDEFINED}, \texttt{ERROR} is returned.

This function returns \texttt{ERROR} if other than 2 arguments are given.

\textbf{Integer \texttt{strcmp}(AnyType \texttt{Expr1}, AnyType \texttt{Expr2})} This function is the same as \texttt{strcmp}, except that letter case is \textit{not} significant.

\textbf{String \texttt{toupper}(AnyType \texttt{Expr})} The single argument is converted to type \texttt{String} by function \texttt{string(Expr)}. The return value is this string, with all lower case letters converted to upper case. If the argument evaluates to \texttt{ERROR} or \texttt{UNDEFINED}, \texttt{ERROR} is returned.

This function returns \texttt{ERROR} if other than exactly 1 argument is given.

\textbf{String \texttt{tolower}(AnyType \texttt{Expr})} The single argument is converted to type \texttt{String} by function \texttt{string(Expr)}. The return value is this string, with all upper case letters converted to lower case. If the argument evaluates to \texttt{ERROR} or \texttt{UNDEFINED}, \texttt{ERROR} is returned.

This function returns \texttt{ERROR} if other than exactly 1 argument is given.

\textbf{Integer \texttt{size}(AnyType \texttt{Expr})} Returns the number of characters in the string, after calling function \texttt{string(Expr)}. If the argument evaluates to \texttt{ERROR} or \texttt{UNDEFINED}, \texttt{ERROR} is returned.

This function returns \texttt{ERROR} if other than exactly 1 argument is given.

\textbf{List \texttt{split(String \textit{s} [ , String \textit{tokens}] )}} Returns a list of the substrings of \textit{s} that have been split up by using any of the characters within string \textit{tokens}. If \textit{tokens} is not specified, then all white space characters are used to delimit the string.

\textbf{List \texttt{splitUserName(String \textit{Name})}} Returns a list of two strings. Where \textit{Name} includes an @ character, the first string in the list will be the substring that comes before the @ character, and the second string in the list will be the substring that comes after. Thus, if \textit{Name} is "user@domain", then the returned list will be {"user", "domain"}. If there is no @ character in \textit{Name}, then the first string in the list will be \textit{Name}, and the second string in the list will be the empty string. Thus, if \textit{Name} is "username", then the returned list will be {"username", ""}.

\textbf{List \texttt{splitSlotName(String \textit{Name})}} Returns a list of two strings. Where \textit{Name} includes an @ character, the first string in the list will be the substring that comes before the @ character, and the second string in the list will be the substring that comes after. Thus, if \textit{Name} is "slot1@machine", then the returned list will be {"slot1", "machine"}. If there is no @ character in \textit{Name}, then the first string in the list will be the empty string, and the second string in the list will be \textit{Name}. Thus, if \textit{Name} is "machinename", then the returned list will be {"" , "machinename"}.

\textbf{Integer \texttt{time}()} Returns the current coordinated universal time. This is the time, in seconds, since midnight of January 1, 1970.
String `formatTime([ Integer time ] [ , String format ] )` Returns a formatted string that is a representation of `time`. The argument `time` is interpreted as coordinated universal time in seconds, since midnight of January 1, 1970. If not specified, `time` will default to the current time.

The argument `format` is interpreted similarly to the format argument of the ANSI C `strftime` function. It consists of arbitrary text plus placeholders for elements of the time. These placeholders are percent signs (%) followed by a single letter. To have a percent sign in the output, use a double percent sign (%%). If `format` is not specified, it defaults to `%c`.

Because the implementation uses `strftime()` to implement this, and some versions implement extra, non-ANSI C options, the exact options available to an implementation may vary. An implementation is only required to implement the ANSI C options, which are:

- `%a` abbreviated weekday name
- `%A` full weekday name
- `%b` abbreviated month name
- `%B` full month name
- `%c` local date and time representation
- `%d` day of the month (01-31)
- `%H` hour in the 24-hour clock (0-23)
- `%I` hour in the 12-hour clock (01-12)
- `%j` day of the year (001-366)
- `%m` month (01-12)
- `%M` minute (00-59)
- `%p` local equivalent of AM or PM
- `%S` second (00-59)
- `%U` week number of the year (Sunday as first day of week) (00-53)
- `%w` weekday (0-6, Sunday is 0)
- `%W` week number of the year (Monday as first day of week) (00-53)
- `%x` local date representation
- `%X` local time representation
- `%y` year without century (00-99)
- `%Y` year with century
- `%Z` time zone name, if any

String `interval(Integer seconds)` Uses `seconds` to return a string of the form `days+hh:mm:ss`. This represents an interval of time. Leading values that are zero are omitted from the string. For example, `seconds` of 67 becomes "1:07". A second example, `seconds` of 1472523 = 17*24*60*60 + 1*60*60 + 2*60 + 3, results in the string "17+1:02:03".
**AnyType debug(AnyType expression)** This function evaluates its argument, and it returns the result. Thus, it is a no-operation. However, a side-effect of the function is that information about the evaluation is logged to the evaluating program’s log file, at the **D_FULLDEBUG** debug level. This is useful for determining why a given ClassAd expression is evaluating the way it does. For example, if a **condor_startd** START expression is unexpectedly evaluating to **UNDEFINED**, then wrapping the expression in this **debug()** function will log information about each component of the expression to the log file, making it easier to understand the expression.

**String envV1ToV2(String old_env)** This function converts a set of environment variables from the old HTCondor syntax to the new syntax. The single argument should evaluate to a string that represents a set of environment variables using the old HTCondor syntax (usually stored in the job ClassAd attribute **Env**). The result is the same set of environment variables using the new HTCondor syntax (usually stored in the job ClassAd attribute **Environment**). If the argument evaluates to **UNDEFINED**, then the result is also **UNDEFINED**.

**String mergeEnvironment(String env1 [ , String env2, ... ])** This function merges multiple sets of environment variables into a single set. If multiple arguments include the same variable, the one that appears last in the argument list is used. Each argument should evaluate to a string which represents a set of environment variables using the new HTCondor syntax or **UNDEFINED**, which is treated like an empty string. The result is a string that represents the merged set of environment variables using the new HTCondor syntax (suitable for use as the value of the job ClassAd attribute **Environment**).

For the following functions, a delimiter is represented by a string. Each character within the delimiter string delimits individual strings within a list of strings that is given by a single string. The default delimiter contains the comma and space characters. A string within the list is ended (delimited) by one or more characters within the delimiter string.

**Integer stringListSize(String list [ , String delimiter ])** Returns the number of elements in the string **list**, as delimited by the optional **delimiter** string. Returns **ERROR** if either argument is not a string.

This function returns **ERROR** if other than 1 or 2 arguments are given.

**Integer stringListSum(String list [ , String delimiter ])**

**OR Real stringListSum(String list [ , String delimiter ])** Sums and returns the sum of all items in the string **list**, as delimited by the optional **delimiter** string. If all items in the list are integers, the return value is also an integer. If any item in the list is a real value (noninteger), the return value is a real. If any item does not represent an integer or real value, the return value is **ERROR**.

**Real stringListAvg(String list [ , String delimiter ])** Sums and returns the real-valued average of all items in the string **list**, as delimited by the optional **delimiter** string. If any item does not represent an integer or real value, the return value is **ERROR**. A list with 0 items (the empty list) returns the value 0.0.

**Integer stringListMin(String list [ , String delimiter ])**

**OR Real stringListMin(String list [ , String delimiter ])** Finds and returns the minimum value from all items in the string **list**, as delimited by the optional **delimiter** string. If all items in the list are integers, the return value is also an integer. If any item in the list is a real value (noninteger), the return value is a real. If any item does not represent an integer or real value, the return value is **ERROR**. A list with 0 items (the empty list) returns the value **UNDEFINED**.
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**Integer stringListMax(String list [ , String delimiter ])**

**OR Real stringListMax(String list [ , String delimiter ])** Finds and returns the maximum value from all items in the string list, as delimited by the optional delimiter string. If all items in the list are integers, the return value is also an integer. If any item in the list is a real value (noninteger), the return value is a real. If any item does not represent an integer or real value, the return value is ERROR. A list with 0 items (the empty list) returns the value UNDEFINED.

**Boolean stringListMember(String x, String list [ , String delimiter ])** Returns TRUE if item x is in the string list, as delimited by the optional delimiter string. Returns FALSE if item x is not in the string list. Comparison is done with strcmp(). The return value is ERROR, if any of the arguments are not strings.

**Boolean stringListIMember(String x, String list [ , String delimiter ])** Same as stringListMember(), but comparison is done with stricmp(), so letter case is not relevant.

**Integer stringListsIntersect(String list1, String list2 [ , String delimiter ])** Returns TRUE if the lists contain any matching elements, and returns FALSE if the lists do not contain any matching elements. Returns ERROR if either argument is not a string or if an incorrect number of arguments are given.

The following three functions utilize regular expressions as defined and supported by the PCRE library. See [http://www.pcre.org](http://www.pcre.org) for complete documentation of regular expressions.

The `options` argument to these functions is a string of special characters that modify the use of the regular expressions. Inclusion of characters other than these as options are ignored.

**I or i** Ignore letter case.

**M or m** Modifies the interpretation of the caret (^) and dollar sign ($) characters. The caret character matches the start of a string, as well as after each newline character. The dollar sign character matches before a newline character.

**S or s** The period matches any character, including the newline character.

**Boolean regexp(String pattern, String target [ , String options ])** Uses the description of a regular expression given by string pattern to scan through the string target. Returns TRUE when target is a regular expression as described by pattern. Returns FALSE otherwise. If any argument is not a string, or if pattern does not describe a valid regular expression, returns ERROR.

**String regexps (String pattern, String target, String substitute [ , String options ])** Uses the description of a regular expression given by string pattern to scan through the string target. When target is a regular expression as described by pattern, the string substitute is returned, with backslash expansion performed. If any argument is not a string, returns ERROR.

**Boolean stringList_regexpMember (String pattern, String list [ , String delimiter ] [ , String options ])** Uses the description of a regular expression given by string pattern to scan through the list of strings in list. Returns TRUE when one of the strings in list is a
4.1.3 Old ClassAd Evaluation Semantics

regular expression as described by pattern. The optional delimiter describes how the list is delimited, and string options modifies how the match is performed. Returns FALSE if pattern does not match any entries in list. The return value is ERROR, if any of the arguments are not strings, or if pattern is not a valid regular expression.

String userHome(String userName [, String default ]) Returns the home directory of the given user as configured on the current system (determined using the getpwdnam() call). (Returns default if the default argument is passed and the home directory of the user is not defined.)

List userMap(String mapSetName, String userName) Map an input string using the given mapping set. Returns a list of groups to which the user belongs.

String userMap(String mapSetName, String userName, String preferredGroup) Map an input string using the given mapping set. Returns a string, which is the preferred group if the user is in that group; otherwise it is the first group to which the user belongs, or undefined if the user belongs to no groups.

String userMap(String mapSetName, String userName, String preferredGroup, String defaultGroup) Map an input string using the given mapping set. Returns a string, which is the preferred group if the user is in that group; the first group to which the user belongs, if any; and the default group if the user belongs to no groups.

The maps for the userMap() function are defined by the following configuration macros:
<SUBSYS>_CLASSAD_USER_MAP_NAMES (see [3.5.1]), CLASSAD_USER_MAPFILE_<name> (see [3.5.1]) and CLASSAD_USER_MAPDATA_<name> (see [3.5.1]).

4.1.3 Old ClassAd Evaluation Semantics

The ClassAd mechanism’s primary purpose is for matching entities that supply constraints on candidate matches. The mechanism is therefore defined to carry out expression evaluations in the context of two ClassAds that are testing each other for a potential match. For example, the condor_negotiator evaluates the Requirements expressions of machine and job ClassAds to test if they can be matched. The semantics of evaluating such constraints is defined below.

Literals

Literals are self-evaluating. Thus, integer, string, real, undefined and error values evaluate to themselves.

Attribute References

Since the expression evaluation is being carried out in the context of two ClassAds, there is a potential for name space ambiguities. The following rules define the semantics of attribute references made by ClassAd $A$ that is being evaluated in a context with another ClassAd $B$:

1. If the reference is prefixed by a scope resolution prefix,
4.1.3. Old ClassAd Evaluation Semantics

- If the prefix is `MY`, the attribute is looked up in ClassAd $A$. If the named attribute does not exist in $A$, the value of the reference is `UNDEFINED`. Otherwise, the value of the reference is the value of the expression bound to the attribute name.

- Similarly, if the prefix is `TARGET`, the attribute is looked up in ClassAd $B$. If the named attribute does not exist in $B$, the value of the reference is `UNDEFINED`. Otherwise, the value of the reference is the value of the expression bound to the attribute name.

2. If the reference is not prefixed by a scope resolution prefix,

- If the attribute is defined in $A$, the value of the reference is the value of the expression bound to the attribute name in $A$.

- Otherwise, if the attribute is defined in $B$, the value of the reference is the value of the expression bound to the attribute name in $B$.

- Otherwise, if the attribute is defined in the ClassAd environment, the value from the environment is returned. This is a special environment, to be distinguished from the Unix environment. Currently, the only attribute of the environment is `CurrentTime`, which evaluates to the integer value returned by the system call `time(2)`.

- Otherwise, the value of the reference is `UNDEFINED`.

3. Finally, if the reference refers to an expression that is itself in the process of being evaluated, there is a circular dependency in the evaluation. The value of the reference is `ERROR`.

Operators

All operators in the ClassAd language are `total`, and thus have well defined behavior regardless of the supplied operands. Furthermore, most operators are `strict` with respect to `ERROR` and `UNDEFINED`, and thus evaluate to `ERROR` or `UNDEFINED` if either of their operands have these exceptional values.

- **Arithmetic operators:**
  1. The operators `*`, `/`, `+` and `-` operate arithmetically only on integers and reals.
  2. Arithmetic is carried out in the same type as both operands, and type promotions from integers to reals are performed if one operand is an integer and the other real.
  3. The operators are strict with respect to both `UNDEFINED` and `ERROR`.
  4. If either operand is not a numerical type, the value of the operation is `ERROR`.

- **Comparison operators:**
  1. The comparison operators `==`, `!=`, `<`, `<=` and `>` operate on integers, reals and strings.
  2. String comparisons are case insensitive for most operators. The only exceptions are the operators `?=` and `=!`, which do case sensitive comparisons assuming both sides are strings.
  3. Comparisons are carried out in the same type as both operands, and type promotions from integers to reals are performed if one operand is a real, and the other an integer. Strings may not be converted to any other type, so comparing a string and an integer or a string and a real results in `ERROR`. 
4. The operators $\text{==}$, $\text{!=}$, $\text{<}$, $\text{<=}$ and $\text{!=}$ are strict with respect to both $\text{UNDEFINED}$ and $\text{ERROR}$.

5. In addition, the operators $\text{=?=}$, $\text{is}$, $\text{!=}$ and $\text{isnt}$ behave similar to $\text{==}$ and $\text{!=}$, but are not strict. Semantically, the $\text{=?=}$ and $\text{is}$ test if their operands are “identical,” i.e., have the same type and the same value. For example, $10 \text{== UNDEFINED}$ and $\text{UNDEFINED == UNDEFINED}$ both evaluate to $\text{UNDEFINED}$, but $10 \text{=?=} \text{UNDEFINED}$ and $\text{UNDEFINED is UNDEFINED}$ evaluate to $\text{FALSE}$ and $\text{TRUE}$ respectively. The $\text{!=}$ and $\text{isnt}$ operators test for the “is not identical to” condition.

- Logical operators:
  1. The logical operators $\text{&&}$ and $\text{||}$ operate on integers and reals. The zero value of these types are considered $\text{FALSE}$ and non-zero values $\text{TRUE}$.
  2. The operators are not strict, and exploit the "don’t care" properties of the operators to squash $\text{UNDEFINED}$ and $\text{ERROR}$ values when possible. For example, $\text{UNDEFINED && FALSE}$ evaluates to $\text{FALSE}$, but $\text{UNDEFINED || FALSE}$ evaluates to $\text{UNDEFINED}$.
  3. Any string operand is equivalent to an $\text{ERROR}$ operand for a logical operator. In other words, $\text{TRUE && "foobar"}$ evaluates to $\text{ERROR}$.

- The Ternary operator:
  1. The Ternary operator ($\text{expr1 ? expr2 : expr3}$) operate with expressions. If all three expressions are given, the operation is strict.
  2. However, if the middle expression is missing, eg. $\text{expr1 ?: expr3}$, then, when expr1 is defined, that defined value is returned. Otherwise, when expr1 evaluated to $\text{UNDEFINED}$, the value of expr3 is evaluated and returned. This can be a convenient shortcut for writing what would otherwise be a much longer classad expression.

Expression Examples

The $\text{=?=} \text{ operator is similar to the $\text{==}$ operator. It checks if the left hand side operand is identical in both type and value to the the right hand side operand, returning $\text{TRUE}$ when they are identical. For strings, the comparison is case-insensitive with the $\text{==}$ operator and case-sensitive with the $\text{=?=} \text{ operator.}$ A key point in understanding is that the $\text{=?=} \text{ operator only produces evaluation results of $\text{TRUE}$ and $\text{FALSE}$, where the $\text{==}$ operator may produce evaluation results $\text{TRUE}$, $\text{FALSE}$, $\text{UNDEFINED}$, or $\text{ERROR}$. Table 4.1 presents examples that define the outcome of the $\text{==}$ operator. Table 4.2 presents examples that define the outcome of the $\text{=?=} \text{ operator.}$

The $\text{!=} \text{ operator is similar to the $\text{! =}$ operator. It checks if the left hand side operand is not identical in both type and value to the the right hand side operand, returning $\text{FALSE}$ when they are identical. For strings, the comparison
4.1.4 Old ClassAds in the HTCondor System

The simplicity and flexibility of ClassAds is heavily exploited in the HTCondor system. ClassAds are not only used to represent machines and jobs in the HTCondor pool, but also other entities that exist in the pool such as checkpoint

<table>
<thead>
<tr>
<th>expression</th>
<th>evaluated result</th>
</tr>
</thead>
<tbody>
<tr>
<td>(10 == 10)</td>
<td>TRUE</td>
</tr>
<tr>
<td>(10 == 5)</td>
<td>FALSE</td>
</tr>
<tr>
<td>(10 == &quot;ABC&quot;)</td>
<td>ERROR</td>
</tr>
<tr>
<td>&quot;ABC&quot; == &quot;abc&quot;</td>
<td>TRUE</td>
</tr>
<tr>
<td>(10 == UNDEFINED)</td>
<td>UNDEFINED</td>
</tr>
<tr>
<td>(UNDEFINED == UNDEFINED)</td>
<td>UNDEFINED</td>
</tr>
</tbody>
</table>

Table 4.1: Evaluation examples for the `==` operator

<table>
<thead>
<tr>
<th>expression</th>
<th>evaluated result</th>
</tr>
</thead>
<tbody>
<tr>
<td>(10 =?= 10)</td>
<td>TRUE</td>
</tr>
<tr>
<td>(10 =?= 5)</td>
<td>FALSE</td>
</tr>
<tr>
<td>(10 =?= &quot;ABC&quot;)</td>
<td>FALSE</td>
</tr>
<tr>
<td>&quot;ABC&quot; =?= &quot;abc&quot;</td>
<td>FALSE</td>
</tr>
<tr>
<td>(10 =?= UNDEFINED)</td>
<td>FALSE</td>
</tr>
<tr>
<td>(UNDEFINED =?= UNDEFINED)</td>
<td>TRUE</td>
</tr>
</tbody>
</table>

Table 4.2: Evaluation examples for the `=?=` operator

is case-insensitive with the `!=` operator and case-sensitive with the `=!=` operator. A key point in understanding is that the `=!=` operator only produces evaluation results of TRUE and FALSE, where the `!=` operator may produce evaluation results TRUE, FALSE, UNDEFINED, or ERROR. Table 4.3 presents examples that define the outcome of the `!=` operator. Table 4.4 presents examples that define the outcome of the `=!=` operator.

<table>
<thead>
<tr>
<th>expression</th>
<th>evaluated result</th>
</tr>
</thead>
<tbody>
<tr>
<td>(10 != 10)</td>
<td>FALSE</td>
</tr>
<tr>
<td>(10 != 5)</td>
<td>TRUE</td>
</tr>
<tr>
<td>(10 != &quot;ABC&quot;)</td>
<td>ERROR</td>
</tr>
<tr>
<td>&quot;ABC&quot; != &quot;abc&quot;</td>
<td>FALSE</td>
</tr>
<tr>
<td>(10 != UNDEFINED)</td>
<td>UNDEFINED</td>
</tr>
<tr>
<td>(UNDEFINED != UNDEFINED)</td>
<td>UNDEFINED</td>
</tr>
</tbody>
</table>

Table 4.3: Evaluation examples for the `!=` operator

Table 4.4: Evaluation examples for the `=!=` operator
4.1.4. Old ClassAds in the HTCondor System

<table>
<thead>
<tr>
<th>expression</th>
<th>evaluated result</th>
</tr>
</thead>
<tbody>
<tr>
<td>(10 != 10)</td>
<td>FALSE</td>
</tr>
<tr>
<td>(10 != 5)</td>
<td>TRUE</td>
</tr>
<tr>
<td>(10 != &quot;ABC&quot;)</td>
<td>TRUE</td>
</tr>
<tr>
<td>&quot;ABC&quot; != &quot;abc&quot;</td>
<td>TRUE</td>
</tr>
<tr>
<td>(10 != UNDEFINED)</td>
<td>TRUE</td>
</tr>
<tr>
<td>(UNDEFINED != UNDEFINED)</td>
<td>FALSE</td>
</tr>
</tbody>
</table>

Table 4.4: Evaluation examples for the != operator

servers, submitters of jobs and master daemons. Since arbitrary expressions may be supplied and evaluated over these ClassAds, users have a uniform and powerful mechanism to specify constraints over these ClassAds. These constraints can take the form of Requirements expressions in resource and job ClassAds, or queries over other ClassAds.

Constraints and Preferences

The requirements and rank expressions within the submit description file are the mechanism by which users specify the constraints and preferences of jobs. For machines, the configuration determines both constraints and preferences of the machines.

For both machine and job, the rank expression specifies the desirability of the match (where higher numbers mean better matches). For example, a job ClassAd may contain the following expressions:

\[
\text{Requirements} = (\text{Arch} == \text{"INTEL"}) \land (\text{OpSys} == \text{"LINUX"})
\]

\[
\text{Rank} = \text{TARGET.Memory} + \text{TARGET.Mips}
\]

In this case, the job requires a 32-bit Intel processor running a Linux operating system. Among all such computers, the customer prefers those with large physical memories and high MIPS ratings. Since the Rank is a user-specified metric, any expression may be used to specify the perceived desirability of the match. The condor_negotiator daemon runs algorithms to deliver the best resource (as defined by the rank expression), while satisfying other required criteria.

Similarly, the machine may place constraints and preferences on the jobs that it will run by setting the machine’s configuration. For example,

\[
\text{Friend} = \text{Owner} == \text{"tannenba"} \lor \text{Owner} == \text{"wright"}
\]

\[
\text{ResearchGroup} = \text{Owner} == \text{"jbasney"} \lor \text{Owner} == \text{"raman"}
\]

\[
\text{Trusted} = \text{Owner} != \text{"rival"} \land \text{Owner} != \text{"riffraff"}
\]

\[
\text{START} = \text{Trusted} \land (\text{ResearchGroup} \lor \text{LoadAvg} < 0.3 \land \text{KeyboardIdle} > 15*60 )
\]

\[
\text{RANK} = \text{Friend} + \text{ResearchGroup} \times 10
\]

The above policy states that the computer will never run jobs owned by users rival and riffraff, while the computer will always run a job submitted by members of the research group. Furthermore, jobs submitted by friends are preferred to other foreign jobs, and jobs submitted by the research group are preferred to jobs submitted by friends.

Note: Because of the dynamic nature of ClassAd expressions, there is no a priori notion of an integer-valued expression, a real-valued expression, etc. However, it is intuitive to think of the Requirements and Rank expressions...
as integer-valued and real-valued expressions, respectively. If the actual type of the expression is not of the expected type, the value is assumed to be zero.

Querying with ClassAd Expressions

The flexibility of this system may also be used when querying ClassAds through the condor_status and condor_q tools which allow users to supply ClassAd constraint expressions from the command line.

Needed syntax is different on Unix and Windows platforms, due to the interpretation of characters in forming command-line arguments. The expression must be a single command-line argument, and the resulting examples differ for the platforms. For Unix shells, single quote marks are used to delimit a single argument. For a Windows command window, double quote marks are used to delimit a single argument. Within the argument, Unix escapes the double quote mark by prepending a backslash to the double quote mark. Windows escapes the double quote mark by prepending another double quote mark. There may not be spaces in between.

Here are several examples. To find all computers which have had their keyboards idle for more than 60 minutes and have more than 4000 MB of memory, the desired ClassAd expression is

KeyboardIdle > 60*60 && Memory > 4000

On a Unix platform, the command appears as

```
% condor_status -const 'KeyboardIdle > 60*60 && Memory > 4000'
```

<table>
<thead>
<tr>
<th>Name</th>
<th>OpSys</th>
<th>Arch</th>
<th>State</th>
<th>Activity</th>
<th>LoadAv</th>
<th>Mem</th>
<th>ActivityTime</th>
</tr>
</thead>
<tbody>
<tr>
<td><a href="mailto:slot1@altair.cs.wi">slot1@altair.cs.wi</a></td>
<td>LINUX</td>
<td>X86_64</td>
<td>Owner</td>
<td>Idle</td>
<td>0.000</td>
<td>8018</td>
<td>13:00:31:46</td>
</tr>
<tr>
<td><a href="mailto:slot2@altair.cs.wi">slot2@altair.cs.wi</a></td>
<td>LINUX</td>
<td>X86_64</td>
<td>Owner</td>
<td>Idle</td>
<td>0.000</td>
<td>8018</td>
<td>13:00:31:47</td>
</tr>
<tr>
<td><a href="mailto:slot1@athena.stat">slot1@athena.stat</a>.</td>
<td>LINUX</td>
<td>X86_64</td>
<td>Unclaimed</td>
<td>Idle</td>
<td>0.000</td>
<td>7946</td>
<td>0:00:25:04</td>
</tr>
<tr>
<td><a href="mailto:slot2@athena.stat">slot2@athena.stat</a>.</td>
<td>LINUX</td>
<td>X86_64</td>
<td>Unclaimed</td>
<td>Idle</td>
<td>0.000</td>
<td>7946</td>
<td>0:00:25:05</td>
</tr>
</tbody>
</table>

The Windows equivalent command is

```
>condor_status -const "KeyboardIdle > 60*60 && Memory > 4000"
```

Here is an example for a Unix platform that utilizes a regular expression ClassAd function to list specific information. A file contains ClassAd information. condor_advertise is used to inject this information, and condor_status constrains the search with an expression that contains a ClassAd function.

```
% cat ad
MyType = "Generic"
FauxType = "DBMS"
Name = "random-test"
Machine = "f05.cs.wisc.edu"
```
4.1.5 Extending ClassAds with User-written Functions

The ClassAd expression describing a machine that advertises a Windows operating system:

OpSys == "WINDOWS"

Here are three equivalent ways on a Unix platform to list all machines advertising a Windows operating system. Spaces appear in these examples to show where they are permitted.

% condor_status -constraint 'OpSys == "WINDOWS"' 

% condor_status -constraint OpSys=="WINDOWS"

% condor_status -constraint "OpSys=="WINDOWS"

The equivalent command on a Windows platform to list all machines advertising a Windows operating system must delimit the single argument with double quote marks, and then escape the needed double quote marks that identify the string within the expression. Spaces appear in this example where they are permitted.

>condor_status -constraint " OpSys == ""WINDOWS"" 

4.1.5 Extending ClassAds with User-written Functions

The ClassAd language provides a rich set of functions. It is possible to add new functions to the ClassAd language without recompiling the HTCondor system or the ClassAd library. This requires implementing the new function in the C++ programming language, compiling the code into a shared library, and telling HTCondor where in the file system the shared library lives.

While the details of the ClassAd implementation are beyond the scope of this document, the ClassAd source distribution ships with an example source file that extends ClassAds by adding two new functions, named todays_date() and double(). This can be used as a model for users to implement their own functions. To deploy this example extension, follow the following steps on Linux:

- Download the ClassAd source distribution from [http://www.cs.wisc.edu/condor/classad](http://www.cs.wisc.edu/condor/classad)
• Unpack the tarball.
• Inspect the source file `shared.cpp`. This one file contains the whole extension.
• Build `shared.cpp` into a shared library. On Linux, the command line to do so is
  
  ```
  $ g++ -DWANT_CLASSAD_NAMESPACE -I. -shared -o shared.so \
  -Wl,-soname,shared.so -o shared.so -fPIC shared.cpp
  ```
• Copy the file `shared.so` to a location that all of the HTCondor tools and daemons can read.
  
  ```
  $ cp shared.so `condor_config_val LIBEXEC`
  ```
• Tell HTCondor to load the shared library into all tools and daemons, by setting the `CLASSAD_USER_LIBS` configuration variable to the full name of the shared library. In this case,
  
  `CLASSAD_USER_LIBS = $(LIBEXEC)/shared.so`
• Restart HTCondor.
• Test the new functions by running
  
  ```
  $ condor_status -format "%s\n" todays_date()
  ```

### 4.2 HTCondor’s Checkpoint Mechanism

A checkpoint is a snapshot of the current state of a program, taken in such a way that the program can be restarted from that state at a later time. Taking checkpoints gives the HTCondor scheduler the freedom to reconsider scheduling decisions through preemptive-resume scheduling. If the scheduler decides to no longer allocate a machine to a job (for example, when the owner of that machine returns), it can take a checkpoint of the job and preempt the job without losing the work the job has already accomplished. The job can be resumed later when the scheduler allocates it a new machine. Additionally, periodic checkpoints provides fault tolerance in HTCondor. Snapshots are taken periodically, and after an interruption in service the program can continue from the most recent snapshot.

HTCondor provides checkpoint services to single process jobs on some Unix platforms. To enable the taking of checkpoints, the user must link the program with the HTCondor system call library (libcondorsyscall.a), using the `condor_compile` command. This means that the user must have the object files or source code of the program to use HTCondor checkpoints. However, the checkpoint services provided by HTCondor are strictly optional. So, while there are some classes of jobs for which HTCondor does not provide checkpoint services, these jobs may still be submitted to HTCondor to take advantage of HTCondor’s resource management functionality. See section `2.4.1` on page `13` for a description of the classes of jobs for which HTCondor does not provide checkpoint services.

The taking of process checkpoints is implemented in the HTCondor system call library as a signal handler. When HTCondor sends a checkpoint signal to a process linked with this library, the provided signal handler writes the state of the process out to a file or a network socket. This state includes the contents of the process stack and data segments, all
4.2.1. Standalone Checkpoint Mechanism

shared library code and data mapped into the process’s address space, the state of all open files, and any signal handlers and pending signals. On restart, the process reads this state from the file, restoring the stack, shared library and data segments, file state, signal handlers, and pending signals. The checkpoint signal handler then returns to user code, which continues from where it left off when the checkpoint signal arrived.

HTCondor processes for which the taking of checkpoints is enabled take a checkpoint when preempted from a machine. When a suitable replacement execution machine is found of the same architecture and operating system, the process is restored on this new machine using the checkpoint, and computation resumes from where it left off. Jobs that can not take checkpoints are preempted and restarted from the beginning.

HTCondor’s taking of periodic checkpoints provides fault tolerance. Pools may be configured with the PERIODIC_CHECKPOINT variable, which controls when and how often jobs which can take and use checkpoints do so periodically. Examples of when are never, and every three hours. When the time to take a periodic checkpoint occurs, the job suspends processing, takes the checkpoint, and immediately continues from where it left off. There is also a condor_ckpt command which allows the user to request that an HTCondor job immediately take a periodic checkpoint.

In all cases, HTCondor jobs continue execution from the most recent complete checkpoint. If service is interrupted while a checkpoint is being taken, causing that checkpoint to fail, the process will restart from the previous checkpoint. HTCondor uses a commit style algorithm for writing checkpoints: a previous checkpoint is deleted only after a new complete checkpoint has been written successfully.

In certain cases, taking a checkpoint may be delayed until a more appropriate time. For example, an HTCondor job will defer a checkpoint request if it is communicating with another process over the network. When the network connection is closed, the checkpoint will be taken.

The HTCondor checkpoint feature can also be used for any Unix process outside of the HTCondor batch environment. Standalone checkpoints are described in section 4.2.1.

HTCondor can produce and use compressed checkpoints. Configuration variables (detailed in section 3.5.10 control whether compression is used. The default is to not compress.

By default, a checkpoint is written to a file on the local disk of the machine where the job was submitted. An HTCondor pool can also be configured with a checkpoint server or servers that serve as a repository for checkpoints, as described in section 3.10 on page 447. When a host is configured to use a checkpoint server, jobs submitted on that machine write and read checkpoints to and from the server, rather than the local disk of the submitting machine, taking the burden of storing checkpoint files off of the submitting machines and placing it instead on server machines (with disk space dedicated for the purpose of storing checkpoints).

4.2.1 Standalone Checkpoint Mechanism

Using the HTCondor checkpoint library without the remote system call functionality and outside of the HTCondor system is known as the standalone mode checkpoint mechanism.

To prepare a program for taking standalone checkpoints, use the condor_compile utility as for a standard HTCondor job, but do not use condor_submit. Run the program from the command line. The checkpoint library will print a message to let you know that taking checkpoints is enabled and to inform you of the default name for the checkpoint image. The message is of the form:
Platforms that use address space randomization will need a modified invocation of the program, as described in section 8.1.1. The invocation disables the address space randomization.

To force the program to write a checkpoint image and stop, send it the SIGTSTP signal or press control-Z. To force the program to write a checkpoint image and continue executing, send it the SIGUSR2 signal.

To restart a program using a checkpoint, invoke the program with the command line argument \texttt{-\_condor\_restart}, followed by the name of the checkpoint image file. As an example, if the program is called \texttt{P1} and the checkpoint is called \texttt{P1.ckpt}, use

\begin{verbatim}
P1 \_\_condor\_restart P1.ckpt
\end{verbatim}

Again, platforms that implement address space randomization will need a modified invocation, as described in section 8.1.1.

By default, the program will restart in the same directory in which it originally ran, and the program will fail if it can not change to that absolute path. To suppress this behavior, also pass the \texttt{-\_condor\_relocatable} argument to the program. Not all programs will continue to work. Doing this may simplify moving standalone checkpoints between machines. Continuing the example given above, the command would be

\begin{verbatim}
P1 \_\_condor\_restart P1.ckpt \_\_condor\_relocatable
\end{verbatim}

### 4.2.2 Checkpoint Safety

Some programs have fundamental limitations that make them unsafe for taking checkpoints. For example, a program that both reads and writes a single file may enter an unexpected state. Here is an example of the ordered events that exhibit this issue.

1. Record a checkpoint image.
2. Read data from a file.
3. Write data to the same file.
4. Execution failure, so roll back to step 2.

In this example, the program would re-read data from the file, but instead of finding the original data, would see data created in the future, and yield unexpected results.

To prevent this sort of accident, HTCondor displays a warning if a file is used for both reading and writing. You can ignore or disable these warnings if you choose as described in section 4.2.3, but please understand that your program may compute incorrect results.
4.2.3 Checkpoint Warnings

HTCondor displays warning messages upon encountering unexpected behaviors in the program. For example, if file \( x \) is opened for reading and writing, this message will be displayed:

```
HTCondor: Warning: READWRITE: File '/tmp/x' used for both reading and writing.
```

Control how these messages are displayed with the \(-\_\text{condor\_warning}\) command line argument. This argument accepts a warning category and a mode. The category describes a certain class of messages, such as READWRITE or ALL. The mode describes what to do with the category. It may be ON, OFF, or ONCE. If a category is ON, it is always displayed. If a category is OFF, it is never displayed. If a category is ONCE, it is displayed only once. To show all the available categories and modes, use \(-\_\text{condor\_warning}\) with no arguments.

For example, the additional command line argument to limit read/write warnings to one instance is

```
-\_\text{condor\_warning} READWRITE ONCE
```

To turn all ordinary notices off:

```
-\_\text{condor\_warning} NOTICE OFF
```

The same effect can be accomplished within a program by using the function \_\text{condor\_warning\_config}\()\).

4.2.4 Checkpoint Library Interface

A program need not be rewritten to take advantage of checkpoints. However, the checkpoint library provides several C entry points that allow for a program to control its own checkpoint behavior. These functions are provided.

- \textbf{void init\_image\_with\_file\_name( char *ckpt\_file\_name )}
  This function explicitly sets a file name to use when producing or using a checkpoint. \texttt{ckpt()} or \texttt{ckpt\_and\_exit()} must be called to produce the checkpoint, and \texttt{restart()} must be called to perform the actual restart.

- \textbf{void init\_image\_with\_file\_descriptor( int fd )}
  This function explicitly sets a file descriptor to use when producing or using a checkpoint. \texttt{ckpt()} or \texttt{ckpt\_and\_exit()} must be called to produce the checkpoint, and \texttt{restart()} must be called to perform the actual restart.

- \textbf{void ckpt()}
  This function causes a checkpoint image to be written to disk. The program will continue to execute. This is identical to sending the program a SIGUSR2 signal.
• **void ckpt_and_exit()**
  This function causes a checkpoint image to be written to disk. The program will then exit. This is identical to sending the program a SIGTSTP signal.

• **void restart()**
  This function causes the program to read the checkpoint image and to resume execution of the program from the point where the checkpoint was taken. This function does not return.

• **void _condor_ckpt_disable()**
  This function temporarily disables the taking of checkpoints. This can be handy if the program does something that is not checkpoint-safe. For example, if a program must not be interrupted while accessing a special file, call _condor_ckpt_disable(), access the file, and then call _condor_ckpt_enable(). Some program actions, such as opening a socket or a pipe, implicitly cause the taking of checkpoints to be disabled.

• **void _condor_ckpt_enable()**
  This function re-enables the taking of checkpoints after a call to _condor_ckpt_disable(). If a checkpoint signal arrived while the taking of checkpoints was disabled, the checkpoint will be taken when this function is called. Disabling and enabling the taking of checkpoints must occur in matched pairs. _condor_ckpt_enable() must be called once for every time that _condor_ckpt_disable() is called.

• **int _condor_warning_config( const char *kind, const char *mode )**
  This function controls what warnings are displayed by HTCondor. The **kind** and **mode** arguments are the same as for the _condor_warning option described in section 4.2.3 This function returns true if the arguments are understood and accepted. Otherwise, it returns false.

• **extern int condor_compress_ckpt**
  Setting this variable to 1 (one) causes checkpoint images to be compressed. Setting it to 0 (zero) disables compression.

### 4.3 Computing On Demand (COD)

Computing On Demand (COD) extends HTCondor’s high throughput computing abilities to include a method for running short-term jobs on instantly-available resources.

The motivation for COD extends HTCondor’s job management to include interactive, compute-intensive jobs, giving these jobs immediate access to the compute power they need over a relatively short period of time. COD provides computing power on demand, switching predefined resources from working on HTCondor jobs to working on the COD jobs. These COD jobs (applications) cannot use the batch scheduling functionality of HTCondor, since the COD jobs require interactive response-time. Many of the applications that are well-suited to HTCondor’s COD capabilities involve a cycle: application blocked on user input, computation burst to compute results, block again on user input, computation burst, etc. When the resources are not being used for the bursts of computation to service the application, they should continue to execute long-running batch jobs.

Here are examples of applications that may benefit from COD capability:
4.3.1 Overview of How COD Works

- A giant spreadsheet with a large number of highly complex formulas which take a lot of compute power to recalculate. The spreadsheet application (as a COD application) predefines a claim on resources within the HTCondor pool. When the user presses a recalculate button, the predefined HTCondor resources (nodes) work on the computation and send the results back to the master application providing the user interface and displaying the data. Ideally, while the user is entering new data or modifying formulas, these nodes work on non-COD jobs.

- A graphics rendering application that waits for user input to select an image to render. The rendering requires a huge burst of computation to produce the image. Examples are various Computer-Aided Design (CAD) tools, fractal rendering programs, and ray-tracing tools.

- Visualization tools for data mining.

The way HTCondor helps these kinds of applications is to provide an infrastructure to use HTCondor batch resources for the types of compute nodes described above. HTCondor does NOT provide tools to parallelize existing GUI applications. The COD functionality is an interface to allow these compute nodes to interact with long-running HTCondor batch jobs. The user provides both the compute node applications and the interactive master application that controls them. HTCondor only provides a mechanism to allow these interactive (and often parallelized) applications to seamlessly interact with the HTCondor batch system.

4.3.1 Overview of How COD Works

The resources of an HTCondor pool (nodes) run jobs. When a high-priority COD job appears at a node, the lower-priority (currently running) batch job is suspended. The COD job runs immediately, while the batch job remains suspended. When the COD job completes, the batch job instantly resumes execution.

Administratively, an interactive COD application puts claims on nodes. While the COD application does not need the nodes to run the COD jobs, the claims are suspended, allowing batch jobs to run.

4.3.2 Authorizing Users to Create and Manage COD Claims

Claims on nodes are assigned to users. A user with a claim on a resource can then suspend and resume a COD job at will. This gives the user a great deal of power on the claimed resource, even if it is owned by another user. Because of this, it is essential that users allowed to claim COD resources can be trusted not to abuse this power. Users are authorized to have access to the privilege of creating and using a COD claim on a machine. This privilege is granted when the HTCondor administrator places a given user name in the VALID_COD_USERS list in the HTCondor configuration for the machine (usually in a local configuration file).

In addition, the tools to request and manage COD claims require that the user issuing the commands be authenticated. Use one of the strong authentication methods described in section 3.8.1 on HTCondor’s Security Model. If one of these methods cannot be used, then file system authentication may be used when directly logging in to that machine (to be claimed) and issuing the command locally.
4.3.3 Defining a COD Application

To run an application on a claimed COD resource, an authorized user defines characteristics of the application. Examples of characteristics are the executable or script to use, the directory in which to run the application, command-line arguments, and files to use for standard input and output. COD users specify a ClassAd that describes these characteristics for their application. There are two ways for a user to define a COD application’s ClassAd:

1. in the HTCondor configuration files of the COD resources
2. when they use the condor_cod command-line tool to launch the application itself

These two methods for defining the ClassAd can be used together. For example, the user can define some attributes in the configuration file, and only provide a few dynamically defined attributes with the condor_cod tool.

Independent of how the COD application’s ClassAd is defined, the application’s executable and input data must be pre-staged at the node. This is a current limitation of HTCondor’s support. There is no mechanism to transfer files for a COD application, and all I/O must be handled locally or put onto a network file system that is accessible by a node.

The following three sections detail defining the attributes. The first lists the attributes that can be used to define a COD application. The second describes how to define these attributes in an HTCondor configuration file. The third explains how to define these attributes using the condor_cod tool.

COD Application Attributes

Attributes for a COD application are either required or optional. The following attributes are required:

**Cmd** This attribute defines the full path to the executable program to be run as a COD application. Since HTCondor does not currently provide any mechanism to transfer files on behalf of COD applications, this path should be a valid path on the machine where the application will be run. It is a string attribute, and must therefore be enclosed in quotation marks ("). There is no default.

**Owner** If the condor_startd daemon is executing as root on the resource where a COD application will run, the user must also define **Owner** to specify what user name the application will run as. On Windows, the condor_startd daemon always runs as an Administrator service, which is equivalent to running as root on Unix platforms. If the user specifies any COD application attributes with the condor_cod activate command-line tool, the **Owner** attribute will be defined as the user name that ran condor_cod activate. However, if the user defines all attributes of their COD application in the HTCondor configuration files, and does not define any attributes with the condor_cod activate command-line tool, there is no default, and **Owner** must be specified in the configuration file. **Owner** must contain a valid user name on the given COD resource. It is a string attribute, and must therefore be enclosed in quotation marks (").

**RequestCpus** Required when running on a condor_startd that uses partitionable slots. It specifies the number of CPU cores from the partitionable slot allocated for this job.

**RequestDisk** Required when running on a condor_startd that uses partitionable slots. It specifies the disk space, in Megabytes, from the partitionable slot allocated for this job.
RequestMemory Required when running on a condor_startd that uses partitionable slots. It specifies the memory, in Megabytes, from the partitionable slot allocated for this job.

The following list of attributes are optional:

JobUniverse This attribute defines what HTCondor job universe to use for the given COD application. The only tested universes are vanilla and java. This attribute must be an integer, with vanilla using the value 5, and java using the value 10.

IWD IWD is an acronym for Initial Working Directory. It defines the full path to the directory where a given COD application are to be run. Unless the application changes its current working directory, any relative path names used by the application will be relative to the IWD. If any other attributes that define file names (for example, In, Out, and so on) do not contain a full path, the IWD will automatically be prepended to those file names. It is a string attribute, and must therefore be enclosed in quotation marks ("'). If the IWD is not specified, the temporary execution sandbox created by the condor_starter will be used as the initial working directory.

In This string defines the path to the file on the COD resource that should be used as standard input (stdin) for the COD application. This file (and all parent directories) must be readable by whatever user the COD application will run as. If not specified, the default is /dev/null. It is a string attribute, and must therefore be enclosed in quotation marks ("').

Out This string defines the path to the file on the COD resource that should be used as standard output (stdout) for the COD application. This file must be writable (and all parent directories readable) by whatever user the COD application will run as. If not specified, the default is /dev/null. It is a string attribute, and must therefore be enclosed in quotation marks ("').

Err This string defines the path to the file on the COD resource that should be used as standard error (stderr) for the COD application. This file must be writable (and all parent directories readable) by whatever user the COD application will run as. If not specified, the default is /dev/null. It is a string attribute, and must therefore be enclosed in quotation marks ("').

Env This string defines environment variables to set for a given COD application. Each environment variable has the form NAME=value. Multiple variables are delimited with a semicolon. An example: Env = "PATH=/usr/local/bin:/usr/bin;TERM=vt100" It is a string attribute, and must therefore be enclosed in quotation marks ("').

Args This string attribute defines the list of arguments to be supplied to the program on the command-line. The arguments are delimited (separated) by space characters. There is no default. If the JobUniverse corresponds to the Java universe, the first argument must be the name of the class containing main. It is a string attribute, and must therefore be enclosed in quotation marks ("').

JarFiles This string attribute is only used if JobUniverse is 10 (the Java universe). If a given COD application is a Java program, specify the JAR files that the program requires with this attribute. There is no default. It is a string attribute, and must therefore be enclosed in quotation marks ("'). Multiple file names may be delimited with either commas or white space characters, and therefore, file names can not contain spaces.

KillSig This attribute specifies what signal should be sent whenever the HTCondor system needs to gracefully shutdown the COD application. It can either be specified as a string containing the signal name (for example KillSig = "SIGQUIT"), or as an integer (KillSig = 3) The default is to use SIGTERM.
4.3.3. Defining a COD Application

**StarterUserLog** This string specifies a file name for a log file that the *condor_starter* daemon can write with entries for relevant events in the life of a given COD application. It is similar to the job event log file specified for regular HTCondor jobs with the **Log** command in a submit description file. However, certain attributes that are placed in a job event log do not make sense in the COD environment, and are therefore omitted. The default is not to write this log file. It is a string attribute, and must therefore be enclosed in quotation marks (".

**StarterUserLogUseXML** If the **StarterUserLog** attribute is defined, the default format is a human-readable format. However, HTCondor can write out this log in an XML representation, instead. To enable the XML format for this job event log, the **StarterUserLogUseXML** boolean is set to `TRUE`. The default if not specified is `FALSE`.

If any attribute that specifies a path (Cmd, In, Out, Err, StarterUserLog) is not a full path name, HTCondor automatically prepends the value of `IWD`.

The final set of attributes define an identification for a COD application. The job ID is made up of both the **ClusterId** and **ProcId** attributes. This job ID is similar to the job ID that is created whenever a regular HTCondor batch job is submitted. For regular HTCondor batch jobs, the job ID is assigned automatically by the *condor_schedd* whenever a new job is submitted into the persistent job queue. However, since there is no persistent job queue for COD, the usual mechanism to identify jobs does not exist. Moreover, commands that require the job ID for batch jobs such as *condor_q* and *condor_rm* do not exist for COD. Instead, the claim ID is the unique identifier for COD jobs and COD-related commands.

When using COD, the job ID is only used to identify the job in various log messages and in the COD-specific output of `condor_status`. The COD job ID is part of the information included in all events written to the **StarterUserLog** regarding a given job. The COD job ID is also used in the HTCondor debugging logs described in section 3.5.2 on page 219 for example, in the *condor_starter* daemon’s log file for COD jobs (called *StarterLog.cod* by default) or in the *condor_startd* daemon’s log file (called *StartLog* by default).

These COD job IDs are optional. The job ID is useful to define where it helps a user with the accounting or debugging of their own application. In this case, it is the user’s responsibility to ensure uniqueness, if so desired.

**ClusterId** This integer defines the cluster identifier for a COD job. The default value is 1. The **ClusterId** can also be defined with the *condor_cod activate* command-line tool using the `-cluster` option.

**ProcId** This integer defines the process identifier (within a cluster) for a COD job. The default value is 0. The **ProcId** can also be defined with the *condor_cod activate* command-line tool using the `-cluster` option.

Note that the **ClusterId** and **ProcId** identifiers can also be specified as command-line arguments to the *condor_cod activate* when spawning a given COD application. See section 4.3.4 below for details on using *condor_cod activate*.

**Defining Attributes in the HTCondor Configuration Files**

To define COD attributes in the HTCondor configuration file for a given application, the user selects a keyword to uniquely name ClassAd attributes of the application. This case-insensitive keyword is used as a prefix for the various
4.3.3. Defining a COD Application

configuration file variable names. When a user wishes to spawn a given application, the keyword is given as an argument to the `condor_cod` tool, and the keyword is used at the remote COD resource to find attributes which define the application.

Any of the ClassAd attributes described in the previous section can be specified in the configuration file with the keyword prefix followed by an underscore character ("_").

For example, if the user’s keyword for a given fractal generation application is `FractGen`, the resulting entries in the HTCondor configuration file may appear as:

```
FractGen_Cmd = "/usr/local/bin/fractgen"
FractGen_Iwd = "/tmp/cod-fractgen"
FractGen_Out = "/tmp/cod-fractgen/output"
FractGen_Err = "/tmp/cod-fractgen/error"
FractGen_Args = "mandelbrot -0.65865,-0.56254 -0.45865,-0.71254"
```

In this example, the executable may create other files. The `Out` and `Err` attributes specified in the configuration file are only for standard output and standard error redirection.

When the user wishes to spawn an instance of this application, the command line `condor_cod activate` appears with the `-keyword FractGen` option.

NOTE: If a user is defining all attributes of their COD application in the HTCondor configuration files, and the `condor_startd` daemon on the COD resource they are using is running as root, the user must also define `Owner` to be the user that the COD application should run as.

**Defining Attributes with the condor_cod Tool**

COD users may define attributes dynamically (at the time they spawn a COD application). In this case, the user writes the ClassAd attributes into a file, and the file name is passed to the `condor_cod activate` command using the `-jobad` option. These attributes are read by the `condor_cod` tool and passed through the system to the `condor_starter` daemon, which spawns the COD application. If the file name given is `-`, the `condor_cod` tool will read from standard input (stdin).

Users should not add a keyword prefix when defining attributes with `condor_cod activate`. The attribute names can be used in the file directly.

WARNING: The current syntax for this file is not the same as the syntax in the file used with `condor_submit`.

NOTE: Users should not define the `Owner` attribute when using `condor_cod activate` on the command line, since HTCondor will automatically insert the correct value based on what user runs the `condor_cod` command and how that user authenticates to the COD resource. If a user defines an attribute that does not match the authenticated identity, HTCondor treats this case as an error, and it will fail to launch the application.
4.3.4 Managing COD Resource Claims

Separate commands are provided by HTCondor to manage COD claims on batch resources. Once created, each COD claim has a unique identifying string, called the claim ID. Most commands require a claim ID to specify which claim you wish to act on. These commands are the means by which COD applications interact with the rest of the HTCondor system. They should be issued by the controller application to manage its compute nodes. Here is a list of the commands:

- **Request**  Create a new COD claim on a given resource.
- **Activate**  Spawn a specific application on a specific COD claim.
- **Suspend**  Suspend a running application within a specific COD claim.
- **Renew**  Renew the lease to a COD claim.
- **Resume**  Resume a suspended application on a specific COD claim.
- **Deactivate**  Shut down an application, but hold onto the COD claim for future use.
- **Release**  Destroy a specific COD claim, and shut down any job that is currently running on it.
- **Delegate proxy**  Send an x509 proxy credential to the specific COD claim (optional, only required in rare cases like using glexec to spawn the condor_starter at the execute machine where the COD job is running).

To issue these commands, a user or application invokes the `condor_cod` tool. A command may be specified as the first argument to this tool, as

```
condor_cod request -name c02.cs.wisc.edu
```

or the `condor_cod` tool can be installed in such a way that the same binary is used for a set of names, as

```
condor_cod_request -name c02.cs.wisc.edu
```

Other than the command name itself (which must be included in full) additional options supported by each tool can be abbreviated to the shortest unambiguous value. For example, `-name` can also be specified as `-n`. However, for a command like `condor_cod_activate` that supports both `-classad` and `-cluster`, the user must use at least `-cla` or `-clu`. If the user specifies an ambiguous option, the `condor_cod` tool will exit with an error message.

In addition, there is a `-cod` option to `condor_status`.

The following sections describe each option in greater detail.
4.3.4. Managing COD Resource Claims

Request

A user must be granted authorization to create COD claims on a specific machine. In addition, when the user uses these COD claims, the application binary or script they wish to run (and any input data) must be pre-staged on the machine. Therefore, a user cannot simply request a COD claim at random.

The user specifies the resource on which to make a COD claim. This is accomplished by specifying the name of the condor_startd daemon desired by invoking `condor_cod_request` with the `-name` option and the resource name (usually the host name). For example:

```
condor_cod_request -name c02.cs.wisc.edu
```

If the `condor_startd` daemon desired belongs to a different HTCondor pool than the one where executing the COD commands, use the `-pool` option to provide the name of the central manager machine of the other pool. For example:

```
condor_cod_request -name c02.cs.wisc.edu -pool condor.cs.wisc.edu
```

An alternative is to provide the IP address and port number where the `condor_startd` daemon is listening with the `-addr` option. This information can be found in the `condor_startd` ClassAd as the attribute `StartdIpAddr` or by reading the log file when the `condor_startd` first starts up. For example:

```
condor_cod_request -addr "<128.105.146.102:40967>"
```

If neither `-name` or `-addr` are specified, `condor_cod_request` attempts to connect to the `condor_startd` daemon running on the local machine (where the request command was issued).

If the `condor_startd` daemon to be used for the COD claim is an SMP machine and has multiple slots, specify which resource on the machine to use for COD by providing the full name of the resource, not just the host name. For example:

```
condor_cod_request -name slot2@c02.cs.wisc.edu
```

A constraint on what slot is desired may be provided, instead of specifying it by name. For example, to run on machine c02.cs.wisc.edu, not caring which slot is used, so long as it the machine is not currently running a job, use something like:

```
condor_cod_request -name c02.cs.wisc.edu -requirements 'State!="Claimed"'
```

In general, be careful with shell quoting issues, so that your shell is not confused by the ClassAd expression syntax (in particular if the expression includes a string). The safest method is to enclose any requirement expression within single quote marks (as shown above).

Once a given `condor_startd` daemon has been contacted to request a new COD claim, the `condor_startd` daemon checks for proper authorization of the user issuing the command. If the user has the authority, and the `condor_startd`
daemon finds a resource that matches any given requirements, the `condor_startd` daemon creates a new COD claim and gives it a unique identifier, the claim ID. This ID is used to identify COD claims when using other commands. If `condor_cod_request` succeeds, the claim ID for the new claim is printed out to the screen. All other commands to manage this claim require the claim ID to be provided as a command-line option.

When the `condor_startd` daemon assigns a COD claim, the ClassAd describing the resource is returned to the user that requested the claim. This ClassAd is a snapshot of the output of `condor_status -long` for the given machine. If `condor_cod_request` is invoked with the `-classad` option (which takes a file name as an argument), this ClassAd will be written out to the given file. Otherwise, the ClassAd is printed to the screen. The only essential piece of information in this ClassAd is the Claim ID, so that is printed to the screen, even if the whole ClassAd is also being written to a file.

The claim ID as given after listing the machine ClassAd appears as this example:

```
ID of new claim is: "<128.105.121.21:49973>#1073521044"
```

When using this claim ID in further commands, include the quote marks as well as all the characters in between the quote marks.

**NOTE:** Once a COD claim is created, there is no persistent record of it kept by the `condor_startd` daemon. So, if the `condor_startd` daemon is restarted for any reason, all existing COD claims will be destroyed and the new `condor_startd` daemon will not recognize any attempts to use the previous claims.

Also note that it is your responsibility to ensure that the claim is eventually removed (see section 4.3.4). Failure to remove the COD claim will result in the `condor_startd` continuing to hold a record of the claim for as long as `condor_startd` continues running. If a very large number of such claims are accumulated by the `condor_startd`, this can impact its performance. Even worse: if a COD claim is unintentionally left in an activated state, this results in the suspension of any batch job running on the same resource for as long as the claim remains activated. For this reason, an optional `-lease` argument is supported by `condor_cod_request`. This tells the `condor_startd` to automatically release the COD claim after the specified number of seconds unless the lease is renewed with `condor_cod_renew`. The default lease is infinitely long.

### Activate

Once a user has created a valid COD claim and has the claim ID, the next step is to spawn a COD job using the claim. The way to do this is to activate the claim, using the `condor_cod_activate` command. Once a COD application is active on a COD claim, the COD claim will move into the `Running` state, and any batch HTCondor job on the same resource will be suspended. Whenever the COD application is inactive (either suspended, removed from the machine, or if it exits on its own), the state of the COD claim changes. The new state depends on why the application became inactive. The batch HTCondor job then resumes.

To activate a COD claim, first define attributes about the job to be run in either the local configuration of the COD resource, or in a separate file as described in this manual section. Invoke the `condor_cod_activate` command to launch a specific instance of the job on a given COD claim ID. The options given to `condor_cod_activate` vary depending on if the job attributes are defined in the configuration file or are passed via a file to the `condor_cod_activate` tool itself. However, the `-id` option is always required by `condor_cod_activate`, and this option should be followed by a COD claim ID that the user acquired via `condor_cod_request`. 
If the application is defined in the configuration files for the COD resource, the user provides the keyword (described in section 4.3.3) that uniquely identifies the application’s configuration attributes. To continue the example from that section, the user would spawn their job by specifying `-keyword FractGen`, for example:

```
condor_cod_activate -id "<claim_id>" -keyword FractGen
```

Substitute the `<claim_id>` with the valid Cod Claim Id. Using the same example as given above, this example would be:

```
condor_cod_activate -id "<128.105.121:49973>#1073352104#4" -keyword FractGen
```

If the job attributes are placed into a file to be passed to the `condor_cod_activate` tool, the user must provide the name of the file using the `-jobad` option. For example, if the job attributes were defined in a file named `cod-fractgen.txt`, the user spawns the job using the command:

```
condor_cod_activate -id "<claim_id>" -jobad cod-fractgen.txt
```

Alternatively, if the filename specified with `-jobad` is `--`, the `condor_cod_activate` tool reads the job ClassAd from standard input (stdin).

Regardless of how the job attributes are defined, there are other options that `condor_cod_activate` accepts. These options specify the job ID for the application to be run. The job ID can either be specified in the job’s ClassAd, or it can be specified on the command line to `condor_cod_activate`. These options are `-cluster` and `-proc`. For example, to launch a COD job with keyword `foo` as cluster 23, proc 5, or 23.5, the user invokes:

```
condor_cod_activate -id "<claim_id>" -key foo -cluster 23 -proc 5
```

The `-cluster` and `-proc` arguments are optional, since the job ID is not required for COD. If not specified, the job ID defaults to 1.0.

**Suspend**

Once a COD application has been activated with `condor_cod_activate` and is running on a COD resource, it may be temporarily suspended using `condor_cod_suspend`. In this case, the claim state becomes Suspended. Once a given COD job is suspended, if there are no other running COD jobs on the resource, an HTCondor batch job can use the resource. By suspending the COD application, the batch job is allowed to run. If a resource is idle when a COD application is first spawned, suspension of the COD job makes the batch resource available for use in the HTCondor system. Therefore, whenever a COD application has no work to perform, it should be suspended to prevent the resource from being wasted.

The interface of `condor_cod_suspend` supports the single option `-id`, to specify the COD claim ID to be suspended. For example:

```
condor_cod_suspend -id "<claim_id>"
```
4.3.4. Managing COD Resource Claims

If the user attempts to suspend a COD job that is not running, `condor_cod_suspend` exits with an error message. The COD job may not be running because it is already suspended or because the job was never spawned on the given COD claim in the first place.

**Renew**

This command tells the `condor_startd` to renew the lease on the COD claim for the amount of lease time specified when the claim was created. See section 4.3.4 for more information on using leases.

The `condor_cod_renew` tool supports only the `-id` option to specify the COD claim ID the user wishes to renew. For example:

```
condor_cod_renew -id "<claim_id>"
```

If the user attempts to renew a COD job that no longer exists, `condor_cod_renew` exits with an error message.

**Resume**

Once a COD application has been suspended with `condor_cod_suspend`, it can be resumed using `condor_cod_resume`. In this case, the claim state returns to Running. If there is a regular batch job running on the same resource, it will automatically be suspended if a COD application is resumed.

The `condor_cod_resume` tool supports only the `-id` option to specify the COD claim ID the user wishes to resume. For example:

```
condor_cod_resume -id "<claim_id>"
```

If the user attempts to resume a COD job that is not suspended, `condor_cod_resume` exits with an error message.

**Deactivate**

If a given COD application does not exit on its own and needs to be removed manually, invoke the `condor_cod_deactivate` command to kill the job, but leave the COD claim ID valid for future COD jobs. The user must specify the claim ID they wish to deactivate using the `-id` option. For example:

```
condor_cod_deactivate -id "<claim_id>"
```

By default, `condor_cod_deactivate` attempts to gracefully cleanup the COD application and give it time to exit. In this case the COD claim goes into the Vacating state and the `condor_starter` process controlling the job will send it the kill signal defined for the job (SIGTERM by default). This allows the COD job to catch the signal and do whatever final work is required to exit cleanly.
4.3.4. Managing COD Resource Claims

However, if the program is stuck or if the user does not want to give the application time to clean itself up, the user may use the `-fast` option to tell the `condor_starter` to quickly kill the job and all its descendants using SIGKILL. In this case the COD claim goes into the Killing state. For example:

```
condor_cod_deactivate -id "<claim_id>" -fast
```

In either case, once the COD job has finally exited, the COD claim will go into the Idle state and will be available for future COD applications. If there are no other active COD jobs on the same resource, the resource would become available for batch HTCondor jobs. Whenever the user wishes to spawn another COD application, they can reuse this idle COD claim by using the same claim ID, without having to go through the process of running `condor_cod_request`.

If the user attempts a `condor_cod_deactivate` request on a COD claim that is neither Running nor Suspended, the `condor_cod` tool exits with an error message.

Release

If users no longer wish to use a given COD claim, they can release the claim with the `condor_cod_release` command. If there is a COD job running on the claim, the job will first be shut down (as if `condor_cod_deactivate` was used), and then the claim itself is removed from the resource and the claim ID is destroyed. Further attempts to use the claim ID for any COD commands will fail.

The `condor_cod_release` command always prints out the state the COD claim was in when the request was received. This way, users can know what state a given COD application was in when the claim was destroyed.

Like most COD commands, `condor_cod_release` requires the claim ID to be specified using `-id`. In addition, `condor_cod_release` supports the `-fast` option (described above in the section about `condor_cod_deactivate`). If there is a job running or suspended on the claim when it is released with `condor_cod_release -fast`, the job will be immediately killed. If `-fast` is not specified, the default behavior is to use a graceful shutdown, sending whatever signal is specified in the KillSig attribute for the job (SIGTERM by default).

Delegate proxy

In some cases, a user will want to delegate a copy of their user credentials (in the form of an x509 proxy) to the machine where one of their COD jobs will run. For example, sites wishing to spawn the `condor_starter` using glexec will need a copy of this credential before the claim can be activated. Therefore, beginning with HTCondor version 6.9.2, COD users have access to a the command `delegate_proxy`. If users do not specifically require this proxy delegation, this command should not be used and the rest of this section can be skipped.

The `delegate_proxy` command optionally takes a `-x509proxy` argument to specify the path to the proxy file to use. Otherwise, it uses the same discovery logic that `condor_submit` uses to find the user’s currently active proxy.

Just like every other COD command (except `request`), this command requires a valid COD claim id (specified with `-id`) to indicate what COD claim you wish to delegate the credentials to.

This command can only be sent to idle COD claims, so it should be done before `activate` is run for the first time. However, once a proxy has been delegated, it can be reused by successive claim activations, so normally this step only
has to happen once, not before every activate. If a proxy is going to expire, and a new one should be sent, this should only happen after the existing COD claim has been deactivated.

### 4.3.5 Limitations of COD Support in HTCondor

HTCondor’s support for COD has a few limitations:

- Applications and data must be pre-staged at a given machine.
- There is no way to define limits for how long a given COD claim can be active and how often it is run.
- There is no accounting done for applications run under COD claims. Therefore, use of a lot of COD resources in a given HTCondor pool does not adversely affect user priority.
- COD claims are not persistent on a given `condor_startd` daemon.
- HTCondor does not provide a mechanism to parallelize a graphic application to take advantage of COD. The HTCondor Team is not in the business of developing applications, we only provide mechanisms to execute them.

### 4.4 Hooks

A hook is an external program or script invoked by HTCondor.

Job hooks that fetch work allow sites to write their own programs or scripts, and allow HTCondor to invoke these hooks at the right moments to accomplish the desired outcome. This eliminates the expense of the matchmaking and scheduling provided by the `condor_schedd` and the `condor_negotiator`, although at the price of the flexibility they offer. Therefore, job hooks that fetch work allow HTCondor to more easily and directly interface with external scheduling systems.

Hooks may also behave as a Job Router.

The Daemon ClassAd hooks permit the `condor_startd` and the `condor_schedd` daemons to execute hooks once or on a periodic basis.

Note that standard universe jobs execute different `condor_starter` and `condor_shadow` daemons that do not implement any hook mechanisms.

### 4.4.1 Job Hooks That Fetch Work

In the past, HTCondor has always sent work to the execute machines by pushing jobs to the `condor_startd` daemon, either from the `condor_schedd` daemon or via `condor_cod`. Beginning with the HTCondor version 7.1.0, the `condor_startd` daemon now has the ability to pull work by fetching jobs via a system of plug-ins or hooks. Any site can configure a set of hooks to fetch work, completely outside of the usual HTCondor matchmaking system.
4.4.1. Job Hooks That Fetch Work

A projected use of the hook mechanism implements what might be termed a *glide-in factory*, especially where the factory is behind a firewall. Without using the hook mechanism to fetch work, a glide-in condor_startd daemon behind a firewall depends on CCB to help it listen and eventually receive work pushed from elsewhere. With the hook mechanism, a glide-in condor_startd daemon behind a firewall uses the hook to pull work. The hook needs only an outbound network connection to complete its task, thereby being able to operate from behind the firewall, without the intervention of CCB.

Periodically, each execution slot managed by a condor_startd will invoke a hook to see if there is any work that can be fetched. Whenever this hook returns a valid job, the condor_startd will evaluate the current state of the slot and decide if it should start executing the fetched work. If the slot is unclaimed and the Start expression evaluates to True, a new claim will be created for the fetched job. If the slot is claimed, the condor_startd will evaluate the Rank expression relative to the fetched job, compare it to the value of Rank for the currently running job, and decide if the existing job should be preempted due to the fetched job having a higher rank. If the slot is unavailable for whatever reason, the condor_startd will refuse the fetched job and ignore it. Either way, once the condor_startd decides what it should do with the fetched job, it will invoke another hook to reply to the attempt to fetch work, so that the external system knows what happened to that work unit.

If the job is accepted, a claim is created for it and the slot moves into the Claimed state. As soon as this happens, the condor_startd will spawn a condor_starter to manage the execution of the job. At this point, from the perspective of the condor_startd, this claim is just like any other. The usual policy expressions are evaluated, and if the job needs to be suspended or evicted, it will be. If a higher-ranked job being managed by a condor_schedd is matched with the slot, that job will preempt the fetched work.

The condor_starter itself can optionally invoke additional hooks to help manage the execution of the specific job. There are hooks to prepare the execution environment for the job, periodically update information about the job as it runs, notify when the job exits, and to take special actions when the job is being evicted.

Assuming there are no interruptions, the job completes, and the condor_starter exits, the condor_startd will invoke the hook to fetch work again. If another job is available, the existing claim will be reused and a new condor_starter is spawned. If the hook returns that there is no more work to perform, the claim will be evicted, and the slot will return to the Owner state.

**Work Fetching Hooks Invoked by HTCondor**

There are a handful of hooks invoked by HTCondor related to fetching work, some of which are called by the condor_startd and others by the condor_starter. Each hook is described, including when it is invoked, what task it is supposed to accomplish, what data is passed to the hook, what output is expected, and, when relevant, the exit status expected.

**Hook: Fetch Work**

The hook defined by the configuration variable `<Keyword>_HOOK_FETCH_WORK` is invoked whenever the condor_startd wants to see if there is any work to fetch. There is a related configuration variable called FetchWorkDelay which determines how long the condor_startd will wait between attempts to fetch work, which is described in detail in within section [4.4.1 on page 547]. `<Keyword>_HOOK_FETCH_WORK` is the most important hook in the whole system, and is the only hook that must be defined for any of the other condor_startd hooks to operate.

The job ClassAd returned by the hook needs to contain enough information for the condor_starter to eventually
spawn the work. The required and optional attributes in this ClassAd are identical to the ones described for Computing on Demand (COD) jobs in section 4.3.3 on COD Application Attributes, page 532.

**Command-line arguments passed to the hook**  None.

**Standard input given to the hook**  ClassAd of the slot that is looking for work.

**Expected standard output from the hook**  ClassAd of a job that can be run. If there is no work, the hook should return no output.

**User id that the hook runs as**  The `<Keyword>_HOOK_FETCH_WORK` hook runs with the same privileges as the `condor_startd`. When Condor was started as `root`, this is usually the `condor` user, or the user specified in the `CONDOR_IDS` configuration variable.

**Exit status of the hook**  Ignored.

**Hook: Reply Fetch**  The hook defined by the configuration variable `<Keyword>_HOOK_REPLY_FETCH` is invoked whenever `<Keyword>_HOOK_FETCH_WORK` returns data and the `condor_startd` decides if it is going to accept the fetched job or not.

The `condor_startd` will not wait for this hook to return before taking other actions, and it ignores all output. The hook is simply advisory, and it has no impact on the behavior of the `condor_startd`.

**Command-line arguments passed to the hook**  Either the string `accept` or `reject`.

**Standard input given to the hook**  A copy of the job ClassAd and the slot ClassAd (separated by the string `-----` and a new line).

**Expected standard output from the hook**  None.

**User id that the hook runs as**  The `<Keyword>_HOOK_REPLY_FETCH` hook runs with the same privileges as the `condor_startd`. When Condor was started as `root`, this is usually the `condor` user, or the user specified in the `CONDOR_IDS` configuration variable.

**Exit status of the hook**  Ignored.

**Hook: Evict Claim**  The hook defined by the configuration variable `<Keyword>_HOOK_EVICT_CLAIM` is invoked whenever the `condor_startd` needs to evict a claim representing fetched work.

The `condor_startd` will not wait for this hook to return before taking other actions, and it ignores all output. The hook is simply advisory, and has no impact on the behavior of the `condor_startd`.

**Command-line arguments passed to the hook**  None.

**Standard input given to the hook**  A copy of the job ClassAd and the slot ClassAd (separated by the string `-----` and a new line).

**Expected standard output from the hook**  None.

**User id that the hook runs as**  The `<Keyword>_HOOK_EVICT_CLAIM` hook runs with the same privileges as the `condor_startd`. When Condor was started as `root`, this is usually the `condor` user, or the user specified in the `CONDOR_IDS` configuration variable.

**Exit status of the hook**  Ignored.
Hook: Prepare Job  The hook defined by the configuration variable `<Keyword>_HOOK_PREPARE_JOB` is invoked by the `condor_starter` before a job is going to be run. This hook provides a chance to execute commands to set up the job environment, for example, to transfer input files.

The `condor_starter` waits until this hook returns before attempting to execute the job. If the hook returns a non-zero exit status, the `condor_starter` will assume an error was reached while attempting to set up the job environment and abort the job.

**Command-line arguments passed to the hook**  None.

**Standard input given to the hook**  A copy of the job ClassAd.

**Expected standard output from the hook**  A set of attributes to insert or update into the job ad. For example, changing the `Cmd` attribute to a quoted string changes the executable to be run.

**User id that the hook runs as**  The `<Keyword>_HOOK_PREPARE_JOB` hook runs with the same privileges as the job itself. If slot users are defined, the hook runs as the slot user, just as the job does.

**Exit status of the hook**  0 for success preparing the job, any non-zero value on failure.

Hook: Update Job Info  The hook defined by the configuration variable `<Keyword>_HOOK_UPDATE_JOB_INFO` is invoked periodically during the life of the job to update information about the status of the job. When the job is first spawned, the `condor_starter` will invoke this hook after `STARTER_INITIAL_UPDATE_INTERVAL` seconds (defaults to 8). Thereafter, the `condor_starter` will invoke the hook every `STARTER_UPDATE_INTERVAL` seconds (defaults to 300, which is 5 minutes).

The `condor_starter` will not wait for this hook to return before taking other actions, and ignores all output. The hook is simply advisory, and has no impact on the behavior of the `condor_starter`.

**Command-line arguments passed to the hook**  None.

**Standard input given to the hook**  A copy of the job ClassAd that has been augmented with additional attributes describing the current status and execution behavior of the job.

The additional attributes included inside the job ClassAd are:

- **JobState**  The current state of the job. Can be either "Running" or "Suspended".
- **JobPid**  The process identifier for the initial job directly spawned by the `condor_starter`.
- **NumPids**  The number of processes that the job has currently spawned.
- **JobStartDate**  The epoch time when the job was first spawned by the `condor_starter`.
- **RemoteSysCpu**  The total number of seconds of system CPU time (the time spent at system calls) the job has used.
- **RemoteUserCpu**  The total number of seconds of user CPU time the job has used.
- **ImageSize**  The memory image size of the job in Kbytes.

**Expected standard output from the hook**  None.

**User id that the hook runs as**  The `<Keyword>_HOOK_UPDATE_JOB_INFO` hook runs with the same privileges as the job itself.

**Exit status of the hook**  Ignored.
Hook: Job Exit  The hook defined by the configuration variable `<Keyword>_HOOK_JOB_EXIT` is invoked by the `condor_starter` whenever a job exits, either on its own or when being evicted from an execution slot.

The `condor_starter` will wait for this hook to return before taking any other actions. In the case of jobs that are being managed by a `condor_shadow`, this hook is invoked before the `condor_starter` does its own optional file transfer back to the submission machine, writes to the local job event log file, or notifies the `condor_shadow` that the job has exited.

**Command-line arguments passed to the hook**  A string describing how the job exited:

- `exit`  The job exited or died with a signal on its own.
- `remove`  The job was removed with `condor_rm` or as the result of user job policy expressions (for example, ` PeriodicRemove`).
- `hold`  The job was held with `condor_hold` or the user job policy expressions (for example, `PeriodicHold`).
- `evict`  The job was evicted from the execution slot for any other reason (`PREEMPT` evaluated to `TRUE` in the `condor_startd`, `condor_vacate`, `condor_off`, etc).

**Standard input given to the hook**  A copy of the job ClassAd that has been augmented with additional attributes describing the execution behavior of the job and its final results.

The job ClassAd passed to this hook contains all of the extra attributes described above for `<Keyword>_HOOK_UPDATE_JOB_INFO`, and the following additional attributes that are only present once a job exits:

- `ExitReason`  A human-readable string describing why the job exited.
- `ExitBySignal`  A boolean indicating if the job exited due to being killed by a signal, or if it exited with an exit status.
- `ExitSignal`  If `ExitBySignal` is true, the signal number that killed the job.
- `ExitCode`  If `ExitBySignal` is false, the integer exit code of the job.
- `JobDuration`  The number of seconds that the job ran during this invocation.

**Expected standard output from the hook**  None.

**User id that the hook runs as**  The `<Keyword>_HOOK_JOB_EXIT` hook runs with the same privileges as the job itself.

**Exit status of the hook**  Ignored.

**Keywords to Define Job Fetch Hooks in the HTCondor Configuration files**

Hooks are defined in the HTCondor configuration files by prefixing the name of the hook with a keyword. This way, a given machine can have multiple sets of hooks, each set identified by a specific keyword.

Each slot on the machine can define a separate keyword for the set of hooks that should be used with `SLOT<N>_JOB_HOOK_KEYWORD`. For example, on slot 1, the variable name will be called `SLOT1_JOB_HOOK_KEYWORD`. If the slot-specific keyword is not defined, the `condor_startd` will use a global keyword as defined by `STARTD_JOB_HOOK_KEYWORD`.

Once a job is fetched via `<Keyword>_HOOK_FETCH_WORK`, the `condor_startd` will insert the keyword used to fetch that job into the job ClassAd as `HookKeyword`. This way, the same keyword will be used to select the hooks.
invoked by the `condor_starter` during the actual execution of the job. However, the `STARTER_JOB_HOOK_KEYWORD` can be defined to force the `condor_starter` to always use a given keyword for its own hooks, instead of looking the job ClassAd for a `HookKeyword` attribute.

For example, the following configuration defines two sets of hooks, and on a machine with 4 slots, 3 of the slots use the global keyword for running work from a database-driven system, and one of the slots uses a custom keyword to handle work fetched from a web service.

```plaintext
# Most slots fetch and run work from the database system.
STARTD_JOB_HOOK_KEYWORD = DATABASE

# Slot4 fetches and runs work from a web service.
SLOT4_JOB_HOOK_KEYWORD = WEB

# The database system needs to both provide work and know the reply
# for each attempted claim.
DATABASE_HOOK_DIR = /usr/local/condor/fetch/database
DATABASE_HOOK_FETCH_WORK = $(DATABASE_HOOK_DIR)/fetch_work.php
DATABASE_HOOK_REPLY_FETCH = $(DATABASE_HOOK_DIR)/reply_fetch.php

# The web system only needs to fetch work.
WEB_HOOK_DIR = /usr/local/condor/fetch/web
WEB_HOOK_FETCH_WORK = $(WEB_HOOK_DIR)/fetch_work.php
```

The keywords "DATABASE" and "WEB" are completely arbitrary, so each site is encouraged to use different (more specific) names as appropriate for their own needs.

### Defining the FetchWorkDelay Expression

There are two events that trigger the `condor_startd` to attempt to fetch new work:

- the `condor_startd` evaluates its own state
- the `condor_starter` exits after completing some fetched work

Even if a given compute slot is already busy running other work, it is possible that if it fetched new work, the `condor_startd` would prefer this newly fetched work (via the `Rank` expression) over the work it is currently running. However, the `condor_startd` frequently evaluates its own state, especially when a slot is claimed. Therefore, administrators can define a configuration variable which controls how long the `condor_startd` will wait between attempts to fetch new work. This variable is called `FetchWorkDelay`.

The `FetchWorkDelay` expression must evaluate to an integer, which defines the number of seconds since the last fetch attempt completed before the `condor_startd` will attempt to fetch more work. However, as a ClassAd expression (evaluated in the context of the ClassAd of the slot considering if it should fetch more work, and the ClassAd of the currently running job, if any), the length of the delay can be based on the current state the slot and even the currently running job.

For example, a common configuration would be to always wait 5 minutes (300 seconds) between attempts to fetch work, unless the slot is Claimed/Idle, in which case the `condor_startd` should fetch immediately:
FetchWorkDelay = ifThenElse(State == "Claimed" && Activity == "Idle", 0, 300)

If the condor_startd wants to fetch work, but the time since the last attempted fetch is shorter than the current value of the delay expression, the condor_startd will set a timer to fetch as soon as the delay expires.

If this expression is not defined, the condor_startd will default to a five minute (300 second) delay between all attempts to fetch work.

Example Hook: Specifying the Executable at Execution Time

The availability of multiple versions of an application leads to the need to specify one of the versions. As an example, consider that the java universe utilizes a single, fixed JVM. There may be multiple JVMs available, and the HTCondor job may need to make the choice of JVM version. The use of a job hook solves this problem. The job does not use the java universe, and instead uses the vanilla universe in combination with a prepare job hook to overwrite the Cmd attribute of the job ClassAd. This attribute is the name of the executable the condor_starter daemon will invoke, thereby selecting the specific JVM installation.

In the configuration of the execute machine:

JAVA5_HOOK_PREPARE_JOB = $(LIBEXEC)/java5_prepare_hook

With this configuration, a job that sets the HookKeyword attribute with

+HookKeyword = "JAVA5"

in the submit description file causes the condor_starter will run the hook specified by JAVA5_HOOK_PREPARE_JOB before running this job. Note that the double quote marks are required to correctly define the attribute. Any output from this hook is an update to the job ClassAd. Therefore, the hook that changes the executable may be

#!/bin/sh

# Read and discard the job ClassAd
cat > /dev/null
echo 'Cmd = "/usr/java/java5/bin/java"'

If some machines in your pool have this hook and others do not, this fact should be advertised. Add to the configuration of every execute machine that has the hook:

HasJava5PrepareHook = True
STARTD_ATTRS = HasJava5PrepareHook $(STARTD_ATTRS)

The submit description file for this example job may be
universe = vanilla
executable = /usr/bin/java
arguments = Hello
# match with a machine that has the hook
requirements = HasJava5PrepareHook

should_transfer_files = always
when_to_transfer_output = on_exit
transfer_input_files = Hello.class

output = hello.out
error = hello.err
log = hello.log

+HookKeyword="JAVA5"
queue

Note that the requirements command ensures that this job matches with a machine that has JAVA5_HOOK_PREPARE_JOB defined.

4.4.2 Hooks for a Job Router

Job Router Hooks allow for an alternate transformation and/or monitoring than the condor_job_router daemon implements. Routing is still managed by the condor_job_router daemon, but if the Job Router Hooks are specified, then these hooks will be used to transform and monitor the job instead.

Job Router Hooks are similar in concept to Fetch Work Hooks, but they are limited in their scope. A hook is an external program or script invoked by the condor_job_router daemon at various points during the life cycle of a routed job.

The following sections describe how and when these hooks are used, what hooks are invoked at various stages of the job’s life, and how to configure HTCondor to use these Hooks.

Hooks Invoked for Job Routing

The Job Router Hooks allow for replacement of the transformation engine used by HTCondor for routing a job. Since the external transformation engine is not controlled by HTCondor, additional hooks provide a means to update the job’s status in HTCondor, and to clean up upon exit or failure cases. This allows one job to be transformed to just about any other type of job that HTCondor supports, as well as to use execution nodes not normally available to HTCondor.

It is important to note that if the Job Router Hooks are utilized, then HTCondor will not ignore or work around a failure in any hook execution. If a hook is configured, then HTCondor assumes its invocation is required and will not continue by falling back on a part of its internal engine. For example, if there is a problem transforming the job using the hooks, HTCondor will not fall back on its transformation accomplished without the hook to process the job.

There are 2 ways in which the Job Router Hooks may be enabled. A job’s submit description file may cause the hooks to be invoked with
4.4.2. Hooks for a Job Router

+HookKeyword = "HOOKNAME"

Adding this attribute to the job’s ClassAd causes the condor_job_router daemon on the submit machine to invoke hooks prefixed with the defined keyword. HOOKNAME is a string chosen as an example; any string may be used.

The job’s ClassAd attribute definition of HookKeyword takes precedence, but if not present, hooks may be enabled by defining on the submit machine the configuration variable

JOB_ROUTER_HOOK_KEYWORD = HOOKNAME

Like the example attribute above, HOOKNAME represents a chosen name for the hook, replaced as desired or appropriate.

There are 4 hooks that the Job Router can be configured to use. Each hook will be described below along with data passed to the hook and expected output. All hooks must exit successfully.

Hook: Translate The hook defined by the configuration variable <Keyword>_HOOK_TRANSLATE_JOB is invoked when the Job Router has determined that a job meets the definition for a route. This hook is responsible for doing the transformation of the job and configuring any resources that are external to HTCondor if applicable.

Command-line arguments passed to the hook None.

Standard input given to the hook The first line will be the route that the job matched as defined in HTCondor’s configuration files followed by the job ClassAd, separated by the string "------" and a new line.

Expected standard output from the hook The transformed job.

Exit status of the hook 0 for success, any non-zero value on failure.

Hook: Update Job Info The hook defined by the configuration variable <Keyword>_HOOK_UPDATE_JOB_INFO is invoked to provide status on the specified routed job when the Job Router polls the status of routed jobs at intervals set by JOB_ROUTER_POLLING_PERIOD.

Command-line arguments passed to the hook None.

Standard input given to the hook The routed job ClassAd that is to be updated.

Expected standard output from the hook The job attributes to be updated in the routed job, or nothing, if there was no update. To prevent clashing with HTCondor’s management of job attributes, only attributes that are not managed by HTCondor should be output from this hook.

Exit status of the hook 0 for success, any non-zero value on failure.

Hook: Job Finalize The hook defined by the configuration variable <Keyword>_HOOK_JOB_FINALIZE is invoked when the Job Router has found that the job has completed. Any output from the hook is treated as an update to the source job.

Command-line arguments passed to the hook None.

Standard input given to the hook The source job ClassAd, followed by the routed copy ClassAd that completed, separated by the string "------" and a new line.

Expected standard output from the hook An updated source job ClassAd, or nothing if there was no update.
Exit status of the hook  0 for success, any non-zero value on failure.

Hook: Job Cleanup The hook defined by the configuration variable `<Keyword>_HOOK_JOB_CLEANUP` is invoked when the Job Router finishes managing the job. This hook will be invoked regardless of whether the job completes successfully or not, and must exit successfully.

Command-line arguments passed to the hook  None.

Standard input given to the hook  The job ClassAd that the Job Router is done managing.

Expected standard output from the hook  None.

Exit status of the hook  0 for success, any non-zero value on failure.

4.4.3 Daemon ClassAd Hooks

Overview

The Daemon ClassAd Hook mechanism is used to run executables (called jobs) directly from the `condor_startd` and `condor_schedd` daemons. The output from these jobs is incorporated into the machine ClassAd generated by the respective daemon. This mechanism and associated jobs have been identified by various names, including the `Startd Cron`, dynamic attributes, and a distribution of executables collectively known as `Hawkeye`.

Pool management tasks can be enhanced by using a daemon’s ability to periodically run executables. The executables are expected to generate ClassAd attributes as their output; these ClassAds are then incorporated into the machine ClassAd. Policy expressions can then reference dynamic attributes (created by the ClassAd hook jobs) in the machine ClassAd.

Job output

The output of the job is incorporated into one or more ClassAds when the job exits. When the job outputs the special line:

```plaintext
  - update:true
```

the output of the job is merged into all proper ClassAds, and an update goes to the `condor_collector` daemon.

As of version 8.3.0, it is possible for a `Startd Cron` job (but not a `Schedd Cron` job) to define multiple ClassAds, using the mechanism defined below:

- An output line starting with `'-` has always indicated end-of-ClassAd. The `'-` can now be followed by a uniqueness tag to indicate the name of the ad that should be replaced by the new ad. This name is joined to the name of the `Startd Cron` job to produced a full name for the ad. This allows a single `Startd Cron` job to return multiple ads by giving each a unique name, and to replace multiple ads by using the same unique name as a previous invocation. The optional uniqueness tag can also be followed by the optional keyword
4.4.3. Daemon ClassAd Hooks

update:<bool>, which can be used to override the Startd Cron configuration and suppress or force immediate updates.

In other words, the syntax is:
- [name] [update: bool]

• Each ad can contain one of four possible attributes to control what slot ads the ad is merged into when the condor_startd sends updates to the collector. These attributes are, in order of highest to lower priority (in other words, if SlotMergeConstraint matches, the other attributes are not considered, and so on):
  – SlotMergeConstraint expression: the current ad is merged into all slot ads for which this expression is true. The expression is evaluated with the slot ad as the TARGET ad.
  – SlotName|Name string: the current ad is merged into all slots whose Name attributes match the value of SlotName up to the length of SlotName.
  – SlotTypeId integer: the current ad is merged into all ads that have the same value for their SlotTypeId attribute.
  – SlotId integer: the current ad is merged into all ads that have the same value for their SlotId attribute.

For example, if the Startd Cron job returns:

Value=1
SlotId=1
-s1
Value=2
SlotId=2
-s2
Value=10
- update:true

it will set Value=10 for all slots except slot1 and slot2. On those slots it will set Value=1 and Value=2 respectively. It will also send updates to the collector immediately.

Configuration

Configuration variables related to Daemon ClassAd Hooks are defined in section 3.5.31.

Here is a complete configuration example. It defines all three of the available types of jobs: ones that use the condor_startd, benchmark jobs, and ones that use the condor_schedd.

# Startd Cron Stuff
#
# auxiliary variable to use in identifying locations of files
MODULES = $(ROOT)/modules
STARTD_CRON_CONFIG_VAL = $(RELEASE_DIR)/bin/condor_config_val
STARTD_CRON_MAX_JOB_LOAD = 0.2
STARTD_CRON_JOBLIST =

# Test job
STARTD_CRON_JOBLIST = $(STARTD_CRON_JOBLIST) test
STARTD_CRON_TEST_MODE = OneShot
STARTD_CRON_TEST_RECONFIG_RERUN = True
STARTD_CRON_TEST_PREFIX = test_
STARTD_CRON_TEST_EXECUTABLE = $(MODULES)/test
STARTD_CRON_TEST_KILL = True
STARTD_CRON_TEST_ARGS = abc 123
STARTD_CRON_TEST_SLOTS = 1
STARTD_CRON_TEST_JOB_LOAD = 0.01

# job 'date'
STARTD_CRON_JOBLIST = $(STARTD_CRON_JOBLIST) date
STARTD_CRON_DATE_MODE = Periodic
STARTD_CRON_DATE_EXECUTABLE = $(MODULES)/date
STARTD_CRON_DATE_PERIOD = 15s
STARTD_CRON_DATE_JOB_LOAD = 0.01

# Job 'foo'
STARTD_CRON_JOBLIST = $(STARTD_CRON_JOBLIST) foo
STARTD_CRON_FOO_EXECUTABLE = $(MODULES)/foo
STARTD_CRON_FOO_PREFIX = Foo
STARTD_CRON_FOO_MODE = Periodic
STARTD_CRON_FOO_PERIOD = 10m
STARTD_CRON_FOO_JOB_LOAD = 0.2

# Benchmark Stuff
#
BENCHMARKS_JOBLIST = mips kflops

# MIPS benchmark
BENCHMARKS_MIPS_EXECUTABLE = $(LIBEXEC)/condor_mips
BENCHMARKS_MIPS_JOB_LOAD = 1.0

# KFLOPS benchmark
BENCHMARKS_KFLOPS_EXECUTABLE = $(LIBEXEC)/condor_kflops
BENCHMARKS_KFLOPS_JOB_LOAD = 1.0

# Schedd Cron Stuff
#
SCHEDD_CRON_CONFIG_VAL = $(RELEASE_DIR)/bin/condor_config_val
SCHEDD_CRON_JOBLIST =

# Test job
SCHEDD_CRON_JOBLIST = $(SCHEDD_CRON_JOBLIST) test
SCHEDD_CRON_TEST_MODE = OneShot
SCHEDD_CRON_TEST_RECONFIG_RERUN = True
SCHEDD_CRON_TEST_PREFIX = test_
SCHEDD_CRON_TEST_EXECUTABLE = $(MODULES)/test
SCHEDD_CRON_TEST_KILL = True
SCHEDD_CRON_TEST_ARGS = abc 123
4.5 Logging in HTCondor

HTCondor records many types of information in a variety of logs. Administration may require locating and using the contents of a log to debug issues. Listed here are details of the logs, to aid in identification.

4.5.1 Job and Daemon Logs

job event log The job event log is an optional, chronological list of events that occur as a job runs. The job event log is written on the submit machine. The submit description file for the job requests a job event log with the submit command \texttt{log}. The log is created and remains on the submit machine. Contents of the log are detailed in section 2.6.7. Examples of events are that the job is running, that the job is placed on hold, or that the job completed.

daemon logs Each daemon configured to have a log writes events relevant to that daemon. Each event written consists of a timestamp and message. The name of the log file is set by the value of configuration variable \texttt{<SUBSYS>_LOG}, where \texttt{<SUBSYS>} is replaced by the name of the daemon. The log is not permitted to grow without bound; log rotation takes place after a configurable maximum size or length of time is encountered. This maximum is specified by configuration variable \texttt{MAX_<SUBSYS>_LOG}.

Which events are logged for a particular daemon are determined by the value of configuration variable \texttt{<SUBSYS>_DEBUG}. The possible values for \texttt{<SUBSYS>_DEBUG} categorize events, such that it is possible to control the level and quantity of events written to the daemon’s log.

Configuration variables that affect daemon logs are

\texttt{MAX_NUM_<SUBSYS>_LOG}
\texttt{TRUNC_<SUBSYS>_LOG_ON_OPEN}
\texttt{<SUBSYS>_LOG_KEEP_OPEN}
\texttt{<SUBSYS>_LOCK}
\texttt{FILE_LOCK_VIA_MUTEX}
\texttt{TOUCH_LOG_INTERVAL}
\texttt{LOGS_USE_TIMESTAMP}
\texttt{LOG_TO_SYSLOG}

Daemon logs are often investigated to accomplish administrative debugging. \texttt{condor_config_val} can be used to determine the location and file name of the daemon log. For example, to display the location of the log for the \texttt{condor_collector} daemon, use

\texttt{condor_config_val COLLECTOR_LOG}

job queue log The job queue log is a transactional representation of the current job queue. If the \texttt{condor_schedd} crashes, the job queue can be rebuilt using this log. The file name is set by configuration variable \texttt{JOB_QUEUE_LOG}, and defaults to \texttt{$(SPOOL)/job_queue.log}.

Within the log, each transaction is identified with an integer value and followed where appropriate with other values relevant to the transaction. To reduce the size of the log and remove any transactions that are no longer
relevant, a copy of the log is kept by renaming the log at each time interval defined by configuration variable QUEUE_CLEAN_INTERVAL, and then a new log is written with only current and relevant transactions.

Configuration variables that affect the job queue log are

```
SCHEDD_BACKUP_SPOOL
ROTATE_HISTORY_DAILY
ROTATE_HISTORY_MONTHLY
QUEUE_CLEAN_INTERVAL
MAX_JOB_QUEUE_LOG_ROTATIONS
```

**condor_schedd audit log** The optional condor_schedd audit log records user-initiated events that modify the job queue, such as invocations of condor_submit, condor_rm, condor_hold and condor_release. Each event has a time stamp and a message that describes details of the event.

This log exists to help administrators track the activities of pool users.

The file name is set by configuration variable SCHEDD_AUDIT_LOG.

Configuration variables that affect the audit log are

```
MAX_SCHEDD_AUDIT_LOG
MAX_NUM_SCHEDD_AUDIT_LOG
```

**condor_shared_port audit log** The optional condor_shared_port audit log records connections made through the DAEMON_SOCKET_DIR. Each record includes the source address, the socket file name, and the target process’s PID, UID, GID, executable path, and command line.

This log exists to help administrators track the activities of pool users.

The file name is set by configuration variable SHARED_PORT_AUDIT_LOG.

Configuration variables that affect the audit log are

```
MAX_SHARED_PORT_AUDIT_LOG
MAX_NUM_SHARED_PORT_AUDIT_LOG
```

**event log** The event log is an optional, chronological list of events that occur for all jobs and all users. The events logged are the same as those that would go into a job event log. The file name is set by configuration variable EVENT_LOG. The log is created only if this configuration variable is set.

Configuration variables that affect the event log, setting details such as the maximum size to which this log may grow and details of file rotation and locking are

```
EVENT_LOG_MAX_SIZE
EVENT_LOG_MAX_ROTATIONS
EVENT_LOG_LOCKING
EVENT_LOG_FSYNC
EVENT_LOG_ROTATION_LOCK
EVENT_LOG_JOB_AD_INFORMATION_ATTRS
```
**EVENT_LOG_USE_XML**

**accountant log** The accountant log is a transactional representation of the *condor_negotiator* daemon’s database of accounting information, which are user priorities. The file name of the accountant log is $(SPOOL)/Accountantnew.log. Within the log, users are identified by username@uid_domain. To reduce the size and remove information that is no longer relevant, a copy of the log is made when its size hits the number of bytes defined by configuration variable **MAX_ACCOUNTANT_DATABASE_SIZE**, and then a new log is written in a more compact form.

Administrators can change user priorities kept in this log by using the command line tool *condor_userprio*.

**negotiator match log** The negotiator match log is a second daemon log from the *condor_negotiator* daemon. Events written to this log are those with debug level of *D_MATCH*. The file name is set by configuration variable **NEGOTIATOR_MATCH_LOG**, and defaults to $(LOG)/MatchLog.

**history log** This optional log contains information about all jobs that have been completed. It is written by the *condor_schedd* daemon. The file name is $(SPOOL)/history. Administrators can change view this historical information by using the command line tool *condor_history*.

Configuration variables that affect the history log, setting details such as the maximum size to which this log may grow are

**ENABLE_HISTORY_ROTATION**

**MAX_HISTORY_LOG**

**MAX_HISTORY_ROTATIONS**

### 4.5.2 DAGMan Logs

**default node log** A job event log of all node jobs within a single DAG. It is used to enforce the dependencies of the DAG.

The file name is set by configuration variable **DAGMAN_DEFAULT_NODE_LOG**, and the full path name of this file must be unique while any and all submitted DAGs and other jobs from the submit host run. The syntax used in the definition of this configuration variable is different to enable the setting of a unique file name. See section 3.5.23 for the complete definition.

Configuration variables that affect this log are

**DAGMAN_ALWAYS_USE_NODE_LOG**

**the .dagman.out file** A log created or appended to for each DAG submitted with timestamped events and extra information about the configuration applied to the DAG. The name of this log is formed by appending .dagman.out to the name of the DAG input file. The file remains after the DAG completes.

This log may be helpful in debugging what has happened in the execution of a DAG, as well as help to determine the final state of the DAG.

Configuration variables that affect this log are

**DAGMAN_VERBOSITY**
DAGMAN_PENDING_REPORT_INTERVAL

the jobstate.log file  This optional, machine-readable log enables automated monitoring of DAG. Section 2.10.14 details this log.
Chapter 5

Grid Computing

5.1 Introduction

A goal of grid computing is to allow the utilization of resources that span many administrative domains. An HTCondor pool often includes resources owned and controlled by many different people. Yet collaborating researchers from different organizations may not find it feasible to combine all of their computers into a single, large HTCondor pool. HTCondor shines in grid computing, continuing to evolve with the field.

Due to the field’s rapid evolution, HTCondor has its own native mechanisms for grid computing as well as developing interactions with other grid systems.

**Flocking** is a native mechanism that allows HTCondor jobs submitted from within one pool to execute on another, separate HTCondor pool. Flocking is enabled by configuration within each of the pools. An advantage to flocking is that jobs migrate from one pool to another based on the availability of machines to execute jobs. When the local HTCondor pool is not able to run the job (due to a lack of currently available machines), the job flocks to another pool. A second advantage to using flocking is that the user (who submits the job) does not need to be concerned with any aspects of the job. The user’s submit description file (and the job’s universe) are independent of the flocking mechanism.

Other forms of grid computing are enabled by using the grid universe and further specified with the grid_type. For any HTCondor job, the job is submitted on a machine in the local HTCondor pool. The location where it is executed is identified as the remote machine or remote resource. These various grid computing mechanisms offered by HTCondor are distinguished by the software running on the remote resource.

When HTCondor is running on the remote resource, and the desired grid computing mechanism is to move the job from the local pool’s job queue to the remote pool’s job queue, it is called HTCondor-C. The job is submitted using the grid universe, and the grid_type is condor. HTCondor-C jobs have the advantage that once the job has moved to the remote pool’s job queue, a network partition does not affect the execution of the job. A further advantage of HTCondor-C jobs is that the universe of the job at the remote resource is not restricted.

When other middleware is running on the remote resource, such as Globus, HTCondor can still submit and manage jobs to be executed on remote resources. A grid universe job, with a grid_type of gt2 or gt5 calls on Globus software.
to execute the job on a remote resource. Like HTCondor-C jobs, a network partition does not affect the execution of the job. The remote resource must have Globus software running.

HTCondor permits the temporary addition of a Globus-controlled resource to a local pool. This is called glidein. Globus software is utilized to execute HTCondor daemons on the remote resource. The remote resource appears to have joined the local HTCondor pool. A user submitting a job may then explicitly specify the remote resource as the execution site of a job.

Starting with HTCondor Version 6.7.0, the grid universe replaces the globus universe. Further specification of a grid universe job is done within the grid_resource command in a submit description file.

5.2 Connecting HTCondor Pools with Flocking

Flocking is HTCondor’s way of allowing jobs that cannot immediately run within the pool of machines where the job was submitted to instead run on a different HTCondor pool. If a machine within HTCondor pool A can send jobs to be run on HTCondor pool B, then we say that jobs from machine A flock to pool B. Flocking can occur in a one way manner, such as jobs from machine A flocking to pool B, or it can be set up to flock in both directions. Configuration variables allow the condor_schedd daemon (which runs on each machine that may submit jobs) to implement flocking.

NOTE: Flocking to pools which use HTCondor’s high availability mechanisms is not advised. See section 3.13.2 for a discussion of the issues.

5.2.1 Flocking Configuration

The simplest flocking configuration sets a few configuration variables. If jobs from machine A are to flock to pool B, then in machine A’s configuration, set the following configuration variables:

FLOCK_TO is a comma separated list of the central manager machines of the pools that jobs from machine A may flock to.

FLOCK_COLLECTOR_HOSTS is the list of condor_collector daemons within the pools that jobs from machine A may flock to. In most cases, it is the same as FLOCK_TO, and it would be defined with

FLOCK_COLLECTOR_HOSTS = $(FLOCK_TO)

FLOCK_NEGOTIATOR_HOSTS is the list of condor_negotiator daemons within the pools that jobs from machine A may flock to. In most cases, it is the same as FLOCK_TO, and it would be defined with

FLOCK_NEGOTIATOR_HOSTS = $(FLOCK_TO)

HOSTALLOW_NEGOTIATOR_SCHEDD provides an access level and authorization list for the condor_schedd daemon to allow negotiation (for security reasons) with the machines within the pools that jobs from machine A may flock to. This configuration variable will not likely need to change from its default value as given in the sample configuration:
5.2.2 Job Considerations

Now, with flocking we need to let the SCHEDD trust the other negotiators we are flocking with as well. You should normally not have to change this either.

\[ \text{ALLOW_NEGOTIATOR_SCHEDD} = \$(\text{CONDOR_HOST}), \$(\text{FLOCK_NEGOTIATOR_HOSTS}), \$(\text{IP_ADDRESS}) \]

This example configuration presumes that the \textit{condor_collector} and \textit{condor_negotiator} daemons are running on the same machine. See section 3.8.7 on page 417 for a discussion of security macros and their use.

The configuration macros that must be set in pool B are ones that authorize jobs from machine A to flock to pool B. The configuration variables are more easily set by introducing a list of machines where the jobs may flock from. \texttt{FLOCK_FROM} is a comma separated list of machines, and it is used in the default configuration setting of the security macros that do authorization:

\begin{verbatim}
ALLOW_WRITE_COLLECTOR = $(ALLOW_WRITE), $(FLOCK_FROM)
ALLOW_WRITE_STARTD = $(ALLOW_WRITE), $(FLOCK_FROM)
ALLOW_READ_COLLECTOR = $(ALLOW_READ), $(FLOCK_FROM)
ALLOW_READ_STARTD = $(ALLOW_READ), $(FLOCK_FROM)
\end{verbatim}

Wild cards may be used when setting the \texttt{FLOCK_FROM} configuration variable. For example, *\texttt{.cs.wisc.edu} specifies all hosts from the \texttt{cs.wisc.edu} domain.

Further, if using Kerberos or GSI authentication, then the setting becomes:

\[
\text{ALLOW_NEGOTIATOR} = \text{condor}\@$(\text{UID_DOMAIN})/$(\text{COLLECTOR_HOST})
\]

To enable flocking in both directions, consider each direction separately, following the guidelines given.

5.2.2 Job Considerations

A particular job will only flock to another pool when it cannot currently run in the current pool.

The submission of jobs other than standard universe jobs must consider the location of input, output and error files. The common case will be that machines within separate pools do not have a shared file system. Therefore, when submitting jobs, the user will need to enable file transfer mechanisms. These mechanisms are discussed in section 2.5.9 on page 32.

5.3 The Grid Universe

5.3.1 HTCondor-C, The \textit{condor} Grid Type

HTCondor-C allows jobs in one machine’s job queue to be moved to another machine’s job queue. These machines may be far removed from each other, providing powerful grid computation mechanisms, while requiring only HTCondor software and its configuration.
HTCondor-C is highly resistant to network disconnections and machine failures on both the submission and remote sides. An expected usage sets up Personal HTCondor on a laptop, submits some jobs that are sent to an HTCondor pool, waits until the jobs are staged on the pool, then turns off the laptop. When the laptop reconnects at a later time, any results can be pulled back.

HTCondor-C scales gracefully when compared with HTCondor’s flocking mechanism. The machine upon which jobs are submitted maintains a single process and network connection to a remote machine, without regard to the number of jobs queued or running.

**HTCondor-C Configuration**

There are two aspects to configuration to enable the submission and execution of HTCondor-C jobs. These two aspects correspond to the endpoints of the communication: there is the machine from which jobs are submitted, and there is the remote machine upon which the jobs are placed in the queue (executed).

Configuration of a machine from which jobs are submitted requires a few extra configuration variables:

```sh
CONDOR_GAHP = $(SBIN)/condor_c-gahp
C_GAHP_LOG = /tmp/CGAHPLog.$(USERNAME)
C_GAHP_WORKER_THREAD_LOG = /tmp/CGAHPWorkerLog.$(USERNAME)
C_GAHP_WORKER_THREAD_LOCK = /tmp/CGAHPWorkerLock.$(USERNAME)
```

The acronym GAHP stands for Grid ASCII Helper Protocol. A GAHP server provides grid-related services for a variety of underlying middle-ware systems. The configuration variable `CONDOR_GAHP` gives a full path to the GAHP server utilized by HTCondor-C. The configuration variable `C_GAHP_LOG` defines the location of the log that the HTCondor GAHP server writes. The log for the HTCondor GAHP is written as the user on whose behalf it is running; thus the `C_GAHP_LOG` configuration variable must point to a location the end user can write to.

A submit machine must also have a `condor_collector` daemon to which the `condor_schedd` daemon can submit a query. The query is for the location (IP address and port) of the intended remote machine’s `condor_schedd` daemon. This facilitates communication between the two machines. This `condor_collector` does not need to be the same collector that the local `condor_schedd` daemon reports to.

The machine upon which jobs are executed must also be configured correctly. This machine must be running a `condor_schedd` daemon. Unless specified explicitly in a submit file, `CONDOR_HOST` must point to a `condor_collector` daemon that it can write to, and the machine upon which jobs are submitted can read from. This facilitates communication between the two machines.

An important aspect of configuration is the security configuration relating to authentication. HTCondor-C on the remote machine relies on an authentication protocol to know the identity of the user under which to run a job. The following is a working example of the security configuration for authentication. This authentication method, CLAIMTOBE, trusts the identity claimed by a host or IP address.

```sh
SEC_DEFAULT_NEGOTIATION = OPTIONAL
SEC_DEFAULT_AUTHENTICATION_METHODS = CLAIMTOBE
```

Other working authentication methods are GSI, SSL, KERBEROS, and FS.
**HTCondor-C Job Submission**

Job submission of HTCondor-C jobs is the same as for any HTCondor job. The **universe** is **grid**. The submit command **grid_resource** specifies the remote **condor_schedd** daemon to which the job should be submitted, and its value consists of three fields. The first field is the grid type, which is **condor**. The second field is the name of the remote **condor_schedd** daemon. Its value is the same as the **condor_schedd** ClassAd attribute **Name** on the remote machine. The third field is the name of the remote pool’s **condor_collector**.

The following represents a minimal submit description file for a job.

```
# minimal submit description file for an HTCondor-C job
universe = grid
executable = myjob
output = myoutput
error = myerror
log = mylog
grid_resource = condor joe@remotemachine.example.com remotecentralmanager.example.com
+remote_jobuniverse = 5
+remote_requirements = True
+remote_ShouldTransferFiles = "YES"
+remote_WhenToTransferOutput = "ON_EXIT"
```

The remote machine needs to understand the attributes of the job. These are specified in the submit description file using the ‘+’ syntax, followed by the string **remote**_. At a minimum, this will be the job’s **universe** and the job’s **requirements**. It is likely that other attributes specific to the job’s **universe** (on the remote pool) will also be necessary. Note that attributes set with ‘+’ are inserted directly into the job’s ClassAd. Specify attributes as they must appear in the job’s ClassAd, not the submit description file. For example, the **universe** is specified using an integer assigned for a job ClassAd **JobUniverse**. Similarly, place quotation marks around string expressions. As an example, a submit description file would ordinarily contain

```
when_to_transfer_output = ON_EXIT
```

This must appear in the HTCondor-C job submit description file as

```
+remote_WhenToTransferOutput = "ON_EXIT"
```

For convenience, the specific entries of **universe**, **remote_grid_resource**, **globus_rsl**, and **globus_xml** may be specified as **remote_** commands without the leading ‘+’. Instead of

```
+remote_universe = 5
```

the submit description file command may appear as

```
remote_universe = vanilla
```

Similarly, the command
For the given example, the job is to be run as a **vanilla universe** job at the remote pool. The (remote pool’s) `condor_schedd` daemon is likely to place its job queue data on a local disk and execute the job on another machine within the pool of machines. This implies that the file systems for the resulting submit machine (the machine specified by `remote_schedd`) and the execute machine (the machine that runs the job) will *not* be shared. Thus, the two inserted ClassAd attributes

+remote_ShouldTransferFiles = "YES"
+remote_WhenToTransferOutput = "ON_EXIT"

are used to invoke HTCondor’s file transfer mechanism.

For communication between `condor_schedd` daemons on the submit and remote machines, the location of the remote `condor_schedd` daemon is needed. This information resides in the `condor_collector` of the remote machine’s pool. The third field of the `grid_resource` command in the submit description file says which `condor_collector` should be queried for the remote `condor_schedd` daemon’s location. An example of this submit command is

`grid_resource = condor schedd.example.com machine1.example.com`

If the remote `condor_collector` is not listening on the standard port (9618), then the port it *is* listening on needs to be specified:

`grid_resource = condor schedd.example.comd machine1.example.com:12345`

File transfer of a job’s executable, `stdin`, `stdout`, and `stderr` are automatic. When other files need to be transferred using HTCondor’s file transfer mechanism (see section 2.5.9 on page 32), the mechanism is applied based on the resulting job universe on the remote machine.

**HTCondor-C Jobs Between Differing Platforms**

HTCondor-C jobs given to a remote machine running Windows must specify the Windows domain of the remote machine. This is accomplished by defining a ClassAd attribute for the job. Where the Windows domain is different at the submit machine from the remote machine, the submit description file defines the Windows domain of the remote machine with

+remote_NTDomain = "DomainAtRemoteMachine"

A Windows machine not part of a domain defines the Windows domain as the machine name.
5.3.2 HTCondor-G, the gt2, and gt5 Grid Types

HTCondor-G is the name given to HTCondor when grid universe jobs are sent to grid resources utilizing Globus software for job execution. The Globus Toolkit provides a framework for building grid systems and applications. See the Globus Alliance web page at http://www.globus.org for descriptions and details of the Globus software.

HTCondor provides the same job management capabilities for HTCondor-G jobs as for other jobs. From HTCondor, a user may effectively submit jobs, manage jobs, and have jobs execute on widely distributed machines.

It may appear that HTCondor-G is a simple replacement for the Globus Toolkit’s globusrun command. However, HTCondor-G does much more. It allows the submission of many jobs at once, along with the monitoring of those jobs with a convenient interface. There is notification when jobs complete or fail and maintenance of Globus credentials that may expire while a job is running. On top of this, HTCondor-G is a fault-tolerant system; if a machine crashes, all of these functions are again available as the machine returns.

Globus Protocols and Terminology

The Globus software provides a well-defined set of protocols that allow authentication, data transfer, and remote job execution. Authentication is a mechanism by which an identity is verified. Given proper authentication, authorization to use a resource is required. Authorization is a policy that determines who is allowed to do what.

HTCondor (and Globus) utilize the following protocols and terminology. The protocols allow HTCondor to interact with grid machines toward the end result of executing jobs.

GSI The Globus Toolkit’s Grid Security Infrastructure (GSI) provides essential building blocks for other grid protocols and HTCondor-G. This authentication and authorization system makes it possible to authenticate a user just once, using public key infrastructure (PKI) mechanisms to verify a user-supplied grid credential. GSI then handles the mapping of the grid credential to the diverse local credentials and authentication/authorization mechanisms that apply at each site.

GRAM The Grid Resource Allocation and Management (GRAM) protocol supports remote submission of a computational request (for example, to run a program) to a remote computational resource, and it supports subsequent monitoring and control of the computation. GRAM is the Globus protocol that HTCondor-G uses to talk to remote Globus jobmanagers.

GASS The Globus Toolkit’s Global Access to Secondary Storage (GASS) service provides mechanisms for transferring data to and from a remote HTTP, FTP, or GASS server. GASS is used by HTCondor for the gt2 grid type to transfer a job’s files to and from the machine where the job is submitted and the remote resource.

GridFTP GridFTP is an extension of FTP that provides strong security and high-performance options for large data transfers.

RSL RSL (Resource Specification Language) is the language GRAM accepts to specify job information.

gatekeeper A gatekeeper is a software daemon executing on a remote machine on the grid. It is relevant only to the gt2 grid type, and this daemon handles the initial communication between HTCondor and a remote resource.
jobmanager  A jobmanager is the Globus service that is initiated at a remote resource to submit, keep track of, and manage grid I/O for jobs running on an underlying batch system. There is a specific jobmanager for each type of batch system supported by Globus (examples are HTCondor, LSF, and PBS).

In its interaction with Globus software, HTCondor contains a GASS server, used to transfer the executable, stdin, stdout, and stderr to and from the remote job execution site. HTCondor uses the GRAM protocol to contact the remote gatekeeper and request that a new jobmanager be started. The GRAM protocol is also used to when monitoring the job’s progress. HTCondor detects and intelligently handles cases such as if the remote resource crashes.

There are now two different versions of the GRAM protocol in common usage: gt2 and gt5. HTCondor supports both of them.

gt2  This initial GRAM protocol is used in Globus Toolkit versions 1 and 2. It is still used by many production systems. Where available in the other, more recent versions of the protocol, gt2 is referred to as the pre-web services GRAM (or pre-WS GRAM) or GRAM2.

gt5  This latest GRAM protocol is an extension of GRAM2 that is intended to be more scalable and robust. It is usually referred to as GRAM5.

The gt2 Grid Type

HTCondor-G supports submitting jobs to remote resources running the Globus Toolkit’s GRAM2 (or pre-WS GRAM) service. This flavor of GRAM is the most common. These HTCondor-G jobs are submitted the same as any other HTCondor job. The universe is grid, and the pre-web services GRAM protocol is specified by setting the type of grid as gt2 in the grid_resource command.

Under HTCondor, successful job submission to the grid universe with gt2 requires credentials. An X.509 certificate is used to create a proxy, and an account, authorization, or allocation to use a grid resource is required. For general information on proxies and certificates, please consult the Globus page at

http://www-unix.globus.org/toolkit/docs/4.0/security/key-index.html

Before submitting a job to HTCondor under the grid universe, use grid-proxy-init to create a proxy.

Here is a simple submit description file. The example specifies a gt2 job to be run on an NCSA machine.

```sh
executable = test
universe = grid
grid_resource = gt2 modi4.ncsa.uiuc.edu/jobmanager
output = test.out
log = test.log
queue
```

The executable for this example is transferred from the local machine to the remote machine. By default, HTCondor transfers the executable, as well as any files specified by an input command. Note that the executable must be compiled for its intended platform.
The command grid_resource is a required command for grid universe jobs. The second field specifies the scheduling software to be used on the remote resource. There is a specific jobmanager for each type of batch system supported by Globus. The full syntax for this command line appears as:

grid_resource = gt2 machinename[:port]/jobmanagername[:X.509 distinguished name]

The portions of this syntax specification enclosed within square brackets ([ and ]) are optional. On a machine where the jobmanager is listening on a nonstandard port, include the port number. The jobmanagername is a site-specific string. The most common one is jobmanager-fork, but others are:

jobmanager
jobmanager-condor
jobmanager-pbs
jobmanager-lsf
jobmanager-sge

The Globus software running on the remote resource uses this string to identify and select the correct service to perform. Other jobmanagername strings are used, where additional services are defined and implemented.

The job log file is maintained on the submit machine.

Example output from condor_q for this submission looks like:

% condor_q


<table>
<thead>
<tr>
<th>ID</th>
<th>OWNER</th>
<th>SUBMITTED</th>
<th>RUN_TIME</th>
<th>ST</th>
<th>PRI</th>
<th>SIZE</th>
<th>CMD</th>
</tr>
</thead>
<tbody>
<tr>
<td>7.0</td>
<td>smith</td>
<td>3/26 14:08</td>
<td>0+00:00:00</td>
<td>I 0</td>
<td>0.0</td>
<td>test</td>
<td></td>
</tr>
</tbody>
</table>

1 jobs; 1 idle, 0 running, 0 held

After a short time, the Globus resource accepts the job. Again running condor_q will now result in:

% condor_q


<table>
<thead>
<tr>
<th>ID</th>
<th>OWNER</th>
<th>SUBMITTED</th>
<th>RUN_TIME</th>
<th>ST</th>
<th>PRI</th>
<th>SIZE</th>
<th>CMD</th>
</tr>
</thead>
<tbody>
<tr>
<td>7.0</td>
<td>smith</td>
<td>3/26 14:08</td>
<td>0+00:01:15</td>
<td>R 0</td>
<td>0.0</td>
<td>test</td>
<td></td>
</tr>
</tbody>
</table>

1 jobs; 0 idle, 1 running, 0 held

Then, very shortly after that, the queue will be empty again, because the job has finished:

% condor_q
A second example of a submit description file runs the Unix `ls` program on a different Globus resource.

```plaintext
executable = /bin/ls
transfer_executable = false
universe = grid
grid_resource = gt2 vulture.cs.wisc.edu/jobmanager
output = ls-test.out
log = ls-test.log
queue
```

In this example, the executable (the binary) has been pre-staged. The executable is on the remote machine, and it is not to be transferred before execution. Note that the required `grid_resource` and `universe` commands are present. The command `transfer_executable = false` within the submit description file identifies the executable as being pre-staged. In this case, the `executable` command gives the path to the executable on the remote machine.

A third example submits a Perl script to be run as a submitted HTCondor job. The Perl script both lists and sets environment variables for a job. Save the following Perl script with the name `env-test.pl`, to be used as an HTCondor job executable.

```perl
#!/usr/bin/env perl

foreach $key (sort keys(%ENV))
{
    print "$key = $ENV{$key}\n"
}

exit 0;
```

Run the Unix command

```bash
chmod 755 env-test.pl
```

to make the Perl script executable.

Now create the following submit description file. Replace `example.cs.wisc.edu/jobmanager` with a resource you are authorized to use.
executable = env-test.pl
universe = grid
grid_resource = gt2 example.cs.wisc.edu/jobmanager
environment = foo=bar; zot=qux
output = env-test.out
log = env-test.log
queue

When the job has completed, the output file, `env-test.out`, should contain something like this:

```
GLOBUS_GRAM_JOB_CONTACT = https://example.cs.wisc.edu:36213/30905/1020639397/
GLOBUS_GRAM_MYJOB_CONTACT = URLx-nexus://example.cs.wisc.edu:36214
GLOBUS_LOCATION = /usr/local/globus
GLOBUS_REMOTE_IO_URL = /home/smith/.globus/.gass_cache/globus_gass_cache_1020639398
HOME = /home/smith
LANG = en_US
LOGNAME = smith
X509_USER_PROXY = /home/smith/.globus/.gass_cache/globus_gass_cache_1020639391
foo = bar
zot = qux
```

Of particular interest is the `GLOBUS_REMOTE_IO_URL` environment variable. HTCondor-G automatically
starts up a GASS remote I/O server on the submit machine. Because of the potential for either side of the connection
to fail, the URL for the server cannot be passed directly to the job. Instead, it is placed into a file, and the
`GLOBUS_REMOTE_IO_URL` environment variable points to this file. Remote jobs can read this file and use the URL
it contains to access the remote GASS server running inside HTCondor-G. If the location of the GASS server changes
(for example, if HTCondor-G restarts), HTCondor-G will contact the Globus gatekeeper and update this file on the
machine where the job is running. It is therefore important that all accesses to the remote GASS server check this file
for the latest location.

The following example is a Perl script that uses the GASS server in HTCondor-G to copy input files to the execute
machine. In this example, the remote job counts the number of lines in a file.

```perl
#!/usr/bin/env perl
use FileHandle;
use Cwd;

STDOUT->autoflush();
$gassUrl = `cat $ENV{GLOBUS_REMOTE_IO_URL}`;
chomp $gassUrl;

$ENV{LD_LIBRARY_PATH} = $ENV{GLOBUS_LOCATION}."/lib";
$urlCopy = $ENV{GLOBUS_LOCATION}."/bin/globus-url-copy";

# globus-url-copy needs a full path name
$pwd = getcwd();
print "$urlCopy $gassUrl/etc/hosts file://$pwd/temporary.hosts

open(file, "temporary.hosts");
while(<file>){
  print $_;
```
The submit description file used to submit the Perl script as an HTCondor job appears as:

```plaintext
executable = gass-example.pl
universe = grid
grid_resource = gt2 example.cs.wisc.edu/jobmanager
output = gass.out
log = gass.log
queue
```

There are two optional submit description file commands of note: `x509userproxy` and `globus_rsl`. The `x509userproxy` command specifies the path to an X.509 proxy. The command is of the form:

```plaintext
x509userproxy = /path/to/proxy
```

If this optional command is not present in the submit description file, then HTCondor-G checks the value of the environment variable `X509_USER_PROXY` for the location of the proxy. If this environment variable is not present, then HTCondor-G looks for the proxy in the file `/tmp/x509up_uXXXX`, where the characters `XXXX` in this file name are replaced with the Unix user id.

The `globus_rsl` command is used to add additional attribute settings to a job’s RSL string. The format of the `globus_rsl` command is

```plaintext
globus_rsl = (name=value)(name=value)
```

Here is an example of this command from a submit description file:

```plaintext
globus_rsl = (project=Test_Project)
```

This example’s attribute name for the additional RSL is `project`, and the value assigned is `Test_Project`.

### The gt5 Grid Type

The Globus GRAM5 protocol works the same as the gt2 grid type. Its implementation differs from gt2 in the following 3 items:

- The Grid Monitor is disabled.
- Globus job managers are not stopped and restarted.
- The configuration variable `GRIDMANAGER_MAX_JOBMANAGERS_PER_RESOURCE` is not applied (for gt5 jobs).
Normally, HTCondor will automatically detect whether a service is GRAM2 or GRAM5 and interact with it accordingly. It does not matter whether gt2 or gt5 is specified. Disable this detection by setting the configuration variable `GRAM_VERSION_DETECTION` to `False`. If disabled, each resource must be accurately identified as either gt2 or gt5 in the `grid_resource` submit command.

**Credential Management with MyProxy**

HTCondor-G can use *MyProxy* software to automatically renew GSI proxies for *grid universe* jobs with grid type *gt2*. *MyProxy* is a software component developed at NCSA and used widely throughout the grid community. For more information see: [http://grid.ncsa.illinois.edu/myproxy/](http://grid.ncsa.illinois.edu/myproxy/)

Difficulties with proxy expiration occur in two cases. The first case are long running jobs, which do not complete before the proxy expires. The second case occurs when great numbers of jobs are submitted. Some of the jobs may not yet be started or not yet completed before the proxy expires. One proposed solution to these difficulties is to generate longer-lived proxies. This, however, presents a greater security problem. Remember that a GSI proxy is sent to the remote Globus resource. If a proxy falls into the hands of a malicious user at the remote site, the malicious user can impersonate the proxy owner for the duration of the proxy’s lifetime. The longer the proxy’s lifetime, the more time a malicious user has to misuse the owner’s credentials. To minimize the window of opportunity of a malicious user, it is recommended that proxies have a short lifetime (on the order of several hours).

The *MyProxy* software generates proxies using credentials (a user certificate or a long-lived proxy) located on a secure *MyProxy* server. HTCondor-G talks to the MyProxy server, renewing a proxy as it is about to expire. Another advantage that this presents is it relieves the user from having to store a GSI user certificate and private key on the machine where jobs are submitted. This may be particularly important if a shared HTCondor-G submit machine is used by several users.

In the a typical case, the following steps occur:

1. The user creates a long-lived credential on a secure *MyProxy* server, using the `myproxy-init` command. Each organization generally has their own *MyProxy* server.
2. The user creates a short-lived proxy on a local submit machine, using `grid-proxy-init` or `myproxy-get-delegation`.
3. The user submits an HTCondor-G job, specifying:
   
   *MyProxy* server name (host:port)
   *MyProxy* credential name (optional)
   *MyProxy* password

4. At the short-lived proxy expiration HTCondor-G talks to the *MyProxy* server to refresh the proxy.

HTCondor-G keeps track of the password to the *MyProxy* server for credential renewal. Although HTCondor-G tries to keep the password encrypted and secure, it is still possible (although highly unlikely) for the password to be intercepted from the HTCondor-G machine (more precisely, from the machine that the `condor_schedd` daemon that manages the grid universe jobs runs on, which may be distinct from the machine from where jobs are submitted). The following safeguard practices are recommended.
1. Provide time limits for credentials on the MyProxy server. The default is one week, but you may want to make it shorter.

2. Create several different MyProxy credentials, maybe as many as one for each submitted job. Each credential has a unique name, which is identified with the MyProxyCredentialName command in the submit description file.

3. Use the following options when initializing the credential on the MyProxy server:
   
   ```
   myproxy-init -s <host> -x -r <cert subject> -k <cred name>
   ```

   The option `-x -r <cert subject>` essentially tells the MyProxy server to require two forms of authentication:
   
   (a) a password (initially set with `myproxy-init`)
   (b) an existing proxy (the proxy to be renewed)

4. A submit description file may include the password. An example contains commands of the form:

   ```
   executable   = /usr/bin/my-executable
   universe     = grid
   grid_resource = gt2 condor-unsup-7
   MyProxyHost  = example.cs.wisc.edu:7512
   MyProxyServerDN = /O=doesciencegrid.org/OU=People/CN=Jane Doe 25900
   MyProxyPassword = password
   MyProxyCredentialName = my_executable_run
   queue
   ```

   Note that placing the password within the submit description file is not really secure, as it relies upon security provided by the file system. This may still be better than option 5.

5. Use the `-p` option to `condor_submit`. The submit command appears as

   ```
   condor_submit -p mypassword /home/user/myjob.submit
   ```

   The argument list for `condor_submit` defaults to being publicly available. An attacker with a login on that local machine could generate a simple shell script to watch for the password.

Currently, HTCondor-G calls the `myproxy-get-delegation` command-line tool, passing it the necessary arguments. The location of the `myproxy-get-delegation` executable is determined by the configuration variable `MYPROXY_GET_DELEGATION` in the configuration file on the HTCondor-G machine. This variable is read by the `condor_gridmanager`. If `myproxy-get-delegation` is a dynamically-linked executable (verify this with `ldd myproxy-get-delegation`), point `MYPROXY_GET_DELEGATION` to a wrapper shell script that sets `LD_LIBRARY_PATH` to the correct MyProxy library or Globus library directory and then calls `myproxy-get-delegation`. Here is an example of such a wrapper script:

```bash
#!/bin/sh
export LD_LIBRARY_PATH=/opt/myglobus/lib
exec /opt/myglobus/bin/myproxy-get-delegation $@
```
The Grid Monitor

HTCondor’s Grid Monitor is designed to improve the scalability of machines running the Globus Toolkit’s GRAM2 gatekeeper. Normally, this service runs a jobmanager process for every job submitted to the gatekeeper. This includes both currently running jobs and jobs waiting in the queue. Each jobmanager runs a Perl script at frequent intervals (every 10 seconds) to poll the state of its job in the local batch system. For example, with 400 jobs submitted to a gatekeeper, there will be 400 jobmanagers running, each regularly starting a Perl script. When a large number of jobs have been submitted to a single gatekeeper, this frequent polling can heavily load the gatekeeper. When the gatekeeper is under heavy load, the system can become non-responsive, and a variety of problems can occur.

HTCondor’s Grid Monitor temporarily replaces these jobmanagers. It is named the Grid Monitor, because it replaces the monitoring (polling) duties previously done by jobmanagers. When the Grid Monitor runs, HTCondor attempts to start a single process to poll all of a user’s jobs at a given gatekeeper. While a job is waiting in the queue, but not yet running, HTCondor shuts down the associated jobmanager, and instead relies on the Grid Monitor to report changes in status. The jobmanager started to add the job to the remote batch system queue is shut down. The jobmanager restarts when the job begins running.

The Grid Monitor requires that the gatekeeper support the fork jobmanager with the name `jobmanager-fork`. If the gatekeeper does not support the fork jobmanager, the Grid Monitor will not be used for that site. The `condor_gridmanager` log file reports any problems using the Grid Monitor.

The Grid Monitor is enabled by default, and the configuration macro `GRID_MONITOR` identifies the location of the executable.

Limitations of HTCondor-G

Submitting jobs to run under the grid universe has not yet been perfected. The following is a list of known limitations:

1. No checkpoints.
2. No job exit codes are available when using `gt2`.
3. Limited platform availability. Windows support is not available.

5.3.3 The nordugrid Grid Type

NorduGrid is a project to develop free grid middleware named the Advanced Resource Connector (ARC). See the NorduGrid web page [http://www.nordugrid.org](http://www.nordugrid.org) for more information about NorduGrid software.

HTCondor jobs may be submitted to NorduGrid resources using the `grid` universe. The `grid_resource` command specifies the name of the NorduGrid resource as follows:

```
grid_resource = nordugrid ng.example.com
```
NorduGrid uses X.509 credentials for authentication, usually in the form a proxy certificate. `condor_submit` looks in default locations for the proxy. The submit description file command `x509userproxy` may be used to give the full path name to the directory containing the proxy, when the proxy is not in a default location. If this optional command is not present in the submit description file, then the value of the environment variable `X509_USER_PROXY` is checked for the location of the proxy. If this environment variable is not present, then the proxy in the file `/tmp/x509up_uXXXX` is used, where the characters `XXXX` in this file name are replaced with the Unix user id.

NorduGrid uses RSL syntax to describe jobs. The submit description file command `nordugrid_rsl` adds additional attributes to the job RSL that HTCondor constructs. The format this submit description file command is

\[\text{nordugrid}_\text{rsl} = (name=value) (name=value)\]

### 5.3.4 The unicore Grid Type

Unicore is a Java-based grid scheduling system. See [http://www.unicore.eu/](http://www.unicore.eu/) for more information about Unicore.

HTCondor jobs may be submitted to Unicore resources using the `grid` universe. The `grid_resource` command specifies the name of the Unicore resource as follows:

\[\text{grid}_\text{resource} = \text{unicore} \ \text{usite.example.com} \ \text{vsite}\]

`usite.example.com` is the host name of the Unicore gateway machine to which the HTCondor job is to be submitted. `vsite` is the name of the Unicore virtual resource to which the HTCondor job is to be submitted.

Unicore uses certificates stored in a Java keystore file for authentication. The following submit description file commands are required to properly use the keystore file.

- `keystore_file` Specifies the complete path and file name of the Java keystore file to use.
- `keystore_alias` A string that specifies which certificate in the Java keystore file to use.
- `keystore_passphrase_file` Specifies the complete path and file name of the file containing the passphrase protecting the certificate in the Java keystore file.

### 5.3.5 The batch Grid Type (for PBS, LSF, SGE, and SLURM)

The `batch` grid type is used to submit to a local PBS, LSF, SGE, or SLURM system using the `grid` universe and the `grid_resource` command by placing a variant of the following into the submit description file.

\[\text{grid}_\text{resource} = \text{batch} \ \text{pbs}\]

The second argument on the right hand side will be one of `pbs`, `lsf`, `sgf`, or `slurm`. 
5.3.5. The batch Grid Type (for PBS, LSF, SGE, and SLURM) 574

Any of these batch grid types requires two variables to be set in the HTCondor configuration file. `BATCH_GAHP` is the path to the GAHP server binary that is to be used to submit one of these batch jobs. `GLITE_LOCATION` is the path to the directory containing the GAHP’s configuration file and auxiliary binaries. In the HTCondor distribution, these files are located in `$(LIBEXEC)/glite`. The batch GAHP’s configuration file is in `$(GLITE_LOCATION)/etc/batch_gahp.config`. The batch GAHP’s auxiliary binaries are to be in the directory `$(GLITE_LOCATION)/bin`. The HTCondor configuration file appears

```plaintext
GLITE_LOCATION = $(LIBEXEC)/glite
BATCH_GAHP = $(GLITE_LOCATION)/bin/batch_gahp
```

The batch GAHP’s configuration file has variables that must be modified to tell it where to find

**PBS** on the local system. `pbs_binpath` is the directory that contains the PBS binaries. `pbs_spoolpath` is the PBS spool directory.

**LSF** on the local system. `lsf_binpath` is the directory that contains the LSF binaries. `lsf_confpath` is the location of the LSF configuration file.


As an alternative to the submission details given above, HTCondor jobs may be submitted to a local PBS system using the `grid` universe and the `grid_resource` command by placing the following into the submit description file.

```plaintext
grid_resource = pbs
```

HTCondor jobs may be submitted to the Platform LSF batch system. Find the Platform product from the page [http://www.platform.com/Products/](http://www.platform.com/Products/) for more information about Platform LSF.

As an alternative to the submission details given above, HTCondor jobs may be submitted to a local Platform LSF system using the `grid` universe and the `grid_resource` command by placing the following into the submit description file.

```plaintext
grid_resource = lsf
```


As an alternative to the submission details given above, HTCondor jobs may be submitted to a local SGE system using the `grid` universe and adding the `grid_resource` command by placing into the submit description file:

```plaintext
grid_resource = sge
```

The `condor_qsub` command line tool will take PBS/SGE style batch files or command line arguments and submit the job to HTCondor instead. See the `condor_qsub` manual page at [12] for details.
5.3.6 The EC2 Grid Type

HTCondor jobs may be submitted to clouds supporting Amazon’s Elastic Compute Cloud (EC2) interface. The EC2 interface permits on-line commercial services that provide the rental of computers by the hour to run computational applications. They run virtual machine images that have been uploaded to Amazon’s online storage service (S3 or EBS). More information about Amazon’s EC2 service is available at [http://aws.amazon.com/ec2](http://aws.amazon.com/ec2).

The ec2 grid type uses the EC2 Query API, also called the EC2 REST API.

EC2 Job Submission

HTCondor jobs are submitted to an EC2 service with the grid universe, setting the grid_resource command to ec2, followed by the service’s URL. For example, partial contents of the submit description file may be

```
grid_resource = ec2 https://ec2.amazonaws.com/
```

Since the job is a virtual machine image, most of the submit description file commands specifying input or output files are not applicable. The executable command is still required, but its value is ignored. It can be used to identify different jobs in the output of `condor_q`.

The VM image for the job must already reside in one of Amazon’s storage service (S3 or EBS) and be registered with EC2. In the submit description file, provide the identifier for the image using ec2_ami_id.

This grid type requires access to user authentication information, in the form of path names to files containing the appropriate keys.

The ec2 grid type has two different authentication methods. The first authentication method uses the EC2 API’s built-in authentication. Specify the service with expected http:// or https:// URL, and set the EC2 access key and secret access key as follows:

```
ec2_access_key_id = /path/to/access.key
ee2_secret_access_key = /path/to/secret.key
```

The euca3:// and euca3s:// protocols must use this authentication method. These protocols exist to work correctly when the resources do not support the InstanceInitiatedShutdownBehavior parameter.

The second authentication method for the EC2 grid type is X.509. Specify the service with an x509:// URL, even if the URL was given in another form. Use ec2_access_key_id to specify the path to the X.509 public key (certificate), which is not the same as the built-in authentication’s access key. ec2_secret_access_key specifies the path to the X.509 private key, which is not the same as the built-in authentication’s secret key. The following example illustrates the specification for X.509 authentication:

```
grid_resource = ec2 x509://service.example
e2_access_key_id = /path/to/x.509/public.key
e2_secret_access_key = /path/to/x.509/private.key
```
If using an X.509 proxy, specify the proxy in both places.

HTCondor can use the EC2 API to create an SSH key pair that allows secure log in to the virtual machine once it is running. If the command `ec2_keypair_file` is set in the submit description file, HTCondor will write an SSH private key into the indicated file. The key can be used to log into the virtual machine. Note that modification will also be needed of the firewall rules for the job to incoming SSH connections.

An EC2 service uses a firewall to restrict network access to the virtual machine instances it runs. Typically, no incoming connections are allowed. One can define sets of firewall rules and give them names. The EC2 API calls these security groups. If utilized, tell HTCondor what set of security groups should be applied to each VM using the `ec2_security_groups` submit description file command. If not provided, HTCondor uses the security group `default`. This command specifies security group names; to specify IDs, use `ec2_security_ids`. This may be necessary when specifying a Virtual Private Cloud (VPC) instance.

To run an instance in a VPC, set `ec2_vpc_subnet` to the the desired VPC’s specification string. The instance’s IP address may also be specified by setting `ec2_vpc_id`.

The EC2 API allows the choice of different hardware configurations for instances to run on. Select which configuration to use for the `ec2` grid type with the `ec2_instance_type` submit description file command. HTCondor provides no default.

Certain instance types provide additional block devices whose names must be mapped to kernel device names in order to be used. The `ec2_block_device_mapping` submit description file command allows specification of these maps. A map is a device name followed by a colon, followed by kernel name; maps are separated by a commas, and/or spaces. For example, to specify that the first ephemeral device should be `/dev/sdb` and the second `/dev/sdc`:

```
ec2_block_device_mapping = ephemeral0:/dev/sdb, ephemeral1:/dev/sdc
```

Each virtual machine instance can be given up to 16 KiB of unique data, accessible by the instance by connecting to a well-known address. This makes it easy for many instances to share the same VM image, but perform different work. This data can be specified to HTCondor in one of two ways. First, the data can be provided directly in the submit description file using the `ec2_user_data` command. Second, the data can be stored in a file, and the file name is specified with the `ec2_user_data_file` submit description file command. This second option allows the use of binary data. If both options are used, the two blocks of data are concatenated, with the data from `ec2_user_data` occurring first. HTCondor performs the base64 encoding that EC2 expects on the data.

Amazon also offers an Identity and Access Management (IAM) service. To specify an IAM (instance) profile for an EC2 job, use submit commands `ec2_iam_profile_name` or `ec2_iam_profile_arn`.

**Termination of EC2 Jobs**

A protocol defines the shutdown procedure for jobs running as EC2 instances. The service is told to shut down the instance, and the service acknowledges. The service then advances the instance to a state in which the termination is imminent, but the job is given time to shut down gracefully.

Once this state is reached, some services other than Amazon cannot be relied upon to actually terminate the job.
Thus, HTCondor must check that the instance has terminated before removing the job from the queue. This avoids the possibility of HTCondor losing track of a job while it is still accumulating charges on the service.

HTCondor checks after a fixed time interval that the job actually has terminated. If the job has not terminated after a total of four checks, the job is placed on hold.

Using Spot Instances

EC2 jobs may also be submitted to clouds that support spot instances. A spot instance differs from a conventional, or dedicated, instance in two primary ways. First, the instance price varies according to demand. Second, the cloud provider may terminate the instance prematurely. To start a spot instance, the submitter specifies a bid, which represents the most the submitter is willing to pay per hour to run the VM. Within HTCondor, the submit command `ec2_spot_price` specifies this floating point value. For example, to bid 1.1 cents per hour on Amazon:

```
ec2_spot_price = 0.011
```

Note that the EC2 API does not specify how the cloud provider should interpret the bid. Empirically, Amazon uses fractional US dollars.

Other submission details for a spot instance are identical to those for a dedicated instance.

A spot instance will not necessarily begin immediately. Instead, it will begin as soon as the price drops below the bid. Thus, spot instance jobs may remain in the idle state for much longer than dedicated instance jobs, as they wait for the price to drop. Furthermore, if the price rises above the bid, the cloud service will terminate the instance.


Advanced Usage

Additional control of EC2 instances is available in the form of permitting the direct specification of instance creation parameters. To set an instance creation parameter, first list its name in the submit command `ec2_parameter_names`, a space or comma separated list. The parameter may need to be properly capitalized. Also tell HTCondor the parameter’s value, by specifying it as a submit command whose name begins with `ec2_parameter_`; dots within the parameter name must be written as underscores in the submit command name.

For example, the submit description file commands to set parameter `IamInstanceProfile.Name` to value `ExampleProfile` are

```
ec2_parameter_names = IamInstanceProfile.Name
ec2_parameter_IamInstanceProfile_Name = ExampleProfile
```
5.3.6. The EC2 Grid Type

EC2 Configuration Variables

The configuration variables EC2_GAHP and EC2_GAHP_LOG must be set, and by default are equal to $(SBIN)/ec2_gahp and /tmp/EC2GahpLog.$(USERNAME), respectively.

The configuration variable EC2_GAHP_DEBUG is optional and defaults to D_PID; we recommend you keep D_PID if you change the default, to disambiguate between the logs of different resources specified by the same user.

Communicating with an EC2 Service

The ec2 grid type does not presently permit the explicit use of an HTTP proxy.

By default, HTCondor assumes that EC2 services are reliably available. If an attempt to contact a service during the normal course of operation fails, HTCondor makes a special attempt to contact the service. If this attempt fails, the service is marked as down, and normal operation for that service is suspended until a subsequent special attempt succeeds. The jobs using that service do not go on hold. To place jobs on hold when their service becomes unavailable, set configuration variable EC2_RESOURCE_TIMEOUT to the number of seconds to delay before placing the job on hold. The default value of -1 for this variable implements an infinite delay, such that the job is never placed on hold. When setting this value, consider the value of configuration variable GRIDMANAGER_RESOURCE_PROBE_INTERVAL, which sets the number of seconds that HTCondor will wait after each special contact attempt before trying again.

By default, the EC2 GAHP enforces a 100 millisecond interval between requests to the same service. This helps ensure reliable service. You may configure this interval with the configuration variable EC2_GAHP_RATE_LIMIT, which must be an integer number of milliseconds. Adjusting the interval may result in higher or lower throughput, depending on the service. Too short of an interval may trigger rate-limiting by the service; while HTCondor will react appropriately (by retrying with an exponential back-off), it may be more efficient to configure a longer interval.

Secure Communication with and EC2 Service

The specification of a service with an https://, an x509://, or an euca3s:// URL validates that service’s certificate, checking that a trusted certificate authority (CA) signed it. Commercial EC2 service providers generally use certificates signed by widely-recognized CAs. These CAs will usually work without any additional configuration. For other providers, a specification of trusted CAs may be needed. Without, errors such as the following will be in the EC2 GAHP log:

06/13/13 15:16:16 curl_easy_perform() failed (60):
'Peer certificate cannot be authenticated with given CA certificates'.

Specify trusted CAs by including their certificates in a group of trusted CAs either in an on disk directory or in a single file. Either of these alternatives may contain multiple certificates. Which is used will vary from system to system, depending on the system’s SSL implementation. HTCondor uses libcurl; information about the libcurl specification of trusted CAs is available at

http://curl.haxx.se/libcurl/c/curl_easy_setopt.html
5.3.7. The GCE Grid Type

Versions of HTCondor with standard universe support ship with their own libcurl, which will be linked against OpenSSL.

The behavior when specifying both a directory and a file is undefined, although the EC2 GAHP allows it.

The EC2 GAHP will set the CA file to whichever variable it finds first, checking these in the following order:

1. The environment variable X509_CERT_FILE, set when the condor_master starts up.
2. The HTCondor configuration variable GAHP_SSL_CAFILE.

The EC2 GAHP supplies no default value, if it does not find a CA file.

The EC2 GAHP will set the CA directory given whichever of these variables it finds first, checking in the following order:

1. The HTCondor configuration variable GSI_DAEMON_TRUSTED_CA_DIR.
2. The environment variable X509_CERT_DIR, set when the condor_master starts up.
3. The HTCondor configuration variable GAHP_SSL_CADIR.

The EC2 GAHP supplies no default value, if it does not find a CA directory.

EC2 GAHP Statistics

The EC2 GAHP tracks, and reports in the corresponding grid resource ad, statistics related to resource’s rate limit.

NumRequests: The total number of requests made by HTCondor to this resource.

NumDistinctRequests: The number of distinct requests made by HTCondor to this resource. The difference between this and NumRequests is the total number of retries. Retries are not unusual.

NumRequestsExceedingLimit: The number of requests which exceeded the service’s rate limit. Each such request will cause a retry, unless the maximum number of retries is exceeded, or if the retries have already taken so long that the signature on the original request has expired.

NumExpiredSignatures: The number of requests which the EC2 GAHP did not even attempt to send to the service because signature expired. Signatures should not, generally, expire; a request’s retries will usually – eventually – succeed.

5.3.7 The GCE Grid Type

HTCondor jobs may be submitted to the Google Compute Engine (GCE) cloud service. GCE is an on-line commercial service that provides the rental of computers by the hour to run computational applications. Its runs virtual machine images that have been uploaded to Google’s servers. More information about Google Compute Engine is available at http://cloud.google.com/Compute
5.3.7. The GCE Grid Type

GCE Job Submission

HTCondor jobs are submitted to the GCE service with the **grid** universe, setting the **grid_resource** command to **gce**, followed by the service’s URL, your GCE project, and the desired GCE zone to be used. The submit description file command will be similar to:

```plaintext
grid_resource = gce https://www.googleapis.com/compute/v1 my_proj us-central1-a
```

Since the HTCondor job is a virtual machine image, most of the submit description file commands specifying input or output files are not applicable. The **executable** command is still required, but its value is ignored. It identifies different jobs in the output of **condor_q**.

The VM image for the job must already reside in Google’s Cloud Storage service and be registered with GCE. In the submit description file, provide the identifier for the image using the **gce_image** command.

This grid type requires granting HTCondor permission to use your Google account. The easiest way to do this is to use the **gcloud** command-line tool distributed by Google. Find **gcloud** and documentation for it at https://cloud.google.com/compute/docs/gcloud-compute/. After installation of **gcloud**, run **gcloud auth login** and follow its directions. Once done with that step, the tool will write authorization credentials to the file `.config/gcloud/credentials` under your HOME directory.

Given an authorization file, specify its location in the submit description file using the **gce_auth_file** command, as in the example:

```plaintext
gce_auth_file = /path/to/auth-file
```

GCE allows the choice of different hardware configurations for instances to run on. Select which configuration to use for the **gce** grid type with the **gce_machine_type** submit description file command. HTCondor provides no default.

Each virtual machine instance can be given a unique set of metadata, which consists of name/value pairs, similar to the environment variables of regular jobs. The instance can query its metadata via a well-known address. This makes it easy for many instances to share the same VM image, but perform different work. This data can be specified to HTCondor in one of two ways. First, the data can be provided directly in the submit description file using the **gce_metadata** command. The value should be a comma-separated list of name=value settings, as the example:

```plaintext
gce_metadata = setting1=foo,setting2=bar
```

Second, the data can be stored in a file, and the file name is specified with the **gce_metadata_file** submit description file command. This second option allows a wider range of characters to be used in the metadata values. Each name=value pair should be on its own line. No white space is removed from the lines, except for the newline that separates entries.

Both options can be used at the same time, but do not use the same metadata name in both places.

HTCondor sets the following elements when describing the instance to the GCE server: **machineType**, **name**, **scheduling**, **disks**, **metadata**, and **networkInterfaces**. You can provide additional elements to be included in the instance description as a block of JSON. Write the additional elements to a file, and specify the filename in your submit
file with the `gce_json_file` command. The contents of the file are inserted into HTCondor's JSON description of the instance, between a comma and the closing brace.

Here's a sample JSON file that sets two additional elements:

"canIpForward": True,
"description": "My first instance"

GCE Configuration Variables

The following configuration parameters are specific to the gce grid type. The values listed here are the defaults. Different values may be specified in the HTCondor configuration files.

```
GCE_GAHP = $(SBIN)/gce_gahp
GCE_GAHP_LOG = /tmp/GceGahpLog.$(USERNAME)
```

5.3.8 The Azure Grid Type

HTCondor jobs may be submitted to the Microsoft Azure cloud service. Azure is an on-line commercial service that provides the rental of computers by the hour to run computational applications. It runs virtual machine images that have been uploaded to Azure's servers. More information about Azure is available at [https://azure.microsoft.com](https://azure.microsoft.com).

Azure Job Submission

HTCondor jobs are submitted to the Azure service with the `grid` universe, setting the `grid_resource` command to `azure`, followed by your Azure subscription id. The submit description file command will be similar to:

```
grid_resource = azure 4843bfe3-1ebe-423e-a6ea-c777e57700a9
```

Since the HTCondor job is a virtual machine image, most of the submit description file commands specifying input or output files are not applicable. The `executable` command is still required, but its value is ignored. It identifies different jobs in the output of `condor_q`.

The VM image for the job must already be registered a virtual machine image in Azure. In the submit description file, provide the identifier for the image using the `azure_image` command.

This grid type requires granting HTCondor permission to use your Azure account. The easiest way to do this is to use the `az` command-line tool distributed by Microsoft. Find `az` and documentation for it at [https://docs.microsoft.com/en-us/cli/azure/?view=azure-cli-latest](https://docs.microsoft.com/en-us/cli/azure/?view=azure-cli-latest). After installation of `az`, run `az login` and follow its directions. Once done with that step, the tool will write authorization credentials in a file under your HOME directory. HTCondor will use these credentials to communicate with Azure.
You can also set up a service account in Azure for HTCondor to use. This lets you limit the level of access HTCondor has to your Azure account. Instructions for creating a service account can be found here: http://research.cs.wisc.edu/htcondor/gahp/AzureGAHPSetup.docx.

Once you have created a file containing the service account credentials, you can specify its location in the submit description file using the `azure_auth_file` command, as in the example:

\[
\text{azure_auth_file} = /\text{path/to/auth-file}
\]

Azure allows the choice of different hardware configurations for instances to run on. Select which configuration to use for the `azure` grid type with the `azure_size` submit description file command. HTCondor provides no default.

Azure has many locations where instances can be run (i.e. multiple data centers distributed throughout the world). You can select which location to use with the `azure_location` submit description file command.

Azure creates an administrator account within each instance, which you can log into remote via SSH. You can select the name of the account with the `azure_admin_username` command. You can supply the name of a file containing an SSH public key that will allow access to the administrator account with the `azure_admin_key` command.

**5.3.9 The cream Grid Type**

CREAM is a job submission interface being developed at INFN for the gLite software stack. The CREAM homepage is http://grid.pd.infn.it/cream/. The protocol is based on web services.

The protocol requires an X.509 proxy for the job, so the submit description file command `x509userproxy` will be used.

A CREAM resource specification is of the form:

\[
\text{grid_resource} = \text{cream} <\text{web-services-address}> <\text{batch-system}> <\text{queue-name}>
\]

The `<web-services-address>` appears the same for most servers, differing only in the host name, as

\[
<\text{machinename[:port]}>/ce-cream/services/CREAM2
\]

Future versions of HTCondor may require only the host name, filling in other aspects of the web service for the user.

The `<batch-system>` is the name of the batch system that sits behind the CREAM server, into which it submits the jobs. Normal values are `pbs`, `lsf`, and `condor`.

The `<queue-name>` identifies which queue within the batch system should be used. Values for this will vary by site, with no typical values.

A full example for the specification of a CREAM `grid_resource` is

\[
\text{grid_resource} = \text{cream} https://cream-12.pd.infn.it:8443/ce-cream/services/CREAM2
pbs cream_1
\]
This is a single line within the submit description file, although it is shown here on two lines for formatting reasons.

CREAM uses ClassAd syntax to describe jobs, although the attributes used are different than those for HTCondor. The submit description file command `cream_attributes` adds additional attributes to the CREAM-style job ClassAd that HTCondor constructs. The format for this submit description file command is

```
cream_attributes = name=value;name=value
```

### 5.3.10 The BOINC Grid Type

HTCondor jobs may be submitted to BOINC (Berkeley Open Infrastructure for Network Computing) servers. BOINC is a software system for volunteer computing. More information about BOINC is available at [http://boinc.berkeley.edu/](http://boinc.berkeley.edu/)

#### BOINC Job Submission

HTCondor jobs are submitted to a BOINC service with the `grid` universe, setting the `grid_resource` command to `boinc`, followed by the service’s URL.

To use this grid type, you must have an account on the BOINC server that is authorized to submit jobs. Provide the authenticator string for that account for HTCondor to use. Write the authenticator string in a file and specify its location in the submit description file using the `boinc_authenticator_file` command, as in the example:

```
boinc_authenticator_file = /path/to/auth-file
```

Before submitting BOINC jobs, register the application with the BOINC server. This includes describing the application’s resource requirements and input and output files, and placing application files on the server. This is a manual process that is done on the BOINC server. See the BOINC documentation for details.

In the submit description file, the `executable` command gives the registered name of the application on the BOINC server. Input and output files can be described as in the vanilla universe, but the file names must match the application description on the BOINC server. If `transfer_output_files` is omitted, then all output files are transferred.

#### BOINC Configuration Variables

The following configuration variable is specific to the `boinc` grid type. The value listed here is the default. A different value may be specified in the HTCondor configuration files.

```
BOINC_GAHP = $(SBIN)/boinc_gahp
```
5.3.11 Matchmaking in the Grid Universe

In a simple usage, the grid universe allows users to specify a single grid site as a destination for jobs. This is sufficient when a user knows exactly which grid site they wish to use, or a higher-level resource broker (such as the European Data Grid’s resource broker) has decided which grid site should be used.

When a user has a variety of grid sites to choose from, HTCondor allows matchmaking of grid universe jobs to decide which grid resource a job should run on. Please note that this form of matchmaking is relatively new. There are some rough edges as continual improvement occurs.

To facilitate HTCondor’s matching of jobs with grid resources, both the jobs and the grid resources are involved. The job’s submit description file provides all commands needed to make the job work on a matched grid resource. The grid resource identifies itself to HTCondor by advertising a ClassAd. This ClassAd specifies all necessary attributes, such that HTCondor can properly make matches. The grid resource identification is accomplished by using `condor_advertise` to send a ClassAd representing the grid resource, which is then used by HTCondor to make matches.

### Job Submission

To submit a grid universe job intended for a single, specific `gt2` resource, the submit description file for the job explicitly specifies the resource:

```
grid_resource = gt2 grid.example.com/jobmanager-pbs
```

If there were multiple `gt2` resources that might be matched to the job, the submit description file changes:

```
grid_resource = $$\{resource_name\}
requirements = TARGET.resource_name != UNDEFINED
```

The `grid_resource` command uses a substitution macro. The substitution macro defines the value of `resource_name` using attributes as specified by the matched grid resource. The `requirements` command further restricts that the job may only run on a machine (grid resource) that defines `grid_resource`. Note that this attribute name is invented for this example. To make matchmaking work in this way, both the job (as used here within the submit description file) and the grid resource (in its created and advertised ClassAd) must agree upon the name of the attribute.

As a more complex example, consider a job that wants to run not only on a `gt2` resource, but on one that has the Bamboozle software installed. The complete submit description file might appear:

```
universe = grid
executable = analyze_bamboozle_data
output = aaa.$\{Cluster\}.out
eerror = aaa.$\{Cluster\}.err
log = aaa.log
grid_resource = $$\{resource_name\}
requirements = (TARGET.HaveBamboozle == True) \&\& (TARGET.resource_name != UNDEFINED)
queue
```
Any grid resource which has the `HaveBamboozle` attribute defined as well as set to `True` is further checked to have the `resource_name` attribute defined. Where this occurs, a match may be made (from the job’s point of view). A grid resource that has one of these attributes defined, but not the other results in no match being made.

Note that the entire value of `grid_resource` comes from the grid resource’s ad. This means that the job can be matched with a resource of any type, not just `gt2`.

### Advertising Grid Resources to HTCondor

Any grid resource that wishes to be matched by HTCondor with a job must advertise itself to HTCondor using a ClassAd. To properly advertise, a ClassAd is sent periodically to the `condor_collector` daemon. A ClassAd is a list of pairs, where each pair consists of an attribute name and value that describes an entity. There are two entities relevant to HTCondor: a job, and a machine. A grid resource is a machine. The ClassAd describes the grid resource, as well as identifying the capabilities of the grid resource. It may also state both requirements and preferences (called `rank`) for the jobs it will run. See Section 2.3 for an overview of the interaction between matchmaking and ClassAds. A list of common machine ClassAd attributes is given in the Appendix on page 593.

To advertise a grid site, place the attributes in a file. Here is a sample ClassAd that describes a grid resource that is capable of running a `gt2` job.

```
# example grid resource ClassAd for a gt2 job
MyType       = "Machine"
TargetType   = "Job"
Name         = "Example1_Gatekeeper"
Machine      = "Example1_Gatekeeper"
resource_name = "gt2 grid.example.com/jobmanager-pbs"
UpdateSequenceNumber = 4
Requirements = (TARGET.JobUniverse == 9)
Rank         = 0.000000
CurrentRank  = 0.000000
```

Some attributes are defined as expressions, while others are integers, floating point values, or strings. The type is important, and must be correct for the ClassAd to be effective. The attributes

- `MyType` and `TargetType` identify the grid resource as a machine, and that the machine is to be matched with a job. In HTCondor, machines are matched with jobs, and jobs are matched with machines. These attributes are strings. Strings are surrounded by double quote marks.

- The attributes `Name` and `Machine` are likely to be defined to be the same string value as in the example:

```
Name         = "Example1_Gatekeeper"
Machine      = "Example1_Gatekeeper"
```

Both give the fully qualified host name for the resource. The `Name` may be different on an SMP machine, where the
individual CPUs are given names that can be distinguished from each other. Each separate grid resource must have a unique name.

Where the job depends on the resource to specify the value of the grid_resource command by the use of the substitution macro, the ClassAd for the grid resource (machine) defines this value. The example given as

grid_resource = "gt2 grid.example.com/jobmanager-pbs"

defines this value. Note that the invented name of this variable must match the one utilized within the submit description file. To make the matchmaking work, both the job (as used within the submit description file) and the grid resource (in this created and advertised ClassAd) must agree upon the name of the attribute.

A machine’s ClassAd information can be time sensitive, and may change over time. Therefore, ClassAds expire and are thrown away. In addition, the communication method by which ClassAds are sent implies that entire ads may be lost without notice or may arrive out of order. Out of order arrival leads to the definition of an attribute which provides an ordering. This positive integer value is given in the example ClassAd as

UpdateSequenceNumber = 4

This value must increase for each subsequent ClassAd. If state information for the ClassAd is kept in a file, a script executed each time the ClassAd is to be sent may use a counter for this value. An alternative for a stateless implementation sends the current time in seconds (since the epoch, as given by the C time() function call).

The requirements that the grid resource sets for any job that it will accept are given as

Requirements = (TARGET.JobUniverse == 9)

This set of requirements state that any job is required to be for the grid universe.

The attributes

Rank = 0.000000
CurrentRank = 0.000000

are both necessary for HTCondor’s negotiation to proceed, but are not relevant to grid matchmaking. Set both to the floating point value 0.0.

The example machine ClassAd becomes more complex for the case where the grid resource allows matches with more than one job:

# example grid resource ClassAd for a gt2 job
MyType = "Machine"
TargetType = "Job"
Name = "Example1_Gatekeeper"
Machine = "Example1_Gatekeeper"
resource_name = "gt2 grid.example.com/jobmanager-pbs"
UpdateSequenceNumber = 4
Requirements = (CurMatches < 10) && (TARGET.JobUniverse == 9)
Rank = 0.000000
CurrentRank = 0.000000
WantAdRevaluate = True
CurMatches = 1
5.3.11. Matchmaking in the Grid Universe

In this example, the two attributes WantAdRevaluate and CurMatches appear, and the Requirements expression has changed.

WantAdRevaluate is a boolean value, and may be set to either True or False. When True in the ClassAd and a match is made (of a job to the grid resource), the machine (grid resource) is not removed from the set of machines to be considered for further matches. This implements the ability for a single grid resource to be matched to more than one job at a time. Note that the spelling of this attribute is incorrect, and remains incorrect to maintain backward compatibility.

To limit the number of matches made to the single grid resource, the resource must have the ability to keep track of the number of HTCondor jobs it has. This integer value is given as the CurMatches attribute in the advertised ClassAd. It is then compared in order to limit the number of jobs matched with the grid resource.

Requirements = (CurMatches < 10) && (TARGET.JobUniverse == 9)
CurMatches = 1

This example assumes that the grid resource already has one job, and is willing to accept a maximum of 9 jobs. If CurMatches does not appear in the ClassAd, HTCondor uses a default value of 0.

For multiple matching of a site ClassAd to work correctly, it is also necessary to add the following to the configuration file read by the condor_negotiator:

NEGOTIATOR_MATCHLIST_CACHING = False
NEGOTIATOR_IGNORE_USER_PRIORITIES = True

This ClassAd (likely in a file) is to be periodically sent to the condor_collector daemon using condor_advertise. A recommended implementation uses a script to create or modify the ClassAd together with cron to send the ClassAd every five minutes. The condor_advertise program must be installed on the machine sending the ClassAd, but the remainder of HTCondor does not need to be installed. The required argument for the condor_advertise command is UPDATE_STARTD_AD.

Advanced usage

What if a job fails to run at a grid site due to an error? It will be returned to the queue, and HTCondor will attempt to match it and re-run it at another site. HTCondor isn’t very clever about avoiding sites that may be bad, but you can give it some assistance. Let’s say that you want to avoid running at the last grid site you ran at. You could add this to your job description:

match_list_length = 1
Rank = TARGET.Name != LastMatchName0

This will prefer to run at a grid site that was not just tried, but it will allow the job to be run there if there is no other option.

When you specify match_list_length, you provide an integer N, and HTCondor will keep track of the last N matches. The oldest match will be LastMatchName0, and next oldest will be LastMatchName1, and so on. (See the
condor_submit manual page for more details.) The Rank expression allows you to specify a numerical ranking for different matches. When combined with match_list_length, you can prefer to avoid sites that you have already run at.

In addition, condor_submit has two options to help control grid universe job resubmissions and rematching. See the definitions of the submit description file commands globus_resubmit and globus_rematch at page 903 and page 904. These options are independent of match_list_length.

There are some new attributes that will be added to the Job ClassAd, and may be useful to you when you write your rank, requirements, globus_resubmit or globus_rematch option. Please refer to the Appendix on page 973 to see a list containing the following attributes:

- NumJobMatches
- NumGlobusSubmits
- NumSystemHolds
- HoldReason
- ReleaseReason
- EnteredCurrentStatus
- LastMatchTime
- LastRejMatchTime
- LastRejMatchReason

The following example of a command within the submit description file releases jobs 5 minutes after being held, increasing the time between releases by 5 minutes each time. It will continue to retry up to 4 times per Globus submission, plus 4. The plus 4 is necessary in case the job goes on hold before being submitted to Globus, although this is unlikely.

```
periodic_release = ( NumSystemHolds <= (NumGlobusSubmits + 4) + 4 ) \ 
&& (NumGlobusSubmits < 4) && \ 
(HoldReason != "via condor_hold (by user $ENV(USER))") && \ 
((time() - EnteredCurrentStatus) > (NumSystemHolds *60*5 ))
```

The following example forces Globus resubmission after a job has been held 4 times per Globus submission.

```
globus_resubmit = NumSystemHolds == (NumGlobusSubmits + 1) + 4
```

If you are concerned about unknown or malicious grid sites reporting to your condor_collector, you should use HTCondor’s security options, documented in Section 3.8.
5.4 The HTCondor Job Router

The HTCondor Job Router is an add-on to the `condor_schedd` that transforms jobs from one type into another according to a configurable policy. This process of transforming the jobs is called job routing.

One example of how the Job Router can be used is for the task of sending excess jobs to one or more remote grid sites. The Job Router can transform the jobs such as vanilla universe jobs into grid universe jobs that use any of the grid types supported by HTCondor. The rate at which jobs are routed can be matched roughly to the rate at which the site is able to start running them. This makes it possible to balance a large work flow across multiple grid sites, a local HTCondor pool, and any flocked HTCondor pools, without having to guess in advance how quickly jobs will run and complete in each of the different sites.

Job Routing is most appropriate for high throughput work flows, where there are many more jobs than computers, and the goal is to keep as many of the computers busy as possible. Job Routing is less suitable when there are a small number of jobs, and the scheduler needs to choose the best place for each job, in order to finish them as quickly as possible. The Job Router does not know which site will run the jobs faster, but it can decide whether to send more jobs to a site, based on whether jobs already submitted to that site are sitting idle or not, as well as whether the site has experienced recent job failures.

5.4.1 Routing Mechanism

The `condor_job_router` daemon and configuration determine a policy for which jobs may be transformed and sent to grid sites. By default, a job is transformed into a grid universe job by making a copy of the original job ClassAd, and modifying some attributes in this copy of the job. The copy is called the routed copy, and it shows up in the job queue under a new job id.

Until the routed copy finishes or is removed, the original copy of the job passively mirrors the state of the routed job. During this time, the original job is not available for matchmaking, because it is tied to the routed copy. The original job also does not evaluate periodic expressions, such as `PeriodicHold`. Periodic expressions are evaluated for the routed copy. When the routed copy completes, the original job ClassAd is updated such that it reflects the final status of the job. If the routed copy is removed, the original job returns to the normal idle state, and is available for matchmaking or rerouting. If, instead, the original job is removed or goes on hold, the routed copy is removed.

Although the default mode routes vanilla universe jobs to grid universe jobs, the routing rules may be configured to do some other transformation of the job. It is also possible to edit the job in place rather than creating a new transformed version of the job.

The `condor_job_router` daemon utilizes a routing table, in which a ClassAd describes each site to where jobs may be sent. The routing table is given in the New ClassAd language, as currently used by HTCondor internally.

A good place to learn about the syntax of New ClassAds is the Informal Language Description in the C++ ClassAds tutorial: [http://htcondor.org/classad/c++tut.html](http://htcondor.org/classad/c++tut.html). Two essential differences distinguish the New ClassAd language from the current one. In the New ClassAd language, each ClassAd is surrounded by square brackets. And, in the New ClassAd language, each assignment statement ends with a semicolon. When the New ClassAd is embedded in an HTCondor configuration file, it may appear all on a single line, but the readability is often improved by inserting line continuation characters after each assignment statement. This is done in the examples. Unfortunately, this makes
the insertion of comments into the configuration file awkward, because of the interaction between comments and line continuation characters in configuration files. An alternative is to use C-style comments (/ ... */). Another alternative is to read in the routing table entries from a separate file, rather than embedding them in the HTCondor configuration file.

### 5.4.2 Job Submission with Job Routing Capability

If Job Routing is set up, then the following items ought to be considered for jobs to have the necessary prerequisites to be considered for routing.

- Jobs appropriate for routing to the grid must not rely on access to a shared file system, or other services that are only available on the local pool. The job will use HTCondor’s file transfer mechanism, rather than relying on a shared file system to access input files and write output files. In the submit description file, to enable file transfer, there will be a set of commands similar to

  ```plaintext
  should_transfer_files = YES
  when_to_transfer_output = ON_EXIT
  transfer_input_files = input1, input2
  transfer_output_files = output1, output2
  ```

  Vanilla universe jobs and most types of grid universe jobs differ in the set of files transferred back when the job completes. Vanilla universe jobs transfer back all files created or modified, while all grid universe jobs, except for HTCondor-C, only transfer back the output file, as well as those explicitly listed with `transfer_output_files`. Therefore, when routing jobs to grid universes other than HTCondor-C, it is important to explicitly specify all output files that must be transferred upon job completion.

  An additional difference between the vanilla universe jobs and `gt2` grid universe jobs is that `gt2` jobs do not return any information about the job’s exit status. The exit status as reported in the job ClassAd and job event log are always 0. Therefore, jobs that may be routed to a `gt2` grid site must not rely upon a non-zero job exit status.

- One configuration for routed jobs requires the jobs to identify themselves as candidates for Job Routing. This may be accomplished by inventing a ClassAd attribute that the configuration utilizes in setting the policy for job identification, and the job defines this attribute to identify itself. If the invented attribute is called `WantJobRouter`, then the job identifies itself as a job that may be routed by placing in the submit description file:

  ```plaintext
  +WantJobRouter = True
  ```

  This implementation can be taken further, allowing the job to first be rejected within the local pool, before being a candidate for Job Routing:

  ```plaintext
  +WantJobRouter = LastRejMatchTime != UNDEFINED
  ```

- As appropriate to the potential grid site, create a grid proxy, and specify it in the submit description file:
5.4.2. Job Submission with Job Routing Capability

x509userproxy = /tmp/x509up_u275

This is not necessary if the condor_job_router daemon is configured to add a grid proxy on behalf of jobs.

Job submission does not change for jobs that may be routed.

$ condor_submit job1.sub

where job1.sub might contain:

universe = vanilla
executable = my_executable
output = job1.stdout
error = job1.stderr
log = job1.ulog
should_transfer_files = YES
when_to_transfer_output = ON_EXIT
+WantJobRouter = LastRejMatchTime != UNDEFINED
x509userproxy = /tmp/x509up_u275
queue

The status of the job may be observed as with any other HTCondor job, for example by looking in the job’s log file. Before the job completes, condor_q shows the job’s status. Should the job become routed, a second job will enter the job queue. This is the routed copy of the original job. The command condor_router_q shows a more specialized view of routed jobs, as this example shows:

$ condor_router_q -S
JOBS ST Route GridResource
  40 I Site1 site1.edu/jobmanager-condor
  10 I Site2 site2.edu/jobmanager-pbs
  2 R Site3 condor submit.site3.edu condor.site3.edu

condor_router_history summarizes the history of routed jobs, as this example shows:

$ condor_router_history

<table>
<thead>
<tr>
<th>Site</th>
<th>Hours</th>
<th>Jobs</th>
<th>Runs</th>
<th>Completed</th>
<th>Aborted</th>
</tr>
</thead>
<tbody>
<tr>
<td>Site1</td>
<td>10</td>
<td>2</td>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Site2</td>
<td>8</td>
<td>2</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Site3</td>
<td>40</td>
<td>6</td>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TOTAL</td>
<td>58</td>
<td>10</td>
<td>1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
5.4.3 An Example Configuration

The following sample configuration sets up potential job routing to three routes (grid sites). Definitions of the configuration variables specific to the Job Router are in section 3.5.19. One route is an HTCondor site accessed via the Globus gt2 protocol. A second route is a PBS site, also accessed via Globus gt2. The third site is an HTCondor site accessed by HTCondor-C. The condor_job_router daemon does not know which site will be best for a given job. The policy implemented in this sample configuration stops sending more jobs to a site, if ten jobs that have already been sent to that site are idle.

These configuration settings belong in the local configuration file of the machine where jobs are submitted. Check that the machine can successfully submit grid jobs before setting up and using the Job Router. Typically, the single required element that needs to be added for GSI authentication is an X.509 trusted certification authority directory, in a place recognized by HTCondor (for example, `/etc/grid-security/certificates`). The VDT project provides a convenient way to set up and install a trusted CA, if needed.

Note that, as of version 8.5.6, the configuration language supports multi-line values, as shown in the example below (see section 3.3.5 for more details).

```
# These settings become the default settings for all routes
JOB_ROUTER_DEFAULTS @=jrd
[
   requirements-target.WantJobRouter is True;
   MaxIdleJobs = 10;
   MaxJobs = 200;

   /* now modify routed job attributes */
   /* remove routed job if it goes on hold or stays idle for over 6 hours */
   set_PeriodicRemove = JobStatus == 5 ||
                      (JobStatus == 1 && (time() - QDate) > 3600*6);
   delete_WantJobRouter = true;
   set_requirements = true;
]
@jrd

# This could be made an attribute of the job, rather than being hard-coded
ROUTED_JOB_MAX_TIME = 1440

# Now we define each of the routes to send jobs on
JOB_ROUTER_ENTRIES @=jre
[ GridResource = "gt2 site1.edu/jobmanager-condor";
  name = "Site 1";
]
[ GridResource = "gt2 site2.edu/jobmanager-pbs";
  name = "Site 2";
  set_GlobusRSL = "(maxwalltime=${ROUTED_JOB_MAX_TIME})(jobType=single)";
]
[ GridResource = "condor submit.site3.edu condor.site3.edu";
  name = "Site 3";
  set_remote_jobuniverse = 5;
]
@jre
```
5.4.4 Routing Table Entry ClassAd Attributes

The conversion of a job to a routed copy may require the job ClassAd to be modified. The Routing Table specifies attributes of the different possible routes and it may specify specific modifications that should be made to the job when it is sent along a specific route. In addition to this mechanism for transforming the job, external programs may be invoked to transform the job. For more information, see section 4.4.2.

The following attributes and instructions for modifying job attributes may appear in a Routing Table entry.

**GridResource**  Specifies the value for the GridResource attribute that will be inserted into the routed copy of the job’s ClassAd.

**Name**  An optional identifier that will be used in log messages concerning this route. If no name is specified, the default used will be the value of GridResource. The condor_job_router distinguishes routes and advertises statistics based on this attribute’s value.

**Requirements**  A Requirements expression that identifies jobs that may be matched to the route. Note that, as with all settings, requirements specified in the configuration variable JOB_ROUTER_ENTRIES override the setting of JOB_ROUTER_DEFAULTS. To specify global requirements that are not overridden by JOB_ROUTER_ENTRIES, use JOB_ROUTER_SOURCE_JOB_CONSTRAINT.

**MaxJobs**  An integer maximum number of jobs permitted on the route at one time. The default is 100.

**MaxIdleJobs**  An integer maximum number of routed jobs in the idle state. At or above this value, no more jobs will be sent to this site. This is intended to prevent too many jobs from being sent to sites which are too busy to run them. If the value set for this attribute is too small, the rate of job submission to the site will slow, because the condor_job_router daemon will submit jobs up to this limit, wait to see some of the jobs enter the running state, and then submit more. The disadvantage of setting this attribute’s value too high is that a lot of jobs may be sent to a site, only to site idle for hours or days. The default value is 50.

**FailureRateThreshold**  A maximum tolerated rate of job failures. Failure is determined by the expression sets for the attribute JobFailureTest expression. The default threshold is 0.03 jobs/second. If the threshold is exceeded, submission of new jobs is throttled until jobs begin succeeding, such that the failure rate is less than the threshold. This attribute implements black hole throttling, such that a site at which jobs are sent only to fail (a black hole) receives fewer jobs.
**JobFailureTest** An expression evaluated for each job that finishes, to determine whether it was a failure. The default value if no expression is defined assumes all jobs are successful. Routed jobs that are removed are considered to be failures. An example expression to treat all jobs running for less than 30 minutes as failures is `target.RemoteWallClockTime < 1800`. A more flexible expression might reference a property or expression of the job that specifies a failure condition specific to the type of job.

**TargetUniverse** An integer value specifying the desired universe for the routed copy of the job. The default value is 9, which is the grid universe.

**UseSharedX509UserProxy** A boolean expression that when True causes the value of `SharedX509UserProxy` to be the X.509 user proxy for the routed job. Note that if the `condor_job_router` daemon is running as root, the copy of this file that is given to the job will have its ownership set to that of the user running the job. This requires the trust of the user. It is therefore recommended to avoid this mechanism when possible. Instead, require users to submit jobs with `X509UserProxy` set in the submit description file. If this feature is needed, use the boolean expression to only allow specific values of `target.Owner` to use this shared proxy file. The shared proxy file should be owned by the `condor` user. Currently, to use a shared proxy, the job must also turn on sandboxing by having the attribute `JobShouldBeSandboxed`.

**SharedX509UserProxy** A string representing file containing the X.509 user proxy for the routed job.

**JobShouldBeSandboxed** A boolean expression that when True causes the created copy of the job to be sandboxed. A copy of the input files will be placed in the `condor_schedd` daemon’s spool area for the target job, and when the job runs, the output will be staged back into the spool area. Once all of the output has been successfully staged back, it will be copied again, this time from the spool area of the sandboxed job back to the original job’s output locations. By default, sandboxing is turned off. Only to turn it on if using a shared X.509 user proxy or if direct staging of remote output files back to the final output locations is not desired.

**OverrideRoutingEntry** A boolean value that when True, indicates that this entry in the routing table replaces any previous entry in the table with the same name. When False, it indicates that if there is a previous entry by the same name, the previous entry should be retained and this entry should be ignored. The default value is True.

**Set_<ATTR>** Sets the value of `<ATTR>` in the routed copy’s job ClassAd to the specified value. An example of an attribute that might be set is `PeriodicRemove`. For example, if the routed job goes on hold or stays idle for too long, remove it and return the original copy of the job to a normal state.

**Eval_Set_<ATTR>** Defines an expression. The expression is evaluated, and the resulting value sets the value of the routed copy’s job ClassAd attribute `<ATTR>`. Use this attribute to set a custom or local value, especially for modifying an attribute which may have been already specified in a default routing table.

**Copy_<ATTR>** Defined with the name of a routed copy ClassAd attribute. Copies the value of `<ATTR>` from the original job ClassAd into the specified attribute named of the routed copy. Useful to save the value of an expression, before replacing it with something else that references the original expression.

**Delete_<ATTR>** Deletes `<ATTR>` from the routed copy ClassAd. A value assigned to this attribute in the routing table entry is ignored.

**EditJobInPlace** A boolean expression that, when True, causes the original job to be transformed in place rather than creating a new transformed version (a routed copy) of the job. In this mode, the Job Router Hook `<Keyword>_HOOK_TRANSLATE_JOB` and transformation rules in the routing table are applied during the job transformation. The routing table attribute `GridResource` is ignored, and there is no default transformation of
the job from a vanilla job to a grid universe job as there is otherwise. Once transformed, the job is still a candidate for matching routing rules, so it is up to the routing logic to control whether the job may be transformed multiple times or not. For example, to transform the job only once, an attribute could be set in the job ClassAd to prevent it from matching the same routing rule in the future. To transform the job multiple times with limited frequency, a timestamp could be inserted into the job ClassAd marking the time of the last transformation, and the routing entry could require that this timestamp either be undefined or older than some limit.

5.4.5 Example: constructing the routing table from ReSS

The Open Science Grid has a service called ReSS (Resource Selection Service). It presents grid sites as ClassAds in an HTCondor collector. This example builds a routing table from the site ClassAds in the ReSS collector.

Using JOB_ROUTER_ENTRIES_CMD, we tell the condor_job_router daemon to call a simple script which queries the collector and outputs a routing table. The script, called osg_ress_routing_table.sh, is just this:

```bash
#!/bin/sh

# you _MUST_ change this:
export condor_status=/path/to/condor_status
# if no command line arguments specify -pool, use this:
export _CONDOR_COLLECTOR_HOST=osg-ress-1.fnal.gov

$condor_status -format '{ ' BeginAd \
  -format 'GridResource = "gt2 %s"; ' GlueCEInfoContactString \
  -format ']'\n' EndAd "$@" | uniq
```

Save this script to a file and make sure the permissions on the file mark it as executable. Test this script by calling it by hand before trying to use it with the condor_job_router daemon. You may supply additional arguments such as -constraint to limit the sites which are returned.

Once you are satisfied that the routing table constructed by the script is what you want, configure the condor_job_router daemon to use it:

```bash
# command to build the routing table
JOB_ROUTER_ENTRIES_CMD = /path/to/osg_ress_routing_table.sh <extra arguments>

# how often to rebuild the routing table:
JOB_ROUTER_ENTRIES_REFRESH = 3600
```

Using the example configuration, use the above settings to replace JOB_ROUTER_ENTRIES. Or, leave JOB_ROUTER_ENTRIES there and have a routing table containing entries from both sources. When you restart or reconfigure the condor_job_router daemon, you should see messages in the Job Router’s log indicating that it is adding more routes to the table.
Chapter 6

Cloud Computing

Although HTCondor has long supported accessing cloud resources as though they were part of the Grid, the differences between clouds and the Grid have made it difficult to convert access into utility; a job in the Grid universe starts a virtual machine, rather than the user’s executable.

Since version 8.7.0, HTCondor has included a tool, condor_annex, to help users and administrators use cloud resources to run HTCondor jobs.

This documentation should be considered neither normative nor exhaustive: it describes parts of condor_annex as it exists and is implemented as of v8.7.8, rather than as it ought to behave.

6.1 Introduction

To be clear, our concern throughout this chapter is with commercial services which rent computational resources over the Internet at short notice and charge in small increments (by the minute or the hour). In 2016, the four largest such services\footnote{That is, “infrastructure-as-a-service” providers.} were (in alphabetical order) Amazon Web Services (‘AWS’), (Microsoft) Azure, Google Cloud Platform (‘GCP’), and (IBM) SoftLayer; as of version 8.7.8, the condor_annex tool supports only AWS. AWS can start booting a new virtual machine as quickly as a few seconds after the request; barring hardware failure, you will be able to continue renting that VM until you stop paying the hourly charge. The other cloud services are broadly similar.

If you already have access to the Grid, you may wonder why you would want to begin cloud computing. The cloud services offer two major advantages over the Grid: first, cloud resources are typically available more quickly and in greater quantity than from the Grid; and second, because cloud resources are virtual machines, they are considerably more customizable than Grid resources. The major disadvantages are, of course, cost and complexity (although we hope that condor_annex reduces the latter).

We illustrate these advantages with what we anticipate will be the most common uses for condor_annex.
6.1.1 Use Case: Deadlines

With the ability to acquire computational resources in seconds or minutes and retain them for days or weeks, it becomes possible to rapidly adjust the size – and cost – of an HTCondor pool. Giving this ability to the end-user avoids the problems of deciding who will pay for expanding the pool and when to do so. We anticipate that the usual cause for doing so will be deadlines; the end-user has the best knowledge of their own deadlines and how much, in monetary terms, it’s worth to complete their work by that deadline.

6.1.2 Use Case: Capabilities

Cloud services may offer (virtual) hardware in configurations unavailable in the local pool, or in quantities that it would be prohibitively expensive to provide on an on-going basis. Examples (from 2017) may include GPU-based computation, or computations requiring a terabyte of main memory. A cloud service may also offer fast and cloud-local storage for shared data, which may have substantial performance benefits for some workflows. Some cloud providers (for example, AWS) have pre-populated this storage with common public datasets, to further ease adoption.

By using cloud resources, an HTCondor pool administrator may also experiment with or temporarily offer different software and configurations. For example, a pool may be configured with a maximum job runtime, perhaps to reduce the latency of fair-share adjustments or to protect against hung jobs. Adding cloud resources which permit longer-running jobs may be the least-disruptive way to accommodate a user whose jobs need more time.

6.1.3 Use Case: Capacities

It may be possible for an HTCondor administrator to lower the cost of their pool by increasing utilization and meeting peak demand with cloud computing.

6.2 HTCondor Annex User’s Guide

A user of condor_annex may be a regular job submitter, or she may be an HTCondor pool administrator. This guide will cover basic condor_annex usage first, followed by advanced usage that may be of less interest to the submitter. Users interested in customizing condor_annex should consult section 6.4.

6.2.1 Considerations and Limitations

When you run condor_annex, you are adding (virtual) machines to an HTCondor pool. As a submitter, you probably don’t have permission to add machines to the HTCondor pool you’re already using; generally speaking, security concerns will forbid this. If you’re a pool administrator, you can of course add machines to your pool as you see fit. By default, however, condor_annex instances will only start jobs submitted by the user who started the annex, so pool administrators using condor_annex on their users’ behalf will probably want to use the -owners option or -no-owner flag; see the man page (section 12). Once the new machines join the pool, they will run jobs as normal.
Submitters, however, will have to set up their own personal HTCondor pool, so that \texttt{condor\_annex} has a pool to join, and then work with their pool administrator if they want to move their existing jobs to their new pool. Otherwise, jobs will have to be manually divided (removed from one and resubmitted to the other) between the pools. For instructions on creating a personal HTCondor pool, preparing an AWS account for use by \texttt{condor\_annex}, and then configuring \texttt{condor\_annex} to use that account, see section 6.3.

Starting in v8.7.1, \texttt{condor\_annex} will check for inbound access to the collector (usually port 9618) before starting an annex (it does not support other network topologies). When checking connectivity from AWS, the IP(s) used by the AWS Lambda function implementing this check may not be in the same range(s) as those used by AWS instance; please consult AWS’s list of all their IP range\textsuperscript{2} when configuring your firewall.

Starting in v8.7.2, \texttt{condor\_annex} requires that the AWS secret (private) key file be owned by the submitting user and not readable by anyone else. This helps to ensure proper attribution.

### 6.2.2 Basic Usage

This section assumes you’re logged into a Linux machine and that you’ve already configured \texttt{condor\_annex}. If you haven’t, see section 6.3.

All the terminal commands (shown in a box without a title) and file edits (shown in a box with an \textit{emphasized} \texttt{filename} for a title) in this section take place on the Linux machine. In this section, we follow the common convention that the commands you type are preceded by by ‘$’ to distinguish them from any expected output; don’t copy that part of each of the following lines. (Lines which end in a ‘\‘ continue on the following line; be sure to copy both lines. Don’t copy the ‘\‘ itself.)

#### What You’ll Need to Know

To create a HTCondor annex with on-demand instances, you’ll need to know two things:

1. A name for it. “MyFirstAnnex” is a fine name for your first annex.
2. How many instances you want. For your first annex, when you’re checking to make sure things work, you may only want one instance.

### 6.2.3 Start an Annex

Entering the following command will start an annex named “MyFirstAnnex” with one instance. \texttt{condor\_annex} will print out what it’s going to do, and then ask you if that’s OK. You must type ‘yes’ (and hit enter) at the prompt to start an annex; if you do not, \texttt{condor\_annex} will print out instructions about how to change whatever you may not like about what it said it was going to do, and then exit.

\textsuperscript{2}https://ip-ranges.amazonaws.com/ip-ranges.json
$ condor_annex -count 1 -annex-name MyFirstAnnex
Will request 1 m4.large on-demand instance for 0.83 hours. Each instance will terminate after being idle for 0.25 hours.
Is that OK? (Type 'yes' or 'no'): yes
Starting annex...
Annex started. Its identity with the cloud provider is 'TestAnnex0_f2923fd1-3cad-47f3-8e19-fff9988ddacf'. It will take about three minutes for the new machines to join the pool.

You won’t need to know the annex’s identity with the cloud provider unless something goes wrong.

Before starting the annex, condor_annex (v8.7.1 and later) will check to make sure that the instances will be able to contact your pool. Contact the Linux machine’s administrator if condor_annex reports a problem with this step.

**Instance Types**

Each instance type provides a different number (and/or type) of CPU cores, amount of RAM, local storage, and the like. We recommend starting with ‘m4.large’, which has 2 CPU cores and 8 GiB of RAM, but you can see the complete list of instance types at the following URL:

```plaintext
https://aws.amazon.com/ec2/instance-types/
```

You can specify an instance type with the `-aws-on-demand-instance-type` flag.

**Leases**

By default, condor_annex arranges for your annex’s instances to be terminated after 0.83 hours (50 minutes) have passed. Once it’s in place, this lease doesn’t depend on the Linux machine, but it’s only checked every five minutes, so give your deadlines a lot of cushion to make you don’t get charged for an extra hour. The lease is intended to help you conserve money by preventing the annex instances from accidentally running forever. You can specify a lease duration (in decimal hours) with the `-duration` flag.

If you need to adjust the lease for a particular annex, you may do so by specifying an annex name and a duration, but not a count. When you do so, the new duration is set starting at the current time. For example, if you’d like “MyFirstAnnex” to expire eight hours from now:

```
$ condor_annex -annex-name MyFirstAnnex -duration 8
Lease updated.
```

**Idle Time**

By default, condor_annex will configure your annex’s instances to terminate themselves after being idle for 0.25 hours (fifteen minutes). This is intended to help you conserve money in case of problems or an extended shortage of
work. As noted in the example output above, you can specify a max idle time (in decimal hours) with the \texttt{-idle} flag. \texttt{condor_annex} considers an instance idle if it’s unclaimed (see section \ref{sec:idle} for a definition), so it won’t get tricked by jobs with long quiescent periods.

\textbf{Multiple Annexes}

You may have up to fifty (or fewer, depending what else you’re doing with your AWS account) differently-named annexes running at the same time. Running \texttt{condor_annex} again with the same annex name before stopping that annex will both add instances to it and change its duration. Only instances which start up after an invocation of \texttt{condor_annex} will respect that invocation’s max idle time. That may include instances still starting up from your previous (first) invocation of \texttt{condor_annex}, so be sure your instances have all joined the pool before running \texttt{condor_annex} again with the same annex name if you’re changing the max idle time. Each invocation of \texttt{condor_annex} requests a certain number of instances of a given type; you may specify the instance type, the count, or both with each invocation, but doing so does not change the instance type or count of any previous request.

\section{Monitor your Annex}

You can find out if an instance has successfully joined the pool in the following way:

\begin{verbatim}
$ condor_annex status

Name OpSys Arch State Activity Load
slot1@ip-172-31-48-84.ec2.internal LINUX X86_64 Unclaimed Benchmarking 0.0
slot2@ip-172-31-48-84.ec2.internal LINUX X86_64 Unclaimed Idle 0.0

Total Owner Claimed Unclaimed Matched Preempting Backfill Drain
X86_64/LINUX 2 0 0 2 0 0 0 0
Total 2 0 0 2 0 0 0 0
\end{verbatim}

This example shows that the annex instance you requested has joined your pool. (The default annex image configures one static slot for each CPU it finds on start-up.)
You may instead use `condor_status`:

```
$ condor_status -annex MyFirstAnnex
slot1@ip-172-31-48-84.ec2.internal LINUX X86_64 Unclaimed Idle 0.640 3767
slot2@ip-172-31-48-84.ec2.internal LINUX X86_64 Unclaimed Idle 0.640 3767
```

Total Owner Claimed Unclaimed Matched Preempting Backfill Drain
X86_64/LINUX 2 0 0 2 0 0 0 0
Total 2 0 0 2 0 0 0 0

You can also get a report about the instances which have not joined your pool:

```
$ condor_annex -annex MyFirstAnnex -status
STATE COUNT
pending 1
TOTAL 1
```

Instances not in the pool, grouped by state:

```
pending i-06928b26786dc7e6e
```

**Multiple Annexes**

The following command reports on all annex instance which have joined the pool, regardless of which annex they’re from:

```
$ condor_status -annex
slot1@ip-172-31-48-84.ec2.internal LINUX X86_64 Unclaimed Idle 0.640 3767
slot2@ip-172-31-48-84.ec2.internal LINUX X86_64 Unclaimed Idle 0.640 3767
slot1@ip-111-48-85-13.ec2.internal LINUX X86_64 Unclaimed Idle 0.640 3767
slot2@ip-111-48-85-13.ec2.internal LINUX X86_64 Unclaimed Idle 0.640 3767
```

Total Owner Claimed Unclaimed Matched Preempting Backfill Drain
X86_64/LINUX 4 0 0 4 0 0 0 0
Total 4 0 0 4 0 0 0 0
The following command reports about instances which have not joined the pool, regardless of which annex they're from:

```
$ condor_annex -status
NAME     TOTAL running
NamelessTestA  2  2
NamelessTestB  3  3
NamelessTestC  1  1

NAME STATUS INSTANCES...
NamelessTestA running i-075af9cbb40efb162 i-0bc5e90066ed62dd8
NamelessTestB running i-02e69e85197f249c2 i-0385f59f482ae6a2e
i-06191feb755963edd
NamelessTestC running i-09da89d40cd1f212
```

The ellipsis in the last column (INSTANCES...) is to indicate that it's a very wide column and may wrap (as it has in the example), not that it has been truncated.

The following command combines these two reports:

```
$ condor_annex status
Name OpSys Arch State Activity Load
slot1@ip-172-31-48-84.ec2.internal LINUX X86_64 Unclaimed Benchmarking 0.0
slot2@ip-172-31-48-84.ec2.internal LINUX X86_64 Unclaimed Idle 0.0

Total Owner Claimed Unclaimed Matched Preempting Backfill Drain
X86_64/LINUX 2 0 0 2 0 0 0 0
Total 2 0 0 2 0 0 0 0

Instance ID not in Annex Status Reason (if known)
i-075af9cbb40efb162 NamelessTestA running -
i-0bc5e90066ed62dd8 NamelessTestA running -
i-02e69e85197f249c2 NamelessTestB running -
i-0385f59f482ae6a2e NamelessTestB running -
i-06191feb755963edd NamelessTestB running -
i-09da89d40cd1f212 NamelessTestC running -
```

### 6.2.5 Run a Job

Starting in v8.7.1, the default behaviour for an annex instance is to run only jobs submitted by the user who ran the `condor_annex` command. If you'd like to allow other users to run jobs, list them (separated by commas; don't forget to include yourself) as arguments to the `-owner` flag when you start the instance. If you're creating an annex for general use, use the `-no-owner` flag to run jobs from anyone.
6.2.6 Stop an Annex

Also starting in v8.7.1, the default behaviour for an annex instance is to run only jobs which have the `MayUseAWS` attribute set (to true). To submit a job with `MayUseAWS` set to true, add `+MayUseAWS = TRUE` to the submit file somewhere before the `queue` command. To allow an existing job to run in the annex, use `condor_q_edit`. For instance, if you’d like cluster 1234 to run on AWS:

```bash
$ condor_qedit 1234 "MayUseAWS = TRUE"
Set attribute "MayUseAWS" for 21 matching jobs.
```

6.2.6 Stop an Annex

The following command shuts HTCondor off on each instance in the annex; if you’re using the default annex image, doing so causes each instance to shut itself down. HTCondor does not provide a direct method terminating `condor_annex` instances.

```bash
$ condor_off -annex MyFirstAnnex
Sent "Kill-Daemon" command for "master" to master ip-172-31-48-84.ec2.internal
Sent "Kill-Daemon" command for "master" to master ip-111-48-85-13.ec2.internal
```

Multiple Annexes

The following command turns off all annex instances in your pool, regardless of which annex they’re from:

```bash
$ condor_off -annex
Sent "Kill-Daemon" command for "master" to master ip-172-31-48-84.ec2.internal
Sent "Kill-Daemon" command for "master" to master ip-111-48-85-13.ec2.internal
```

6.2.7 Using Different or Multiple AWS Regions

It sometimes advantageous to use multiple AWS regions, or convenient to use an AWS region other than the default, which is `us-east-1`). To change the default, set the configuration macro `ANNEX_DEFAULT_AWS_REGION` to the new default. (If you used the `condor_annex` automatic setup, you can edit the `user_config` file in `.condor` directory in your home directory.) Once you do this, you’ll have to re-do the setup, as setup is region-specific.

If you’d like to use multiple AWS regions, you can specify which reason to use on the command line with the `-aws-region` flag. Each region may have zero or more annexes active simultaneously.

6.2.8 Advanced Usage

The previous section covered using what AWS calls “on-demand” instances. (An “instance” is “a single occurrence of something,” in this case, a virtual machine. The intent is to distinguish between the active process that’s pretending to be a real piece of hardware – the “instance” – and the template it used to start it up, which may also be called a virtual
An on-demand instance has a price fixed by AWS; once acquired, AWS will let you keep it running as long as you continue to pay for it.

In contrast, a “Spot” instance has a price determined by an (automated) auction; when you request a “Spot” instance, you specify the most (per hour) you’re willing to pay for that instance. If you get an instance, however, you pay only what the spot price is for that instance; in effect, AWS determines the spot price by lowering it until they run out of instances to rent. AWS advertises savings of up to 90% over on-demand instances.

There are two drawbacks to this cheaper type of instance: first, you may have to wait (indefinitely) for instances to become available at your preferred price-point; the second is that your instances may be taken away from you before you’re done with them because somebody else will pay more for them. (You won’t be charged for the hour in which AWS kicks you off an instance, but you will still owe them for all of that instance’s previous hours.) Both drawbacks can be mitigated (but not eliminated) by bidding the on-demand price for an instance; of course, this also minimizes your savings.

Determining an appropriate bidding strategy is outside the purview of this manual.

Using AWS Spot Fleet

condor_annex supports Spot instances via an AWS technology called “Spot Fleet”. Normally, when you request instances, you request a specific type of instance (the default on-demand instance is, for instance, ‘m4.large’). However, in many cases, you don’t care too much about how many cores an instance has – HTCondor will automatically advertise the right number and schedule jobs appropriately, so why would you? In such cases – or in other cases where your jobs will run acceptably on more than one type of instance – you can make a Spot Fleet request which says something like “give me a thousand cores as cheaply as possible”, and specify that an ‘m4.large’ instance has two cores, while ‘m4.xlarge’ has four, and so on. (The interface actually allows you to assign arbitrary values – like HTCondor slot weights – to each instance type but the default value is core count.) AWS will then divide the current price for each instance type by its core count and request spot instances at the cheapest per-core rate until the number of cores (not the number of instances!) has reached a thousand, or that instance type is exhausted, at which point it will request the next-cheapest instance type.

(At present, a Spot Fleet only chooses the cheapest price within each AWS region; you would have to start a Spot Fleet in each AWS region you were willing to use to make sure you got the cheapest possible price. For fault tolerance, each AWS region is split into independent zones, but each zone has its own price. Spot Fleet takes care of that detail for you.)

In order to create an annex via a Spot Fleet, you’ll need a file containing a JSON blob which describes the Spot Fleet request you’d like to make. (It’s too complicated for a reasonable command-line interface.) The AWS web console can be used to create such a file; the button to download that file is (currently) in the upper-right corner of the last page before you submit the Spot Fleet request; it is labeled ‘JSON config’. You may need to create an IAM role the first time you make a Spot Fleet request; please do so before running condor_annex.

You must select the instance role profile used by your on-demand instances for condor_annex to work. This value will have been stored in the configuration macro ANNEX_DEFAULT_ODI_INSTANCE_PROFILE_ARN by the setup procedure.

---

3Strictly speaking, to each “launch specification”; see the explanation below, in the section AWS Instance User Data.
Specify the JSON configuration file using \texttt{-aws-spot-fleet-config-file}, or set the configuration macro \texttt{ANNEX_DEFAULT_SFR_CONFIG_FILE} to the full path of the file you just downloaded, if you’d like it to become your default configuration for Spot annexes. Be aware that \texttt{condor_annex} does not alter the validity period if one is set in the Spot Fleet configuration file. You should remove the references to ‘ValidFrom’ and ‘ValidTo’ in the JSON file to avoid confusing surprises later.

Additionally, be aware that \texttt{condor_annex} uses the Spot Fleet API in its “request” mode, which means that an annex created with Spot Fleet has the same semantics with respect to replacement as it would otherwise: if an instance terminates for any reason, including AWS taking it away to give to someone else, it is not replaced.

You must specify the number of cores (total instance weight; see above) using \texttt{-slots}. You may also specify \texttt{-aws-spot-fleet}, if you wish; doing so may make this \texttt{condor_annex} invocation more self-documenting. You may use other options as normal, excepting those which begin with \texttt{-aws-on-demand}, which indicates an option specific to on-demand instances.

Custom HTCondor Configuration

When you specify a custom configuration, you specify the full path to a configuration directory which will be copied to the instance. The customizations performed by \texttt{condor_annex} will be applied to a temporary copy of this directory before it is uploaded to the instance. Those customizations consist of creating two files: \texttt{password_file.pl} (named that way to ensure that it isn’t ever accidentally treated as configuration), and \texttt{00ec2-dynamic.config}. The former is a password file for use by the pool password security method, which if configured, will be used by \texttt{condor_annex} automatically. The latter is an HTCondor configuration file; it is named so as to sort first and make it easier to over-ride with whatever configuration you see fit.

AWS Instance User Data

HTCondor doesn’t interfere with this in any way, so if you’d like to set an instance’s user data, you may do so. However, as of v8.7.2, the \texttt{-user-data} options don’t work for on-demand instances (the default type). If you’d like to specify user data for your Spot Fleet -driven annex, you may do so in four different ways: on the command-line or from a file, and for all launch specifications or for only those launch specifications which don’t already include user data. These two choices correspond to the absence or presence of a trailing \texttt{-file} and the absence or presence of \texttt{-default} immediately preceding \texttt{-user-data}.

A “launch specification,” in this context, means one of the virtual machine templates you told Spot Fleet would be an acceptable way to accommodate your resource request. This usually corresponds one-to-one with instance types, but this is not required.

Expert Mode

The man page (in section \texttt{12}) lists the “expert mode” options.

Four of the “expert mode” options set the URLs used to access AWS services, not including the CloudFormation URL needed by the \texttt{-setup} flag. You may change the CloudFormation URL by changing the HTCondor configuration.
6.3. Using *condor_annex* for the First Time

Macro **ANNEX_DEFAULT_CF_URL**, or by supplying the URL as the third parameter after the `-setup` flag. If you change any of the URLs, you may need to change all of the URLs – Lambda functions and CloudWatch events in one region don’t work with instances in another region.

You may also temporarily specify a different AWS account by using the access (`-aws-access-key-file`) and secret key (`-aws-secret-key-file`) options. Regular users may have an accounting reason to do this.

The options labeled “developers only” control implementation details and may change without warning; they are probably best left unused unless you’re a developer.

### 6.3 Using *condor_annex* for the First Time

This guide assumes that you already have an AWS account, as well as a log-in account on a Linux machine with a public address and a system administrator who’s willing to open a port for you. All the terminal commands (shown in a box without a title) and file edits (shown in a box with an *emphasized title*) take place on the Linux machine. You can perform the web-based steps from wherever is convenient, although it will save you some copying if you run the browser on the Linux machine.

Before using *condor_annex* for the first time, you’ll have to do three things:

1. install a personal HTCondor
2. prepare your AWS account
3. configure *condor_annex*

Instructions for each follow.

#### 6.3.1 Install a Personal HTCondor

We recommend that you install a personal HTCondor to make use of *condor_annex*; it’s simpler to configure that way. These instructions assume version 8.7.8 of HTCondor, but should work the 8.8.x series as well; change ‘8.7.8’ in the instructions wherever it appears.

These instructions assume that it’s OK to create a directory named `condor-8.7.8` in your home directory; adjust them accordingly if you want to install HTCondor somewhere else.

Start by downloading (from [https://research.cs.wisc.edu/htcondor/downloads/](https://research.cs.wisc.edu/htcondor/downloads/)) the 8.7.8 release from the “tarballs” section that matches your Linux version. (If you don’t know your Linux version, ask your system administrator.) These instructions assume that the file you downloaded is located in your home directory on the Linux machine, so copy it there if necessary.

Then do the following; note that in this box, like other terminal boxes, the commands you type are preceded by `'$'` to distinguish them from any expected output, so don’t copy that part of each of the following lines. (Lines which end in a `
` continue on the following line; be sure to copy both lines. Don’t copy the `
` itself.)
6.3.1. Install a Personal HTCondor

$ mkdir ~/condor-8.7.8; cd ~/condor-8.7.8; mkdir local
$ tar -z -x -f ~/condor-8.7.8-*-stripped.tar.gz
$ ./condor-8.7.8-*-stripped/condor_install --local-dir `pwd`/local
   --make-personal-condor
$ . ./condor.sh
$ condor_master

Testing

Give HTCondor a few seconds to spin up and the try a few commands to make sure the basics are working. Your output will vary depending on the time of day, the name of your Linux machine, and its core count, but it should generally be pretty similar to the following.

$ condor_q
  Schedd: submit-3.batlab.org : <127.0.0.1:12815?... @ 02/03/17 13:57:35
  OWNER BATCH_NAME SUBMITTED DONE RUN IDLE TOTAL JOB_IDS
  0 jobs; 0 completed, 0 removed, 0 idle, 0 running, 0 held, 0 suspended
$ condor_status -any
  MyType TargetType Name
  Negotiator None NEGOTIATOR
  Collector None Personal Condor at 127.0.0.1@submit-3
  Machine Job slot1@submit-3.batlab.org
  Machine Job slot2@submit-3.batlab.org
  Machine Job slot3@submit-3.batlab.org
  Machine Job slot4@submit-3.batlab.org
  Machine Job slot5@submit-3.batlab.org
  Machine Job slot6@submit-3.batlab.org
  Machine Job slot7@submit-3.batlab.org
  Machine Job slot8@submit-3.batlab.org
  Scheduler None submit-3.batlab.org
  DaemonMaster None submit-3.batlab.org
  Accounting none <none>

You should also try to submit a job; create the following file. (We’ll refer to the contents of the box by the emphasized filename in later terminals and/or files.)

~/condor-annex/sleep.submit

```plaintext
executable = /bin/sleep
arguments = 600
queue
```

and submit it:
### 6.3.1 Install a Personal HTCondor

```bash
$ condor_submit ~/condor-annex/sleep.submit
Submitting job(s).
1 job(s) submitted to cluster 1.
$ condor_reschedule

After a little while:

```bash
$ condor_q

Schedd: submit-3.batlab.org : <127.0.0.1:12815?... @ 02/03/17 13:57:35
OWNER BATCH_NAME SUBMITTED DONE RUN IDLE TOTAL JOB_IDS
 tlmiller CMD: /bin/sleep 2/3 13:56 _ 1 _ 1 3.0
1 jobs; 0 completed, 0 removed, 0 idle, 1 running, 0 held, 0 suspended
```

**Configure Public Interface**

The default personal HTCondor uses the “loopback” interface, which basically just means it won’t talk to anyone other than itself. For *condor_annex* to work, your personal HTCondor needs to use the Linux machine’s public interface. In most cases, that’s as simple as adding the following lines:

```bash
~/condor-8.7.8/local/condor_config.local

NETWORK_INTERFACE = *
CONDOR_HOST = $(FULL_HOSTNAME)
```

Restart HTCondor to force the changes to take effect:

```bash
$ condor_restart
Sent "Restart" command to local master
```

To verify that this change worked, repeat the steps under section 6.3.1. Then proceed onto the next section.

**Configure a Pool Password**

In this section, you’ll configure your personal HTCondor to use a pool password. This is a simple but effective method of securing HTCondor’s communications to AWS.
6.3.2 Prepare your AWS account

Add the following lines:

```
~/condor-8.7.8/local/condor_config.local
SEC_PASSWORD_FILE = $(LOCAL_DIR)/condor_pool_password
SEC_DAEMON_INTEGRITY = REQUIRED
SEC_DAEMON_AUTHENTICATION = REQUIRED
SEC_DAEMON_AUTHENTICATION_METHODS = PASSWORD
SEC_NEGOTIATOR_INTEGRITY = REQUIRED
SEC_NEGOTIATOR_AUTHENTICATION = REQUIRED
SEC_NEGOTIATOR_AUTHENTICATION_METHODS = PASSWORD
SEC_CLIENT_AUTHENTICATION_METHODS = FS, PASSWORD
ALLOW_DAEMON = condor_pool@*
```

You also need to run the following command, which prompts you to enter a password:

```
$ condor_store_cred -c add -f `condor_config_val SEC_PASSWORD_FILE`
Enter password:
```

Enter a password.

Tell HTCondor about the Open Port

By default, HTCondor will use port 9618. If the Linux machine doesn’t already have HTCondor installed, and the admin is willing to open that port, then you don’t have to do anything. Otherwise, you’ll need to add a line like the following, replacing ‘9618’ with whatever port the administrator opened for you.

```
~/condor-8.7.8/local/condor_config.local
COLLECTOR_HOST = $(FULL_HOSTNAME):9618
```

Activate the New Configuration

Force HTCondor to read the new configuration by restarting it:

```
$ condor_restart
```

6.3.2 Prepare your AWS account

Since v8.7.1, the `condor_annex` tool has included a `setup` command which will prepare your AWS account.
Obtaining an Access Key

In order to use AWS, condor_annex needs a pair of security tokens (like a user name and password). Like a user name, the “access key” is (more or less) public information; the corresponding “secret key” is like a password and must be kept a secret. To help keep both halves secret, condor_annex (and HTCondor) are never told these keys directly; instead, you tell HTCondor which file to look in to find each one.

Create those two files now; we’ll tell you how to fill them in shortly. By convention, these files exist in your ~/.condor directory, which is where the -setup command will store the rest of the data it needs.

```bash
$ mkdir ~/.condor
$ cd ~/.condor
$ touch publicKeyFile privateKeyFile
$ chmod 600 publicKeyFile privateKeyFile
```

The last command ensures that only you can read or write to those files.

To download a new pair of security tokens for condor_annex to use, go to the IAM console at the following URL; log in if you need to:

[https://console.aws.amazon.com/iam/home?region=us-east-1#/users](https://console.aws.amazon.com/iam/home?region=us-east-1#/users)

The following instructions assume you are logged in as a user with the privilege to create new users. (The ‘root’ user for any account has this privilege; other accounts may as well.)

1. Click the “Add User” button.
2. Enter name in the User name box; “annex-user” is a fine choice.
3. Click the check box labelled “Programmatic access”.
4. Click the button labelled “Next: Permissions”.
5. Select “Attach existing policies directly”.
6. Type “AdministratorAccess” in the box labelled “Filter”.
7. Click the check box on the single line that will appear below (labelled “AdministratorAccess”).
8. Click the “Next: review” button (you may need to scroll down).
9. Click the “Create user” button.
10. From the line labelled “annex-user”, copy the value in the column labelled “Access key ID” to the file publicKeyFile.
11. On the line labelled “annex-user”, click the “Show” link in the column labelled “Secret access key”; copy the revealed value to the file privateKeyFile.
12. Hit the “Close” button.

The ‘annex-user’ now has full privileges to your account.

### 6.3.3 Configure `condor_annex`

The following command will setup your AWS account. It will create a number of persistent components, none of which will cost you anything to keep around. These components can take quite some time to create; `condor_annex` checks each for completion every ten seconds and prints an additional dot (past the first three) when it does so, to let you know that everything’s still working.

```bash
$ condor_annex -setup
Creating configuration bucket (this takes less than a minute)........ complete.
Creating Lambda functions (this takes about a minute)....... complete.
Creating instance profile (this takes about two minutes)............... complete.
Creating security group (this takes less than a minute)..... complete.
Setup successful.
```

#### Checking the Setup

You can verify at this point (or any later time) that the setup procedure completed successfully by running the following command.

```bash
$ condor_annex -check-setup
Checking for configuration bucket... OK.
Checking for Lambda functions... OK.
Checking for instance profile... OK.
Checking for security group... OK.
```

You’re ready to run `condor_annex`!

#### Undoing the Setup Command

There is not as yet a way to undo the setup command automatically, but it won’t cost you anything extra to leave your account setup for `condor_annex` indefinitely. If, however, you want to be tidy, you may delete the components setup created by going to the CloudFormation console at the following URL and deleting the entries whose names begin with ‘HTCondorAnnex-’:

The setup procedure also creates an SSH key pair which may be useful for debugging; the private key was stored in `~/.condor/HTCondorAnnex-KeyPair.pem`. To remove the corresponding public key from your AWS account, go to the key pair console at the following URL and delete the ‘HTCondorAnnex-KeyPair’ key:

```
https://console.aws.amazon.com/ec2/v2/home?region=us-east-1#KeyPairs:sort=keyName
```

## 6.4 HTCondor Annex Customization Guide

Aside from the configuration macros (see section 6.5 below), the major way to customize `condor_annex` is my customizing the default disk image. Because the implementation of `condor_annex` varies from service to service, and that implementation determines the constraints on the disk image, the this section is divided by service.

### 6.4.1 Amazon Web Services

Requirements for an Annex-compatible AMI are driven by how `condor_annex` securely transports HTCondor configuration and security tokens to the instances; we will discuss that implementation briefly, to help you understand the requirements, even though it will hopefully never matter to you.

#### Resource Requests

For on-demand or Spot instances, we begin by making a single resource request whose client token is the annex name concatenated with an underscore and then a newly-generated GUID. This construction allows us to terminate on-demand instances belonging to a particular annex (by its name), as well as discover the annex name from inside an instance.

An on-demand instance may obtain its instance ID directly from the AWS metadata server, and then ask another AWS API for that instance ID’s client token. Since GUIDs do not contain underscores, we can be certain that anything to the left of the last underscore is the annex’s name.

An instance started by a Spot Fleet has a client token generated by the Spot Fleet. Instead of performing a direct lookup, a Spot Fleet instance must therefore determine which Spot Fleet started it, and then obtain that Spot Fleet’s client token. A Spot Fleet will tag an instance with the Spot Fleet’s identity after the instance starts up. This usually only takes a few minutes, but the default image waits for up to 50 minutes, since you’re already paying for the first hour anyway.

#### Secure Transport

At this point, the instance knows its annex’s name. This allows the instance to construct the name of the tarball it should download (`config-AnnexName.tar.gz`), but does not tell it from where a file with that name should be downloaded.
(Because the user data associated with resource request is not secure, and because we want to leave the user data available for its normal usage, we can’t just encode the tarball or its location in the user data.)

The instance determines from which S3 bucket to download by asking the metadata server which role the instance is playing. (An instance without a role is unable to make use of any AWS services without acquiring valid AWS tokens through some other method.) The instance role created by the setup procedure includes permission to read files matching the pattern config-*.tar.gz from a particular private S3 bucket. If the instance finds permissions matching that pattern, it assumes that the corresponding S3 bucket is the one from which it should download, and does so; if successful, it untars the file in /etc/condor/config.d.

In v8.7.1, the script executing these steps is named 49ec2-instance.sh, and is called during configuration when HTCondor first starts up.

In v8.7.2, the script executing these steps is named condor-annex-ec2, and is called during system start-up.

The HTCondor configuration and security tokens are at this point protected on the instance’s disk by the usual filesystem permissions. To prevent HTCondor jobs from using the instance’s permissions to do anything, but in particular download their own copy of the security tokens, the last thing the script does is use the Linux kernel firewall to forbid any non-root process from accessing the metadata server.

Image Requirements

Thus, to work with condor_annex, an AWS AMI must:

- Fetch the HTCondor configuration and security tokens from S3;
- configure HTCondor to turn off after it’s been idle for too long;
- and turn off the instance when the HTCondor master daemon exits.

The second item could be construed as optional, but if left unimplemented, will disable the -idle command-line option.

The default disk image implements the above as follows:

- with a configuration script (/etc/condor/49ec2-instance.sh);
- with a single configuration item (STARTD_NOCLAIM_SHUTDOWN);
- with a configuration item (DEFAULT_MASTER_SHUTDOWN_SCRIPT) and the corresponding script (/etc/condor/master_shutdown.sh), which just turns around and runs shutdown -h now.

We also strongly recommend that every condor_annex disk image:

- Advertise, in the master and startd, the instance ID.
• Use the instance’s public IP, by setting \texttt{TCP_FORWARDING_HOST}.

• Turn on communications integrity and encryption.

• Encrypt the run directories.

The default disk image is configured to do all of this.

6.4.2 Azure

Not implemented as of v8.7.8.

6.4.3 Google Cloud Platform

Not implemented as of v8.7.8.

6.4.4 SoftLayer

Not implemented as of v8.7.8.

6.5 HTCondor Annex Configuration

While the configuration macros in this section may be set by the HTCondor administrator, they are intended for the user-specific HTCondor configuration file (usually \texttt{~/.condor/user_config}). Although we document every macro, we expect that users will generally only want to change a few of them, listed in section 6.5.1; the entries required in by \texttt{condor_annex} in other sections will be generated by its setup procedure.

Subsequent sections deal with logging (section 6.5.2), are for expert users (section 6.5.3), or for HTCondor developers (section 6.5.4).

6.5.1 User Settings

\texttt{ANNEX_DEFAULT_AWS_REGION}  The default region when using AWS. Defaults to ‘us-east-1’.

\texttt{ANNEX_DEFAULT_LEASE_DURATION}  The duration of an annex if not specified on the command-line; specified in seconds. Defaults to 50 minutes.

\texttt{ANNEX_DEFAULT_UNCLAIMED_TIMEOUT}  How long an annex instances should stay idle before shutting down; specified in seconds. Defaults to 15 minutes.
6.5.2 Logging

By default, running condor_annex creates three logs: the condor_annex log, the annex GAHP log, and the annex audit log. The default location for these logs is the same directory as the user-specific HTCondor configuration file (usually ~/.condor/user_config). condor_annex sets the LOG macro to this directory when reading its configuration.

The condor_annex log is a daemon-style log. It is configured as if condor_annex were a daemon with subsystem type ANNEX; see section 3.5.2 for details.

condor_annex uses special helper programs, called GAHPs, to interact with the different cloud services. These programs do their own logging, writing to the annex GAHP log. The annex GAHP log is configured as if it were a daemon, but with subsystem type ANNEX_GAHP; see section 3.5.2 for details.

The annex audit log records two lines for each invocation of condor_annex: the command as issued and the results as returned. The location of the audit log is set by ANNEX_AUDIT_LOG, which is the AUDIT-level log for the ANNEX subsystem; see <SUBSYS>_<LEVEL>_LOG (3.5.2) for details. Because annex creation commands typically make extensive use of values set in configuration, condor_annex will write the configuration it used for annex creation commands into the audit log if ANNEX_DEBUG includes D_AUDIT:2.

6.5.3 Expert Settings

ANNEX_DEFAULT_EC2_URL The AWS EC2 endpoint that condor_annex should use. Defaults to ‘https://ec2.us-east-1.amazonaws.com’.

ANNEX_DEFAULT_CWE_URL The AWS CloudWatch Events endpoint that condor_annex should use. Defaults to ‘https://events.us-east-1.amazonaws.com’.

ANNEX_DEFAULT_LAMBDA_URL The AWS Lambda endpoint that condor_annex should use. Defaults to ‘https://lambda.us-east-1.amazonaws.com’.

ANNEX_DEFAULT_S3_URL The AWS S3 endpoint that condor_annex should use. Defaults to ‘https://s3.amazonaws.com’.

ANNEX_DEFAULT_CF_URL The AWS CloudFormation endpoint that condor_annex should use. Defaults to ‘https://cloudformation.us-east-1.amazonaws.com’.
**ANNEX_DEFAULT_ACCESS_KEY_FILE**  The full path to the AWS access key file *condor_annex* should use. No default.

**ANNEX_DEFAULT_SECRET_KEY_FILE**  The full path to the AWS secret key file *condor_annex* should use. No default.

**ANNEX_DEFAULT_S3_BUCKET**  A private S3 bucket that the **ANNEX_DEFAULT_ACCESS_KEY_FILE** and **ANNEX_DEFAULT_SECRET_KEY_FILE** may write to. No default.

**ANNEX_DEFAULT_ODI_SECURITY_GROUP_IDS**  The default security group for on-demand annexes. Must permit inbound HTCondor (port 9618).

### 6.5.4 Developer Settings

**ANNEX_DEFAULT_CONNECTIVITY_FUNCTION_ARN**  The name (or ARN) of the Lambda function on AWS which *condor_annex* should use to check if the configured collector can be contacted from AWS.

**ANNEX_DEFAULT_ODI_INSTANCE_PROFILE_ARN**  The ARN of the instance profile *condor_annex* should use. No default.

**ANNEX_DEFAULT_ODI_LEASE_FUNCTION_ARN**  The Lambda function which implements the lease (duration) for on-demand instances. No default.

**ANNEX_DEFAULT_SFR_LEASE_FUNCTION_ARN**  The Lambda function which implements the lease (duration) for Spot instances. No default.
Chapter 7

Application Programming Interfaces (APIs)

There are several ways of interacting with the HTCondor system. Depending on your application and resources, the interfaces to HTCondor listed below may be useful for your installation. Generally speaking, to submit jobs from a program or web service, or to monitor HTCondor, the python bindings are the easiest approach. Chirp provides a convenient way for a running job to update information about itself to its job ad, or to remotely read or write files from the executing job on the worker node to/from the submitting machine.

Older programs which have SOAP bindings may find the HTCondor SOAP interfaces useful.

If you have developed an interface to HTCondor, please consider sharing it with the HTCondor community.

7.1 Python Bindings

The Python module provides bindings to the client-side APIs for HTCondor and the ClassAd language.

These Python bindings depend on loading the HTCondor shared libraries; this means the same code is used here as the HTCondor client tools. It is more efficient in terms of memory and CPU to utilize these bindings than to parse the output of the HTCondor client tools when writing applications in Python.

7.1.1 htcondor Module

The htcondor module provides a client interface to the various HTCondor daemons. It tries to provide functionality similar to the HTCondor command line tools.

htcondor module functions:

```python
platform( )
```

Returns the platform of HTCondor this module is running on.
<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>version( )</code></td>
<td>Returns the version of HTCondor this module is linked against.</td>
</tr>
<tr>
<td><code>reload_config( )</code></td>
<td>Reload the HTCondor configuration from disk.</td>
</tr>
<tr>
<td><code>send_command( ad, (DaemonCommands)dc, (str)target = None)</code></td>
<td>Send a command to an HTCondor daemon specified by a location ClassAd. ad is a ClassAd specifying the location of the daemon; typically, found by using Collector.locate(...). dc is a command type; must be a member of the enum DaemonCommands. target is an optional parameter, representing an additional command to send to a daemon. Some commands require additional arguments; for example, sending DaemonOff to a condor_master requires one to specify which subsystem to turn off.</td>
</tr>
<tr>
<td><code>send_alive( ad, pid, timeout )</code></td>
<td>Send a keep alive message to an HTCondor daemon. Parameter ad is a ClassAd specifying the location of the daemon. This ClassAd is typically found by using Collector.locate(...). Parameter pid is the process identifier for the keep alive. The default value of None uses the value from os.getpid(). Parameter timeout is the number of seconds that this keep alive is valid. If a new keep alive is not received by the condor_master in time, then the process will be terminated. The default value is controlled by configuration variable NOT_RESPONDING_TIMEOUT.</td>
</tr>
<tr>
<td><code>set_subsystem( name, type = Auto )</code></td>
<td>Set the subsystem name for the object. Parameter name is the subsystem name. Parameter type is the HTCondor daemon type, taken from the SubsystemType enum. The default value of Auto infers the type from the name parameter.</td>
</tr>
<tr>
<td><code>lock( file_obj, lock_type )</code></td>
<td>Take a lock on a file object using the HTCondor locking protocol, which is distinct from typical POSIX locks. Returns a context manager object; the lock is released as this context manager object is destroyed. Parameter file_obj is a file object corresponding to the file which should be locked. Parameter lock_type specifies the string &quot;ReadLock&quot; if the lock should be for reads or &quot;WriteLock&quot; if the lock should be for writes.</td>
</tr>
<tr>
<td><code>enable_debug( )</code></td>
<td>Enable debugging output from HTCondor, where output is sent to stderr. The logging level is controlled by TOOL_DEBUG.</td>
</tr>
<tr>
<td><code>enable_log( )</code></td>
<td>Enable debugging output from HTCondor, where output is sent to a file. The log level is controlled by TOOL_DEBUG, and the file used is controlled by TOOL_LOG.</td>
</tr>
</tbody>
</table>
log( level, msg ) Log a message to the HTCondor logging subsystem.  
Parameter level is the Log category and formatting indicator. Use the LogLevel enum to get list of attributes that may be OR’d together.  
Parameter msg is a String message to log.

poll( active_queries )  
Wait on the results of multiple query iterators. Param active_queries is a list of query iterators as returned by xquery().  
This function returns an iterator which yields the next ready query iterator. The returned iterator stops when all results have been consumed for all iterators.  
The iterator returned by xquery has a method named nextAdsNonBlocking which returns a list of all ads available without blocking.

The module object, param, is a dictionary-like object providing access to the configuration variables in the current HTCondor configuration.

The Schedd class:

__init__( classad )  
Create an instance of the Schedd class.  
Optional parameter classad describes the location of the remote condor_schedd daemon. If the parameter is omitted, the local condor_schedd daemon is used.

transaction( flags = 0, continue_txn = False )  
Start a transaction with the condor_schedd. Returns a transaction context manager. Starting a new transaction while one is ongoing is an error.  
The optional parameter flags defaults to 0. Transaction flags are from the the enum htcondor.TransactionFlags, and the three flags are NonDurable, SetDirty, or ShouldLog. NonDurable is used for performance, as it eliminates extra fsync() calls. If the condor_schedd crashes before the transaction is written to disk, the transaction will be retried on restart of the condor_schedd. SetDirty marks the changed ClassAds as dirty, so an update notification is sent to the condor_shadow and the condor_gridmanager. ShouldLog causes changes to the job queue to be logged in the job event log file.  
The optional parameter continuetxn defaults to false; set the value to true to extend an ongoing transaction.

act( (JobAction)action, (object)job_spec )  
Change status of job(s) in the condor_schedd daemon. The integer return value is a ClassAd object describing the number of jobs changed.  
Parameter action is the action to perform; must be of the enum JobAction.  
Parameter job_spec is the job specification. It can either be a list of job IDs or a string specifying a constraint to match jobs.
edit( (object) job_spec, (str) attr, (object) value )
Edit one or more jobs in the queue.
Parameter job_spec is either a list of jobs, with each given as ClusterId.ProcId or a string containing a constraint to match jobs against.
Parameter attr is the attribute name of the attribute to edit.
Parameter value is the new value of the job attribute. It should be a string, which will be converted to a ClassAd expression, or an ExprTree object.

query( constraint = true, attr_list = [] )
Query the condor_schedd daemon for jobs. Returns a list of ClassAds representing the matching jobs, containing at least the requested attributes requested by the second parameter.
The optional parameter constraint provides a constraint for filtering out jobs. It defaults to True.
Parameter attr_list is a list of attributes for the condor_schedd daemon to project along. It defaults to having the condor_schedd daemon return all attributes.

xquery( constraint = true, attr_list = [], limit, opts, name )
Query the condor_schedd daemon for jobs. Returns an iterator of ClassAds representing the matching jobs containing at least the list of attributes requested by the second parameter.
The optional parameter constraint provides a constraint for filtering out jobs. It defaults to True.
Parameter attr_list is a list of attributes for the condor_schedd daemon to project along. It defaults to having the condor_schedd daemon return all attributes.
Parameter limit is the maximum number of results this query will return.
Parameter opts specifies any additional query options. Non-default options are QueryOpts.AutoCluster, which returns autoclusters in the schedd, not jobs, and QueryOpts.GroupBy, which returns aggregates, not jobs. QueryOpts.GroupBy must be used with an attr_list. When the QueryOpts.GroupBy option is supplied, the returned ads will be similar to those returned by the QueryOpts.AutoCluster, but calculated on the fly using the provided attr_list as the list of attributes to aggregate on. When either of these options are used, each returned ad will have a JobCount attribute that indicates how many jobs have that set of values for the set of attributes returned, and a JobIds attribute that has the smallest and largest job id for that aggregate.
Parameter name provides a tag name for the returned query iterator. This string will always be returned from the tag() method of the returned iterator. The default value is the condor_schedd's name. This tag is useful to identify different queries when using the poll() module function.

history( (object) requirements, (list) projection, (int) match, (object) since )
Request history records from the condor_schedd daemon. Returns an iterator to a set of ClassAds representing completed jobs.
Parameter requirements is either an ExprTree or a string that can be parsed as an expression. The expression represents the requirements that all returned jobs should match.
Parameter projection is a list of all the ClassAd attributes that are to be included for each job. The empty list causes all attributes to be included.
Parameter match is an integer cap on the number of jobs to include.
Parameter since is an optional argument that indicates when to stop iterating. It can either be an ExprTree, an integer or a string. If the parameter is a string, then it is first parsed as a cluster id and then a full job id, if it does not parse as one of these, it is assumed to be an expression and is parsed as such. If the parameter is an integer, then it is treated as a cluster id. The first job that matches it will not be returned, and iteration will cease.
submit( ad, count = 1, spool = false, ad_results = None )
Submit one or more jobs to the `condor_schedd` daemon. Returns the newly created cluster ID.
This method requires the invoker to provide a ClassAd for the new job cluster; such a ClassAd contains attributes with different names than the commands in a submit description file. As an example, the stdout file is referred to as `output` in the submit description file, but `Out` in the ClassAd. To generate an example ClassAd, take a sample submit description file and invoke

```
condor_submit -dump <filename> [cmdfile]
```
Then, load the resulting contents of `<filename>` into Python.
Parameter `ad` is the ClassAd describing the job cluster.
Parameter `count` is the number of jobs to submit to the cluster. Defaults to 1.
Parameter `spool` inserts the necessary attributes into the job for it to have the input files spooled to a remote `condor_schedd` daemon. This parameter is necessary for jobs submitted to a remote `condor_schedd`.
Parameter `ad_results`, if set to a list, will contain the job ClassAds resulting from the job submission. These are useful for interacting with the job spool at a later time.

```
submitMany( cluster_ad, proc_ads, spool = false, ad_results = None )
```
Submit multiple jobs to the `condor_schedd` daemon, possibly including several distinct processes. Returns the newly created cluster ID.
This method requires the invoker to provide a ClassAd, `cluster_ad` for the new job cluster; this is the same format as in the submit() method.
The `proc_ads` parameter is a list of 2-tuples; each tuple has the format of `(proc_ad, count)`. For each list entry, this will result in `count` jobs being submitted inheriting from both `cluster_ad` and `proc_ad`.
Parameter `spool` inserts the necessary attributes into the job for it to have the input files spooled to a remote `condor_schedd` daemon. This parameter is necessary for jobs submitted to a remote `condor_schedd`.
Parameter `ad_results`, if set to a list, will contain the job ClassAds resulting from the job submission. These are useful for interacting with the job spool at a later time.

```
spool( ad_list )
```
Spools the files specified in a list of job ClassAds to the `condor_schedd`. Throws a RuntimeError exception if there are any errors.
Parameter `ad_list` is a list of ClassAds containing job descriptions; typically, this is the list filled by the `ad_results` argument of the submit method call.

```
retrieve( job_spec )
```
Retrieve the output sandbox from one or more jobs.
Parameter `job_spec` is an expression string matching the list of job output sandboxes to retrieve.

```
refreshGSIProxy(cluster, proc, filename, lifetime)
```
Refresh the GSI proxy of a job with job identifier given by parameters `cluster` and `proc`. This will refresh the remote proxy with the contents of the file identified by parameter `filename`.
Parameter `lifetime` indicates the desired lifetime (in seconds) of the delegated proxy. A value of 0 specifies to not shorten the proxy lifetime. A value of -1 specifies to use the value of configuration variable `DELEGATE_JOB_GSI_CREDENTIALS_LIFETIME`. Note that, depending on the lifetime of the proxy in `filename`, the resulting lifetime may be shorter than the desired lifetime.
7.1.1. `htcondor` Module

<table>
<thead>
<tr>
<th><code>negotiate</code></th>
<th>(str)accounting_name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Begin a negotiation cycle with the remote schedd. The <code>accounting_name</code> parameter determines which user we will start negotiating with.</td>
<td></td>
</tr>
<tr>
<td>The returned object, of type <code>ScheddNegotiate</code> is iterable; its iterator will yield resource request ClassAds from the schedd. Each resource request represents a set of jobs that are next in queue for the schedd for this user.</td>
<td></td>
</tr>
<tr>
<td>The <code>ScheddNegotiate</code> additionally serves as a context manager, automatically destroying the negotiation session when the context is left.</td>
<td></td>
</tr>
<tr>
<td>Finally, <code>ScheddNegotiate</code> has a <code>sendClaim</code> method for sending claims back to the remote schedd based on a given resource request.</td>
<td></td>
</tr>
</tbody>
</table>

---

**The Submit class:**

```python
__init__() (dict)input = None
Create an instance of the Submit class.
Optional parameter input is a Python dictionary containing submit file key = value pairs, or a string containing the text of a submit file. If omitted, the submit class is initially empty.
If a string is used, the text should consist of valid `condor_submit` statements optionally followed by a single `condor_submit QUEUE` statement. The arguments to the QUEUE statement will be stored in the QArgs member of this class and used when the `queue()` method of this class is called.
```

```python
expand((str)attr)
Expand all macros for the given attribute.
Parameter attr is the name of the relevant attribute.
Returns a string containing the value of the given attribute with all macros expanded.
```

```python
queue((object)txn, (int)count = 0, (object)ad_results = None)
Submit the current object to a remote queue. Parameter txn is an active transaction object (see Schedd.transaction()).
Optional parameter count is the number of procs to create. If not specified, or a value of 0 is given the QArgs member of this class is used to determine the number of procs to submit. If no QArgs were specified, one job is submitted.
Optional parameter ad_results is an object to receive the ClassAd(s) resulting from this submit.
Returns the ClusterID of the submitted job(s).
Throws a RuntimeError if the submission fails.
```

---

HTCondor Version 8.8.0 Manual
### queue_with_itemdata

```python
queue_with_itemdata( (object)txn, (int)count = 0, (object)from = None )
```
Submit the current object to a remote queue.

- **Parameter** `txn` is an active transaction object (see `Schedd.transaction()`).
- **Optional parameter** `count` is the number of procs submitted for each item.
- **Optional parameter** `from` is an iterator of strings or dictionaries that specify the itemdata for the set of jobs. Each item from this iterator will submit `count` procs.
- Returns a `SubmitResult` class describing the submitted job(s).
- Throws a `RuntimeError` if the submission fails.

### get

```python
get( (str)attr, (str)default = None )
```
Gets the value of the specified attribute.

- **Parameter** `attr` is the name of the relevant attribute.
- **Optional parameter** `default` is a default value to be returned if the attribute is not defined.
- Returns a string containing the value of the attribute.

### setdefault

```python
setdefault( (str)attr, (str)default )
```
Set a default value for an attribute.

- **Parameter** `attr` is the name of the relevant attribute.
- **Parameter** `default` is the value to which to set the given attribute if that attribute has not already been set.
- Returns a string containing the value of the attribute.

### update

```python
update( (object)submit )
```
Copy the contents of a given Submit object into the current object.

- **Parameter** `submit` is the Submit object to copy.

### jobs

```python
jobs( (int)count = 0, (object)from = None, (int)clusterid = 1, (int)procid = 0, (time_t) qdate = 0, (string) owner = "" )
```
Returns an iterator of simulated job ClassAds using the current settings of this class.

- **Optional parameter** `count` is the number of jobs for each item in the `from` iteration. It is the total number of jobs to return if `from` is None. If not specified or the value 0 is given the value from the `QArgs` member will be used.
- **Optional parameter** `from` is an iterator of strings or dictionaries that specify the itemdata for the set of simulated jobs. Each item from this iterator will results in `count` simulated jobs. If not specified or None is given the value from the `QArgs` member will be used.
- **Optional parameter** `clusterid` is the value to use for the `ClusterId` attribute of the simulated jobs. If not specified, 1 is used.
- **Optional parameter** `procid` is the value to use for the `ProcId` attribute of the first simulated job. If not specified, 0 is used.
- **Optional parameter** `qdate` is the unix timestamp value to use as the `QDate` attribute of the simulated jobs. If not specified the current time is used.
- **Optional parameter** `owner` is the username to use as the `Owner` attribute of the simulated jobs. If not specified, the name of the current user is used.
7.1.1. *htcondor* Module

```python
procs( (int)count = 0, (object)from = None, (int)clusterid = 1, (int)
procid = 0, (time_t)qdate = 0, (string)owner = None)
```

Returns an iterator of simulated partial job ClassAds using the current settings of this class. The first job ClassAd
returned will be complete, all other job ClassAds will contain only attributes that differ from the first job. This list
of proc ClassAds is what the `queue` or `queue_with_itemdata` methods would submit to the `condor_schedd`,
with the exception of the `ClusterId` attribute, which cannot be known ahead of time.

Optional parameter *count* is the number of procs for each item in the *from* iteration. It is the total number of jobs
to return if *from* is None. If not specified or the value 0 is given the value from the QArgs member will be used.
Optional parameter *from* is an iterator of strings or dictionaries that specify the itemdata for the set of procs. Each
item from this iterator will result in *count* simulated jobs. If not specified or None is given the value from the
QArgs member will be used.

Optional parameter *clusterid* is the value to use for the `ClusterId` attribute of the procs. If not specified, 1
is used.
Optional parameter *procid* is the value to use for the `ProcId` attribute of the first proc. If not specified 0 is used.
Optional parameter *qdate* is the unix timestamp value to use as the `QDate` attribute of the procs. If not specified
the current time is used.
Optional parameter *owner* is the username to use as the `Owner` attribute of the procs. If not specified, the name of
the current user is used.

```python
itemdata( (string)qargs=None)
```

Returns an iterator of itemdata for the given QUEUE arguments. If *qargs* is not specified, the arguments to the
QUEUE statement passed to the constructor or to the `setQArgs` method is used.
For example `itemdata("matching *.dat")` would return an iterator of filenames that match *.dat from the
current directory. This is the same iterator used by `condor_submit` when processing QUEUE statements.

```python
getQArgs()
```

Returns arguments specified in the QUEUE statement passed to the constructor. These are the arguments that will be
used by the `queue` or `queue_from_itemdata` methods if not overridden by arguments to those methods.

```python
setQArgs((string)args)
```

Sets the arguments to be used by subsequent calls to the `queue` or `queue_from_itemdata` methods.

---

**The SubmitResult class:**

```python
cluster()
```

Returns the integer value of the `ClusterId` of the submitted jobs.

```python
clusterad()
```

Returns the cluster ClassAd of the submitted jobs, This is identical to the job ClassAd of the first job with the
`ProcId` attribute removed.
### first_proc()
Returns the integer value of the `ProcId` attribute of the first job submitted.

### num_procs()
Returns the integer number of procs submitted.

### The `Collector` class:

**`__init__( pool = None )`**
Create an instance of the `Collector` class.
Optional parameter `pool` is a string with host:port pair specified or a list of pairs. If omitted, the value of configuration variable `COLLECTOR_HOST` is used.

**`locate( (DaemonTypes)daemon_type, (str)name )`**
Query the `condor_collector` for a particular daemon. Returns the ClassAd of the requested daemon.
Parameter `daemon_type` is the type of daemon; must be of the enum `DaemonTypes`.
Optional parameter `name` is the name of daemon to locate. If not specified, it searches for the local daemon.

**`locateAll( (DaemonTypes)daemon_type )`**
Query the `condor_collector` daemon for all ClassAds of a particular type. Returns a list of matching ClassAds.
Parameter `daemon_type` is the type of daemon; must be of the enum `DaemonTypes`.

**`query( (AdTypes)ad_type, constraint=True, projection=[], (str)statistics = "")`**
Query the contents of a `condor_collector` daemon. Returns a list of ClassAds that match the `constraint` parameter.
Optional parameter `ad_type` is the type of ClassAd to return, where the types are from the enum `AdTypes`. If not specified, the type will be `ANY_AD`.
Optional parameter `constraint` is a constraint for the ClassAd query. It defaults to `True`.
Optional parameter `projection` is a list of attributes. If specified, the returned ClassAds will be projected along these attributes.
Optional parameter `statistics` is a list of statistics attributes to include, if they exist for the specified daemon.

**`advertise( ad_list, command=UPDATE_AD_GENERIC, use_tcp = True )`**
Advertise a list of ClassAds into the `condor_collector`.
Parameter `ad_list` is the list of ClassAds to advertise.
Optional parameter `command` is a command for the `condor_collector`. It defaults to `UPDATE_AD_GENERIC`.
Other commands, such as `UPDATE_STARTD_AD`, may require reduced authorization levels.
Optional parameter `use_tcp` causes updates to be sent via TCP. Defaults to `True`. 
directQuery( (Collector)arg1, (DaemonTypes)daemon_type, (str)name = ",", (list)projection = [], (str)statistics = "" )
Query the specified daemon directly, instead of using the ClassAd from the condor_collector daemon. Returns the ClassAd of the specified daemon, after obtaining it from the daemon.
Parameter arg1 is the condor_collector that will identify where to find the specified daemon.
Parameter daemon_type specified a daemon with an enum from DaemonTypes.
Optional parameter name specifies the daemon’s name. If not specified, the local daemon is used.
Optional parameter projection is a list of attributes requested, to obtain only a subset of the attributes from the ClassAd.
Optional parameter statistics is a list of statistics attributes to include, if they exist for the specified daemon.

The Negotiator class:

```
__init__( (ClassAd)ad = None )
Create an instance of the Negotiator class.
Optional parameter ad is a ClassAd containing the location of the condor_negotiator daemon. If omitted, uses the local pool.
deleteUser( (str)user )
Delete a user from the accounting.
user is a fully-qualified user name, "USER@DOMAIN".
getPriorities( [(bool)rollup = False ] )
Retrieve the pool accounting information. Returns a list of accounting ClassAds.
Optional parameter rollup identifies if accounting information, as applied to hierarchical group quotas, should be summed for groups and subgroups (True) or not (False, the default).
getResourceUsage( (str)user )
Get the resource usage for a specified user. Returns a list of ClassAd attributes.
Parameter user is a fully-qualified user name, "USER@DOMAIN".
resetAllUsage( )
Reset all usage accounting.
resetUsage( (str)user )
Reset all usage accounting of the specified user.
Parameter user is a fully-qualified user name, "USER@DOMAIN"; resets the usage of only this user.
setBeginUsage( (str)user, (time_t)value )
Initialize the time that a user begins using the pool.
Parameter user is a fully-qualified user name, "USER@DOMAIN". Parameter value is the time of initial usage.
setLastUsage( (str)user, (time_t)value )
Set the time that a user last began using the pool.
Parameter user is a fully-qualified user name, "USER@DOMAIN". Parameter value is the time of last usage.
setFactor( (str)user, (float)factor )
Set the priority factor of a specified user.
Parameter user is a fully-qualified user name, "USER@DOMAIN". Parameter factor is the priority factor to be set for the user; must be greater than or equal to 1.0.
```
### 7.1.1. *htcondor* Module

#### setPriority( (str)user, (float)prio )
Set the real priority of a specified user.
Parameter *user* is a fully-qualified user name, "USER@DOMAIN". Parameter *prio* is the priority to be set for the user; must be greater than 0.0.

#### setUsage( (str)user, (float)usage )
Set the accumulated usage of a specified user.
Parameter *user* is a fully-qualified user name, "USER@DOMAIN". Parameter *usage* is the usage to be set for the user.

---

**The Startd class:**

```python
__init__( (ClassAd)ad = None )
Create an instance of the Startd class.
Optional parameter *ad* is a ClassAd describing the claim (optional) and the startd location. If omitted, the local startd is assumed.

drainJobs( (int)how_fast = Graceful, (bool)resume_on_completion = false,
(expr)check_expr = true )
Begin draining jobs from the startd.
Optional parameter *drain_type* is how fast to drain the jobs (from the DrainTypes enum: Fast, Graceful or Quick) (defaults to Graceful if not specified).
Parameter *resume_on_completion* is True if the startd should start accepting jobs again once draining is complete, False if it should remain in the drained state (defaults to False if not specified).
Optional parameter *check_expr* is an expression that must be True for all slots for draining to begin (defaults to True if not specified).
Returns a (string) *request_id* that can be used to cancel draining.

cancelDrainJobs( (object)request_id = None )
Cancel a draining request.
Optional parameter *request_id* specifies a draining request to cancel; if not specified, all draining requests for this startd are canceled.
```

---

**The SecMan class** accesses the internal security object. This class allows access to the security layer of HTCondor.

Currently, this is limited to resetting security sessions and doing test authorizations against remote daemons.

If a security session becomes invalid, for example, because the remote daemon restarts, reuses the same port, and the client continues to use the session, then all future commands will fail with strange connection errors. This is the only mechanism to invalidate in-memory sessions.
7.1.1. \texttt{htcondor} Module

__init__( )
Create a \texttt{SecMan} object.

\texttt{invalidateAllSessions( )}
Invalidate all security sessions. Any future connections to a daemon will cause a new security session to be created.

\texttt{ping ( (ClassAd)ad, (str)command )}
\texttt{or}
\texttt{ping ( (string)sinful, (str)command )}
Perform a test authorization against a remote daemon for a given command.
Returns the ClassAd of the security session.
Parameter \texttt{ad} is the ClassAd of the daemon as returned by \texttt{Collector.locate}; alternately, the sinful string can be given directly as the first parameter.
Optional parameter \texttt{command} is the DaemonCore command to try; if not given, \texttt{DC_NOP} will be used.

The \texttt{Param} class provides a dictionary-like interface to the current configuration.

The \texttt{Param} class:

__getitem__( (str)attr )
Returns the configuration for variable \texttt{attr} as an object.

__setitem__( (str)attr, (str)value )
Sets the configuration variable \texttt{attr} to the \texttt{value}.

__contains__( (str)attr )
Determines whether the configuration contains a setting for configuration variable \texttt{attr}.
Returns \texttt{true} if the configuration does contain a setting for \texttt{attr}, and it returns \texttt{false} otherwise.
Parameter \texttt{attr} is the name of the configuration variable.

__iter__( )
Description not yet written.

__len__( )
Returns the number of items in the configuration.

\texttt{setdefault( (str)attr, (str)value )}
Behaves like the corresponding Python dictionary method. If \texttt{attr} is not set in the configuration, it sets \texttt{attr} to \texttt{value} in the configuration. Returns the \texttt{value} as an object.

\texttt{get( )}
\texttt{get description not yet written.}

\texttt{keys( )}
Return a list of configuration variable names that are defined in the configuration files.

\texttt{items( )}
Returns an iterator of tuples. Each item returned by the iterator is a tuple representing a pair (attribute,value) in the configuration.
**update***( source )
Behaves like the corresponding Python dictionary method. Updates the current configuration to match the one in object source.

The **RemoteParam** class provides a dictionary-like interface to the configuration of daemons.

**The RemoteParam class:**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>getitem</strong> ( (str)attr )</td>
<td>Returns the configuration for variable attr as an object.</td>
</tr>
<tr>
<td><strong>setitem</strong> ( (str)attr, (str)value )</td>
<td>Sets the configuration variable attr to the value.</td>
</tr>
<tr>
<td><strong>contains</strong> ( (str)attr )</td>
<td>Determines whether the configuration contains a setting for configuration variable attr. Returns true if the configuration does contain a setting for attr, and it returns false otherwise. Parameter attr is the name of the configuration variable.</td>
</tr>
<tr>
<td><strong>iter</strong> ( )</td>
<td>Description not yet written.</td>
</tr>
<tr>
<td><strong>len</strong> ( )</td>
<td>Returns the number of items in the configuration.</td>
</tr>
<tr>
<td><strong>delitem</strong> ( (str)attr )</td>
<td>If the configuration variable specified by attr is in the configuration, set its value to the null string. Parameter attr is the name of the configuration variable to change.</td>
</tr>
<tr>
<td>setdefault ( (str)attr, (str)value )</td>
<td>Behaves like the corresponding Python dictionary method. If attr is not set in the configuration, it sets attr to value in the configuration. Returns the value as an object.</td>
</tr>
<tr>
<td>get ( )</td>
<td>get description not yet written.</td>
</tr>
<tr>
<td>keys ( )</td>
<td>Return a list of configuration variable names that are defined for the daemon.</td>
</tr>
<tr>
<td>items ( )</td>
<td>Returns an iterator of tuples. Each item returned by the iterator is a tuple representing a pair (attribute,value) in the configuration.</td>
</tr>
<tr>
<td>update ( source )</td>
<td>Behaves like the corresponding Python dictionary method. Updates the current configuration to match the one in object source.</td>
</tr>
<tr>
<td>refresh ( )</td>
<td>Rebuilds the dictionary corresponding to the current configuration of the daemon.</td>
</tr>
</tbody>
</table>
The **Claim** class provides access to HTCondor’s Compute-On-Demand facilities.

**The Claim class:**

__init__( classad )
Create a Claim object. The classad argument provides a ClassAd describing the startd to claim.

requestCOD( constraint, lease_duration )
Request a claim from the condor_startd represented by this object. The constraint specifies which slot in the startd to claim (defaults to 'true', which will result in the first slot becoming claimed). The lease_duration indicates how long the claim should be valid for. On success, the Claim object will represent a valid claim on the remote startd.

release( (VacateTypes)vacate_type )
Release a condor_startd from this claim and shut down any running job. The vacate_type argument indicates the type of vacate to perform (Fast or Graceful); must be from VacateTypes enum.

activate( (ClassAd)ad )
Activate a claim using a given job ad. The ad must describe a job to run.

suspend()
Suspend an activated claim.

renew()
Renew the lease on an existing claim.

resume()
Resume a temporarily suspended claim.

deactivate() Deactivate a claim; shuts down the currently-running job, but holds onto the claim for future use.

delegateGSIProxy() Send an x509 proxy credential to an activated claim.
JobEventLog

The JobEventLog reads HTCondor job event (user) logs. See the example in section 7.1.2. Its iterators return JobEvents, immutable objects which always have the type, cluster, proc, and timestamp properties. Event-specific values may be accessed via the subscript operator. JobEvent objects implement the dict-like methods keys, values, items, get, has_key, iterkeys, itervalues, and iteritems, as in Python 2. JobEvent objects support both in operators (if "attribute" in jobEvent and for attrName in JobEvent) and may also be passed as arguments to len.

The JobEventLog class:

```python
__init__( filename )
Create an instance of the JobEventLog class. The filename argument indicates the log file to read. Raise IOError if there's a problem initializing the underlying log reader.
```

```python
events( stop_after )
Return an iterator (self), which will stop waiting for new events after stop_after seconds have passed. The iterator may return an arbitrary number of events, including zero, before stop_after seconds have passed. If the stop_after argument is None, the iterator will never stop waiting for new events.
```

Module enums:

<table>
<thead>
<tr>
<th>AdTypes</th>
<th>A list of types used as values for the MyType ClassAd attribute. These types are only used by the HTCondor system, not the ClassAd language. Typically, these specify different kinds of daemons.</th>
</tr>
</thead>
<tbody>
<tr>
<td>DaemonCommands</td>
<td>A list of commands which can be sent to a remote daemon.</td>
</tr>
<tr>
<td>DaemonTypes</td>
<td>A list of types of known HTCondor daemons.</td>
</tr>
<tr>
<td>JobAction</td>
<td>A list of actions that can be performed on a job in a condor_schedd.</td>
</tr>
<tr>
<td>JobEventType</td>
<td>A list of job event types. See table 7.2.</td>
</tr>
<tr>
<td>SubsystemType</td>
<td>Distinguishes subsystems within HTCondor. Values may be Master, Collector, Negotiator, Scheddd, Shadow, Startd, Starter, GAHP, Dagman, SharedPort, Daemon, Tool, Submit, or Job.</td>
</tr>
<tr>
<td>LogLevel</td>
<td>The level at which events are logged. Values may be Always, Error, Status, Job, Machine, Config, Protocol, Priv, DaemonCore, Security, Network, Hostname, Audit, Terse, Verbose, FullDebug, SubSecond, Timestamp, PID, or NoHeader.</td>
</tr>
</tbody>
</table>
7.1.2 Sample Code using the \texttt{htcondor} Python Module

This sample code illustrates interactions with the \texttt{htcondor} Python Module.

```python
$ python
Python 2.6.6 (r266:84292, Jun 18 2012, 09:57:52)
[GCC 4.4.6 20110731 (Red Hat 4.4.6-3)] on linux2
Type "help", "copyright", "credits" or "license" for more information.
>>> import htcondor
>>> import classad
>>> coll = htcondor.Collector("red-condor.unl.edu")
>>> results = coll.query(htcondor.AdTypes.Startd, "true", ["Name"])  
>>> len(results)
3812
>>> results[0]
[ Name = "slot18@red-d20n35"; MyType = "Machine"; TargetType = "Job" ]
>>> scheddAd = coll.locate(htcondor.DaemonTypes.Schedd, "red-gw1.unl.edu")
>>> scheddAd["ScheddIpAddr"]
'129.93.239.132:53020'
>>> schedd = htcondor.Schedd(scheddAd)
>>> results = schedd.query('Owner =?= "cmsprod088"', ["ClusterId", "ProcId"])
>>> len(results)
63
>>> results[0]
[ MyType = "Job"; TargetType = "Machine"; ServerTime = 1356722353; ClusterId = 674143; ProcId = 0 ]
>>> htcondor.param["COLLECTOR_HOST"]
'hcc-briantest.unl.edu'
>>> schedd = htcondor.Schedd() # Defaults to the local schedd.
>>> results = schedd.query()
>>> results[0]["RequestMemory"].eval()
11L
>>> ad = classad.parse(open("test.submit.ad"))
>>> print schedd.submit(ad, 2) # Submits two jobs in the cluster; edit test.submit.ad to preference.
110
>>> print schedd.act(htcondor.JobAction.Remove, ["111.0", "110.0"],
                    ["RequestMemory"])
[ TotalNotFound = 0; TotalPermissionDenied = 0; TotalAlreadyDone = 0;  
  TotalJobAds = 2; TotalSuccess = 2; TotalChangedAds = 1;  
  TotalBadStatus = 0; TotalError = 0 ]
[ TotalNotFound = 0; TotalPermissionDenied = 0; TotalAlreadyDone = 0;  
  TotalJobAds = 2; TotalSuccess = 2; TotalChangedAds = 1;  
  TotalBadStatus = 0; TotalError = 0 ]
```
7.1.2. Sample Code using the `htcondor` Python Module

```python
TotalSuccess = 2;
TotalChangedAds = 1;
TotalBadStatus = 0;
TotalError = 0
}
>> schedd.edit('Owner =?= "bbockelm", "Foo", classad.ExprTree("baz"))
>> schedd.edit(['110.0'], "Foo", '"bar"')
>> master_ad = coll.locate(htcondor.DaemonTypes.Master)
>> htcondor.send_command(master_ad, htcondor.DaemonCommands.Reconfig) # Reconfigures the local master and all its children
>> htcondor.version()
'\$CondorVersion: 7.9.4 Jan 02 2013 PRE-RELEASE-UWCS $'
>> htcondor.platform()
'\$CondorPlatform: X86_64-ScientificLinux_6.3 $'
```

The bindings can use a dictionary where a ClassAd is expected. Here is an example that uses the ClassAd:

```python
htcondor.Schedd().submit(classad.ClassAd({"Cmd": "/bin/echo"}))
```

This same example, using a dictionary instead of constructing a ClassAd:

```python
htcondor.Schedd().submit({"Cmd": "/bin/echo"})
```

The following is an example of using the `JobEventLog` class:

```python
import os
import sys
import htcondor
from htcondor import JobEventType
jel = htcondor.JobEventLog("logfile")
# Stop waiting for events sixty seconds from now.
for event in jel.events(stop_after=60):
    if event.type == JobEventType.EXECUTE:
        break;
else:
    print("Failed to find execute event before deadline, aborting.")
    sys.exit(-1)
# Do something else.

# Stop waiting for events ninety seconds from now.
for event in jel.events(stop_after=90):
    if event.type == JobEventType.JOB_TERMINATED:
        break;
    elif event.type == JobEventType.IMAGE_SIZE:
        pass
    else:
        print("Found unexpected event, aborting.")
        sys.exit(-1)
else:
    print("Failed to find terminated event before deadline, aborting.")
    sys.exit(-1)
```

HTCondor Version 8.8.0 Manual
7.1.3 ClassAd Module

The **classad** module class provides a dictionary-like mechanism for interacting with the ClassAd language. **classad** objects implement the iterator interface to iterate through the **classad**'s attributes. The constructor can take a dictionary, and the object can take lists, dictionaries, and ClassAds as values.

**classad module functions:**

```python
parseOne( input, parser=Auto )
Parse the entire input into a single ClassAd. In the presence of multiple ClassAds or blank lines, continue to merge ClassAds together until the entire string is consumed. Returns a classad object.
Parameter input is a string-like object or a file pointer.
Parameter parser specifies which ClassAd parser to use.
```

```python
parseNext( input, parser=Auto )
Parse the next ClassAd in the input string. Advances the input object to point after the consumed ClassAd.
Returns a classad object.
Parameter input is a file-like object.
Parameter parser specifies which ClassAd parser to use.
```

```python
parse( input )
This method is no longer used. Parse input into a ClassAd. Returns a ClassAd object.
Parameter input is a string-like object or a file pointer.
```

```python
parseOld( input )
This method is no longer used. Parse old ClassAd format input into a ClassAd. Returns a ClassAd object.
Parameter input is a string-like object or a file pointer.
```

```python
version( )
Return the version of the linked ClassAd library.
```

```python
lastError( )
Return the string representation of the last error to occur in the ClassAd library.
```

```python
Attribute( name )
Given the string name, return an ExprTree object which is a reference to an attribute of that name. The ClassAd expression `foo == 1` can be constructed by the python `Attribute("foo") == 1`.
```

```python
Function( name, arg1, arg2, ... )
Given function name name, and zero-or-more arguments, construct an ExprTree which is a function call expression. The function is not evaluated. The ClassAd expression `strcat("hello ", "world")` can be constructed by the python `Function("strcat", "hello ", "world")`.
```

```python
Literal( obj )
Given python object obj, convert it to a ClassAd literal. Python strings, floats, integers, and booleans have equivalent literals.
```
7.1.3. ClassAd Module

register( function, name=None )
Given the python function function, register it as a ClassAd function. This allows the invocation of the python function from within a ClassAd evaluation context. The optional parameter, name, provides an alternate name for the function within the ClassAd library.

registerLibrary( path )
Given a file system path, attempt to load it as a shared library of ClassAd functions. See the documentation for configuration variable CLASSAD_USER_LIBS for more information about loadable libraries for ClassAd functions.

Standard Python object methods for the ClassAd class:

__init__( str )
Create a ClassAd object from string, str, passed as a parameter. The string must be formatted in the new ClassAd format.

__len__( )
Returns the number of attributes in the ClassAd; allows len(object) semantics for ClassAds.

__str__( )
Converts the ClassAd to a string and returns the string; the formatting style is new ClassAd, with square brackets and semicolons. For example, [ Foo = "bar"; ] may be returned.

The classad object has the following dictionary-like methods:

items( )
Returns an iterator of tuples. Each item returned by the iterator is a tuple representing a pair (attribute,value) in the ClassAd object.

values( )
Returns an iterator of objects. Each item returned by the iterator is a value in the ClassAd. If the value is a literal, it will be cast to a native Python object, so a ClassAd string will be returned as a Python string.

keys( )
Returns an iterator of strings. Each item returned by the iterator is an attribute string in the ClassAd.

get( attr, value )
Behaves like the corresponding Python dictionary method. Given the attr as key, returns either the value of that key, or if the key is not in the object, returns None or the optional second parameter when specified.
### ClassAd Module

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>getitem</strong>(attr)</td>
<td>Returns (as an object) the value corresponding to the attribute attr passed as a parameter. ClassAd values will be returned as Python objects; ClassAd expressions will be returned as ExprTree objects.</td>
</tr>
<tr>
<td><strong>setitem</strong>(attr, value)</td>
<td>Sets the ClassAd attribute attr to the value. ClassAd values will be returned as Python objects; ClassAd expressions will be returned as ExprTree objects.</td>
</tr>
<tr>
<td>setdefault(attr, value)</td>
<td>Behaves like the corresponding Python dictionary method. If called with an attribute, attr, that is not set, it will set the attribute to the specified value. It returns the value of the attribute. If called with an attribute that is already set, it does not change the object.</td>
</tr>
<tr>
<td>update(object)</td>
<td>Behaves like the corresponding Python dictionary method. Updates the ClassAd with the key/value pairs of the given object. Returns nothing.</td>
</tr>
</tbody>
</table>

**Additional methods:**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>eval(attr)</td>
<td>Evaluate the value given a ClassAd attribute attr. Throws ValueError if unable to evaluate the object. Returns the Python object corresponding to the evaluated ClassAd attribute.</td>
</tr>
<tr>
<td>lookup(attr)</td>
<td>Look up the ExprTree object associated with attribute attr. No attempt will be made to convert to a Python object. Returns an ExprTree object.</td>
</tr>
<tr>
<td>printOld()</td>
<td>Print the ClassAd in the old ClassAd format. Returns a string.</td>
</tr>
<tr>
<td>quote(str)</td>
<td>Converts the Python string, str, into a ClassAd string literal. Returns the string literal.</td>
</tr>
<tr>
<td>unquote(str)</td>
<td>Converts the Python string, str, escaped as a ClassAd string back to a Python string. Returns the Python string.</td>
</tr>
<tr>
<td>parseAds(input, parser=Auto)</td>
<td>Given input of a string or file, return an iterator of ClassAds. Parameter parser tells which ClassAd parser to use. Note that automatic selection of ClassAd parser does not work on stream input. Returns an iterator.</td>
</tr>
<tr>
<td>parseOldAds(input)</td>
<td>This method is no longer used. Given input of a string or file, return an iterator of ClassAds where the ClassAds are in the Old ClassAd format. Returns an iterator.</td>
</tr>
</tbody>
</table>
### ClassAd Module

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>flatten(expression)</code></td>
<td>Given ExprTree object <code>expression</code>, perform a partial evaluation. All the attributes in <code>expression</code> and defined in this object are evaluated and expanded. Any constant expressions, such as <code>1 + 2</code>, are evaluated. Returns a new ExprTree object.</td>
</tr>
<tr>
<td><code>matches(ad)</code></td>
<td>Given ClassAd object <code>ad</code>, check to see if this object matches the Requirements attribute of <code>ad</code>. Returns true if it does.</td>
</tr>
<tr>
<td><code>symmetricMatch(ad)</code></td>
<td>Returns true if the given <code>ad</code> matches this and this matches <code>ad</code>. Equivalent to <code>self.matches(ad)</code> and <code>ad.matches(self)</code>.</td>
</tr>
<tr>
<td><code>externalRefs(expr)</code></td>
<td>Returns a python list of external references found in <code>expr</code>. In this context, an external reference is any attribute in the expression which is not found in the ClassAd.</td>
</tr>
<tr>
<td><code>internalRefs(expr)</code></td>
<td>Returns a python list of internal references found in <code>expr</code>. In this context, an internal reference is any attribute in the expression which is found in the ClassAd.</td>
</tr>
</tbody>
</table>

The **ExprTree class** object represents an expression in the ClassAd language. The python operators for ExprTree have been overloaded so, if `e1` and `e2` are ExprTree objects, then `e1 + e2` is also a ExprTree object. Lazy-evaluation is used, so an expression "foo" + 1 does not produce an error until it is evaluated with a call to `bool()` or the `.eval()` class member.

**ExprTree class methods:**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>__init__(str)</code></td>
<td>Parse the string <code>str</code> to create an ExprTree.</td>
</tr>
<tr>
<td><code>__str__()</code></td>
<td>Represent and return the ClassAd expression as a string.</td>
</tr>
<tr>
<td><code>__int__()</code></td>
<td>Converts expression to an integer (evaluating as necessary).</td>
</tr>
<tr>
<td><code>__float__()</code></td>
<td>Converts expression to a float (evaluating as necessary).</td>
</tr>
<tr>
<td><code>eval()</code></td>
<td>Evaluate the expression and return as a ClassAd value, typically a Python object.</td>
</tr>
</tbody>
</table>

**Module enums:**
7.1.4 Sample Code using the classad Module

This sample Python code illustrates interactions with the classad module.

```
$ python
Python 2.6.6 (r266:84292, Jun 18 2012, 09:57:52)
[GCC 4.4.6 20110731 (Red Hat 4.4.6-3)] on linux2
Type "help", "copyright", "credits" or "license" for more information.
>>> import classad
>>> ad = classad.ClassAd()
>>> expr = classad.ExprTree("2+2")
>>> ad["foo"] = expr
>>> print ad["foo"].eval()
4
>>> ad["bar"] = 2.1
>>> ad["baz"] = classad.ExprTree("time() + 4")
>>> print list(ad)
['bar', 'foo', 'baz']
>>> print dict(ad.items())
{'baz': time() + 4, 'foo': 2 + 2, 'bar': 2.100000000000000E+00}
>>> print ad
[ bar = 2.100000000000000E+00;
  foo = 2 + 2;
  baz = time() + 4
]
>>> ad2=classad.parseOne(open("test_ad", "r"));
>>> ad2["error"] = classad.Value.Error
>>> ad2["undefined"] = classad.Value.Undefined
>>> print ad2
[ error = error;
  bar = 2.100000000000000E+00;
  foo = 2 + 2;
  undefined = undefined;
  baz = time() + 4
]
>>> ad2["undefined"]
classad.Value.Undefined
```

Here is an example that illustrates the dictionary properties of the constructor.

```
>>> classad.ClassAd({"foo": "bar"})
[ foo = "bar" ]
```
7.1.4. Sample Code using the classad Module

```python
>>> ad = classad.ClassAd({'foo': [1, 2, 3]})
>>> ad
[ foo = { 1,2,3 } ]
>>> ad['foo'][2]
3L
>>> ad = classad.ClassAd({'foo': {'bar': 1}})
>>> ad
[ foo = [ bar = 1 ] ]
>>> ad['foo']['bar']
1L
```

Here are examples that illustrate the `get` method.

```python
>>> ad = classad.ClassAd({'foo': 'bar'})
>>> ad
[ foo = "bar" ]
>>> ad['foo']
'bar'
>>> ad.get('foo')
'bar'
>>> ad.get('foo', 2)
'bar'
>>> ad.get('baz', 2)
2
>>> ad.get('baz')
```

Here are examples that illustrate the `setdefault` method.

```python
>>> ad = classad.ClassAd()
>>> ad
[ ]
>>> ad['foo']
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
KeyError: 'foo'
>>> ad.setdefault('foo', 1)
1
>>> ad
[ foo = 1 ]
>>> ad.setdefault('foo', 2)
1L
>>> ad
[ foo = 1 ]
```

Here is an example that illustrates the use of the iterator `parseAds` method on a history log.

```python
>>> import classad
```
7.2 Chirp

Chirp is a wire protocol and API that supports communication between a running job and a Chirp server. The HTCondor system provides a Chirp server running in the condor_starter that allows a job to

1. perform file I/O to and from the submit machine
2. update an attribute in its own job ClassAd
3. append the job event log file

This service is off by default; it may be enabled by placing in the submit description file:

+WantIOProxy = True

This places the needed attribute into the job ClassAd.

The Chirp protocol is fully documented at [http://www3.nd.edu/~ccl/software/chirp](http://www3.nd.edu/~ccl/software/chirp).

To provide easier access to this wire protocol, the condor_chirp command line tool is shipped with HTCondor. This tool provides full access to the Chirp commands.

7.3 The HTCondor User and Job Log Reader API

HTCondor has the ability to log an HTCondor job’s significant events during its lifetime. This is enabled in the job’s submit description file with the Log command.

This section describes the API defined by the C++ ReadUserLog class, which provides a programming interface for applications to read and parse events, polling for events, and saving and restoring reader state.

7.3.1 Constants and Enumerated Types

The following define enumerated types useful to the API.

- ULogEventOutcome (defined in condor_event.h):
7.3.2 Constructors and Destructors

All ReadUserLog constructors invoke one of the initialize() methods. Since C++ constructors cannot return errors, an application using any but the default constructor should call isInitialized() to verify that the object initialized correctly, and for example, had permissions to open required files.

Note that because the constructors cannot return status information, most of these constructors will be eliminated in the future. All constructors, except for the default constructor with no parameters, will be removed. The application will need to call the appropriate initialize() method.

• ReadUserLog::ReadUserLog(bool isEventLog)
  Synopsis: Constructor default
  Returns: None
  Constructor parameters:
  
  - bool isEventLog (Optional with default = false)
    If true, the ReadUserLog object is initialized to read the schedd-wide event log.
    **NOTE:** If isEventLog is true, the initialization may silently fail, so the value of ReadUserLog::isInitialized should be checked to verify that the initialization was successful.
    **NOTE:** The isEventLog parameter will be removed in the future.

• ReadUserLog::ReadUserLog(FILE *fp, bool is_xml, bool enable_close)
  Synopsis: Constructor of a limited functionality reader: no rotation handling, no locking
  Returns: None
  Constructor parameters:
  
  - FILE * fp
    File pointer to the previously opened log file to read.
  
  - bool is_xml
    If true, the file is treated as XML; otherwise, it will be read as an old style file.
- bool enable_close (Optional with default = false)
  If true, the reader will open the file read-only.

**NOTE:** The ReadUserLog::isInitialized method should be invoked to verify that this constructor was initialized successfully.

**NOTE:** This constructor will be removed in the future.

- ReadUserLog::ReadUserLog(const char *filename, bool read_only)
  **Synopsis:** Constructor to read a specific log file
  **Returns:** None
  **Constructor** parameters:
  - const char *filename
    Path to the log file to read
  - bool read_only (Optional with default = false)
    If true, the reader will open the file read-only and disable locking.

  **NOTE:** This constructor will be removed in the future.

- ReadUserLog::ReadUserLog(const FileState &state, bool read_only)
  **Synopsis:** Constructor to continue from a persisted reader state
  **Returns:** None
  **Constructor** parameters:
  - const FileState &state
    Reference to the persisted state to restore from
  - bool read_only (Optional with default = false)
    If true, the reader will open the file read-only and disable locking.

  **NOTE:** The ReadUserLog::isInitialized method should be invoked to verify that this constructor was initialized successfully.
  **NOTE:** This constructor will be removed in the future.

- ReadUserLog::~ReadUserLog(void)
  **Synopsis:** Destructor
  **Returns:** None
  **Destructor** parameters:
  - None.

### 7.3.3 Initializers

These methods are used to perform the initialization of the ReadUserLog objects. These initializers are used by all constructors that do real work. Applications should never use those constructors, should use the default constructor, and should instead use one of these initializer methods.

All of these functions will return false if there are problems such as being unable to open the log file, or true if successful.
• bool ReadUserLog::initialize(void)
  Synopsis: Initialize to read the EventLog file.
  NOTE: This method will likely be eliminated in the future, and this functionality will be moved to a new 
  ReadEventLog class.
  Returns: bool; true: success, false: failed
  Method parameters:
    – None.

• bool ReadUserLog::initialize(const char *filename, bool handle_rotation, 
  bool check_for_rotated, bool read_only)
  Synopsis: Initialize to read a specific log file.
  Returns: bool; true: success, false: failed
  Method parameters:
    – const char * filename
      Path to the log file to read
    – bool handle_rotation (Optional with default = false)
      If true, enable the reader to handle rotating log files, which is only useful for global user logs
    – bool check_for_rotated (Optional with default = false)
      If true, try to open the rotated files (with file names appended with .old or .1, .2,...) first.
    – bool read_only (Optional with default = false)
      If true, the reader will open the file read-only and disable locking.

• bool ReadUserLog::initialize(const char *filename, int max_rotation, bool 
  check_for_rotated, bool read_only)
  Synopsis: Initialize to read a specific log file.
  Returns: bool; true: success, false: failed
  Method parameters:
    – const char * filename
      Path to the log file to read
    – int max_rotation
      Limits what previously rotated files will be considered by the number given in the file name suffix. A value
      of 0 disables looking for rotated files. A value of 1 limits the rotated file to be that with the file name suffix
      of .old. As only event logs are rotated, this parameter is only useful for event logs.
    – bool check_for_rotated (Optional with default = false)
      If true, try to open the rotated files (with file names appended with .old or .1, .2,...) first.
    – bool read_only (Optional with default = false)
      If true, the reader will open the file read-only and disable locking.

• bool ReadUserLog::initialize(const FileState &state, bool read_only)
  Synopsis: Initialize to continue from a persisted reader state.
  Returns: bool; true: success, false: failed
  Method parameters:
7.3.4 Primary Methods

- const FileState & state
  Reference to the persisted state to restore from
- bool read_only (Optional with default = false)
  If true, the reader will open the file read-only and disable locking.

• bool ReadUserLog::initialize(const FileState &state, int max_rotation, bool read_only)
  Synopsis: Initialize to continue from a persisted reader state and set the rotation parameters.
  Returns: bool; true: success, false: failed
  Method parameters:
  
  - const FileState & state
    Reference to the persisted state to restore from
  - int max_rotation
    Limits what previously rotated files will be considered by the number given in the file name suffix. A value of 0 disables looking for rotated files. A value of 1 limits the rotated file to be that with the file name suffix of .old. As only event logs are rotated, this parameter is only useful for event logs.
  - bool read_only (Optional with default = false)
    If true, the reader will open the file read-only and disable locking.

7.3.5 Accessors

• ULogEventOutcome ReadUserLog::readEvent(ULogEvent * & event)
  Synopsis: Read the next event from the log file.
  Returns: ULogEventOutcome; Outcome of the log read attempt. ULogEventOutcome is an enumerated type.
  Method parameters:
  
  - ULogEvent * & event
    Pointer to a ULogEvent that is allocated by this call to ReadUserLog::readEvent. If no event is allocated, this pointer is set to NULL. Otherwise the event needs to be delete()ed by the application.

• bool ReadUserLog::synchronize(void)
  Synopsis: Synchronize the log file if the last event read was an error. This safe guard function should be called if there is some error reading an event, but there are events after it in the file. It will skip over the bad event, meaning it will read up to and including the event separator, so that the rest of the events can be read.
  Returns: bool; true: success, false: failed
  Method parameters:
  
  - None.
Returns: `ReadUserLog::FileStatus`; the status of the log file, an enumerated type.
Method parameters:

- None.

• `ReadUserLog::FileStatus ReadUserLog::CheckFileStatus(bool &is_empty)`
Synopsis: Check the status of the file, and whether it has grown, shrunk, etc.
Returns: `ReadUserLog::FileStatus`; the status of the log file, an enumerated type.
Method parameters:

- `bool & is_empty`
  Set to `true` if the file is empty, `false` otherwise.

### 7.3.6 Methods for saving and restoring persistent reader state

The `ReadUserLog::FileState` structure is used to save and restore the state of the `ReadUserLog` state for persistence. The application should always use `InitFileState()` to initialize this structure.

All of these methods take a reference to a state buffer as their only parameter.

All of these methods return `true` upon success.

### 7.3.7 Save state to persistent storage

To save the state, do something like this:

```c++
ReadUserLog::FileState statebuf;
status = ReadUserLog::InitFileState(statebuf);
status = reader.GetFileState(statebuf);
write(fd, statebuf.buf, statebuf.size);
...
status = reader.GetFileState(statebuf);
write(fd, statebuf.buf, statebuf.size);
...
status = UninitFileState(statebuf);
```

### 7.3.8 Restore state from persistent storage

To restore the state, do something like this:

```c++
ReadUserLog::FileState statebuf;
status = ReadUserLog::InitFileState(statebuf);
```
7.3.9 API Reference

- static bool ReadUserLog::InitFileState(ReadUserLog::FileState &state)
 Synopsis: Initialize a file state buffer
  Returns: bool; true if successful, false otherwise
  Method parameters:
  - ReadUserLog::FileState & state
    The file state buffer to initialize.

- static bool ReadUserLog::UninitFileState(ReadUserLog::FileState &state)
  Synopsis: Clean up a file state buffer and free allocated memory
  Returns: bool; true if successful, false otherwise
  Method parameters:
  - ReadUserLog::FileState & state
    The file state buffer to un-initialize.

- bool ReadUserLog::GetFileState(ReadUserLog::FileState &state) const
  Synopsis: Get the current state to persist it or save it off to disk
  Returns: bool; true if successful, false otherwise
  Method parameters:
  - ReadUserLog::FileState & state
    The file state buffer to read the state into.

- bool ReadUserLog::SetFileState(const ReadUserLog::FileState &state)
  Synopsis: Use this method to set the current state, after restoring it.
  NOTE: The state buffer is NOT automatically updated; a call MUST be made to the GetFileState() method each time before persisting the buffer to disk, or however else is chosen to persist its contents.
  Returns: bool; true if successful, false otherwise
  Method parameters:
  - const ReadUserLog::FileState & state
    The file state buffer to restore from.

7.3.10 Access to the persistent state data

If the application needs access to the data elements in a persistent state, it should instantiate a ReadUserLogStateAccess object.
• Constructors / Destructors

  - ReadUserLogStateAccess::ReadUserLogStateAccess(const ReadUserLog::FileState &state)
  
  **Synopsis:** Constructor default
  
  **Returns:** None
  
  **Constructor** parameters:
  
  * const ReadUserLog::FileState & state
    Reference to the persistent state data to initialize from.

  - ReadUserLogStateAccess::~ReadUserLogStateAccess(void)
  
  **Synopsis:** Destructor
  
  **Returns:** None
  
  **Destructor** parameters:
  
  * None.

• Accessor Methods

  - bool ReadUserLogFileState::isInitialized(void) const
  
  **Synopsis:** Checks if the buffer initialized
  
  **Returns:** bool; true if successfully initialized, false otherwise
  
  **Method** parameters:
  
  * None.

  - bool ReadUserLogFileState::isValid(void) const
  
  **Synopsis:** Checks if the buffer is valid for use by ReadUserLog::initialize()
  
  **Returns:** bool; true if successful, false otherwise
  
  **Method** parameters:
  
  * None.

  - bool ReadUserLogFileState::getFileOffset(unsigned long &pos) const
  
  **Synopsis:** Get position within individual file.
  
  **NOTE:** Can return an error if the result is too large to be stored in a long.
  
  **Returns:** bool; true if successful, false otherwise
  
  **Method** parameters:
  
  * unsigned long & pos
    Byte position within the current log file

  - bool ReadUserLogFileState::getFileEventNum(unsigned long &num) const
  
  **Synopsis:** Get event number in individual file.
  
  **NOTE:** Can return an error if the result is too large to be stored in a long.
  
  **Returns:** bool; true if successful, false otherwise
  
  **Method** parameters:
  
  * unsigned long & num
    Event number of the current event in the current log file

  - bool ReadUserLogFileState::getLogPosition(unsigned long &pos) const
  
  **Synopsis:** Position of the start of the current file in overall log.
NOTE: Can return an error if the result is too large to be stored in a `long`.

Returns: bool; true if successful, false otherwise

Method parameters:

* `unsigned long &pos`
  Byte offset of the start of the current file in the overall logical log stream.

---

- `bool ReadUserLogFileState::getEventNumber(unsigned long &num) const`
  Synopsis: Get the event number of the first event in the current file
  NOTE: Can return an error if the result is too large to be stored in a `long`.
  Returns: bool; true if successful, false otherwise
  Method parameters:

* `unsigned long &num`
  This is the absolute event number of the first event in the current file in the overall logical log stream.

---

- `bool ReadUserLogFileState::getUniqId(char *buf, int size) const`
  Synopsis: Get the unique ID of the associated state file.
  Returns: bool; true if successful, false otherwise
  Method parameters:

* `char *buf`
  Buffer to fill with the unique ID of the current file.

* `int size`
  Size in bytes of `buf`.
  This is to prevent `ReadUserLogFileState::getUniqId` from writing past the end of `buf`.

---

- `bool ReadUserLogFileState::getSequenceNumber(int &seqno) const`
  Synopsis: Get the sequence number of the associated state file.
  Returns: bool; true if successful, false otherwise
  Method parameters:

* `int &seqno`
  Sequence number of the current file.

---

Comparison Methods

- `bool ReadUserLogFileState::getFileOffsetDiff(const ReadUserLogStateAccess &other, unsigned long &pos) const`
  Synopsis: Get the position difference of two states given by `this` and `other`.
  NOTE: Can return an error if the result is too large to be stored in a `long`.
  Returns: bool; true if successful, false otherwise
  Method parameters:

* `const ReadUserLogStateAccess &other`
  Reference to the state to compare to.
* `long &pos`
  Difference in the positions.

- `bool ReadUserLogFileState::getFileEventNumDiff(const ReadUserLogStateAccess &other, long &diff) const`
  Synopsis: Get event number in individual file.
  NOTE: Can return an error if the result is too large to be stored in a `long`. 
7.3.11 Future persistence API

The `ReadUserLog::FileState` will likely be replaced with a new C++ `ReadUserLog::NewFileState`, or a similarly named class that will self initialize.

Additionally, the functionality of `ReadUserLogStateAccess` will be integrated into this class.

7.4 The Command Line Interface

While the usual HTCondor command line tools are often not thought of as an API, they are frequently the best choice for a programmatic interface to the system. They are the most complete, tested and debugged way to work with the system. The major down side to running the tools is that spawning an executable may be relatively slow; many applications
do not need an extreme level of performance, making use of the command line tools acceptable. Even some of the
HTCondor tools themselves work this way. For example, when condor_dagman needs to submit a job, it invokes the
condor_submit program, just as an interactive user would.

7.5 The DRMAA API

The following quote from the DRMAA Specification 1.0 abstract nicely describes the purpose of the API:

The Distributed Resource Management Application API (DRMAA), developed by a working group of the Global
Grid Forum (GGF),

provides a generalized API to distributed resource management systems (DRMSs) in order to facilitate
integration of application programs. The scope of DRMAA is limited to job submission, job monitoring and
control, and the retrieval of the finished job status. DRMAA provides application developers and distributed
resource management builders with a programming model that enables the development of distributed
applications tightly coupled to an underlying DRMS. For deployers of such distributed applications,
DRMAA preserves flexibility and choice in system design.

The API allows users who write programs using DRMAA functions and link to a DRMAA library to submit, control,
and retrieve information about jobs to a Grid system. The HTCondor implementation of a portion of the API allows
programs (applications) to use the library functions provided to submit, monitor and control HTCondor jobs.

See the DRMAA site (http://www.drmaa.org) to find the API specification for DRMA 1.0 for further details on the
API.

7.5.1 Implementation Details

The library was developed from the DRMA API Specification 1.0 of January 2004 and the DRMAA C Bindings v0.9 of
September 2003. It is a static C library that expects a POSIX thread model on Unix systems and a Windows thread
model on Windows systems. Unix systems that do not support POSIX threads are not guaranteed thread safety when
calling the library’s functions.

The object library file is called libcondordrmaa.a, and it is located within the ${LIB} directory. Its header
file is $(INCLUDE)/drmaa.h, and file $(INCLUDE)/README gives further details on the implementation.

Use of the library requires that a local condor_schedd daemon must be running, and the program linked to the
library must have sufficient spool space. This space should be in /tmp or specified by the environment variables TEMP,
TMP, or SPOOL. The program linked to the library and the local condor_schedd daemon must have read, write, and
traverse rights to the spool space.

The library currently supports the following specification-defined job attributes:

DRMAA_REMOTE_COMMAND
The attribute **DRMAA_NATIVE_SPECIFICATION** can be used to direct all commands supported within submit description files. See the `condor_submit` manual page at section 12 for a complete list. Multiple commands can be specified if separated by newlines.

As in the normal submit file, arbitrary attributes can be added to the job’s ClassAd by prefixing the attribute with +. In this case, you will need to put string values in quotation marks, the same as in a submit file.

Thus to tell HTCondor that the job will likely use 64 megabytes of memory (65536 kilobytes), to more highly rank machines with more memory, and to add the arbitrary attribute of department set to chemistry, you would set AttrDRMAA_NATIVE_SPECIFICATION to the C string:

```c
drmaa_set_attribute(jobtemplate, DRMAA_NATIVE_SPECIFICATION,
    "image_size=65536\nrank=Memory\n+department=\"chemistry\"",
    err_buf, sizeof(err_buf)-1);
```
Chapter 8

Platform-Specific Information

The HTCondor Team strives to make HTCondor work the same way across all supported platforms. However, because HTCondor is a very low-level system which interacts closely with the internals of the operating systems on which it runs, this goal is not always possible to achieve. The following sections provide detailed information about using HTCondor on different computing platforms and operating systems.

8.1 Linux

This section provides information specific to the Linux port of HTCondor. Linux is a difficult platform to support. It changes frequently, and HTCondor has some extremely system-dependent code, such as the checkpointing library.

HTCondor is sensitive to changes in the following elements of the system:

- The kernel version
- The version of the GNU C library (glibc)
- the version of GNU C Compiler (GCC) used to build and link HTCondor jobs. This matters for HTCondor’s standard universe, which provides checkpoints and remote system calls.

The HTCondor Team tries to provide support for various releases of the distribution of Linux. Red Hat is probably the most popular Linux distribution, and it provides a common set of versions for the above system components at which HTCondor can aim support. HTCondor will often work with Linux distributions other than Red Hat (for example, Debian or SuSE) that have the same versions of the above components. However, we do not usually test HTCondor on other Linux distributions and we do not provide any guarantees about this.

New releases of Red Hat usually change the versions of some or all of the above system-level components. A version of HTCondor that works with one release of Red Hat might not work with newer releases. The following sections describe the details of HTCondor’s support for the currently available versions of Red Hat Linux on x86 architecture machines.
8.1.1 Linux Address Space Randomization

Modern versions of Red Hat and Fedora do address space randomization, which randomizes the memory layout of a process to reduce the possibility of security exploits. This makes it impossible for standard universe jobs to resume execution using a checkpoint. When starting or resuming a standard universe job, HTCondor disables the randomization.

To run a binary compiled with `condor_compile` in standalone mode, either initially or in resumption mode, manually disable the address space randomization by modifying the command line. For a 32-bit architecture, assuming an HTCondor-linked binary called `myapp`, invoke the standalone executable with:

```bash
setarch i386 -L -R ./myapp
```

For a 64-bit architecture, the resumption command will be:

```bash
setarch x86_64 -L -R ./myapp
```

Some applications will also need the `-B` option.

The command to resume execution using the checkpoint must also disable address space randomization, as the 32-bit architecture example:

```bash
setarch i386 -L -R myapp -_condor_restart myapp.ckpt
```

8.2 Microsoft Windows

Windows is a strategic platform for HTCondor, and therefore we have been working toward a complete port to Windows. Our goal is to make HTCondor every bit as capable on Windows as it is on Unix – or even more capable.

Porting HTCondor from Unix to Windows is a formidable task, because many components of HTCondor must interact closely with the underlying operating system. Provided is a clipped version of HTCondor for Windows. A clipped version is one in which there is no checkpointing and there are no remote system calls.

This section contains additional information specific to running HTCondor on Windows. In order to effectively use HTCondor, first read the overview chapter (section 1.1) and the user’s manual (section 2.1). If administrating or customizing the policy and set up of HTCondor, also read the administrator’s manual chapter (section 3.1). After reading these chapters, review the information in this chapter for important information and differences when using and administrating HTCondor on Windows. For information on installing HTCondor for Windows, see section 3.2.3.

8.2.1 Limitations under Windows

In general, this release for Windows works the same as the release of HTCondor for Unix. However, the following items are not supported in this version:
• The standard job universe is not present. This means transparent process checkpoint/migration and remote system calls are not supported.

• grid universe jobs may not be submitted from a Windows platform, unless the grid type is condor.

• Accessing files via a network share that requires a Kerberos ticket (such as AFS) is not yet supported.

8.2.2 Supported Features under Windows

Except for those items listed above, most everything works the same way in HTCondor as it does in the Unix release. This release is based on the HTCondor Version 8.8.0 source tree, and thus the feature set is the same as HTCondor Version 8.8.0 for Unix. For instance, all of the following work in HTCondor:

• The ability to submit, run, and manage queues of jobs running on a cluster of Windows machines.

• All tools such as condor_q, condor_status, condor_userprio, are included. Only condor_compile is not included.

• The ability to customize job policy using ClassAds. The machine ClassAds contain all the information included in the Unix version, including current load average, RAM and virtual memory sizes, integer and floating-point performance, keyboard/mouse idle time, etc. Likewise, job ClassAds contain a full complement of information, including system dependent entries such as dynamic updates of the job’s image size and CPU usage.

• Everything necessary to run an HTCondor central manager on Windows.

• Security mechanisms.

• HTCondor for Windows can run jobs at a lower operating system priority level. Jobs can be suspended, soft-killed by using a WM_CLOSE message, or hard-killed automatically based upon policy expressions. For example, HTCondor can automatically suspend a job whenever keyboard/mouse or non-HTCondor created CPU activity is detected, and continue the job after the machine has been idle for a specified amount of time.

• HTCondor correctly manages jobs which create multiple processes. For instance, if an HTCondor job spawns multiple processes and HTCondor needs to kill the job, all processes created by the job will be terminated.

• In addition to interactive tools, users and administrators can receive information from HTCondor by e-mail (standard SMTP) and/or by log files.

• HTCondor includes a friendly GUI installation and set up program, which can perform a full install or deinstall of HTCondor. Information specified by the user in the set up program is stored in the system registry. The set up program can update a current installation with a new release using a minimal amount of effort.

• HTCondor can give a job access to the running user’s Registry hive.

8.2.3 Secure Password Storage

In order for HTCondor to operate properly, it must at times be able to act on behalf of users who submit jobs. This is required on submit machines, so that HTCondor can access a job’s input files, create and access the job’s output files,
8.2.4 Executing Jobs as the Submitting User

and write to the job’s log file from within the appropriate security context. On Unix systems, arbitrarily changing what user HTCondor performs its actions as is easily done when HTCondor is started with root privileges. On Windows, however, performing an action as a particular user or on behalf of a particular user requires knowledge of that user’s password, even when running at the maximum privilege level. HTCondor provides secure password storage through the use of the `condor_store_cred` tool. Passwords managed by HTCondor are encrypted and stored in a secure location within the Windows registry. When HTCondor needs to perform an action as or on behalf of a particular user, it uses the securely stored password to do so. This implies that a password is stored for every user that will submit jobs from the Windows submit machine.

A further feature permits HTCondor to execute the job itself under the security context of its submitting user, specifying the `run_as_owner` command in the job’s submit description file. With this feature, it is necessary to configure and run a centralized `condor_credd` daemon to manage the secure password storage. This makes each user’s password available, via an encrypted connection to the `condor_credd`, to any execute machine that may need it.

By default, the secure password store for a submit machine when no `condor_credd` is running is managed by the `condor_schedd`. This approach works in environments where the user’s password is only needed on the submit machine.

8.2.4 Executing Jobs as the Submitting User

By default, HTCondor executes jobs on Windows using dedicated run accounts that have minimal access rights and privileges, and which are recreated for each new job. As an alternative, HTCondor can be configured to allow users to run jobs using their Windows login accounts. This may be useful if jobs need access to files on a network share, or to other resources that are not available to the low-privilege run account.

This feature requires use of a `condor_credd` daemon for secure password storage and retrieval. With the `condor_credd` daemon running, the user’s password must be stored, using the `condor_store_cred` tool. Then, a user that wants a job to run using their own account places into the job’s submit description file

```
run_as_owner = True
```

8.2.5 The `condor_credd` Daemon

The `condor_credd` daemon manages secure password storage. A single running instance of the `condor_credd` within an HTCondor pool is necessary in order to provide the feature described in section 8.2.4 where a job runs as the submitting user, instead of as a temporary user that has strictly limited access capabilities.

It is first necessary to select the single machine on which to run the `condor_credd`. Often, the machine acting as the pool’s central manager is a good choice. An important restriction, however, is that the `condor_credd` host must be a machine running Windows.

All configuration settings necessary to enable the `condor_credd` are contained in the example file `etc\condor_config.local.credd` from the HTCondor distribution. Copy these settings into a local configuration file for the machine that will run the `condor_credd`. Run `condor_restart` for these new settings to take effect, then verify (via Task Manager) that a `condor_credd` process is running.
A second set of configuration variables specify security for the communication among HTCondor daemons. These variables must be set for all machines in the pool. The following example settings are in the comments contained in the etc\condor_config.local.credd example file. These sample settings rely on the PASSWORD method for authentication among daemons, including communication with the condor_credd daemon. The LOCAL_CREDD variable must be customized to point to the machine hosting the condor_credd and the ALLOW_CONFIG variable will be customized, if needed, to refer to an administrative account that exists on all HTCondor nodes.

CREDD_HOST = credd.cs.wisc.edu
CREDD_CACHE_LOCALLY = True
STARTER_ALLOW_RUNAS_OWNER = True
ALLOW_CONFIG = Administrator@*
SEC_CLIENT_AUTHENTICATION_METHODS = NTSSPI, PASSWORD
SEC_CONFIG_NEGOTIATION = REQUIRED
SEC_CONFIG_AUTHENTICATION = REQUIRED
SEC_CONFIG_ENCRYPTION = REQUIRED
SEC_CONFIG_INTEGRITY = REQUIRED

The example above can be modified to meet the needs of your pool, providing the following conditions are met:

1. The requesting client must use an authenticated connection
2. The requesting client must have an encrypted connection
3. The requesting client must be authorized for DAEMON level access.

Using a pool password on Windows

In order for PASSWORD authenticated communication to work, a pool password must be chosen and distributed. The chosen pool password must be stored identically for each machine. The pool password first should be stored on the condor_credd host, then on the other machines in the pool.

To store the pool password on a Windows machine, run

```
condor_store_cred add -c
```

when logged in with the administrative account on that machine, and enter the password when prompted. If the administrative account is shared across all machines, that is if it is a domain account or has the same password on all machines, logging in separately to each machine in the pool can be avoided. Instead, the pool password can be securely pushed out for each Windows machine using a command of the form

```
condor_store_cred add -c -n exec01.cs.wisc.edu
```
Once the pool password is distributed, but before submitting jobs, all machines must reevaluate their configuration, so execute

```
condor_reconfig -all
```

from the central manager. This will cause each execute machine to test its ability to authenticate with the condor_credd. To see whether this test worked for each machine in the pool, run the command

```
condor_status -f "\%s\t" Name -f "\%s\n" ifThenElse(isUndefined(LocalCredd),"UNDEF","",LocalCredd)
```

Any rows in the output with the UNDEF string indicate machines where secure communication is not working properly. Verify that the pool password is stored correctly on these machines.

Regardless of how Condor's authentication is configured, the pool password can always be set locally by running the command

```
condor_store_cred add -c
```

command as the local SYSTEM account. Third party tools such as PsExec can be used to accomplish this. When condor_store_cred is run as the local SYSTEM account, it bypasses the network authentication and writes the pool password to the registry itself. This allows the other condor daemons (also running under the SYSTEM account) to access the pool password when authenticating against the pool’s collector. In case the pool is remote and no initial communication can be established due to strong security, the pool password may have to be set using the above method and following command:

```
condor_store_cred -u condor_pool@poolhost add
```

### 8.2.6 Executing Jobs with the User’s Profile Loaded

HTCondor can be configured when using dedicated run accounts, to load the account’s profile. A user’s profile includes a set of personal directories and a registry hive loaded under HKEY_CURRENT_USER.

This may be useful if the job requires direct access to the user’s registry entries. It also may be useful when the job requires an application, and the application requires registry access. This feature is always enabled on the condor_startd, but it is limited to the dedicated run account. For security reasons, the profile is cleaned before a subsequent job which uses the dedicated run account begins. This ensures that malicious jobs cannot discover what any previous job has done, nor sabotage the registry for future jobs. It also ensures the next job has a fresh registry hive.

A job that is to run with a profile uses the `load_profile` command in the job’s submit description file:

```shell
load_profile = True
```

This feature is currently not compatible with `run_as_owner`, and will be ignored if both are specified.
8.2.7 Using Windows Scripts as Job Executables

HTCondor has added support for scripting jobs on Windows. Previously, HTCondor jobs on Windows were limited to executables or batch files. With this new support, HTCondor determines how to interpret the script using the file name’s extension. Without a file name extension, the file will be treated as it has been in the past: as a Windows executable.

This feature may not require any modifications to HTCondor’s configuration. An example that does not require administrative intervention are Perl scripts using ActivePerl.

Windows Scripting Host scripts do require configuration to work correctly. The configuration variables set values to be used in registry look up, which results in a command that invokes the correct interpreter, with the correct command line arguments for the specific scripting language. In Microsoft nomenclature, verbs are actions that can be taken upon a given a file. The familiar examples of Open, Print, and Edit, can be found on the context menu when a user right clicks on a file. The command lines to be used for each of these verbs are stored in the registry under the HKEY_CLASSES_ROOT hive. In general, a registry look up uses the form:

HKEY_CLASSES_ROOT\<FileType>\Shell\<OpenVerb>\Command

Within this specification, <FileType> is the name of a file type (and therefore a scripting language), and is obtained from the file name extension. <OpenVerb> identifies the verb, and is obtained from the HTCondor configuration.

The HTCondor configuration sets the selection of a verb, to aid in the registry look up. The file name extension sets the name of the HTCondor configuration variable. This variable name is of the form:

OPEN_VERB_FOR_<EXT>_FILES

<EXT> represents the file name extension. The following configuration example uses the Open2 verb for a Windows Scripting Host registry look up for several scripting languages:

    OPEN_VERB_FOR_JS_FILES  = Open2
    OPEN_VERB_FOR_VBS_FILES  = Open2
    OPEN_VERB_FOR_VBE_FILES  = Open2
    OPEN_VERB_FOR_JSE_FILES  = Open2
    OPEN_VERB_FOR_WSF_FILES  = Open2
    OPEN_VERB_FOR_WSH_FILES  = Open2

In this example, HTCondor specifies the Open2 verb, instead of the default Open verb, for a script with the file name extension of wsh. The Windows Scripting Host’s Open2 verb allows standard input, standard output, and standard error to be redirected as needed for HTCondor jobs.

A common difficulty is encountered when a script interpreter requires access to the user’s registry. Note that the user’s registry is different than the root registry. If not given access to the user’s registry, some scripts, such as Windows Scripting Host scripts, will fail. The failure error message appears as:
8.2.8 How HTCondor for Windows Starts and Stops a Job

This section provides some details on how HTCondor starts and stops jobs. This discussion is geared for the HTCondor administrator or advanced user who is already familiar with the material in the Administrator’s Manual and wishes to know detailed information on what HTCondor does when starting and stopping jobs.

When HTCondor is about to start a job, the condor_starter daemon on the execute machine spawns a condor_starter process. The condor_starter then creates:

1. a run account on the machine with a login name of condor-slot<X>, where <X> is the slot number of the condor_starter. This account is added to group Users by default. The default group may be changed by setting configuration variable DYNAMIC_RUN_ACCOUNT_LOCAL_GROUP. This step is skipped if the job is to be run using the submitting user’s account, as specified in section 8.2.4.

2. a new temporary working directory for the job on the execute machine. This directory is named dir_XXX, where XXX is the process ID of the condor_starter. The directory is created in the $EXECUTE directory, as specified in HTCondor’s configuration file. HTCondor then grants write permission to this directory for the user account newly created for the job.

3. a new, non-visible Window Station and Desktop for the job. Permissions are set so that only the account that will run the job has access rights to this Desktop. Any windows created by this job are not seen by anyone; the job is run in the background. Setting USE_VISIBLE_DESKTOP to True will allow the job to access the default desktop instead of a newly created one.

Next, the condor_starter daemon contacts the condor_shadow daemon, which is running on the submitting machine, and the condor_starter pulls over the job’s executable and input files. These files are placed into the temporary working directory for the job. After all files have been received, the condor_starter spawns the user’s executable. Its current working directory set to the temporary working directory.

While the job is running, the condor_starter closely monitors the CPU usage and image size of all processes started by the job. Every 20 minutes the condor_starter sends this information, along with the total size of all files contained in the job’s temporary working directory, to the condor_shadow. The condor_shadow then inserts this information into the job’s ClassAd so that policy and scheduling expressions can make use of this dynamic information.
If the job exits of its own accord (that is, the job completes), the \textit{condor\_starter} first terminates any processes started by the job which could still be around if the job did not clean up after itself. The \textit{condor\_starter} examines the job's temporary working directory for any files which have been created or modified and sends these files back to the \textit{condor\_shadow} running on the submit machine. The \textit{condor\_shadow} places these files into the \texttt{initialdir} specified in the submit description file; if no \texttt{initialdir} was specified, the files go into the directory where the user invoked \texttt{condor\_submit}. Once all the output files are safely transferred back, the job is removed from the queue. If, however, the \textit{condor\_startd} forcibly kills the job before all output files could be transferred, the job is not removed from the queue but instead switches back to the Idle state.

If the \textit{condor\_startd} decides to vacate a job prematurely, the \textit{condor\_starter} sends a WM\_CLOSE message to the job. If the job spawned multiple child processes, the WM\_CLOSE message is only sent to the parent process. This is the one started by the \textit{condor\_starter}. The WM\_CLOSE message is the preferred way to terminate a process on Windows, since this method allows the job to clean up and free any resources it may have allocated. When the job exits, the \textit{condor\_starter} cleans up any processes left behind. At this point, if \texttt{when\_to\_transfer\_output} is set to \texttt{ON\_EXIT} (the default) in the job's submit description file, the job switches states, from Running to Idle, and no files are transferred back. If \texttt{when\_to\_transfer\_output} is set to \texttt{ON\_EXIT\_OR\_EVICT}, then files in the job's temporary working directory which were changed or modified are first sent back to the submitting machine. If exactly which files to transfer is specified with \texttt{transfer\_output\_files}, then this modifies the files transferred and can affect the state of the job if the specified files do not exist. On an eviction, the \textit{condor\_shadow} places these intermediate files into a subdirectory created in the \$(SPOOL) directory on the submitting machine. The job is then switched back to the Idle state until HTCondor finds a different machine on which to run. When the job is started again, HTCondor places into the job's temporary working directory the executable and input files as before, plus any files stored in the submit machine's \$(SPOOL) directory for that job.

\textbf{NOTE}: A Windows console process can intercept a WM\_CLOSE message via the Win32 \texttt{SetConsoleCtrlHandler()} function, if it needs to do special cleanup work at vacate time; a WM\_CLOSE message generates a CTRL\_CLOSE\_EVENT. See \texttt{SetConsoleCtrlHandler()} in the Win32 documentation for more info.

\textbf{NOTE}: The default handler in Windows for a WM\_CLOSE message is for the process to exit. Of course, the job could be coded to ignore it and not exit, but eventually the \textit{condor\_startd} will become impatient and hard-kill the job, if that is the policy desired by the administrator.

Finally, after the job has left and any files transferred back, the \textit{condor\_starter} deletes the temporary working directory, the temporary account if one was created, the Window Station and the Desktop before exiting. If the \textit{condor\_starter} should terminate abnormally, the \textit{condor\_startd} attempts the clean up. If for some reason the \textit{condor\_startd} should disappear as well (that is, if the entire machine was power-cycled hard), the \textit{condor\_startd} will clean up when HTCondor is restarted.

\section{Security Considerations in HTCondor for Windows}

On the execute machine (by default), the user job is run using the access token of an account dynamically created by HTCondor which has bare-bones access rights and privileges. For instance, if your machines are configured so that only Administrators have write access to C:\WINNT, then certainly no HTCondor job run on that machine would be able to write anything there. The only files the job should be able to access on the execute machine are files accessible by the Users and Everyone groups, and files in the job's temporary working directory. Of course, if the job is configured to run
using the account of the submitting user (as described in section 8.2.4), it will be able to do anything that the user is able to do on the execute machine it runs on.

On the submit machine, HTCondor impersonates the submitting user, therefore the File Transfer mechanism has the same access rights as the submitting user. For example, say only Administrators can write to C:\WINNT on the submit machine, and a user gives the following to condor_submit:

```plaintext
executable = mytrojan.exe
initialdir = c:\winnt
output = explorer.exe
queue
```

Unless that user is in group Administrators, HTCondor will not permit explorer.exe to be overwritten.

If for some reason the submitting user’s account disappears between the time condor_submit was run and when the job runs, HTCondor is not able to check and see if the now-defunct submitting user has read/write access to a given file. In this case, HTCondor will ensure that group “Everyone” has read or write access to any file the job subsequently tries to read or write. This is in consideration for some network setups, where the user account only exists for as long as the user is logged in.

HTCondor also provides protection to the job queue. It would be bad if the integrity of the job queue is compromised, because a malicious user could remove other user’s jobs or even change what executable a user’s job will run. To guard against this, in HTCondor’s default configuration all connections to the condor_schedd (the process which manages the job queue on a given machine) are authenticated using Windows’ eSSPI security layer. The user is then authenticated using the same challenge-response protocol that Windows uses to authenticate users to Windows file servers. Once authenticated, the only users allowed to edit job entry in the queue are:

1. the user who originally submitted that job (i.e. HTCondor allows users to remove or edit their own jobs)
2. users listed in the condor_config file parameter QUEUE_SUPER_USERS. In the default configuration, only the “SYSTEM” (LocalSystem) account is listed here.

**WARNING:** Do not remove “SYSTEM” from QUEUE_SUPER_USERS, or HTCondor itself will not be able to access the job queue when needed. If the LocalSystem account on your machine is compromised, you have all sorts of problems!

To protect the actual job queue files themselves, the HTCondor installation program will automatically set permissions on the entire HTCondor release directory so that only Administrators have write access.

Finally, HTCondor has all the IP/Host-based security mechanisms present in the full-blown version of HTCondor. See section 3.8.9 starting on page 423 for complete information on how to allow/deny access to HTCondor based upon machine host name or IP address.

### 8.2.10 Network files and HTCondor

HTCondor can work well with a network file server. The recommended approach to having jobs access files on network shares is to configure jobs to run using the security context of the submitting user (see section 8.2.4). If this is done, the
job will be able to access resources on the network in the same way as the user can when logged in interactively.

In some environments, running jobs as their submitting users is not a feasible option. This section outlines some possible alternatives. The heart of the difficulty in this case is that on the execute machine, HTCondor creates a temporary user that will run the job. The file server has never heard of this user before.

Choose one of these methods to make it work:

- **METHOD A**: access the file server as a different user via a `net use` command with a login and password
- **METHOD B**: access the file server as guest
- **METHOD C**: access the file server with a "NULL" descriptor
- **METHOD D**: create and have HTCondor use a special account

All of these methods have advantages and disadvantages.

Here are the methods in more detail:

**METHOD A - access the file server as a different user via a `net use` command with a login and password**

Example: you want to copy a file off of a server before running it....

```bash
@echo off
net use \myserver\someshare MYPASSWORD /USER:MYLOGIN
copy \myserver\someshare\my-program.exe my-program.exe
```

The idea here is to simply authenticate to the file server with a different login than the temporary HTCondor login. This is easy with the "`net use`" command as shown above. Of course, the obvious disadvantage is this user’s password is stored and transferred as clear text.

**METHOD B - access the file server as guest**

Example: you want to copy a file off of a server before running it as GUEST

```bash
@echo off
net use \\myserver\someshare

copy \\myserver\someshare\my-program.exe my-program.exe
```

In this example, you’d contact the server MYSERVER as the HTCondor temporary user. However, if you have the GUEST account enabled on MYSERVER, you will be authenticated to the server as user "GUEST". If your file permissions (ACLs) are setup so that either user GUEST (or group EVERYONE) has access the share "someshare" and the directories/files that live there, you can use this method. The downside of this method is you need to enable the GUEST account on your file server. **WARNING**: This should be done *with extreme caution* and only if your file server is well protected behind a firewall that blocks SMB traffic.
METHOD C - access the file server with a "NULL" descriptor

One more option is to use NULL Security Descriptors. In this way, you can specify which shares are accessible by NULL Descriptor by adding them to your registry. You can then use the batch file wrapper like:

```
net use z: \myserver\someshare /USER:""
z:\my-program.exe
```

so long as 'someshare' is in the list of allowed NULL session shares. To edit this list, run regedit.exe and navigate to the key:

```
HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Services\LanmanServer\Parameters\NullSessionShares
```

and edit it. unfortunately it is a binary value, so you’ll then need to type in the hex ASCII codes to spell out your share. each share is separated by a null (0x00) and the last in the list is terminated with two nulls.

although a little more difficult to set up, this method of sharing is a relatively safe way to have one quasi-public share without opening the whole guest account. you can control specifically which shares can be accessed or not via the registry value mentioned above.

METHOD D - create and have HTCondor use a special account

Create a permanent account (called condor-guest in this description) under which HTCondor will run jobs. On all Windows machines, and on the file server, create the condor-guest account.

On the network file server, give the condor-guest user permissions to access files needed to run HTCondor jobs.

Securely store the password of the condor-guest user in the Windows registry using `condor_store_cred` on all Windows machines.

Tell HTCondor to use the condor-guest user as the owner of jobs, when required. Details for this are in section \[3.8.13\]

8.2.11 Interoperability between HTCondor for Unix and HTCondor for Windows

Unix machines and Windows machines running HTCondor can happily co-exist in the same HTCondor pool without any problems. Jobs submitted on Windows can run on Windows or Unix, and jobs submitted on Unix can run on Unix or Windows. Without any specification using the Requirements command in the submit description file, the default behavior will be to require the execute machine to be of the same architecture and operating system as the submit machine.
8.2.12 Some differences between HTCondor for Unix vs- HTCondor for Windows

There is absolutely no need to run more than one HTCondor central manager, even if there are both Unix and Windows machines in the pool. The HTCondor central manager itself can run on either Unix or Windows; there is no advantage to choosing one over the other.

8.2.12 Some differences between HTCondor for Unix vs- HTCondor for Windows

- On Unix, we recommend the creation of a condor account when installing HTCondor. On Windows, this is not necessary, as HTCondor is designed to run as a system service as user LocalSystem.

- On Unix, HTCondor finds the condor_config main configuration file by looking in ~condor, in /etc, or via an environment variable. On Windows, the location of condor_config file is determined via the registry key HKEY_LOCAL_MACHINE/Software/Condor. Override this value by setting an environment variable named CONDOR_CONFIG.

- On Unix, in the vanilla universe at job vacate time, HTCondor sends the job a softkill signal defined in the submit description file, which defaults to SIGTERM. On Windows, HTCondor sends a WM_CLOSE message to the job at vacate time.

- On Unix, if one of the HTCondor daemons has a fault, a core file will be created in the $(Log) directory. On Windows, a core file will also be created, but instead of a memory dump of the process, it will be a very short ASCII text file which describes what fault occurred and where it happened. This information can be used by the HTCondor developers to fix the problem.

8.3 Macintosh OS X

This section provides information specific to the Macintosh OS X port of HTCondor. The Macintosh port of HTCondor is more accurately a port of HTCondor to Darwin, the BSD core of OS X. HTCondor uses the Carbon library only to detect keyboard activity, and it does not use Cocoa at all. HTCondor on the Macintosh is a relatively new port, and it is not yet well-integrated into the Macintosh environment.

HTCondor on the Macintosh has a few shortcomings:

- Users connected to the Macintosh via ssh are not noticed for console activity.

- The memory size of threaded programs is reported incorrectly.

- No Macintosh-based installer is provided.

- The example start up scripts do not follow Macintosh conventions.

- Kerberos is not supported.
Chapter 9

Frequently Asked Questions (FAQ)


Supported platforms are listed in section 1.5 on page 5. There is also platform-specific information at Chapter 8 on page 652.
Chapter 10

Contrib and Source Modules

10.1 Introduction

Contrib modules are stand alone, separate pieces of code that work together with HTCondor to accomplish some task. These modules are available by following links from the wiki at https://htcondor-wiki.cs.wisc.edu/index.cgi/wiki. Documentation for these modules is either here and identified as a contrib module, or may be within the module itself.

Other features of HTCondor are available within the source code, but are not compiled in to the binaries distributed. To utilize these features, acquire the source code and build it. Enable the feature as described in this documentation.

This chapter documents the HTCondorView Client contrib module, Quill (available with the source code), and using HTCondor with the Hadoop File System (available with the source code).

10.2 Using HTCondor with the Hadoop File System

The Hadoop project is an Apache project, headquartered at http://hadoop.apache.org, which implements an open-source, distributed file system across a large set of machines. The file system proper is called the Hadoop File System, or HDFS, and there are several Hadoop-provided tools which use the file system, most notably databases and tools which use the map-reduce distributed programming style.

Distributed with the HTCondor source code, HTCondor provides a way to manage the daemons which implement an HDFS, but no direct support for the high-level tools which run atop this file system. There are two types of daemons, which together create an instance of a Hadoop File System. The first is called the Name node, which is like the central manager for a Hadoop cluster. There is only one active Name node per HDFS. If the Name node is not running, no files can be accessed. The HDFS does not support fail over of the Name node, but it does support a hot-spare for the Name node, called the Backup node. HTCondor can configure one node to be running as a Backup node. The second kind of daemon is the Data node, and there is one Data node per machine in the distributed file system. As these are both implemented in Java, HTCondor cannot directly manage these daemons. Rather, HTCondor provides a small DaemonCore daemon, called condor_hdfs, which reads the HTCondor configuration file, responds to HTCondor
commands like \texttt{condor\_on} and \texttt{condor\_off}, and runs the Hadoop Java code. It translates entries in the HTCondor configuration file to an XML format native to HDFS. These configuration items are listed with the \texttt{condor\_hdfs} daemon in section \texttt{[10.2.1]} So, to configure HDFS in HTCondor, the HTCondor configuration file should specify one machine in the pool to be the HDFS Name node, and others to be the Data nodes.

Once an HDFS is deployed, HTCondor jobs can directly use it in a vanilla universe job, by transferring input files directly from the HDFS by specifying a URL within the job’s submit description file command \texttt{transfer\_input\_files}. See section \texttt{[3.14.2]} for the administrative details to set up transfers specified by a URL. It requires that a plug-in is accessible and defined to handle \texttt{hdfs} protocol transfers.

\section*{10.2.1 condor\_hdfs Configuration File Entries}

These macros affect the \texttt{condor\_hdfs} daemon. Many of these variables determine how the \texttt{condor\_hdfs} daemon sets the HDFS XML configuration.

\textbf{HDFS\_HOME} The directory path for the Hadoop file system installation directory. Defaults to \\
\texttt{$(RELEASE\_DIR)/libexec}. This directory is required to contain
- directory \texttt{lib}, containing all necessary jar files for the execution of a Name node and Data nodes.
- directory \texttt{conf}, containing default Hadoop file system configuration files with names that conform to \\
  \texttt{*-site.xml}.
- directory \texttt{webapps}, containing JavaServer pages (jsp) files for the Hadoop file system’s embedded server.

\textbf{HDFS\_NAMENODE} The host and port number for the HDFS Name node. There is no default value for this required variable. Defines the value of \texttt{fs.default.name} in the HDFS XML configuration.

\textbf{HDFS\_NAMENODE\_WEB} The IP address and port number for the HDFS embedded web server within the Name node with the syntax of \texttt{a.b.c.d:portnumber}. There is no default value for this required variable. Defines the value of \texttt{dfs.http.address} in the HDFS XML configuration.

\textbf{HDFS\_DATANODE\_WEB} The IP address and port number for the HDFS embedded web server within the Data node with the syntax of \texttt{a.b.c.d:portnumber}. The default value for this optional variable is \texttt{0.0.0.0:0}, which means bind to the default interface on a dynamic port. Defines the value of \texttt{dfs.datanode.http.address} in the HDFS XML configuration.

\textbf{HDFS\_NAMENODE\_DIR} The path to the directory on a local file system where the Name node will store its meta-data for file blocks. There is no default value for this variable; it is required to be defined for the Name node machine. Defines the value of \texttt{dfs.name.dir} in the HDFS XML configuration.

\textbf{HDFS\_DATANODE\_DIR} The path to the directory on a local file system where the Data node will store file blocks. There is no default value for this variable; it is required to be defined for a Data node machine. Defines the value of \texttt{dfs.data.dir} in the HDFS XML configuration.

\textbf{HDFS\_DATANODE\_ADDRESS} The IP address and port number of this machine’s Data node. There is no default value for this variable; it is required to be defined for a Data node machine, and may be given the value \texttt{0.0.0.0:0} as a Data node need not be running on a known port. Defines the value of \texttt{dfs.datanode.address} in the HDFS XML configuration.
10.3 The HTCondorView Client Contrib Module

The HTCondorView Client contrib module is used to automatically generate World Wide Web pages to display usage statistics of an HTCondor pool. Included in the module is a shell script which invokes the `condor_stats` command to retrieve pool usage statistics from the HTCondorView server, and generate HTML pages from the results. Also included is a Java applet, which graphically visualizes HTCondor usage information. Users can interact with the applet to customize the visualization and to zoom in to a specific time frame. Figure 10.1 on page 669 is a screen shot of a web page created by HTCondorView.
After unpacking and installing the HTCondorView Client, a script named `make_stats` can be invoked to create HTML pages displaying HTCondor usage for the past hour, day, week, or month. By using the Unix `cron` facility to periodically execute `make_stats`, HTCondor pool usage statistics can be kept up to date automatically. This simple model allows the HTCondorView Client to be easily installed; no Web server CGI interface is needed.

### 10.3.1 Step-by-Step Installation of the HTCondorView Client

1. Make certain that the HTCondorView Server is configured. Section 3.14.7 describes configuration of the server. The server logs information on disk in order to provide a persistent, historical database of pool statistics. The HTCondorView Client makes queries over the network to this database. The `condor_collector` includes this...
10.3.1. Step-by-Step Installation of the HTCondorView Client

database support. To activate the persistent database logging, add the following entries to the configuration file for the condor_collector chosen to act as the ViewServer.

```
POOL_HISTORY_DIR = /full/path/to/directory/to/store/historical/data
KEEP_POOL_HISTORY = True
```

2. Create a directory where HTCondorView is to place the HTML files. This directory should be one published by a web server, so that HTML files which exist in this directory can be accessed using a web browser. This directory is referred to as the VIEWDIR directory.


4. Unpack or untar this contrib module into the directory VIEWDIR. This creates several files and subdirectories. Further unpack the jar file within the VIEWDIR directory with:

```
jar -xf condorview.jar
```

5. Edit the make_stats script. At the beginning of the file are six parameters to customize. The parameters are

- **ORGNAME** A brief name that identifies an organization. An example is “Univ of Wisconsin”. Do not use any slashes in the name or other special regular-expression characters. Avoid the characters \\ and $.
- **CONDORADMIN** The e-mail address of the HTCondor administrator at your site. This e-mail address will appear at the bottom of the web pages.
- **VIEWDIR** The full path name (not a relative path) to the VIEWDIR directory set by installation step 2. It is the directory that contains the make_stats script.
- **STATSDIR** The full path name of the directory which contains the condor_stats binary. The condor_stats program is included in the <release_dir>/bin directory. The value for STATSDIR is added to the PATH parameter by default.
- **PATH** A list of subdirectories, separated by colons, where the make_stats script can find the awk, bc, sed, date, and condor_stats programs. If perl is installed, the path should also include the directory where perl is installed. The following default works on most systems:

```
PATH=/bin:/usr/bin:$STATSDIR:/usr/local/bin
```

6. To create all of the initial HTML files, run

```
./make_stats setup
```

Open the file index.html to verify that things look good.

7. Add the make_stats program to cron. Running make_stats in step 6 created a cronentries file. This cronentries file is ready to be processed by the Unix crontab command. The crontab manual page contains details about the crontab command and the cron daemon. Look at the cronentries file; by default, it will run make_stats hour every 15 minutes, make_stats day once an hour, make_stats week twice per day, and make_stats month once per day. These are reasonable defaults. Add these commands to cron on any system that can access the VIEWDIR and STATSDIR directories, even on a system that does not have HTCondor installed. The commands do not need to run as root user; in fact, they should probably not run as root. These commands can run as any user that has read/write access to the VIEWDIR directory. The command
10.4. Job Monitor/Log Viewer

The HTCondor Job Monitor is a Java application designed to allow users to view user log files. It is identified as the Contrib Module called HTCondor Log Viewer.

To view a user log file, select it using the open file command in the File menu. After the file is parsed, it will be visually represented. Each horizontal line represents an individual job. The x-axis is time. Whether a job is running at a particular time is represented by its color at that time – white for running, black for idle. For example, a job which appears predominantly white has made efficient progress, whereas a job which appears predominantly black has received an inordinately small proportion of computational time.

10.4.1 Transition States

A transition state is the state of a job at any time. It is called a transition, because it is defined by the two events which bookmark it. There are two basic transition states: running and idle. An idle job typically is a job which has just been submitted into the HTCondor pool and is waiting to be matched with an appropriate machine or a job which has vacated from a machine and has been returned to the pool. A running job, by contrast, is a job which is making active progress.

Advanced users may want a visual distinction between two types of running transitions: goodput or badput. Goodput is the transition state preceding an eventual job completion or checkpoint. Badput is the transition state preceding a non-checkpointed eviction event. Note that badput is potentially a misleading nomenclature; a job which does not produce a checkpoint by the HTCondor program may produce the checkpoint itself or make progress in some other way. To view these two transition as distinct transitions, select the appropriate option from the "View" menu.

10.4.2 Events

There are two basic kinds of events: checkpoint events and error events. Plus, advanced users can ask to see more events.

10.4.3 Selecting Jobs

To view any arbitrary selection of jobs in a job file, use the job selector tool. Jobs appear visually by order of appearance within the actual text log file. For example, the log file might contain jobs 775.1, 775.2, 775.3, 775.4, and 775.5, which appear in that order. A user who wishes to see only jobs 775.2 and 775.5 can select only these two jobs in the job

crontab cronentries

can set the crontab file; note that this command overwrites the current, existing crontab file with the entries from the file cronentries.

8. Point the web browser at the VIEWDIR directory to complete the installation.
selector tool and click the "Ok" or "Apply" button. The job selector supports double clicking; double click on any single job to see it drawn in isolation.

10.4.4 Zooming

To view a small area of the log file, zoom in on the area which you would like to see in greater detail. You can zoom in, out and do a full zoom. A full zoom redraws the log file in its entirety. For example, if you have zoomed in very close and would like to go all the way back out, you could do so with a succession of zoom outs or with one full zoom.

There is a difference between using the menu driven zooming and the mouse driven zooming. The menu driven zooming will recenter itself around the current center, whereas mouse driven zooming will recenter itself (as much as possible) around the mouse click. To help you re-find the clicked area, a box will flash after the zoom. This is called the "zoom finder" and it can be turned off in the zoom menu if you prefer.

10.4.5 Keyboard and Mouse Shortcuts

1. The Keyboard shortcuts:
   - Arrows - an approximate ten percent scroll bar movement
   - PageUp and PageDown - an approximate one hundred percent scroll bar movement
   - Control + Left or Right - approximate one hundred percent scroll bar movement
   - End and Home - scroll bar movement to the vertical extreme
   - Others - as seen beside menu items

2. The mouse shortcuts:
   - Control + Left click - zoom in
   - Control + Right click - zoom out
   - Shift + left click - re-center
Chapter 11

Version History and Release Notes

11.1 Introduction to HTCondor Versions

This chapter provides descriptions of what features have been added or bugs fixed for each version of HTCondor. The first section describes the HTCondor version numbering scheme, what the numbers mean, and what the different release series are. The rest of the sections each describe a specific release series, and all the HTCondor versions found in that series.

11.1.1 HTCondor Version Number Scheme

Starting with version 6.0.1, HTCondor adopted a new, hopefully easy to understand version numbering scheme. It reflects the fact that HTCondor is both a production system and a research project. The numbering scheme was primarily taken from the Linux kernel’s version numbering, so if you are familiar with that, it should seem quite natural.

There will usually be two HTCondor versions available at any given time, the stable version, and the development version. Gone are the days of “patch level 3”, “beta2”, or any other random words in the version string. All versions of HTCondor now have exactly three numbers, separated by “.”

- The first number represents the major version number, and will change very infrequently.
- The thing that determines whether a version of HTCondor is stable or development is the second digit. Even numbers represent stable versions, while odd numbers represent development versions.
- The final digit represents the minor version number, which defines a particular version in a given release series.
11.1.2 The Stable Release Series

People expecting the stable, production HTCondor system should download the stable version, denoted with an even number in the second digit of the version string. Most people are encouraged to use this version. We will only offer our paid support for versions of HTCondor from the stable release series.

On the stable series, new minor version releases will only be made for bug fixes and to support new platforms. No new features will be added to the stable series. People are encouraged to install new stable versions of HTCondor when they appear, since they probably fix bugs you care about. Hopefully, there will not be many minor version releases for any given stable series.

11.1.3 The Development Release Series

Only people who are interested in the latest research, new features that haven’t been fully tested, etc, should download the development version, denoted with an odd number in the second digit of the version string. We will make a best effort to ensure that the development series will work, but we make no guarantees.

On the development series, new minor version releases will probably happen frequently. People should not feel compelled to install new minor versions unless they know they want features or bug fixes from the newer development version.

Most sites will probably never want to install a development version of HTCondor for any reason. Only if you know what you are doing (and like pain), or were explicitly instructed to do so by someone on the HTCondor Team, should you install a development version at your site.

After the feature set of the development series is satisfactory to the HTCondor Team, we will put a code freeze in place, and from that point forward, only bug fixes will be made to that development series. When we have fully tested this version, we will release a new stable series, resetting the minor version number, and start work on a new development release from there.

11.2 Upgrading from the 8.6 series to the 8.8 series of HTCondor

Upgrading from the 8.6 series of HTCondor to the 8.8 series will bring new features introduced in the 8.7 series of HTCondor. These new features include the following (note that this list contains only the most significant changes; a full list of changes can be found in the version history:

- **condor_annex** is a tool to help users and administrators use cloud resources to run HTCondor jobs. It automates the processes of acquiring those resources, securely configuring them to safely join the local pool, and ensuring that they shut down when up or idle for too long. It presently works only with AWS.
- The Python bindings now include submit functionality. (Ticket #6679). (Ticket #6649).
- Added a new tool, **condor_now**, which tries to run the specified job now. You specify two jobs that you own from the same **condor_schedd**: the now-job and the vacate-job. The latter is immediately vacated; after the
vacated job terminates, if the `condor_schedd` still has the claim to the vacated job’s slot (and it usually will), the `condor_schedd` will immediately start the now-job on that slot. The now-job must be idle and the vacate-job must be running. If you’re a queue super-user, the jobs must have the same owner, but that owner doesn’t have to be you. [Ticket #6659].

- Provides a new package, `minicondor` on Red Hat based systems and `minihtcondor` on Debian and Ubuntu based systems. This mini-HTCondor package configures HTCondor to work on a single machine. [Ticket #6823].

- HTCondor now tracks and reports GPU Usage and GPU memory usage. [Ticket #6477]. [Ticket #6544].

- Several performance enhancements in the collector.

- The grid universe can now be used to create and manage VM instances in Microsoft Azure, using the new grid type `azure`. [Ticket #6176].

- Added support for both user and daemon authentication using the MUNGE service. The MUNGE security method is now supported on all Linux platforms. [Ticket #6404].

Upgrading from the 8.6 series of HTCondor to the 8.8 series will also introduce changes that administrators and users of sites running from an older HTCondor version should be aware of when planning an upgrade. Here is a list of items that administrators should be aware of.

- In the Job Router, when a candidate job matches multiple routes, the first route is now always selected. The old behavior of spreading jobs across all matching routes round-robin style can be enabled by setting the new configuration parameter `JOB_ROUTER_ROUND_ROBIN_SELECTION` to `True`. [Ticket #6190].

- `PREEMPTION_REQUIREMENTS` in the negotiator no longer has a hard-coded check that the preempting user has a better fair-share user priority than the running user. [Ticket #4699].

  Overly-lax expressions (`True` being the worst) will lead to slots being preempted every negotiation cycle. One of the following clauses should be in the expression:

  For pools with fair-share only:

  \[
  \text{RemoteUserPrio} > \text{TARGET.SubmitterUserPrio} \times 1.2
  \]

  For pools with groups and quotas:

  \[
  (\text{SubmitterGroupResourcesInUse} < \text{SubmitterGroupQuota}) \land (\text{RemoteGroupResourcesInUse} > \text{RemoteGroupQuota})
  \]

### 11.3 Stable Release Series 8.8

This is the stable release series of HTCondor. As usual, only bug fixes (and potentially, ports to new platforms) will be provided in future 8.8.x releases. New features will be added in the 8.9.x development series.

The details of each version are described below.
Version 8.8.0

Release Notes:


New Features:

- Provides a new package: `minicondor` on Red Hat based systems and `minihtcondor` on Debian and Ubuntu based systems. This mini-HTCondor package configures HTCondor to work on a single machine. (Ticket #6823).

- Made the Python bindings' `JobEvent` API more Pythonic by handling optional event attributes as if the `JobEvent` object were a dictionary, instead. See section 7.1.1 for details. (Ticket #6820).

- Added job ad attribute `BlockReadKbytes` and `BlockWriteKybtes` which describe the number of kbytes read and written by the job to the sandbox directory. These are only defined on Linux machines with cgroup support enabled for vanilla jobs. (Ticket #6826).

- The new `IOWait` attribute gives the I/O Wait time recorded by the cgroup controller. (Ticket #6830).

- `condor_ssh_to_job` is now configured to be more secure. In particular, it will only use FIPS 140-2 approved algorithms. (Ticket #6822).

- Added configuration parameter `CRED_SUPER_USERS`, a list of users who are permitted to store credentials for any user when using the `condor_store_credd` command. Normally, users can only store credentials for themselves. (Ticket #6346).

- For packaged HTCondor installations, the package version is now present in the HTCondor version string. (Ticket #6828).

Bugs Fixed:

- Fixed a problem where a daemon would queue updates indefinitely when another daemon is offline. This is most noticeable as excess memory utilization when a `condor_schedd` is trying to flock to an offline HTCondor pool. (Ticket #6837).

- Fixed a bug where invoking the Python bindings as root could change the effective uid of the calling process. (Ticket #6817).

- Jobs in REMOVED status now properly leave the queue when evaluation of their `LeaveJobInQueue` attribute changes from True to False. (Ticket #6808).

- Fixed a rarely occurring bug where the `condor_schedd` would crash when jobs were submitted with a queue statement with multiple keys. The bug was introduced in the 8.7.10 release. (Ticket #6827).

- Fixed a couple of bugs in the job event log reader code that were made visible by the new JobEventLog python object. The remote error and job terminated event did not read all of the available information from the job log correctly. (Ticket #6816). (Ticket #6836).
• On Debian and Ubuntu systems, the templates for `condor_ssh_to_job` and interactive submits are no longer installed in `/etc/condor`. (Ticket #6770).

### 11.4 Development Release Series 8.7

This is the development release series of HTCondor. The details of each version are described below.

#### Version 8.7.10

Release Notes:

- HTCondor version 8.7.10 released on October 31, 2018.

New Features:

- One can now submit an interactive Docker job. (Ticket #6710).
- Added the `SINGULARITY_EXTRA_ARGUMENTS` configuration parameter. Administrators can now append arguments to the Singularity command line. (Ticket #6731).
- The MUNGE security method is now supported on all Linux platforms. (Ticket #6713).
- The grid universe can now be used to create and manage VM instances in Microsoft Azure, using the new grid type `azure`. (Ticket #6176).
- Added single-node configuration package to facilitate using a personal HTCondor. (Ticket #6709).
- Added a new file transfer plugin, `multifile_curl_plugin` which is able to transfer multiple files with only a single invocation of the plugin, preserving the TCP connection. It also takes a ClassAd as input data, which will allow us to pass in more complex input than the existing `curl_plugin`. (Ticket #6499).
- Added two new policies, `PREEMPT_IF_RUNTIME_EXCEEDS` and `HOLD_IF_RUNTIME_EXCEEDS`. The former is (intended to be) identical to the policy `LIMIT_JOB_RUNTIMES`, except without ordering constraints with respect to other policy macros. `ALWAYS_RUN_JOBS` must still come before any other policy macro, but unlike `LIMIT_JOB_RUNTIMES`, `PREEMPT_IF_RUNTIME_EXCEEDS` may come after other policy macros.) Additionally, both of the new policies function while the machine is draining. (Ticket #6701).
- `condor_submit` will no longer attempt to read submit commands from standard input when there is no submit file if a queue statement and at least one submit command is provided on the command line. (Ticket #6581).
- If the first line of the job’s executable starts with `#!`, `condor_submit` will now check that line for a Windows/DOS line ending, and if it finds one, it will not submit the job because such a script will not be able to start on Unix or Linux platforms. This check can be changed from an error to a warning by submitting with the `allow-crlf-script` option. (Ticket #6660).
• Added support for spaces in remapped file paths in `condor_submit`. (Ticket #6642).

• Improved error handling during SSL authentication. (Ticket #6720).

• Improved throughput when submitting a large number of Condor-C jobs. Previously, Condor-C jobs could remain held for a long time in the remote `condor_schedd`'s queue while other jobs were being submitted. (Ticket #6716).

• Updated default configuration parameters to improve performance for large pools and gives users a better experience. (Ticket #6768). (Ticket #6787).

• Added new configuration parameter `TRUST_LOCAL_UID_DOMAIN`. It works like `TRUST_UID_DOMAIN`, but only applies when the `condor_shadow` and `condor_starter` are on the same machine. (Ticket #6785).

• Added a new configuration parameter `SUBMIT_DEFAULT_SHOULD_TRANSFER_FILES`. It determines whether file transfer should default to YES, NO, or AUTO when the submit file does not supply a value for `should_transfer_files` and file transfer is not forced on or off by some other parameter in the submit file. Prior to this addition, `condor_submit` would always default to AUTO. (Ticket #6784).

• Added new statistics attributes about the lifetime of the `condor_starter` to the `condor_startd` Ad. These attributes are intended to aid in writing policy expressions that prevent a node from matching jobs when the node has frequently failed to start jobs. (Ticket #6698).

• For grid-type `boinc` jobs, the following job ad attributes can be used to set the BOINC job template parameters of the same name: `rsc_fpops_est`, `rsc_fpops_bound`, `rsc_memory_bound`, `rsc_disk_bound`, `delay_bound`, and `app_version_num`. (Ticket #6760).

• Daemons now advertise `DaemonLastReconfigTime` in all of their ads. This is either the boot time of the daemon, or the last time `condor_reconfig` was run on that daemon. (Ticket #6758).

Bugs Fixed:

• Fixed a bug where `PREEMPT` was not be evaluated if the machine was draining. This prevent the `HOLD_IF` series of policies from functioning properly in that situation. (Ticket #6697).

• Fixed a bug that occurred when starting Docker Universe jobs that would cause the `condor_starter` to crash and the jobs to cycle between `running` and `idle` status. (Ticket #6725).

• Fixed a bug that could cause a job to go into a rapid cycle between `running` and `idle` status if a policy expression evaluated to `Undefined` during input file transfer. (Ticket #6728).

• Fixed bugs where small jobs would not match partitionable slots when Group Quotas were enabled. (Ticket #6714). (Ticket #6750).

• Fixed a bug that prevented `condor_tail -stderr` from working. (Ticket #6755).

• `condor_who` now works properly on macOS. (Ticket #6652).

• Fixed output of `condor_q -global` when printing in JSON, XML, or new ClassAd format. (Ticket #6761).

• Fixed a bug that could cause `condor_wait` and the python bindings on Windows to repeat events when reading the job event log. (Ticket #6752).
• Added missing Accounting, Credd, and Defrag AdTypes to the python bindings AdTypes enumeration. (Ticket
#6737).

• Fixed a bug that caused late materialization jobs to handle the `getenv` submit command incorrectly. (Ticket
#6723).

• Fixed an inefficiency in the `SetAttribute` remote procedure call that could sometimes result in noticeable perfor-
mance reduction of the `condor_schedd`. Removing this inefficiency will allow a single `condor_schedd` to handle
updates from a larger number of running jobs. (Ticket #6732).

• The `condor_gangliad` can now publish accounting Ads as Ganglia metrics. (Ticket #6757).

• `condor_ssh_to_job` is now configured to use the IPv4 loopback address. This avoids problems when IPv6 is
present but not enabled. (Ticket #6711).

• Fixed a bug where the `JobSuccessExitCode` was not set. (Ticket #6786).

• Fixed a problem with the EC2 configuration file was present in the tarballs. (Ticket #6797).

Version 8.7.9

Release Notes:

• HTCondor version 8.7.9 released on August 1, 2018.

Known Issues:

• Amazon Web Services is deprecating support for the Node.js 4.3 runtime, used by `condor_annex`, on July 31
(2018). If you ran the `condor_annex` setup command with a previous version, you must update your account to use
the new runtime. Follow the link below for simple instructions. Accounts setup with this version of HTCondor
will use the new runtime. [https://htcondor-wiki.cs.wisc.edu/index.cgi/wiki?p=HowToUpgradeTheAnnexRuntime (Ticket #6665)].

• Policies implemented by the startd may not function as desired while the machine is draining. Specifically, if the `PREEMPT` expression becomes true for a particular slot while a machine is draining, the correspond-
ing job will not vacate the slot until draining completes. For example, this renders the policy macro
`HOLD_IF_MEMORY_EXCEEDED` ineffective. This has been a problem since v8.6. (Ticket #6697).

• Policies implemented by the startd may not function as desired while the startd is shutting down peacefully.
Specifically, if the `PREEMPT` expression becomes true for a particular slot while the startd is shutting down
peacefully, the corresponding job will never be vacated. For example, this renders renders the policy macro
`HOLD_IF_MEMORY_EXCEEDED` ineffective. This has been a problem since v8.6. (Ticket #6701).

New Features:
• The HTCondor Python bindings Submit class can now be initialized from an existing `condor_submit` file including the QUEUE statement. Python bindings Submit class also can now submit a job for each step of a Python iterator. (Ticket #6679).

• VM universe jobs are now given time to shutdown after a power-off signal when they are evicted gracefully. (Ticket #6705).

• The `NETWORK_HOSTNAME` configuration parameter can now be set to a fully-qualified hostname that’s an alias of one of the machine’s interfaces. (Ticket #6702).

• Added a new tool, `condor_now`, which tries to run the specified job `now`. You specify two jobs that you own from the same `condor_schedd`: the now-job and the vacate-job. The latter is immediately vacated; after the vacated job terminates, if the `condor_schedd` still has the claim to the vacated job’s slot (and it usually will), the `condor_schedd` will immediately start the now-job on that slot. The now-job must be idle and the vacate-job must be running. If you’re a queue super-user, the jobs must have the same owner, but that owner doesn’t have to be you. (Ticket #6659).

• HTCondor now supports backfill while draining. You may now use the `condor_drain` command, or configure the `condor_defrag` daemon, to set a different `START` expression for the duration of the draining. See the definition of `DEFRAg_DRAINING_START_EXPR` and the `condor_drain` manual for details. See also the known issues above for information which may influence your choice of `START` expressions. (Ticket #6664).

• Docker universe jobs now run with the supplemental group ids of the running user, not just the primary group. (Ticket #6658).

• Added proxy delegation for vanilla universe jobs that define a X509 proxy but do not use the file transfer mechanism. (Ticket #6587).

• Added configuration parameters `GAHP_SSL_CADIR` and `GAHP_SSL_CAFiLe` to specify trusted CAs when authenticating EC2 and GCE servers. This used by be controlled by `SOAP_SSL_CA_DIR` and `SOAP_SSL_CAFiLe`, which have been removed. (Ticket #6684).

• HTCondor can now read the new credentials file format used by the Goggle Cloud Platform command-line tools. (Ticket #6657).

Bugs Fixed:

• Fixed a bug where an ill-formed startd docker image cache file could cause the starter to crash starting docker universe jobs. (Ticket #6699).

• Fixed a bug that would prevent environment variables defined in a job submit file from appearing in jobs running in Singularity containers using Singularity version 2.4 and greater. (Ticket #6656).

• Fixed a problem where a `condor_vacate_job`, when passed the `-fast` flag, would leave the corresponding slot stuck in “Preempting/Vacating” state until the job lease expired. (Ticket #6663).

• Fixed a problem where `condor_annex`’s setup routine, if no region had been specified on the command line, would write a configuration for a bogus region rather than the default one. (Ticket #6666).

• The `condor_history_helper` program was removed. `condor_history` is now used by the `condor_schedd` to help with remote history queries. (Ticket #6247).
Version 8.7.8

Release Notes:

- HTCondor version 8.7.8 released on May 10, 2018.

New Features:

- `condor_annex` may now be setup in multiple regions simultaneously. Use the `-aws-region` flag with `-setup` to add new regions. Use the `-aws-region` flag with other `condor_annex` commands to choose which region to operate in. You may change the default region by setting `ANNEX_DEFAULT_AWS_REGION`. (Ticket #6632).

- Added default AMIs for all four US regions to simplify using `condor_annex` in those regions. (Ticket #6633).

- HTCondor will no longer mangle `CUDA_VISIBLE_DEVICES` or `GPU_DEVICE_ORDINAL` if those environment variables are set when it starts up. As a result, HTCondor will report GPU usage with the original device index (rather than starting over at 0). (Ticket #6584).

- When reporting `GPUsUsage`, HTCondor now also reports `GPUsMemoryUsage`. This is like `MemoryUsage`, except it is the peak amount of GPU memory used by the job. This feature only works for nVidia GPUs. (Ticket #6544).

- Improved error messages when delegation of an X.509 proxy fails. (Ticket #6575).

- `condor_q` will no longer limit the width of the output to 80 columns when it outputs to a file or pipe. (Ticket #6643).

- Submission of jobs via the Python bindings `Submit` class will now attempt to put all jobs submitted in a single transaction under the same `ClusterId`. (Ticket #6649).

- Added support for `condor_schedd` query options in the Python bindings. (Ticket #6619).

- Eliminated SOAP support. (Ticket #6648).

Bugs Fixed:

- Fixed a problem where, when starting enough `condor_annex` instances simultaneously, some (approximately 1 in 100) instances would neither join the pool nor terminate themselves. (Ticket #6638).

- When running in a HAD setup, there is a configuration parameter, `COLLECTOR_HOST_FOR_NEGOTIATOR` which tells the active negotiator which collector to prefer. Previously, this parameter had no default, so the negotiator might arbitrarily chose a far-away collector. Now this knob defaults to the local collector in a HAD setup. (Ticket #6616).

- Fixed a bug when running in a configuration with more than one `condor_collector`, the `condor_negotiator` would only send the accounting ads to one of them. The result of this bug is that the `condor_userprio` tool would show now results about half of the time it was run. (Ticket #6615).
• Fixed a bug where `condor_annex` would fail with a malformed authorization header when using AWS resources in a region other than `us-east-1`. (Ticket #6629).

• Fixed a bug that prevented Docker universe jobs with no executable listed in the submit file from running. (Ticket #6612).

• Fixed a bug where the `condor_starter` would fail with an error after a docker job exits. (Ticket #6623).

• Fixed a bug where `condor_userprio` would always show zero resources in use when `NEGOTIATOR_CONSIDER_PREEMPTION=false` was set. (Ticket #6621).

• Fixed a bug where “.update.ad” was not being updated atomically. (Ticket #6591).

• Fixed a bug that could cause a machine slot to become stuck in the Claimed/Busy state after a job completes. (Ticket #6597).

Version 8.7.7

Release Notes:

• HTCondor version 8.7.7 released on March 13, 2018.

New Features:

• `condor_ssh_to_job` now works with Docker Universe, the interactive shell is started inside the container. This assume that there is a shell executable inside the container, but not necessarily an sshd. (Ticket #6558).

• Improved error messages in the job log for Docker universe jobs that do not start. (Ticket #6567).

• Release a 32-bit `condor_shadow` for Enterprise Linux 7 platforms. (Ticket #6495).

• HTCondor now reports, in the job ad and user log, which custom machine resources were assigned to the slot in which the job ran. (Ticket #6549).

• HTCondor now reports `CPUsUsage` for each job. This attribute is like `MemoryUsage` and `DiskUsage`, except it is the average number of CPUs used by the job. (Ticket #6477).

• The use feature: `GPUs` metaknob now causes HTCondor to report `GPUsUsage` for each job. This is like `CPUsUsage`, except it is the average number of GPUs used by the job. This feature only works for nVIDIA GPUs. (Ticket #6477).

• Administrators may now, for each custom machine resource, define a custom resource monitor. Such a script reports the usage(s) of each instance of the corresponding machine resource since the last time it reported; HTCondor aggregates these reports between resource instances and over time to produce a `<Resource>Usage` attribute, which is like `GPUsUsage`, except for the custom machine resource in question. (Ticket #6477).

• The `condor_startd` now periodically writes a file to each job’s sandbox named “.update.ad”. This file is a copy of the slot’s machine ad, but unlike “.machine.ad”, it is regularly updated. Jobs may read this file to observe their own usage attributes. (Ticket #6477).
• A new option `unmatchable` was added to `condor_q` that causes `condor_q` to show only jobs that will not match any of the available slots. (Ticket #6529).

• OpenMPI jobs launched in the parallel universe via `openmpiscript` now work with shared file systems (again). (Ticket #6556).

• Allow a parallel universe job with parallel scheduling group to select a new parallel scheduling group when held and released. (Ticket #6516).

• Allow p-slot preemption to work with parallel universe. (Ticket #6517).

• Added the ability in `condor_dagman` to specify submit files with spaces in their path names. Paths that include spaces must be wrapped in quotes (i.e. JOB A "/path to/job.sub"). (Ticket #6389).

• Added the ability in `condor_submit` to specify executable, error and output files with spaces in their paths. Previously, adding whitespace to these fields would result in an error claiming certain attributes could only take exactly one argument. Now, whitespace is treated as part of the path. (Ticket #6389).

• An IPv6 address can now be specified in the configuration file either with or without square brackets in most cases. If specifying a port number in the same value, the square brackets are required. If using a wild card to specify a range of possible addresses, square brackets are not allowed. (Ticket #5697).

• Improved support for IPv6 link-local addresses, in particular using the correct scope id. Using a wild card or device name in `NETWORK_INTERFACE` now works properly when `NO_DNS` is set to True. (Ticket #6518).

• Python bindings installed via pip on a system without a HTCondor install (i.e. without a `condor_config` present) will use a “null” config and print a warning. (Ticket #6515).

• The new configuration parameter `NEGOTIATOR_JOB_CONSTRAINT` defines an expression which constrains which job ads are considered for matchmaking by the `condor_negotiator`. (Ticket #6250).

• The `condor_startd` will now keep trying to delete a job sandbox until it succeeds. The retries are attempted with an exponential back off in frequency. (Ticket #6500).

• `condor_q` will no longer batch jobs with different cluster ids together unless they have the same JobBatchName attribute or are in the same DAG. (Ticket #6532).

• `condor_q` will now sort jobs by job id when the `-long` argument is used. (Ticket #6287).

• Improve the performance of reading and writing ClassAds to the network. The performance of reading ClassAds from UDP is particularly improved, up to 20% faster than previously. (Ticket #6555), (Ticket #6561).

• Several minor performance improvements. (Ticket #6550), (Ticket #6551), (Ticket #6565), (Ticket #6566).

• Removed configuration parameters `ENABLE_ADDRESS_REWRITING` and `SHARED_PORT_ADDRESS_REWRITING`. (Ticket #6525).

• Removed the deprecated `AvailStats` attribute from the machine ad. This was being computing incorrectly, and apparently never used. (Ticket #6526).

• Added basic support for a “Credential Management” subsystem which will eventually be used to support interaction with OAuth services (like SciTokens, Box.com, Google Drive, Dropbox, etc.). Still in preliminary phases and not really ready for public use. (Ticket #6513).
Bugs Fixed:

- Fixed a bug where Docker universe jobs that exited via a signal did not properly report the signal. ([Ticket #6538])
- Fixed a bug where HTCondor would misreport the number of custom machine resources (GPUs) allocated to a job in certain cases. ([Ticket #6549])
- IPv4 addresses are now ignored when resolving a hostname and ENABLE_IPV4 is set to False. ([Ticket #4881])
- Fixed a race condition in the condor_startd that could result in skipping the code that makes sure that a job sandbox was deleted in the event that the condor_starter did not delete it. ([Ticket #6524])
- Fixed a bug in condor_q when both the -tot and -global options were used, that would result in no output when querying a condor_schedd running version 8.7 or later. ([Ticket #6494])
- Fixed a bug that could prevent grid universe batch jobs from working properly on Debian and Ubuntu. ([Ticket #6560])

Version 8.7.6

Release Notes:

- HTCondor version 8.7.6 released on January 4, 2018.

New Features:

- Changed the default value of configuration parameter IS_OWNER to False. The previous default value is now set as part of the use POLICY : Desktop configuration template. ([Ticket #6463])
- You may now use SCHEDD and JOB instead of MY and TARGET in SUBMIT_REQUIREMENTS expressions. ([Ticket #4818])
- Added cmake build option WANT_PYTHON_WHEELS and make target pypi_staging to build the framework for Python wheels. This option and target are not enabled by default and are not likely to work outside of Linux environments with a single Python installation. ([Ticket #6486])
- Added new job attributes BatchProject and BatchRuntime for grid-type batch jobs. They specify the project/allocation name and maximum runtime in seconds for the job that’s submitted to the underlying batch system. ([Ticket #6451])
- HTCondor now respects ATTR_JOB_SUCCESS_EXIT_CODE when sending job notifications. ([Ticket #6432])
- Added some graph metrics (height, width, etc.) to DAGMan’s metrics file output. ([Ticket #6470])
- Removed Quill from HTCondor codebase. ([Ticket #6496])
Bugs Fixed:

- HTCondor now reports all submit warnings, not just the first one. (Ticket #6446).
- The job log will no longer contain empty submit warnings. (Ticket #6465).
- DAGMan previously connected to condor_schedd every time it detected an update in its internal state. This is too aggressive for rapidly changing DAGs, so we’ve changed the connection to happen in time intervals defined by DAGMAN_QUEUE_UPDATE_INTERVAL, by default once every five minutes. (Ticket #6464).
- DAGMan now enforces the DAGMAN_MAX_JOB_HOLDS limit by the number of held jobs in a cluster at the same time. Previously it counted all holds over the lifetime of a cluster, even if only a small number of them are active at the same time. (Ticket #6492).
- Fixed a bug where on rare occasions the ShadowLog would become owned by root. (Ticket #6485).
- Fixed a bug where using condor_qedit to change any of the concurrency limits of a job would have no effect. (Ticket #6448).
- When copy_to_spool is set to True, condor_submit now attempts to transfer the job executable only once per job cluster, instead of once per job. (Ticket #6459).
- Fixed a bug that could result in an incorrect total reported by condor_rm when the -totals option is used. (Ticket #6450).

**Version 8.7.5**

Release Notes:

- HTCondor version 8.7.5 released on November 14, 2017.

New Features:

- None.

Bugs Fixed:

- **Security Item:** This release of HTCondor fixes a security-related bug described at http://htcondor.org/security/vulnerabilities/HTCONDOR-2017-0001.html (Ticket #6455).
Version 8.7.4

Release Notes:

- HTCondor version 8.7.4 released on October 31, 2017.

New Features:

- Added support for late materialization into `condor_dagman`. DAGs that include late materialized jobs now work correctly in both normal and recovery conditions. [Ticket #6274].

- We now produce run time statistics in `condor_dagman`, tracking how much time DAGMan spends idle, how much time it spends submitting jobs and processing log files. This information could be used to determine why a DAG is submitting jobs slowly and how to optimize it. These statistics currently get dumped into the .dagman.out file at the end of a DAGs execution. [Ticket #6411].

- Added a new knob to `condor_dagman`, `DAGMAN_AGGRESSIVE_SUBMIT`. When set to True, this tells DAGMan to ignore the interval time limit for submitting jobs (defined by `DAGMAN_USER_LOG_SCAN_INTERVAL`) and to continuously submit jobs until no more are ready, or until it hits a different limit. [Ticket #6386].

- Added `status` command to `condor_annex`. This command invokes `condor_status` to display information about annex instances that have reported to the collector. It also gathers information about annex instances from EC2 and forwards that data to `condor_status` to detect instances which the collector does not yet or any longer know about. The annex instance ads fabricated for this purpose are not real slot ads, so some options you may know from `condor_status` do not apply to the `status` command of `condor_annex`. See section 6 for details. [Ticket #6321].

- Added a “merge” mode to `condor_status`. When invoked with the [-merge <file>] option, ads will be read from file, which can be – to indicate standard in, and compared to the ads selected by the query specified as usual by the remainder of the command-line. Ads will be compared on the basis of the sort key (which you can change with [-sort <key>]). `condor_status` will print three tables based on that comparison: the first table will be generated from those ads whose key was in the query but not in file; the second table will be generated from those ads whose key was appeared in both the query and in file, and the third table will be generated from those ads whose key appeared only in file. [Ticket #6321].

- Added off command to `condor_annex`. This command invokes `condor_off -annex` appropriately. [Ticket #6408].

- Updated `condor_annex -check-setup` to check collector security as well as connectivity. [Ticket #6322].

- Added submit warnings. See section 3.7.2. [Ticket #5971].

- `openmpiscript` now uses `condor_chirp` to run Open MPI’s execute daemons (orted) directly under the `condor_starter` (instead of using SSH). `openmpiscript` now also puts information about the number of CPUs in the hostfile given to `mpirun` and now includes an option for jobs that intend to use hybrid Open MPI+OpenMP. [Ticket #6403].

- The High Availability `condor_replication` daemon now works on machines using mixed IPV6/IPV4 addressing or using the `condor_shared_port` daemon. [Ticket #6413].
• When Docker universe starts a job, it no longer uses the docker run command line to do so. Now, it first creates a container with docker create, then starts it with docker start. This allows HTCondor to better isolate errors at container creation time, but should not result in any user visible changes at run time. The StarterLog will now always print the docker command line for the start and create, and not the run that it used to. (Ticket #6377).

• When docker universe reports memory usage, it now reports the RSS (Resident Set Size) of the container, previously it reported RSS + page cache size (Ticket #6430).

• Added support for both user and daemon authentication using the MUNGE service. (Ticket #6404).

• Added a new -macro argument to condor_config_val. This argument causes condor_config_val to show the results of doing $() expansion of its arguments as if they were the result of a look up rather than the names of configuration variables to look up. (Ticket #6416).

• CErequirements for the BLAHP can now be expressed in a simple form such as a string or nested ClassAd. (Ticket #6133).

Bugs Fixed:

• Fixed a bug introduced in 8.7.0 where the job attributes RemoteUserCpu and RemoteSysCpu where never updated in the history file, or in condor_q output. The user log would show the correct values. (Ticket #6426).

• The new behavior of the -expand command line argument of condor_config_val was breaking some scripts, so that functionality has been moved and -expand reverted to the pre 8.7.2 behavior. (Ticket #6416).

• Grid type boinc jobs are now considered running when they are reported as IN_PROGRESS. (Ticket #6405).

Version 8.7.3

Release Notes:

• HTCondor version 8.7.3 released on September 12, 2017.

Known Issues:

• Our current implementation of late materialization is incompatible with condor_dagman and will cause unexpected behavior, including failing without warning. This is a top-priority issue which aim to resolve in an upcoming release. (Ticket #6292).

New Features:

• Changed condor_top tool to monitor the condor_schedd by default, to show more useful columns in the default view, to better format output when redirected or piped, and to optionally take input of two ClassAd files. (Ticket #6352).
• Changed how auto works for ENABLE_IPV4 and ENABLE_IPV6. HTCondor now ignores addresses that are likely to be useless (loopback or link-local) unless no address is likely to be useful (private or public). (Ticket #6348).

• Added support for Public Input Files in HTCondor jobs. This allows users to transfer input files over a publicly-available HTTP web service, which can benefit from caching proxies, load balancers, and other tools to improve file transfer performance. (Ticket #6356).

• Added -grid:ec2 to condor_q to avoid truncating AWS’ new, longer, instance IDs. Replaced useless (given the instance ID) instance host name with the CMD column, to help distinguish EC2 jobs from each other. (Ticket #5478).

• Added statistical output for job input files transferred from web servers using the curl_plugin tool. Statistics are stored in ClassAd format, saved by default to a transfer_history file in the local logs folder. (Ticket #6229).

Bugs Fixed:

• Fixed some small memory leaks in the HTCondor daemons. (Ticket #6361).

• Fixed a bug that would prevent dollar-dollar expansion from working correctly for parallel universe jobs running on partitionable slots. (Ticket #6370).

Version 8.7.2

Release Notes:

• HTCondor version 8.7.2 released on June 22, 2017.

Known Issues:

• Our current implementation of late materialization is incompatible with condor_dagman and will cause unexpected behavior, including failing without warning. This is a top-priority issue which aim to resolve in an upcoming release. (Ticket #6292).

New Features:

• Improved the performance of the condor_schedd by setting the default for the knob SUBMIT_SKIP_FILECHECKS to true. This prevents the condor_schedd from checking the readability of all input files, and skips the creation of the output files on the submit side at submit time. Output files are now created either at transfer time, when file transfer is on, or by the job itself, if a shared filesystem is used. As a result of this change, it is possible that a job will run to completion, and only then is put on hold because the output file on the submit machine cannot be written. (Ticket #6220).
• Changed *condor_submit* to not create empty stdout and stderr files before submitting jobs by default. This caused confusion for users, and slowed down the submission process. The older behavior, where *condor_submit* would fail if it could not create this files, is available when the parameter *SUBMIT_SKIP_FILECHECKS* is set to false. The default is now true. ([Ticket #6220]).

• *condor_q* will now show expanded totals when querying a *condor_schedd* that is version 8.7.1 or later. The totals for the current user and for all users are provided by the *condor_schedd*. To get the old totals display set the configuration parameter *CONDOR_Q_SHOW_OLD_SUMMARY* to true. ([Ticket #6254]).

• The *condor_annex* tool now logs to the user configuration directory. Added an audit log of *condor_annex* commands and their results. ([Ticket #6267]).

• Changed *condor_off* so that the `-annex` flag implies the `-master` flag, since this is more likely to be the right thing. ([Ticket #6266]).

• Added `-status` flag to *condor_annex*, which reports on instances which are running but not in the pool. ([Ticket #6257]).

• If invoked with an annex name and duration (but not an instance or slot count), *condor_annex* will now adjust the duration of the named annex. ([Ticket #6161]).

• Job input files which are downloaded from http:// web addresses now have mechanisms to recover from transfer failures. This should increase the reliability of using web-based input files, especially under slow and/or unstable network conditions. ([Ticket #5886]).

• Reduced load on the *condor_collector* by optimizing queries performed when an HTCondor daemon needs to look up the address of another daemon. ([Ticket #6223]).

• Reduced load on the *condor_collector* by optimizing queries performed when using *condor_q* with several different command-line options such as `-submitter` and `-global`. ([Ticket #6222]).

• Added the *condor_top* tool, an automated version of the now-defunct *condor_top.pl* which uses the python bindings to monitor the status of daemons. ([Ticket #6205]).

• Added a new option `-cron` to *condor_gpu_discovery* that allows it to be used directly as an executable of a *condor_startd* cron job. ([Ticket #6012]).

• The configuration variable *MAX_RUNNING_SCHEDULER_JOBS_PER_OWNER* was set to default to 100. It formerly had no default value. ([Ticket #6260]).

• Added a parameter *DEDICATED_SCHEDULER_USE_SERIAL_CLAIMS* which defaults to false. When true, allows the dedicated schedule to use claimed/idle slots that the serial scheduler has claimed. ([Ticket #6276]).

• The *condor_advertise* tool now assumes an update command if one is not specified on the command-line and attempts to determine exact command by inspecting the first ad to be advertised. ([Ticket #6296]).

• Improved support for running several *condor_negotiators* in a single pool. *NEGOTIATOR_NAME* now works like *MASTER_NAME*. *condor_userprio* has a `-name` option to select a specific *condor_negotiator*. Accounting ads from multiple *condor_negotiators* can co-exist in the *condor_collector*. ([Ticket #5717]).

• Package EC2 Annex components in the condor-annex-ec2 sub RPM. ([Ticket #6202]).
• Added configuration parameter `ALTERNATE_JOB_SPOOL`, an expression evaluated against the job ad, which specifies an alternate spool directory to use for files related to that job. (Ticket #6221).

Bugs Fixed:

• With an empty configuration file, HTCondor would behave as if `ALLOW_ADMINISTRATOR` were *. Changed the default to `$(CONDOR_HOST)`, which is much less insecure. (Ticket #6230).

• Fixed a bug in the `condor_schedd` where it did not account for the initial state of late materialize jobs when calculating the running totals of jobs by state. This bug resulted in `condor_q` displaying incorrect totals when `CONDOR_Q_SHOW_OLD_SUMMARY` was set to false. (Ticket #6272).

• Fixed a bug where the `condor_schedd` would incorrectly try to check the validity of output files and directories for late materialize jobs. The `condor_schedd` will now always skip file checks for late materialize jobs. (Ticket #6246).

• Changed the output of the `condor_status` command so that the Load Average field now displays the load average of just the condor job running in that slot. Previously, load associated from outside of condor was proportionately distributed into the condor slots, resulting in much confusion. (Ticket #6225).

• Illegal chars (`+', '.'`) are now prohibited in DAGMan node names. (Ticket #5966).

• Improve audit log messages by including the connection ID and properly filtering out shadow and gridmanager modifications to the job queue log. (Ticket #6289).

• `condor_root_switchboard` has been removed from the release, since PrivSep is no longer supported. (Ticket #6259).

Version 8.7.1

Release Notes:

• HTCondor version 8.7.1 released on April 24, 2017.

New Features:

• Previously, when the number of forked children processing Collector queries surpassed the maximum set by the configuration knob `COLLECTOR_QUERY_WORKERS`, the Collector handled all new incoming queries in-process (i.e. without forking). As processing a query and sending out the result to the network could take a long time, the result of servicing such queries in-process in the Collector is likely to drop a lot of updates. So now in v8.7.1, instead of servicing such queries in-process, they are queued up for servicing as soon as query worker child processes become available. The configuration knob `COLLECTOR_QUERY_WORKERS_PENDING` was introduced; see section `CollectorQueryWorkersPending`. (Ticket #6192).

• Default value for `COLLECTOR_QUERY_WORKERS` changed from 2 to 4. (Ticket #6192).
• Introduced configuration macro `COLLECTOR_QUERY_WORKERS_RESERVE_FOR_HIGH_PRIORITY` so that the collector prioritizes queries that are important for the operation of the pool (such as queries from the negotiator) ahead of servicing user invocations of `condor_status`. [Ticket #6192].

• Introduced configuration macro `COLLECTOR_QUERY_MAX_WORKTIME` to define the maximum amount of time the collector may service a query from a client like `condor_status`. See section `refparam:CollectorQueryMaxWorktime`. [Ticket #6192].

• Added several new statistics on collector query performance into the Collector ClassAd, including `ActiveQueryWorkers`, `ActiveQueryWorkersPeak`, `PendingQueries`, `PendingQueriesPeak`, `DroppedQueries`, and `RecentDroppedQueries`. See section `refsec:Collector-ClassAd-Attributes`. [Ticket #6192].

• Further refinement and initial documentation of the HTCondor Annex. [Ticket #6147], [Ticket #6149], [Ticket #6150], [Ticket #6155], [Ticket #6157], [Ticket #6184], [Ticket #6196], [Ticket #6216], [Ticket #6218].

• Docker universe jobs can now use `condor_chirp` command (if it is in the image). [Ticket #6162].

• In the Job Router, when a candidate job matches multiple routes, the first route is now always selected. The old behavior of spreading jobs across all matching routes round-robin style can be enabled by setting the new configuration parameter `JOB_ROUTER_ROUND_ROBIN_SELECTION` to `True`. [Ticket #6190].

• The `condor_schedd` now keeps a count of jobs by state for each owner and submitter and will report them to `condor_q`. `Condorq` will display these totals unless the new configuration parameter `CONDOR_Q_SHOW_OLD_SUMMARY` is set to true. In 8.7.1 this parameter defaults to true. [Ticket #6160].

• Milestone 1 for late materialization in the `condor_schedd` was completed. This milestone adds the undocumented option `-factory` to `condor_q` that can be used to submit a late materializing job cluster to the `condor_schedd`. The `condor_schedd` will refuse the submission unless the configuration parameter `SCHEDD_ALLOW_LATE_MATERIALIZATION` is set to true. [Ticket #6212].

• Increased the default value for configuration parameter `NEGOTIATOR_SOCKET_CACHE_SIZE` to 500. [Ticket #6165].

• Added new DaemonCore statistics `UdpQueueDepth` to measure the number of bytes in the UDP receive queue for daemons with a UDP command port. [Ticket #6183].

• Improved speed of handling queries to the collector by caching the the configuration knob `SHARED_PORT_ADDRESS_REWRITING`. [Ticket #6187].

• The `condor_collector` on Linux now handles some queries in process and some by forking a child process. This allows it to avoid the overhead of forking to handle queries that will take little time. The policy for deciding which queries to handle in process is controlled by a new configuration parameter `HANDLE_QUERY_IN_PROC_POLICY`. [Ticket #6191].

• Added `-limit` option to `condor_status` and changed the `condor_collector` to honor it. [Ticket #6198].

• `condor_submit` was changed to use the same utility library that the submit python bindings use. This should help insures that submit via python bindings will give the same results as using `condor_submit`. [Ticket #6181].

Bugs Fixed:
11.4. Development Release Series 8.7

• None.

Version 8.7.0

Release Notes:

• HTCondor version 8.7.0 released on March 2, 2017.

New Features:

• Optimized the code that reads ClassAds off the wire making the maximum possible update rate for the Collector about 1.7 times higher than it was before. (Ticket #6105), (Ticket #6130).
• New statistics have been added to the Collector ad to show time spent handling queries. (Ticket #6123).
• Changed the formatting of the printing of ClassAd expressions with parentheses. Now there is no space character after every open parenthesis, or before every close parenthesis. This looks more natural, is somewhat faster for the condor to parse, and saves space. That is, an expression that used to print like

( ( ( foo ) ) )

now will print like this

(((foo)))

(Ticket #6082).
• Added -annex option to condor_status and condor_off. Requires an argument; the request is constrained to match machines whose AnnexName ClassAd attribute matches the argument. (Ticket #6116), (Ticket #6117).
• A refreshed X.509 proxy is now forwarded to the remote cluster in Bosco. (Ticket #5841).
• Added several new statistics to the Negotiator ad, mainly detailing how time is spent in the negotiation cycle. (Ticket #6060).

Bugs Fixed:

• Removed redundant updates to the job queue by the Job Router. (Ticket #6102).
11.5 Stable Release Series 8.6

This is a stable release series of HTCondor. As usual, only bug fixes (and potentially, ports to new platforms) will be provided in future 8.6.x releases. New features will be added in the 8.7.x development series.

The details of each version are described below.

Version 8.6.13

Release Notes:


New Features:

- Python bindings are now available on Debian 9, Ubuntu 16, and Ubuntu 18. (Ticket #6751).
- Grid-type cream jobs are now supported on all linux platforms. (Ticket #6799).

Bugs Fixed:

- Fixed a bug in the Python classad module that caused the Python \texttt{in} operator to be case sensitive when used to see if a ClassAd contains a given attribute. (Ticket #6535).
- Fixed a bug in the Python bindings that would leak one or more ClassAds each time the submit or submitMany methods of the schedd class were called without passing an explicit list to return the result ClassAds. (Ticket #6729).
- Fixed a problem processing the whitelist of user modules for the Python bindings. (Ticket #6387).
- Fixed a bug that caused output and error files with full path names to be transferred to the wrong directory on Windows. This would usually cause output file transfer to fail. (Ticket #6747).
- Fixed a bug that could cause grid-type \texttt{condor} jobs under the grid universe to fail if the job’s sandbox is transferred more than once. (Ticket #6791).
- Fixed a bug where Singularity would not be usable if Docker was not installed. (Ticket #6772).
- Fixed a bug where \texttt{MOUNT_UNDER_SCRATCH} would not be interpreted as an expression for Singularity jobs. (Ticket #6740).
- Fixed a bug where Docker Universe jobs would not bind mount the scratch directory when the jobs did not transfer files. (Ticket #6776).
- Fixed a bug where short-lived Docker jobs would report spuriously high usage. (Ticket #6796).
• Fixed how job start timestamps are recorded in the job ad in the grid universe and the job router. (Ticket #6773).

• Fixed a bug that resulted in core files on Windows being mostly empty when the files were made by the 64-bit Windows binaries. (Ticket #6801).

• Fixed a bug in how jobs are sorted in priority order in the `condor_schedd` when any of these job attributes are set: `PreJobPrio1`, `PreJobPrio2`, `PostJobPrio1`, and `PostJobPrio2`. (Ticket #6800).

• Fixed a bug where the negotiator would erroneously preempt some dynamic slots when `ALLOW_PSLLOT_PREEMPTION` is set. (Ticket #6793).

• Updated the systemd unit file to start HTCondor daemons after NFS and the automounter was available. (Ticket #6794).

• Fixed a bug which would cause the `condor_negotiator` to crash if the second argument of an ternary operator is omitted in a `START` expression. (expression ?: value) (Ticket #6798).

• Fixed a bug which would cause certain valid URLs not be recognized. This allows, for example, ‘s3’ to be used as a custom file transfer plug-in. (Ticket #6722).

• Fixed a bug in file transfer where jobs would go on hold if they created a domain socket, which the FileTransfer module would subsequently try (and fail) to send back to the submit machine. (Ticket #6744).

• Prevented the combination of -forward and -since flags when calling `condor_history`, which is ambiguous as to how it should work. (Ticket #6417).

Version 8.6.12

Release Notes:

• HTCondor version 8.6.12 released on August 1, 2018.

Known Issues:

• Policies implemented by the startd may not function as desired while the machine is draining. Specifically, if the `PREEMPT` expression becomes true for a particular slot while a machine is draining, the corresponding job will not vacate the slot until draining completes. For example, this renders the policy macro `HOLD_IF_MEMORY_EXCEEDED` ineffective. This has been a problem since v8.6. (Ticket #6697).

• Policies implemented by the startd may not function as desired while the startd is shutting down peacefully. Specifically, if the `PREEMPT` expression becomes true for a particular slot while the startd is shutting down peacefully, the corresponding job will never be vacated. For example, this renders renders the policy macro `HOLD_IF_MEMORY_EXCEEDED` ineffective. This has been a problem since v8.6. (Ticket #6701).

New Features:
• Support for Debian 9, Ubuntu 16, and Ubuntu 18.

Bugs Fixed:

• Fixed a memory leak when SSL authentication fails. (Ticket #6717).
• Fixed a bug where a job transform with an invalid Requirements expression would not log an error, and would match all jobs as if Requirements had not been specified. (Ticket #6671).
• Fixed a bug where condor_gedit would not allow attempts to change protected attributes even when the user had the right to change them. (Ticket #6674).
• Fixed a bug that would prevent environment variables defined in a job submit file from appearing in jobs running in Singularity containers using Singularity version 2.4 and greater. (Ticket #6656).
• Fixed a bug causing the shared port daemon to crash immediately when built and run on Fedora 28. (Ticket #6696).
• Updated the systemd configuration to prevent the rare escape of a job from its cgroup. (Ticket #6708).
• Fix a bug in the condor_qsub wrapper that prevented users from requesting more than one CPU core. (Ticket #6693).
• Fixed a bug where condor_transfer_data always wrote the job user log in the initialdir, even if the original submit file specified a different directory. (Ticket #6695).
• Blank lines in a security or user map file no longer generate an error message. (Ticket #6672).
• Fixed a bug that prevented the condor_starter from determining the status of a VM that has previously been shut down. (Ticket #6704).
• Fixed a bug where the condor_gridmanager would consider grid-type gce jobs as completed when a query of the instances’ status failed. (Ticket #6712).
• Fixed a bug where using the warning keyword in a submit file would cause the subsequent queue statement to be reported as invalid. (Ticket #6677).
• Fixed a bug in condor_preen where it did not clean up core dump files. It now erases all core files that exceed a certain size (defined by PREEN_COREFILE_MAX_SIZE), a certain age (defined by PREEN_COREFILE_STALE_AGE) or a maximum number of core files per process (defined by PREEN_COREFILES_PER_PROCESS). (Ticket #6540).

Version 8.6.11

Release Notes:

• HTCondor version 8.6.11 released on May 10, 2018.
New Features:

- The MSI installer for Windows now appends the directory needed to use the HTCondor Python bindings libraries into the `PYTHONPATH` environment variable. (Ticket #6607).
- If the user sets the environment variable `OMP_NUM_THREADS` to some value in the submit file, trust the user, and do not overwrite this environment variable to the actual number of provisioned CPUs when the job runs. (Ticket #6606).

Bugs Fixed:

- Fixed a bug where `condor_submit -i` would enter the wrong Singularity container. (Ticket #6595).
- When using configuration parameter `SINGULARITY_TARGET_DIR` to mount the job scratch directory into the Singularity container, update the `X509_USER_PROXY` environment variable to point to the proxy file’s location inside the container. (Ticket #6625).
- Corrected a bug which could cause the shared port daemon to hang if it had been restarted, HTCondor had been configured with an allowable port range, and that port range had filled up. (Ticket #6596).
- Fixed a bug that caused TCP port exhaustion when running a large number of instances of the `condor_chirp_client` program. (Ticket #6627).
- `condor_submit -i` jobs now track their resource usage as normal jobs do. (Ticket #6590).
- Fixed a bug that prevented HTCondor from running jobs if HTCondor was started within a Docker container, or more generally, with a root user id, but without `CAP_SYSADMIN`. (Ticket #6603).
- Fixed a bug that caused corruption of the XferStatsLog. (Ticket #6608).
- Fixed bugs in `condor_q` where the `-global` option would sometimes truncate the job cluster id and the `-hold` option would truncate the hold reason. (Ticket #6634), (Ticket #6641).
- Fixed a bug where `STARTD_CRON_JOBLIST` was not ignoring duplicate entries. (Ticket #6604).
- Fixed a bug when running inside a docker container that would prevent the master from started unless `DISCARD_SESSION_KEYRING_ON_STARTUP` was set to false. (Ticket #6602).
- Fixed a bug specific to the HTCondor Python bindings on Windows, where the call `htcondor.reload_config()` would fail to see environment variable changes made by the Python program. (Ticket #6610).
- DAGMan did not previously check the user log file (which it depends on for coordination with the `condor_schedd`) for corruption. Now, it checks to see if the user log file has been overwritten or deleted, and if so, exits immediately with an error. (Ticket #6579).
- Fixed a bug in the ReadUserLog class where it failed to detect if a file file has been overwritten. (Ticket #6582).
- Fixed a bug where `condor_submit` would not add needed file transfer plugins to the Requirements expression when `should_transfer_files` was `IF_NEEDED`, which is the default. (Ticket #4692).
• Fixed a bug where the configuration parameter `STARTD_RECOMPUTE_DISK_FREE` was not honored when creating a dynamic slot from a partitionable slot, which would sometimes result in the dynamic slot being provisioned with not enough disk space and then failing to match the job. (Ticket #6614).

• Fixed a bug that caused the job ad attribute `JobCurrentStartTransferOutputDate` to be set incorrectly. (Ticket #6617).

• Fixed a bug that could cause `RemoteWallClockTime` to have the wrong value in the history file. (Ticket #6626).

• The `condor_schedd` now considers custom machine resources when selecting the next job to run on an idle claimed dynamic slot. (Ticket #6630).

• The attribute `SlotType` is now set correctly in the slot ad when the `condor_schedd` is selecting the next job to run on a an idle claimed dynamic slot. (Ticket #6611).

• Fixed a bug where `condor_submit` with the `-spool` or `-remote` option would fail when there were no input files to transfer. (Ticket #6655).

• Fixed a bug that could cause the `condor_gridmanager` to falsely believe that grid-type boinc jobs were submitted to the BOINC server. (Ticket #6669).

• Fixed a bug that could cause the HOLD column to be missing from `condor_q` output when the `-global` option was used. (Ticket #6661).

• Fixed a bug that caused the `condor_collector` to reject accounting ads when configuration parameter `COLLECTOR_REQUIREMENTS` is in use. (Ticket #6673).

• Updated the systemd configuration to set the `TasksMax` and `LimitNOFile` to unlimited. Under some versions of systemd, the `TasksMax` defaults to 512, which is too small for a busy submit host. (Ticket #6645).

• Reduced the `RPATH` in RPM builds to just the needed directories. Previously, the tarball `RPATH` was used. (Ticket #6662).

• On the Windows platform, the HTCondor daemons will attempt a `NETWORK` login to impersonate a user if the `INTERACTIVE` login fails. (Ticket #6640).

**Version 8.6.10**

Release Notes:

• HTCondor version 8.6.10 released on March 13, 2018.

New Features:

• None.
Bugs Fixed:

- Fixed a bug that caused `condor_preen` to crash before it finished cleaning the spool directory and leave a core file of its own in the log directory. This problem occurred on submit nodes that had running jobs when `condor_preen` was invoked. ([Ticket #6521]).

- Improved the systemd configuration to clean up HTCondor processes on shutdown in the event that the `condor_master` fails to do so. ([Ticket #6539]).

- HTCondor daemons will do fast shutdown whenever their parent process exits unexpectedly. ([Ticket #6539]).

- Fixed a bug that would cause `condor_q` to crash if the hostname was longer than 64 bytes. ([Ticket #6594]).

- Fixed a bug where if an administrator configured a Concurrency Limit whose name ended in a number, `condor_userprio-allusers` would show additional bogus user entries. ([Ticket #6542]).

- Fixed a bug where the `condor_starter` would crash when talking to a shadow running a condor version older than 8.5 and match authentication was enabled. ([Ticket #6520]).

- Fixed a bug in Python API `htcondor.Secman().ping()` method which would sometimes result in a RunTimeError exception. ([Ticket #6562]).

- Fixed a bug where `policy: want_hold_if` would always evict standard universe jobs instead of putting them on hold. Instead, this policy now ignores standard universe jobs entirely. This means that the metaknobs `policy: hold_if_memory_exceeded` and `policy: hold_if_cpus_exceeded` will also ignore standard universe jobs entirely (instead of its previous bad behavior of of letting standard universe jobs use more than their requested memory until the first time they were evicted, whereafter each restart would be immediately evicted). ([Ticket #6583]).

- The metaknob `policy: hold_if_memory_exceeded` and `policy: preempt_if_memory_exceeded` now ignore VM universe jobs. These jobs can’t exceed their requested memory. ([Ticket #6583]).

- Fixed a bug which mischaracterized the MemoryUsage of VM universe jobs. This should allow VM universe jobs to run when `feature: Hold_If_Memory_Exceeded` is enabled. ([Ticket #6577]).

- Fixed a bug where the `condor_shadow` could accidentally kill itself by not checking if it was attempting to change immutable attributes. ([Ticket #6557]).

- Fixed a bug that could cause the `condor_collector` to exit with an assertion error under certain (rare) conditions when it has no outgoing connectivity to the Internet. ([Ticket #6511]).

- Fixed a bug that would cause any daemons interfacing with the CREDMON to retry indefinitely when polling for credentials. ([Ticket #6523]).

- Fixed a bug that prevented grid-type batch jobs from being removed after an attempt to submit to the underlying batch system failed. ([Ticket #6586]).

- Fixed a bug in Python plugin support for the `condor_collector` that would result in the `condor_collector` switching from writing from the CollectorLog to writing to the ToolLog after a reconfig. ([Ticket #6588]).
• Fixed a bug in the \$F() macro expansion in submit and configuration files that would cause a crash if the argument to the macro was a file literal rather than a variable name. (Ticket #6531).

• Fixed a bug that allowed the condor_schedd to attempt to run jobs on a dynamic slot that requested more resources than the slot provided. (Ticket #6593).

Version 8.6.9

Release Notes:

• HTCondor version 8.6.9 released on January 4, 2018.

New Features:

• When a daemon crashes, more information about the cause is now written to its log file. (Ticket #6483).

Bugs Fixed:

• Fixed a bug in the group quotas that would give too much surplus quota to some groups when ACCEPT_SURPLUS is on and NEGOTIATOR_ALLOW_QUOTA_OVERSUBSCRIPTION is true (the default) (Ticket #6514).

• Fixed a bug in the Python bindings when doing queries that specify a projection with the “attr_list” argument. The bug could potentially result in memory corruption of the Python interpreter process. (Ticket #6468).

• Reduced the amount of time that condor_preen will block the condor_schedd. condor_preen now connects only when specifically needed, and automatically disconnects after PREEN_MAX_SCHEDD_CONNECTION_TIME seconds. (Ticket #6490).

• Fixed a bug on Windows that would often result in the job sandbox on the execute node not being deleted when the condor_schedd relinquished its claim on the slot before the condor_starter had exited. (Ticket #6497).

• Fixed a bug where the condor_master stopped sending watchdog notifications to systemd after restarting itself. This resulted in systemd killing the condor_master shortly after the restart. (Ticket #6476).

• Updated the systemd configuration to only restart HTCondor upon failure. Otherwise, systemd would restart HTCondor if condor_off requested the condor_master to exit. (Ticket #6503).

• Fixed a bug with the use of the scheduler parameter MAX_JOBS_SUBMITTED. If this limit was ever reached by a submit with more than one proc in the cluster, the limit would be reduced by the difference until the condor_schedd was restarted. (Ticket #6460).

• Fixed a bug that caused very large RequestDisk requests to fail, and cause the Disk attribute in the machine ad to go negative. (Ticket #6467).

• Fixed a bug with the RESERVED_DISK parameter that would not accept an argument larger than 2 Gigabytes. (Ticket #6472).
• Improved validation of the lengths of messages in PASSWORD and SSL authentication methods. (Ticket #6493).

• Fixed a problem where the VM universe would be taken offline on the execute node, if the qcow2 disk image was corrupt. The offending job is now put on hold with an appropriate hold message. (Ticket #6505).

• Fixed a problem which would prevent Java universe jobs from working when using a relative path name to a jar file and submitting from Linux to Windows or vice versa. (Ticket #6474).

• Fixed a bug on 32 bit Linux systems that caused the starter to crash on startup if cgroup limits were enabled. (Ticket #6501).

• Fixed a bug in Startd Cron (see 4.4.3) where, in effect, SlotMergeConstraint was ignored. (Ticket #6488).

• Fixed a bug when IPv6 is enabled which could cause the condor_startd to crash when spawning a starter. (Ticket #6462).

• Fixed a bug in condor_q which could cause the DONE amount to be incorrect when multiple clusters shared a batch name. (Ticket #6469).

• Fixed issue on newer versions of Linux where core files generated by a daemon were not usable by gdb. A side effect of this fix is that the configuration parameter CORE_FILE_NAME no longer has any effect on Linux. (Ticket #6482).

• condor_chirp will now no longer abort when given a command that it cannot successfully execute, such as fetching a file that does not exist. (Ticket #6402).

• Removed unneeded copy_to_spool statement from default interactive submit file. (Ticket #6315).

Version 8.6.8

Release Notes:

• HTCondor version 8.6.8 released on November 14, 2017.

New Features:

• None.

Bugs Fixed:

• Security Item: This release of HTCondor fixes a security-related bug described at http://htcondor.org/security/vulnerabilities/HTCONDOR-2017-0001.html (Ticket #6455).
Version 8.6.7

Release Notes:

- HTCondor version 8.6.7 released on October 31, 2017.

New Features:

- Added support for HTTPS transfers in the curl_plugin utility. (Ticket #6253).
- Job attributes that are recognized by the batch_gahp but not by HTCondor can now be specified in the job ad without using a prefix of Remote_. (Ticket #6422).

Bugs Fixed:

- Fixed a bug that caused systems using cgroup memory limits to not properly reset the memory limit after the first use of a slot. The memory limit would get reused from the previous slot value. (Ticket #6414).
- Added SELinux type enforcement rules to allow condor_ssh_to_job to function on Enterprise Linux 7. (Ticket #6362).
- Asking systemd to stop condor now allows the HTCondor daemons to properly clean up, instead of simply immediately sending a SIGKILL. As a result, HTCondor daemons stopped via systemd will no longer continue to appear alive with condor_status. (Ticket #6096).
- Fixed problems in Python bindings when using the Submit class to submit jobs specifying environment variables or file redirection. (Ticket #6420).
- Change the default value of STARTD_RECOMPUTE_DISK_FREE to false, so that the Disk attribute is mostly correct for partitionable slots. (Ticket #6423).
- Docker universe now sets the cgroup cpu-shares field to 100 times the number of requested cores, which matches vanilla universe. (Ticket #6424).
- MOUNT_UNDER_SCRATCH when used in Docker universe can now be an expression, not just a literal string. This matches the way it works in vanilla universe. (Ticket #6401).
- Fixed a bug that could cause the condor_startd to crash when spawning a condor_starter with mixed mode networking. (Ticket #6461).
- Fixed a bug that caused the condor_collector on Windows to refuse connections whenever the number of open sockets was more than 820 even though space was allocated for 1024 open sockets. (Ticket #6425).
- Fixed a bug that caused the configuration variable DEFAULT_MASTER_SHUTDOWN_SCRIPT to be ignored on Windows when the condor_master was running as a service. (Ticket #6458).
- condor_status will now print longer lines when its output is redirected into a pipe, rather than its input coming from one. (Ticket #6381).
• Fixed a crash in condor_transferer when a connection can’t be established with its peer. (Ticket #6412).

• Fixed a bug that caused condor_job_router_info to crash if configuration parameter JOB_ROUTER_ENTRIES_REFRESH was set to a positive value. (Ticket #6444).

• Fixed a bug in condor_history that caused it to print invalid XML or JSON syntax when reading from multiple history files. (Ticket #6437).

• Fixed a bug in the condor_schedd which resulted in the IsNoopJob job attribute sometimes being ignored if the value of this attribute was changed after the job was submitted. (Ticket #6396).

• Fixed a bug that rarely caused slurm jobs to be held. When slurm reports memory utilization and it is a multiple of 1024k, Slurm uses the 'M' suffix. The parsing logic was extended to also interpret the 'M', 'G', 'T', and 'P' suffixes for memory utilization. (Ticket #6431).

• The condor-bosco RPM ensures the rsync is installed as required by the Bosco scripts. (Ticket #6439).

• To avoid unnecessary transfers when copy_to_spool is set in the submit file, HTCondor no longer copies the executable to the local spool directory more than once for a cluster. (Ticket #6454).

Version 8.6.6

Release Notes:

• HTCondor version 8.6.6 released on September 12, 2017.

New Features:

• None.

Bugs Fixed:

• Fixed a bug that might cause the condor_schedd or other daemons to crash when logging on Linux to the syslog facility, and the condor_reconfig command was run. (Ticket #6364).

• Fixed a bug that prevented condor daemons from writing out a core file for debugging in the very unlikely event that one of them crashed. (Ticket #6365).

• Fixed a bug where the negotiator would make matches where the daemons involved did not share an IP version, and thus could not talk to each other. (Ticket #6351).

• HTCondor now works properly with systemd’s watchdog feature on all flavors of Linux. Previously, the condor_master wouldn’t send alive messages to systemd if systemd wasn’t part of the Linux distribution’s standard configuration. This would result in systemd killing the HTCondor daemons after a short period of time. (Ticket #6385).
• Fixed handling of backslashes in string values in old ClassAds format in the Python bindings. (Ticket #6382).
• Fixed a bug in how the CPU usage of Slurm jobs is interpreted. (Ticket #6380).
• Fixed a bug that caused a machine claimed by a parallel universe job to stick in the Claimed/Idle state forever. This could only happen if the job was removed as it was in the process of claiming resources. (Ticket #6376).
• Fixed a bug that caused a machine to stick in the Preempting/Vacating state after a job was removed when a JOB_EXIT_HOOK was defined. (Ticket #6383).
• Added type enforcement rules for cgroups to HTCondor’s SELinux profile. (Ticket #6168).
• Fixed a bug where setting delegate_job_gsi_credentials_lifetime to 0 in a submit description file was treated the same as not setting it at all. (Ticket #6375).
• Fixed handling of octal escape sequences in ClassAd strings. (Ticket #6384).
• Updated Boost external to version 1.64. (Ticket #6369).

Version 8.6.5

Release Notes:

• HTCondor version 8.6.5 released on August 1, 2017.

New Features:

• Added avx2 to the set of processor flags advertised by the condor_startd. (Ticket #6317).

Bugs Fixed:

• Fixed a bug in socket clean-up that was causing a memory leak. This may have been particularly noticeable in the condor_collector. (Ticket #6342).
• Fixed a bug that caused an infinite loop in the condor_starter when cgroups were enabled on systems (such as Debian) where the kernel has disabled the memory accounting controller. A job on such a system would go into the "R" state, but never actually start running. (Ticket #6347).
• Fixed a bug where setting NETWORK_INTERFACE to an IPv6 address could cause HTCondor daemons to except. (Ticket #6339).
• Fixed a bug where a cross protocol CCB connection would cause the condor_shadow or condor_schedd to except. (Ticket #6344).
• Fixed a bug where the wildcard '*' in ALLOW or DENY lists was being interpreted as only matching IPv4 addresses. It now properly matches any address family. (Ticket #6340).
• Fixed a bug where reverse resolutions could return the string representation of the address in question instead of failing. This resulted in spurious warnings of the form "WARNING: forward resolution of 2001:630:10:f001::19a0 doesn’t match 2001:630:10:f001::19a0!" (Ticket #6338).

• Fixed a bug which prevented using an ImDisk RAM disk as the execute directory on Windows. (Ticket #6324).

• Fixed a bug where removal of a job could cause another job from the same user to also be removed. This was mostly likely to happen when the condor_schedd is under heavy load. (Ticket #6353).

• Fixed a bug where removal of a job could cause another job from the same user to also be removed. This was mostly likely to happen when the condor_schedd is under heavy load. (Ticket #6353).

• Fixed a bug that cause parallel universe jobs not to start on pools with partitionable slots. (Ticket #6308).

• Fixed a problem, introduced in HTCondor 8.6.4, where the condor_collector plugins where loaded but not used. (Ticket #6343).

• Fixed a bug where "condor_q -grid" did not display the status column for any non-Globus job. (Ticket #6306).

• Fixed bugs in the condor_schedd and condor_negotiator that could cause jobs to not be negotiated for when NEGOTIATOR_PREFETCH_REQUESTS is set to TRUE. (Ticket #6336), (Ticket #6312).

Version 8.6.4

Release Notes:

• HTCondor version 8.6.4 released on June 22, 2017.

New Features:

• Python bindings are now available on MacOSX. (Ticket #6244).

• Allow Python modules to be used as condor_collector plugin. This undocumented feature is to be used by expert developers only. (Ticket #6213), (Ticket #6295).

Bugs Fixed:

• Fixed a bug with PASSWORD authentication that would sporadically cause it to fail to exchange keys, due to whether or not the first round-trip of communications blocked on reading from the network. (Ticket #6265).

• Pslot preemption now properly handles machine custom resources, such as GPUs. (Ticket #6297).

• Fixed a bug that prevented HTCondor from correctly setting virtual memory cgroup limits when soft physical memory limits were being used. (Ticket #6294).

• Fixed a bug that prevented parallel universe jobs from running that used $$() expansion in submit files. (Ticket #6299).
• Added a new knob, STARTD_RECOMPUTE_DISK_FREE, which defaults to true, which tells the startd to periodically recompute and advertise free disk space. Admins can set this to false for partitionable slots whose execute directory is used by HTCondor alone. (Ticket #6301).

• Fixed a bug that could cause condor_submit to fail to submit a job with a proxy file to a condor_schedd older than 8.5.8, due to the absence of an X.509 CA certificates directory. (Ticket #6258).

• Restored a check in condor_submit about whether the job’s X.509 proxy has sufficient lifetime remaining. (Ticket #6283).

• Fixed a bug in condor_dagman where the DAG status file showed an incorrect status code if submit attempts failed for the final node. (Ticket #6069).

• Bosco now properly identifies CentOS 7 as a supported platform. (Ticket #6303).

• Fixed a bug when Bosco is used to submit jobs to multiple remote clusters. When arguments to remote_gahp are provided in the GridResource attribute, jobs could be submitted to the wrong cluster. (Ticket #6277).

• To speed up the installation process on Enterprise Linux 7, the SELinux profile is now reloaded only once, when setting the HTCondor daemons to run in permissive mode. (Ticket #6304).

• Update the systemd configuration on Enterprise Linux 7 to start the condor_master after time synchronization is achieved. This prevents unnecessary daemon restarts due to sudden time shifts. (Ticket #6255).

• The condor_shadow will now ignore updates of JobStartDate from the condor_starter since the condor_schedd already sets this attribute correctly and the condor_starter incorrectly tries to set it even if the job has already run once. A consequence of this fix is that the value of JobStartDate that the condor_startd uses for policy expressions will be different than the value that the condor_schedd uses. Resolving this problem will potentially break existing policy expressions in the condor_startd, so it will be be not be changed in the 8.6 series, but fixed in the 8.7 series. (Ticket #6280).

• Fixed a bug where per-instance job attributes like RemoteHost would show up in the history file for completed jobs. This bug occurred if a job happened to complete while the condor_schedd was in the process of a graceful shutdown. (Ticket #6251).

• The condor_convert_history command is present again in this release. (Ticket #6282).

• The parameter SETTABLE_ATTRS_ADMINISTRATOR is now correctly appears in condor_config_val. (Ticket #6286).

**Version 8.6.3**

**Release Notes:**

• HTCondor version 8.6.3 released on May 9, 2017.

**Bugs Fixed:**
• Fixed a bug that rarely corrupts the condor_schedd’s job queue log file when the input sandbox of a job with an
X.509 proxy file is spooled. (Ticket #6240).

• Fixed a memory leak in the Python bindings related to logging. (Ticket #6227).

Version 8.6.2

Release Notes:

• HTCondor version 8.6.2 released on April 24, 2017.

New Features:

• Added metaknobs for defining map files for use with the ClassAd usermap function in the condor_schedd, and a
metaknob for automatically assigning an accounting group to a job based on a mapping of the owner name of the
job. (Ticket #6179).

• When the condor_credd is polling for credentials, the timeout is now configurable using CREDD_POLLING_TIMEOUT.

• The reverse option for condor_q was changed to reverse-analyze, and it now implies better-analyze. Formerly,
the reverse option was ignored unless -better-analyze was also specified. (Ticket #6167).

Bugs Fixed:

• Fixed a bug that could cause condor_store_cred to fail on Windows due to a case-sensitive check of the user’s
account name. (Ticket #6200).

• Updated Open MPI helper script to catch and handle SIGTERM and to use bash explicitly. (Ticket #6194).

• Docker Universe jobs now update the RemoteSysCpu attributes for job and in the job log. Previously, this field
was always 0. (Ticket #6173).

• Docker universe detection is now more robust in the face of extraneous output to standard error on docker startup.
This was preventing Condor from detecting that docker was properly working on hosts. (Ticket #6185).

• Fixed a bug that prevented submit_requirement and job_transform expressions from referencing job
attributes describing the job’s X.509 proxy credential. (Ticket #6188).

• The Linux kernel tuning script no longer adjusts some kernel parameters unless a condor_schedd will be started
by the master. (Ticket #6208).

• Fixed a bug that caused all but the first in a list of metaknobs to be ignored unless there were commas separating
the list items. So use ROLE : Execute CentralManager would incorrectly add only the Execute role.
Previously, use ROLE : Execute, CentralManager would correctly add both roles. (Ticket #6171).
• Worked around a problem with FORTRAN programs built with `condor_compile` and recent versions of gfortran (4.7.2 was OK, 4.8.5 was not), where those executables would not write to standard out if started in the standard universe. Also, updated the checkpointing library to permit `condor_compile` to successfully link FORTRAN (and other) programs calling certain math functions and built against up-to-date versions of glibc. (Ticket #6026).

• The default values for `HAD_SOCKET_NAME` and `REPLICATION_SOCKET_NAME` have changed to enable the documented configuration for using these services with shared port to work. (Ticket #6186).

• Fixed a bug that caused `condor_dagman` to sometimes (rarely, but repeatably) crash when parsing DAGs containing splices. (Ticket #6170).

• The configuration parameters that control when job policy expressions are evaluated now work as documented. Previously, the default value for `PERIODIC_EXPR_INTERVAL` was 300, not 60 as intended. Also, the parameters `MAX_PERIODIC_EXPR_INTERVAL` and `PERIODIC_EXPR_TIMESLICE` were ignored for grid universe jobs. (Ticket #6199).

• Fixed a bug that could cause the Job Router to crash if the `job_queue.log` contained invalid or incomplete records. (Ticket #6195).

• Fixed a bug that caused updates of the job attribute `x509UserProxyExpiration` to be ignored for job policy evaluation when the job was managed by the Job Router. (Ticket #6071).

• Fixed modification of `PYTHONPATH` environment variable that could fail in bash if `set -u` is enabled. (Ticket #6211).

• `bosco_quickstart` no longer assumes that submitting to a Slurm cluster requires the PBS emulation module. (Ticket #6211).

• Fixed a bug that caused `condor_submit -dump` to crash when the submit file had an attribute to enable the use of an x509 user proxy. (Ticket #6197).

• Updated the supported platform list in the Bosco installer script to include Ubuntu 16 and Mac OSX 10.12. Also, dropped Ubuntu 12 and Mac OSX 10.6 through 10.9. (Ticket #6178).

• Fixed a bug which in some obscure configurations caused a spurious PERMISSION DENIED error was printed in the StartLog when activating a claim. (Ticket #6172).

• Fixed a bug which forced the administrator to restart (rather than reconfigure) running daemons after adding an entry to a `DENY_*` authorization list. (Ticket #6172).

### Version 8.6.1

Release Notes:

• HTCondor version 8.6.1 released on March 2, 2017.
New Features:

- `condor_q` now checks to see if authentication and security negotiation are enabled before attempting to request only the current users jobs from the `condor_schedd`. Prior to this change, configurations that disabled security or authentication would also need to set `CONDOR_Q_ONLY_MY_JOBS` to false. (Ticket #6125).

- The CLAIMTOBE authentication method is now in the list of methods for READ access if no list of authentication methods for READ or DEFAULT is specified in the configuration. This change allows sites that use the default host based security model to use `condor_q -global` with the only-my-jobs feature without making changes to their security configuration. (Ticket #6125).

- The collector now records the authentication method used to determine the authenticated identity. (Ticket #6122).

Bugs Fixed:

- Update Docker interface to be able to retrieve usage information from running containers and to remove containers when certain errors occurred when using Docker version 1.13. (Ticket #6088).

- In Docker universe, all writes to files in `/tmp` and `/var/tmp` by default write inside the container. There is a limit on the file size within the container, and jobs that write a lot to `/tmp` may hit that. If a docker universe job now runs on a system with `MOUNT_UNDER_SCRATCH` defined, HTCondor now adds those mounts as volume mounts, so file writes do not go to the container, but to the host file system. (Ticket #6080).

- Fixed a bug in `condor_status -format` and `condor_q -format` that caused the tools to truncate output to the width specified in the format specifier. The most likely manifestation of this bug was that punctuation after the format would not be printed when the format had an explicit width. (Ticket #6120).

- Fixed a bug that caused spurious shared port-related error messages to appear in the `dagman.out` file (by adding the new `DAGMAN_USE_SHARED_PORT` configuration macro). (Ticket #6156).

- Fixed a bug that caused VM universe jobs to fail if the `vm_disk` submit command contained spaces after a comma. (Ticket #6132).

- Fixed a bug that can cause the Job Router and `condor_c-gahp` to crash if they fail to submit a job due to submit transforms or submit requirements. (Ticket #6152).

- Fixed a bug that caused the Job Router to not route any jobs if the `JOB_ROUTER_DEFAULTS` configuration parameter value started with white space. (Ticket #6128).

- Fixed several bugs in how the Job Router writes to job event logs. (Ticket #6092).

- Removed Bosco’s attempt to configure a default value for `grid_resource` in the submit description file, as `condor_submit` no longer supports this ability. Also, Bosco now works with Slurm clusters. (Ticket #6106).

- Changed Bosco’s configuration of the `condor_ft-gahp` to eliminate worrying error messages in the `condor_ft-gahp`’s log file. (Ticket #6107).

- Fixed a bug that could cause a grid batch job submitted to PBS or Slurm to go on hold when the job’s X.509 proxy is refreshed. (Ticket #6136).
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- Fixed a bug where the `condor_gridmanager` fails to put a job on hold due to the desired hold reason containing invalid characters. (Ticket #6142).
- Improved the hold reason when submission of a grid-type batch job fails. (Ticket #3377).
- Update helper scripts to work with current versions of Open MPI and MPICH2. (Ticket #6024).
- Fixes a bug that could cause events for local universe jobs to not be written to the global event log. (Ticket #6100).
- Fixed a bug on execute machines that enable PID namespaces that would generate a spurious error message in the daemon log when `condor_off -fast` was issued. (Ticket #6137).
- Fixed a bug that could corrupt the job queue log file such that the `condor_schedd` cannot restart. The bug is mostly likely to occur if the disk becomes full. (Ticket #6153).
- Incremented the ClassAd library version number, since the deprecated iostream interface has been removed. (Ticket #6050). (Ticket #6115).

Version 8.6.0

Release Notes:


New Features:

- Added two new job ClassAd attributes, `CumulativeRemoteSysCpu` and `CumulativeRemoteUserCpu`, which keep a running total of system and user CPU usage, respectively, across all job restarts. Also, immediately clear attributes `RemoteSysCpu` and `RemoveUserCpu` on job start, instead of on first update. (Ticket #6022).
- Added a new configuration knob, `ALWAYS_REUSEADDR`, which defaults to True. When True, it tells HTCondor to set the `SO_REUSEADDR` socket option, so that the schedd can run large numbers of very short jobs without exhausting the number of local ports needed for shadows. (Ticket #6040).
- Changed the default value of `IGNORE_LEAF_OOM` to True. (Ticket #5775).

Bugs Fixed:

- Fixed a bug causing unnecessarily slow updates from the `condor_startd`. If you depend on the old behavior, set `UPDATE_SPREAD_TIME` to 8. A value of 0 enables the fix. (Ticket #6062).
- Fixed a race condition when running multiple concurrent jobs on the same claim. When the starter exits, it notifies the shadow, which tells the startd to kill the starter. Immediately after the shadows tells the startd, it fetches the next job, and tries to start it. If the starter hasn’t completely exited yet (perhaps it needs to clean up a large sandbox), it will notice the shadow has closed the command socket, and the starter will go into disconnected mode, and get confused. This has been fixed. (Ticket #6049).
• Fixed an infelicity with `condor_submit -i` and docker universe, where it would start an interactive shell without a container. Added error message expressing that this combination is not currently supported. (Ticket #6083).

• When a job claimed by the Job Router is held or removed, it is no longer considered a failure of the job route chosen for that job. (Ticket #5968).

• Fixed a bug in recovering a Google Compute Engine (GCE) job if the `condor_gridmanager` restarts during submission of the instance request. (Ticket #6078).

• Fixed a bug that could cause re-installation of a remote cluster to fail in Bosco. (Ticket #6042).

• Fixed a bug with handling the proxy files of grid-type batch jobs when the proxy’s file name is a relative path. (Ticket #6053).

• Fixed a bug that caused the `batch_gahp` to crash when a job’s X.509 proxy is refreshed and the `batch_gahp` is configured to not create a limited copy of the proxy. (Ticket #6051).

• Fixed a bug in the virtual machine universe where `RequestMemory` and `RequestCPUs` were not changing the resources assigned to the VM created by HTCondor. Now, `VM_Memory` defaults to `RequestMemory`, and the number of CPUs defaults to `RequestCPUs`. (Ticket #5998).
Chapter 12

Command Reference Manual (man pages)
**bosco_cluster**

Manage and configure the clusters to be accessed.

**Synopsis**

```
bosco_cluster [-h || --help]
bosco_cluster [-l || --list] [-a || --add <host> [sched]] [-r || --remove <host>] [-s || --status <host>] [-t || --test <host>]
```

**Description**

*bosco_cluster* is part of the Bosco system for accessing high throughput computing resources from a local desktop. For detailed information, please see the Bosco web site: [https://osg-bosco.github.io/docs/](https://osg-bosco.github.io/docs/)

*bosco_cluster* enables management and configuration of the computing resources the Bosco tools access; these are called clusters.

A `<host>` is of the form `user@fqdn.example.com`.

**Options**

`--help` Print usage information and exit.

`--list` List all installed clusters.

`--remove <host>` Remove an already installed cluster, where the cluster is identified by `<host>`.

`--add <host> [sched]` Install and add a cluster defined by `<host>`. The optional `sched` specifies the scheduler on the cluster. Valid values are `pbs`, `lsf`, `condor`, `sge` or `slurm`. If not given, the default will be `pbs`.

`--status <host>` Query and print the status of an already installed cluster, where the cluster is identified by `<host>`.

`--test <host>` Attempt to submit a test job to an already installed cluster, where the cluster is identified by `<host>`.
Author

Center for High Throughput Computing, University of Wisconsin–Madison

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**bosco_findplatform**

**Synopsis**

```bash
bosco_findplatform [-h || --help]
bosco_findplatform [-u || --url] [-b || --bit] [-f || --full] [-f force=<platformstring>] [-i || --install <installoptions>]
```

**Description**

`bosco_findplatform` is part of the Bosco system for accessing high throughput computing resources from a local desktop. This command is not meant to be executed on the command line by users.

For detailed information, please see the Bosco web site: [https://osg-bosco.github.io/docs/](https://osg-bosco.github.io/docs/)

**Options**

- **--help**  Print usage information and exit.

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bosco_install

Synopsis

bosco_install [ --help ] | [ --usage ]

bosco_install [ --install[=<path/to/release_dir>] ] [ --prefix=<path> ] [ --install-dir=<path> ] [ --local-dir=<path> ] [ --make-personal-condor ] [ --bosco ] [ --type=[submit],[execute],[manager] ] [ --central-manager=<host> ] [ --credd ] [ --owner=<username> ] [ --maybe-daemon-owner ] [ --install-log=<file> ] [ --overwrite ] [ --env-scripts-dir=<dir> ] [ --no-env-scripts ] [ --ignore-missing-libs ] [ --force ] [ --backup ] [ --verbose ]

Description

bosco_install is part of the Bosco system for accessing high throughput computing resources from a local desktop. For detailed information, please see the Bosco web site: https://osg-bosco.github.io/docs/

bosco_install is linked to condor_install. The command

    bosco_install

becomes

    condor_install --bosco

Please see the condor_install man page for details of the command line options.

A Personal HTCondor specialized for Bosco is installed, permitting central manager tasks and job submission.

Author

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**bosco_ssh_start**

**Synopsis**

*bosco_ssh_start*

**Description**

*bosco_ssh_start* is part of the Bosco system for accessing high throughput computing resources from a local desktop. This command is not meant to be executed on the command line by users.

For detailed information, please see the Bosco web site: [https://osg-bosco.github.io/docs/](https://osg-bosco.github.io/docs/)

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**bosco_start**

start up the Personal HTCondor installation specific to Bosco

**Synopsis**

*bosco_start*

**Description**

*bosco_start* is part of the Bosco system for accessing high throughput computing resources from a local desktop. For detailed information, please see the Bosco web site: [https://osg-bosco.github.io/docs/](https://osg-bosco.github.io/docs/)

After installation, *bosco_start* invokes the daemons of the Personal HTCondor installation specific to the Bosco implementation.

There are no command line arguments to this script.

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**bosco_stop**

Shut down HTCondor daemons in a Bosco installation.

**Synopsis**

**bosco_stop**

**Description**

*bosco_stop* is part of the Bosco system for accessing high throughput computing resources from a local desktop. For detailed information, please see the Bosco web site: [https://osg-bosco.github.io/docs/](https://osg-bosco.github.io/docs/)

*bosco_stop* shuts down the HTCondor daemons that are installed and running as part of the Personal HTCondor. It is the equivalent of *condor_off*.

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**bosco_uninstall**

uninstall a Bosco installation

**Synopsis**

**bosco_uninstall**

*bosco_uninstall* is part of the Bosco system for accessing high throughput computing resources from a local desktop. For detailed information, please see the Bosco web site: [https://osg-bosco.github.io/docs/](https://osg-bosco.github.io/docs/)

*bosco_uninstall* removes the Bosco software, but leaves files in the `.bosco` and `.ssh` directories.

There are no command line arguments to this script.

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condor_advertise

Send a ClassAd to the condor_collector daemon

Synopsis

condor_advertise [-help | -version]
condor_advertise [-pool centralmanagerhostname[:portname]] [-debug] [-tcp] [-udp] [-multiple]
[update-command [classad-filename]]

Description

condor_advertise sends one or more ClassAds to the condor_collector daemon on the central manager machine. The optional argument update-command says what daemon type’s ClassAd is to be updated; if it is absent, it assumed to be the update command corresponding to the type of the (first) ClassAd. The optional argument classad-filename is the file from which the ClassAd(s) should be read. If classad-filename is omitted or is the dash character (’-‘), then the ClassAd(s) are read from standard input. You must specify update-command if you do not want to read from standard input.

When -multiple is specified, multiple ClassAds may be published. Publishing many ClassAds in a single invocation of condor_advertise is more efficient than invoking condor_advertise once per ClassAd. The ClassAds are expected to be separated by one or more blank lines. When -multiple is not specified, blank lines are ignored (for backward compatibility). It is best not to rely on blank lines being ignored, as this may change in the future.

The update-command may be one of the following strings:

UPDATE_STARTD_AD
UPDATE_SCHEDD_AD
UPDATE_MASTER_AD
UPDATE_GATEWAY_AD
UPDATE_CKPT_SRVR_AD
UPDATE_NEGOTIATOR_AD
UPDATE_HAD_AD
UPDATE_AD_GENERIC
UPDATE_SUBMITTOR_AD
UPDATE_COLLECTOR_AD
condor_advertise can also be used to invalidate and delete ClassAds currently held by the condor_collector daemon. In this case the update-command will be one of the following strings:

INVALIDATE_STARTD_ADS
INVALIDATE_SCHEDD_ADS
INVALIDATE_MASTER_ADS
INVALIDATE_GATEWAY_ADS
INVALIDATE_CKPT_SRVR_ADS
INVALIDATE_NEGOTIATOR_ADS
INVALIDATE_HAD_ADS
INVALIDATE_ADS_GENERIC
INVALIDATE_SUBMITTOR_ADS
INVALIDATE_COLLECTOR_ADS
INVALIDATE_LICENSE_ADS
INVALIDATE_STORAGE_ADS

For any of these INVALIDATE commands, the ClassAd in the required file consists of three entries. The file contents will be similar to:

MyType = "Query"
TargetType = "Machine"
Requirements = Name == "condor.example.com"

The definition for MyType is always Query. TargetType is set to the MyType of the ad to be deleted. This MyType is DaemonMaster for the condor_master ClassAd, Machine for the condor_startd ClassAd, Scheduler for the condor_schedd ClassAd, and Negotiator for the condor_negotiator ClassAd. Requirements is an expression evaluated within the context of ads of TargetType. When Requirements evaluates to True, the matching ad is invalidated. A full example is given below.
Options

-help Display usage information

-version Display version information

-debug Print debugging information as the command executes.

-multiple Send more than one ClassAd, where the boundary between ClassAds is one or more blank lines.

-pool centralmanagerhostname[:portname] Specify a pool by giving the central manager’s host name and an optional port number. The default is the COLLECTOR_HOST specified in the configuration file.

-tcp Use TCP for communication. Used by default if UPDATE_COLLECTOR_WITH_TCP is true.

-udp Use UDP for communication.

General Remarks

The job and machine ClassAds are regularly updated. Therefore, the result of condor_advertise is likely to be overwritten in a very short time. It is unlikely that either HTCondor users (those who submit jobs) or administrators will ever have a use for this command. If it is desired to update or set a ClassAd attribute, the condor_config_val command is the proper command to use.

Attributes are defined in Appendix A of the HTCondor manual.

For those administrators who do need condor_advertise, the following attributes may be included:

DaemonStartTime
UpdateSequenceNumber

If both of the above are included, the condor_collector will automatically include the following attributes:

UpdatesTotal
UpdatesLost
UpdatesSequenced
UpdatesHistory Affected by COLLECTOR_DAEMON_HISTORY_SIZE.
Examples

Assume that a machine called condor.example.com is turned off, yet its condor_startd ClassAd does not expire for another 20 minutes. To avoid this machine being matched, an administrator chooses to delete the machine’s condor_startd ClassAd. Create a file (called remove_file in this example) with the three required attributes:

\[
\begin{align*}
\text{MyType} &= \text{"Query"} \\
\text{TargetType} &= \text{"Machine"} \\
\text{Requirements} &= \text{Name} == \text{"condor.example.com"}
\end{align*}
\]

This file is used with the command:

\[
\% \text{condoradvertise INVALIDATE_STARTD_ADS remove_file}
\]

Exit Status

condor_advertise will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure. Success means that all ClassAds were successfully sent to all condor_collector daemons. When there are multiple ClassAds or multiple condor_collector daemons, it is possible that some but not all publications succeed; in this case, the exit status is 1, indicating failure.

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**condor_annex**

Add cloud resources to the pool.

**Synopsis**

```
condor_annex -help
condor_annex [-aws-region <region>] -setup [/full/path/to/access/key/file [/full/path/to/secret/key/file]]
condor_annex [-aws-on-demand] -annex-name <name of the annex> -count <integer number of instances> [-aws-on-demand-*] [common options]
condor_annex [-aws-spot-fleet] -annex-name <name of the annex> -slots <integer weight> [-aws-spot-fleet-*] [common options]
condor_annex -annex-name <name of the annex> -duration hours
condor_annex [-annex-name <name of the annex>] -status [-classad]
condor_annex -check-setup
condor_annex <condor_annex options> status <condor_status options>
```

**Description**

`condor_annex` adds cloud resources to the pool. ("The pool" is determined in the usual manner for HTCondor daemons and tools.) This version supports only Amazon Web Services ("AWS"). To add “on-demand” instances, use the third form listed above; to add “spot” instances, use the fourth. For an explanation of terms, consult either the HTCondor manual (chapter [6]) or the AWS documentation.

Using `condor_annex` with AWS requires a one-time setup procedure performed by invoking `condor_annex` with the `setup` flag (the second form listed above). You may check if this procedure has been performed with the `check-setup` flag (the seventh form listed above).

To reset the lease on an existing annex, invoke `condor_annex` with only the `-annex-name` option and `-duration` flag (the fifth form listed above).

To determine which of the instances previously requested for a particular annex are not currently in the pool, invoke `condor_annex` with the `-status` flag and the `-annex-name` option (the sixth form listed above). The output of this command is intended to be human-readable; specifying the `-classad` flag will produce the same information in ClassAd format. If you omit `-annex-name`, information for all annexes will be returned.

Starting in 8.7.3, you may instead invoke `condor_annex` with `status` as a command argument (the eighth form listed above). This will cause `condor_annex` to use `condor_status` to present annex instance data. Arguments and options on the command line after `status` will be passed unmodified to `condor_status`, but not all arguments and options will
behave as expected. (See below.) condor_annex will construct an ad for each annex instance and pass that information to condor_status; condor_status will (unless you specify otherwise using its command line) query the collector for more information about the instances. Information from the collector will be presented as usual; instances which did not have ads in the collector will be presented last, in their own table. These instances can not be presented in the usual way because the annex instance ads generated by condor_annex do not (and can not) have the same information in them as ads generated by a condor_startd running in the instance. See the condor_status documentation (section 12) for details about the “merge” mode of condor_status used by this command argument. Note that both condor_annex and condor_status have -annex-name options; if you’re interested in a particular annex, put this flag on the command line before the status command argument to avoid confusing results.

Common options are listed first, followed by options specific to AWS, followed by options specific to AWS’ on-demand instances, followed by options specific to AWS’ spot instances, followed by options intended for use by experts.

Options

- **-help**  Print a usage reminder.

- **-setup [/full/path/to/access/key/file /full/path/to/secret/key/file]**  Do the first-time setup.

- **-duration hours**  Set the maximum lease duration in decimal hours. After this amount of time, all instances will terminated, regardless of their idleness. Defaults to 50 minutes.

- **-idle hours**  Set the maximum idle duration in decimal hours. An instance idle for longer than this duration will terminate itself. Defaults to 15 minutes.

- **-config-dir /full/path/to/directory**  Copy the contents of /full/path/to/directory to each instance’s configuration directory.

- **-owner owner[, owner]**  Configure the annex so that only owner may start jobs there. By default, configure the annex so that only the user running condor_annex may start jobs there.

- **-no-owner**  Configure the annex so that anyone in the pool may use the annex.

- **-aws-region region**  Specify the region in which to create the annex.

- **-aws-user-data user-data**  Set the instance user data to user-data.

- **-aws-user-data-file /full/path/to/file**  Set the instance user data to the contents of the file /full/path/to/file.
- **aws-default-user-data** *user-data*  Set the instance user data to *user-data*, if it’s not already set. Only applies to spot fleet requests.

- **aws-default-user-data-file** */full/path/to/file*  Set the instance user data to the contents of the file */full/path/to/file*, if it’s not already set. Only applies to spot fleet requests.

- **aws-on-demand-instance-type** *instance-type*  This annex will requests instances of type *instance-type*. The default for v8.7.1 is ‘m4.large’.

- **aws-on-demand-ami-id** *ami-id*  This annex will start instances of the AMI *ami-id*. The default for v8.7.1 is ‘ami-35b13223’, a GPU-compatible Amazon Linux image with HTCondor pre-installed.

- **aws-on-demand-security-group-ids** *group-id[,group-id]*  This annex will start instances with the listed security group IDs. The default is the security group created by -setup.

- **aws-on-demand-key-name** *key-name*  This annex will start instances with the key pair named *key-name*. The default is the key pair created by -setup.

- **aws-spot-fleet-config-file** */full/path/to/file*  Use the JSON blob in */full/path/to/file* for the spot fleet request.

- **aws-access-key-file** */full/path/to/access-key-file*  Experts only.

- **aws-secret-key-file** */full/path/to/secret-key-file*  Experts only.

- **aws-ec2-url** https://ec2.<region>.amazonaws.com  Experts only.

- **aws-events-url** https://events.<region>.amazonaws.com  Experts only.

- **aws-lambda-url** https://lambda.<region>.amazonaws.com  Experts only.

- **aws-s3-url** https://s3.<region>.amazonaws.com  Experts only.

- **aws-spot-fleet-lease-function-arn** sfr-lease-function-arn  Developers only.

- **aws-on-demand-lease-function-arn** odi-lease-function-arn  Developers only.

- **aws-on-demand-instance-profile-arn** instance-profile-arn  Developers only.
General Remarks

Currently, only AWS is supported. The AMI configured by setup runs HTCondor v8.6.10 on Amazon Linux 2016.09, and the default instance type is “m4.large”. The default AMI has the appropriate drivers for AWS’ GPU instance types.

Examples

To start an on-demand annex named ‘MyFirstAnnex’ with one core, using the default AMI and instance type, run

```
condor_annex -count 1 -annex-name MyFirstAnnex
```

You will be asked to confirm that the defaults are what you want.

As of 2017-04-17, the following example will cost a minimum of $90.

To start an on-demand annex with 100 GPUs that job owners ‘big’ and ‘little’ may use (be sure to include yourself!), run

```
condor_annex -count 100 -annex-name MySecondAnnex
   -aws-on-demand-instance-type p2.xlarge -owner "big, little"
```

Exit Status

`condor_annex` will exit with a status value of 0 (zero) on success.

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**condor_check_userlogs**

Check job event log files for errors

**Synopsis**

`condor_check_userlogs UserLogFile1 [UserLogFile2 ... UserLogFileN]`

**Description**

`condor_check_userlogs` is a program for checking a job event log or a set of job event logs for errors. Output includes an indication that no errors were found within a log file, or a list of errors such as an execute or terminate event without a corresponding submit event, or multiple terminated events for the same job.

`condor_check_userlogs` is especially useful for debugging `condor_dagman` problems. If `condor_dagman` reports an error it is often useful to run `condor_check_userlogs` on the relevant log files.

**Exit Status**

`condor_check_userlogs` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

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**condor_checkpoint**

send a checkpoint command to jobs running on specified hosts

**Synopsis**

```
condor_checkpoint [-help | -version]
condor_checkpoint [-debug] [-pool centralmanagerhostname[:portnumber]] [-name hostname | hostname | -addr "<a.b.c.d:port>" | "<a.b.c.d:port>" | -constraint expression | -all]
```

**Description**

`condor_checkpoint` sends a checkpoint command to a set of machines within a single pool. This causes the startd daemon on each of the specified machines to take a checkpoint of any running job that is executing under the standard universe. The job is temporarily stopped, a checkpoint is taken, and then the job continues. If no machine is specified, then the command is sent to the machine that issued the `condor_checkpoint` command.

The command sent is a periodic checkpoint. The job will take a checkpoint, but then the job will immediately continue running after the checkpoint is completed. `condor_vacate`, on the other hand, will result in the job exiting (vacating) after it produces a checkpoint.

If the job being checkpointed is running under the standard universe, the job produces a checkpoint and then continues running on the same machine. If the job is running under another universe, or if there is currently no HTCondor job running on that host, then `condor_checkpoint` has no effect.

There is generally no need for the user or administrator to explicitly run `condor_checkpoint`. Taking checkpoints of running HTCondor jobs is handled automatically following the policies stated in the configuration files.

**Options**

- **-help** Display usage information

- **-version** Display version information

- **-debug** Causes debugging information to be sent to `stderr`, based on the value of the configuration variable `TOOL_DEBUG`.

- **-pool centralmanagerhostname[:portnumber]** Specify a pool by giving the central manager’s host name and an optional port number
-**name hostname**  Send the command to a machine identified by *hostname*

**hostname**  Send the command to a machine identified by *hostname*

-**addr “<a.b.c.d:port>”**  Send the command to a machine’s master located at “<a.b.c.d:port>”

“<a.b.c.d:port>”  Send the command to a machine located at “<a.b.c.d:port>”

-**constraint expression**  Apply this command only to machines matching the given ClassAd *expression*

-**all**  Send the command to all machines in the pool

**Exit Status**

*condor_checkpoint* will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

**Examples**

To send a *condor_checkpoint* command to two named machines:

% condor_checkpoint  robin cardinal

To send the *condor_checkpoint* command to a machine within a pool of machines other than the local pool, use the -**pool** option. The argument is the name of the central manager for the pool. Note that one or more machines within the pool must be specified as the targets for the command. This command sends the command to a the single machine named **cae17** within the pool of machines that has **condor.cae.wisc.edu** as its central manager:

% condor_checkpoint -pool condor.cae.wisc.edu -name cae17

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condor_chirp

Access files or job ClassAd from an executing job

Synopsis

condor_chirp <Chirp-Command>

Description

condor_chirp is not intended for use as a command-line tool. It is most often invoked by an HTCondor job, while the job is executing. It accesses files or job ClassAd attributes on the submit machine. Files can be read, written or removed. Job attributes can be read, and most attributes can be updated.

When invoked by an HTCondor job, the command-line arguments describe the operation to be performed. Each of these arguments is described below within the section on Chirp Commands. Descriptions using the terms local and remote are given from the point of view of the executing job.

If the input file name for put or write is a dash, condor_chirp uses standard input as the source. If the output file name for fetch is a dash, condor_chirp writes to standard output instead of a local file.

Jobs that use condor_chirp must have the attribute WantIOProyxy set to True in the job ClassAd. To do this, place

+WantIOProyxy = true

in the submit description file of the job.

condor_chirp only works for jobs run in the vanilla, parallel and java universes.

Chirp Commands

fetch RemoteFileName LocalFileName Copy the RemoteFileName from the submit machine to the execute machine, naming it LocalFileName.

put [-mode mode] [-perm UnixPerm] LocalFileName RemoteFileName Copy the LocalFileName from the execute machine to the submit machine, naming it RemoteFileName. The optional -perm UnixPerm argument describes the file access permissions in a Unix format; 660 is an example Unix format.

The optional -mode mode argument is one or more of the following characters describing the RemoteFileName file: w, open for writing; a, force all writes to append; t, truncate before use; c, create the file, if it does not exist; x, fail if c is given and the file already exists.
remove RemoteFileName  Remove the RemoteFileName file from the submit machine.

get_job_attr JobAttributeName  Prints the named job ClassAd attribute to standard output.

set_job_attr JobAttributeName AttributeValue  Sets the named job ClassAd attribute with the given attribute value.

get_job_attr_delayed JobAttributeName  Prints the named job ClassAd attribute to standard output, potentially reading the cached value from a recent set_job_attr_delayed.

set_job_attr_delayed JobAttributeName AttributeValue  Sets the named job ClassAd attribute with the given attribute value, but does not immediately synchronize the value with the submit side. It can take 15 minutes before the synchronization occurs. This has much less overhead than the non delayed version. With this option, jobs do not need ClassAd attribute WantIOProxy set. With this option, job attribute names are restricted to begin with the case sensitive substring Chirp.

ulog Message  Appends Message to the job event log.

read [-offset offset] [-stride length skip] RemoteFileName Length  Read Length bytes from RemoteFileName. Optionally, implement a stride by starting the read at offset and reading length bytes with a stride of skip bytes.

write [-offset offset] [-stride length skip] RemoteFileName LocalFileName [numbytes ]  Write the contents of LocalFileName to RemoteFileName. Optionally, start writing to the remote file at offset and write length bytes with a stride of skip bytes. If the optional numbytes follows LocalFileName, then the write will halt after numbytes input bytes have been written. Otherwise, the entire contents of LocalFileName will be written.

rmdir [-r] RemotePath  Delete the directory specified by RemotePath. If the optional -r is specified, recursively delete the entire directory.

getdir [-l] RemotePath  List the contents of the directory specified by RemotePath. If -l is specified, list all metadata as well.

whoami  Get the user’s current identity.

whoareyou RemoteHost  Get the identity of RemoteHost.

link [-s] OldRemotePath NewRemotePath  Create a hard link from OldRemotePath to NewRemotePath. If the optional -s is specified, create a symbolic link instead.
**readlink RemoteFileName**  Read the contents of the file defined by the symbolic link RemoteFileName.

**stat RemotePath**  Get metadata for RemotePath. Examines the target, if it is a symbolic link.

**lstat RemotePath**  Get metadata for RemotePath. Examines the file, if it is a symbolic link.

**statfs RemotePath**  Get file system metadata for RemotePath.

**access RemotePath Mode**  Check access permissions for RemotePath. Mode is one or more of the characters r, w, x, or f, representing read, write, execute, and existence, respectively.

**chmod RemotePath UnixPerm**  Change the permissions of RemotePath to UnixPerm. UnixPerm describes the file access permissions in a Unix format; 660 is an example Unix format.

**chown RemotePath UID GID**  Change the ownership of RemotePath to UID and GID. Changes the target of RemotePath, if it is a symbolic link.

**chown RemotePath UID GID**  Change the ownership of RemotePath to UID and GID. Changes the link, if RemotePath is a symbolic link.

**truncate RemoteFileName Length**  Truncates RemoteFileName to Length bytes.

**utime RemotePath AccessTime ModifyTime**  Change the access to AccessTime and modification time to ModifyTime of RemotePath.

### Examples

To copy a file from the submit machine to the execute machine while the user job is running, run

```
condor_chirp fetch remotefile localfile
```

To print to standard output the value of the Requirements expression from within a running job, run

```
condor_chirp get_job_attr Requirements
```
Note that the remote (submit-side) directory path is relative to the submit directory, and the local (execute-side) directory is relative to the current directory of the running program.

To append the word "foo" to a file called `RemoteFile` on the submit machine, run

```
    echo foo | condor_chirp put -mode wa - RemoteFile
```

To append the message "Hello World" to the job event log, run

```
    condor_chirp ulog "Hello World"
```

**Exit Status**

`condor_chirp` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

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**condor_cod**

manage COD machines and jobs

**Synopsis**

```
condor_cod [-help | -version]


condor_cod suspend -id ClaimID [-help | -version] [-debug | -timeout N | -classad file]

condor_cod renew -id ClaimID [-help | -version] [-debug | -timeout N | -classad file]

condor_cod resume -id ClaimID [-help | -version] [-debug | -timeout N | -classad file]

condor_cod delegate_proxy -id ClaimID [-help | -version] [-debug | -timeout N | -classad file] [-x509proxy ProxyFile]
```

**Description**

*condor_cod* issues commands that manage and use COD claims on machines, given proper authorization.

Instead of specifying an argument of *request*, *release*, *activate*, *deactivate*, *suspend*, *renew*, or *resume*, the user may invoke the *condor_cod* tool by appending an underscore followed by one of these arguments. As an example, the following two commands are equivalent:

```
condor_cod release -id "<128.105.121.21:49973>#1073352104#4"

condor_cod_release -id "<128.105.121.21:49973>#1073352104#4"
```

To make these extended-name commands work, hard link the extended name to the *condor_cod* executable. For example on a Unix machine:

```
lm condor_cod_request condor_cod
```
The request argument gives a claim ID, and the other commands (release, activate, deactivate, suspend, and resume) use the claim ID. The claim ID is given as the last line of output for a request, and the output appears of the form:

ID of new claim is: "<a.b.c.d:portnumber>#x#y"

An actual example of this line of output is

ID of new claim is: "<128.105.121.21:49973)#1073352104#4"

The HTCondor manual has a complete description of COD.

**Options**

- **-help** Display usage information

- **-version** Display version information

- **-pool CentralManagerHostName[:portnumber]** Specify a pool by giving the central manager's host name and an optional port number

- **-name scheddname** Send the command to a machine identified by scheddname

- **-addr "<a.b.c.d:port>"** Send the command to a machine located at "<a.b.c.d:port>"

- **-lease N** For the request of a new claim, automatically release the claim after N seconds.

**request** Create a new COD claim

**release** Relinquish a claim and kill any running job

**activate** Start a job on a given claim

**deactivate** Kill the current job, but keep the claim

**suspend** Suspend the job on a given claim

**renew** Renew the lease to the COD claim
**resume**  Resume the job on a given claim

**delegate_proxy**  Delegate an X509 proxy for the given claim

### General Remarks

### Examples

### Exit Status

`condor_cod` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

### Author

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**condor_compile**

create a relinked executable for use as a standard universe job

**Synopsis**

`condor_compile cc | CC | gcc | f77 | g++ | ld | make | ...`

**Description**

Use `condor_compile` to relink a program with the HTCondor libraries for submission as a standard universe job. The HTCondor libraries provide the program with additional support, such as the capability to produce checkpoints, which facilitate the standard universe mode of operation. `condor_compile` requires access to the source or object code of the program to be submitted; if source or object code for the program is not available, then the program must use another universe, such as vanilla. Source or object code may not be available if there is only an executable binary, or if a shell script is to be executed as an HTCondor job.

To use `condor_compile`, issue the command `condor_compile` with command line arguments that form the normally entered command to compile or link the application. Resulting executables will have the HTCondor libraries linked in. For example,

```
condor_compile cc -O -o myprogram.condor file1.c file2.c ...
```

will produce the binary `myprogram.condor`, which is relinked for HTCondor, capable of checkpoint/migration/remote system calls, and ready to submit as a standard universe job.

If the HTCondor administrator has opted to fully install `condor_compile`, then `condor_compile` can be followed by practically any command or program, including make or shell script programs. For example, the following would all work:

```
condor_compile make
condor_compile make install
condor_compile f77 -O mysolver.f
condor_compile /bin/csh compile-me-shellscript
```

If the HTCondor administrator has opted to only do a partial install of `condor_compile`, then you are restricted to following `condor_compile` with one of these programs:

```
c (the system C compiler)
c89 (POSIX compliant C compiler, on some systems)
CC (the system C++ compiler)
```
f77 (the system FORTRAN compiler)
gcc (the GNU C compiler)
g++ (the GNU C++ compiler)
g77 (the GNU FORTRAN compiler)
ld (the system linker)

NOTE: If you explicitly call ld when you normally create your binary, instead use:

```bash
condor_compile ld <ld arguments and options>
```

Exit Status

`condor_compile` is a script that executes specified compilers and/or linkers. If an error is encountered before calling these other programs, `condor_compile` will exit with a status value of 1 (one). Otherwise, the exit status will be that given by the executed program.

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condor_config_val

Query or set a given HTCondor configuration variable

Synopsis

condor_config_val <help option>

condor_config_val [ <location options> ] <edit option>

condor_config_val [ <location options> ] [ <view options> ] vars

condor_config_val use category[:template_name] [-expand]

Description

condor_config_val can be used to quickly see what the current HTCondor configuration is on any given machine. Given a space separated set of configuration variables with the vars argument, condor_config_val will report what each of these variables is currently set to. If a given variable is not defined, condor_config_val will halt on that variable, and report that it is not defined. By default, condor_config_val looks in the local machine’s configuration files in order to evaluate the variables. Variables and values may instead be queried from a daemon specified using a location option.

Raw output of condor_config_val displays the string used to define the configuration variable. This is what is on the right hand side of the equals sign (=) in a configuration file for a variable. The default output is an expanded one. Expanded output recursively replaces any macros within the raw definition of a variable with the macro’s raw definition.

Each daemon remembers settings made by a successful invocation of condor_config_val. The configuration file is not modified.

condor_config_val can be used to persistently set or unset configuration variables for a specific daemon on a given machine using a -set or -unset edit option. Persistent settings remain when the daemon is restarted. Configuration variables for a specific daemon on a given machine may be set or unset for the time period that the daemon continues to run using a -rset or -runset edit option. These runtime settings will override persistent settings until the daemon is restarted. Any changes made will not take effect until condor_reconfig is invoked.

In general, modifying a host’s configuration with condor_config_val requires the CONFIG access level, which is disabled on all hosts by default. Administrators have more fine-grained control over which access levels can modify which settings. See section 3.8.1 on page 397 for more details on security settings. Further, security considerations require proper settings of configuration variables SETTABLE_ATTRS_<PERMISSION-LEVEL> (see 3.5.3), ENABLE_PERSISTENT_CONFIG (see 3.5.3), and HOSTALLOW... (see 3.5.3) in order to use condor_config_val to change any configuration variable.

It is generally wise to test a new configuration on a single machine to ensure that no syntax or other errors in the configuration have been made before the reconfiguration of many machines. Having bad syntax or invalid configuration settings is a fatal error for HTCondor daemons, and they will exit. It is far better to discover such a problem on a single
machine than to cause all the HTCondor daemons in the pool to exit. `condor_config_val` can help with this type of testing.

**Options**

- `-help`  (help option) Print usage information and exit.

- `-version`  (help option) Print the HTCondor version information and exit.

- `-set "var = value"`  (edit option) Sets one or more persistent configuration file variables. The new value remains if the daemon is restarted. One or more variables can be set; the syntax requires double quote marks to identify the pairing of variable name to value, and to permit spaces.

- `-unset var`  (edit option) Each of the persistent configuration variables listed reverts to its previous value.

- `-rset "var = value"`  (edit option) Sets one or more configuration file variables. The new value remains as long as the daemon continues running. One or more variables can be set; the syntax requires double quote marks to identify the pairing of variable name to value, and to permit spaces.

- `-runset var`  (edit option) Each of the configuration variables listed reverts to its previous value as long as the daemon continues running.

- `-dump`  (view option) For all configuration variables that match `vars`, display the variables and their values. If no `vars` are listed, then display all configuration variables and their values. The values will be raw unless `-expand`, `-default`, or `-evaluate` are used.

- `-default`  (view option) Default values are displayed.

- `-expand`  (view option) Expanded values are displayed. This is the default unless `-dump` is used.

- `-raw`  (view option) Raw values are displayed.

- `-verbose`  (view option) Display configuration file name and line number where the variable is set, along with the raw, expanded, and default values of the variable.

- `-debug[:<opts>]`  (view option) Send output to `stderr`, overriding a set value of `TOOL_DEBUG`.
-evaluate (view option) Applied only when a **location option** specifies a daemon. The value of the requested parameter will be evaluated with respect to the ClassAd of that daemon.

-used (view option) Applied only when a **location option** specifies a daemon. Modifies which variables are displayed to only those used by the specified daemon.

-unused (view option) Applied only when a **location option** specifies a daemon. Modifies which variables are displayed to only those *not* used by the specified daemon.

-config (view option) Applied only when the configuration is read from files (the default), and *not* when applied to a specific daemon. Display the current configuration file that set the variable.

-writeconfig[:upgrade] filename (view option) For the configuration read from files (the default), write to file *filename* all configuration variables. Values that are the same as internal, compile-time defaults will be preceded by the comment character. If the :upgrade option is specified, then values that are the same as the internal, compile-time defaults are omitted. Variables are in the same order as the they were read from the original configuration files.

-macro[:path] (view option) Macro expand the text in *vars* as the configuration language would. You can use expansion functions such as $F(<var>)$. If the :path option is specified, treat the result as a path and return the canonical form.

-mixedcase (view option) Applied only when the configuration is read from files (the default), and *not* when applied to a specific daemon. Print variable names with the same letter case used in the variable’s definition.

-local-name <name> (view option) Applied only when the configuration is read from files (the default), and *not* when applied to a specific daemon. Inspect the values of attributes that use local names, which is useful to distinguish which daemon when there is more than one of the particular daemon running.

-subsystem <daemon> (view option) Applied only when the configuration is read from files (the default), and *not* when applied to a specific daemon. Specifies the subsystem or daemon name to query, with a default value of the TOOL subsystem.

-address <ip:port> (location option) Connect to the given IP address and port number.

-pool centralmanagerhostname[:portnumber] (location option) Use the given central manager and an optional port number to find daemons.
-name <machine_name> (location option) Query the specified machine’s condor_master daemon for its configuration. Does not function together with any of the options: -dump, -config, or -verbose.

-master | -schedd | -startd | -collector | -negotiator (location option) The specific daemon to query.

use category[:set name] [-expand] Display information about configuration templates (see 3.4). Specifying only a category will list the template_names available for that category. Specifying a category and a template_name will display the definition of that configuration template. Adding the -expand option will display the expanded definition (with macro substitutions). (-expand has no effect if a template_name is not specified.) Note that there is no dash before use and that spaces are not allowed next to the colon character separating category and template_name.

Exit Status

condor_config_val will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Examples

Here is a set of examples to show a sequence of operations using condor_config_val. To request the condor_schedd daemon on host perdita to display the value of the MAX_JOBS_RUNNING configuration variable:

```
% condor_config_val -name perdita -schedd MAX_JOBS_RUNNING
500
```

To request the condor_schedd daemon on host perdita to set the value of the MAX_JOBS_RUNNING configuration variable to the value 10.

```
% condor_config_val -name perdita -schedd -set "MAX_JOBS_RUNNING = 10"
Successfully set configuration "MAX_JOBS_RUNNING = 10" on schedd perdita.cs.wisc.edu <128.105.73.32:52067>.
```

A command that will implement the change just set in the previous example.

```
% condor_reconfig -schedd perdita
Sent "Reconfig" command to schedd perdita.cs.wisc.edu
```

A re-check of the configuration variable reflects the change implemented:

```
% condor_config_val -name perdita -schedd MAX_JOBS_RUNNING
10
```

To set the configuration variable MAX_JOBS_RUNNING back to what it was before the command to set it to 10:
% condor_config_val -name perdita -schedd -unset MAX_JOBS_RUNNING
Successfully unset configuration "MAX_JOBS_RUNNING" on schedd perdita.cs.wisc.edu <128.105.73.32:52067>.

A command that will implement the change just set in the previous example.

% condor_reconfig -schedd perdita
Sent "Reconfig" command to schedd perdita.cs.wisc.edu

A re-check of the configuration variable reflects that variable has gone back to is value before initial set of the variable:

% condor_config_val -name perdita -schedd MAX_JOBS_RUNNING
500

Getting a list of template_names for the role configuration template category:

% condor_config_val use role
use ROLE accepts
  CentralManager
  Execute
  Personal
  Submit

Getting the definition of role:personal configuration template:

% condor_config_val use role:personal
use ROLE:Personal is
  CONDOR_HOST=127.0.0.1
  COLLECTOR_HOST=${CONDOR_HOST}:0
  DAEMON_LIST=MASTER COLLECTOR NEGOTIATOR STARTD SCHEDD
  RunBenchmarks=0

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condor_configure

Configure or install HTCondor

Synopsis

condor_configure or condor_install [ --help ] [ --usage ]
condor_configure or condor_install [ --install=/<path/to/release> ] [ --install-dir=/<path> ] [ --prefix=/<path> ]
[ --local-dir=/<path> ] [ --make-personal-condor ] [ --bosco ] [ --type = < submit, execute, manager > ]
[ --central-manager = < hostname > ] [ --owner = < ownername > ] [ --maybe-daemon-owner ] [ --install-log = < file > ] [ --overwrite ] [ --ignore-missing-lib ] [ --force ] [ --no-env-scripts ] [ --env-scripts-dir = < directory > ] [ --backup ] [ --credd ] [ --verbose ]

Description

condor_configure and condor_install refer to a single script that installs and/or configures HTCondor on Unix machines. As the names imply, condor_install is intended to perform a HTCondor installation, and condor_configure is intended to configure (or reconfigure) an existing installation. Both will run with Perl 5.6.0 or more recent versions.

condor_configure (and condor_install) are designed to be run more than one time where required. It can install HTCondor when invoked with a correct configuration via

condor_install

or

condor_configure --install

or, it can change the configuration files when invoked via

condor_configure

Note that changes in the configuration files do not result in changes while HTCondor is running. To effect changes while HTCondor is running, it is necessary to further use the condor_reconfig or condor_restart command. condor_reconfig is required where the currently executing daemons need to be informed of configuration changes. condor_restart is required where the options --make-personal-condor or --type are used, since these affect which daemons are running.

Running condor_configure or condor_install with no options results in a usage screen being printed. The --help option can be used to display a full help screen.

Within the options given below, the phrase release directories is the list of directories that are released with HTCondor. This list includes: bin, etc, examples, include, lib, libexec, man, sbin, sql and src.
Options

—help  Print help screen and exit

—usage  Print short usage and exit

—install[=<path/to/release>]  Perform installation, assuming that the current working directory contains the release directory, if the optional =<path/to/release> is not specified. Without further options, the configuration is that of a Personal HTCondor, a complete one-machine pool. If used as an upgrade within an existing installation directory, existing configuration files and local directory are preserved. This is the default behavior of condor_install.

—install-dir=<path>  Specifies the path where HTCondor should be installed or the path where it already is installed. The default is the current working directory.

—prefix=<path>  This is an alias for —install-dir.

—local-dir=<path>  Specifies the location of the local directory, which is the directory that generally contains the local (machine-specific) configuration file as well as the directories where HTCondor daemons write their run-time information (spool, log, execute). This location is indicated by the LOCAL_DIR variable in the configuration file. When installing (that is, if —install is specified), condor_configure will properly create the local directory in the location specified. If none is specified, the default value is given by the evaluation of $(RELEASE_DIR)/local.$(HOSTNAME).

During subsequent invocations of condor_configure (that is, without the —install option), if the —local-dir option is specified, the new directory will be created and the log, spool and execute directories will be moved there from their current location.

—make-personal-condor  Installs and configures for Personal HTCondor, a fully-functional, one-machine pool.

—bosco  Installs and configures Bosco, a personal HTCondor that submits jobs to remote batch systems.

—type= < submit, execute, manager >  One or more of the types may be listed. This determines the roles that a machine may play in a pool. In general, any machine can be a submit and/or execute machine, and there is one central manager per pool. In the case of a Personal HTCondor, the machine fulfills all three of these roles.

—central-manager=<hostname>  Instructs the current HTCondor installation to use the specified machine as the central manager. This modifies the configuration variable COLLECTOR_HOST to point to the given host name. The central manager machine’s HTCondor configuration needs to be independently configured to act as a manager using the option —type=manager.
—owner=<ownername> Set configuration such that HTCondor daemons will be executed as the given owner. This modifies the ownership on the log, spool and execute directories and sets the CONDOR_IDS value in the configuration file, to ensure that HTCondor daemons start up as the specified effective user. The section on security within the HTCondor manual discusses UIDs in HTCondor. This is only applicable when condor_configure is run by root. If not run as root, the owner is the user running the condor_configure command.

—maybe-daemon-owner If --owner is not specified and no appropriate user can be found to run Condor, then this option will allow the daemon user to be selected. This option is rarely needed by users but can be useful for scripts that invoke condor_configure to install Condor.

—install-log=<file> Save information about the installation in the specified file. This is normally only needed when condor_configure is called by a higher-level script, not when invoked by a person.

—overwrite Always overwrite the contents of the sbin directory in the installation directory. By default, condor_install will not install if it finds an existing sbin directory with HTCondor programs in it. In this case, condor_install will exit with an error message. Specify --overwrite or --backup to tell condor_install what to do. This prevents condor_install from moving an sbin directory out of the way that it should not move. This is particularly useful when trying to install HTCondor in a location used by other things (/usr, /usr/local, etc.) For example: condor_install --prefix=/usr will not move /usr/sbin out of the way unless you specify the --backup option.

The --backup behavior is used to prevent condor_install from overwriting running daemons – Unix semantics will keep the existing binaries running, even if they have been moved to a new directory.

—backup Always backup the sbin directory in the installation directory. By default, condor_install will not install if it finds an existing sbin directory with HTCondor programs in it. In this case, condor_install with exit with an error message. You must specify --overwrite or --backup to tell condor_install what to do.

This prevents condor_install from moving an sbin directory out of the way that it should not move. This is particularly useful if you’re trying to install HTCondor in a location used by other things (/usr, /usr/local, etc.) For example: condor_install --prefix=/usr will not move /usr/sbin out of the way unless you specify the --backup option.

The --backup behavior is used to prevent condor_install from overwriting running daemons – Unix semantics will keep the existing binaries running, even if they have been moved to a new directory.

—ignore-missing-libs Ignore missing shared libraries that are detected by condor_install. By default, condor_install will detect missing shared libraries such as libstdc++.so.5 on Linux; it will print messages and exit if missing libraries are detected. The —ignore-missing-libs will cause condor_install to not exit, and to proceed with the installation if missing libraries are detected.

—force This is equivalent to enabling both the —overwrite and —ignore-missing-libs command line options.
—no-env-scripts  By default, `condor_configure` writes simple sh and csh shell scripts which can be sourced by their respective shells to set the user’s `PATH` and `CONDOR_CONFIG` environment variables. This option prevents `condor_configure` from generating these scripts.

—env-scripts-dir=<directory>  By default, the simple `sh` and `csh` shell scripts (see —no-env-scripts for details) are created in the root directory of the HTCondor installation. This option causes `condor_configure` to generate these scripts in the specified directory.

—credd  Configure the the `condor_credd` daemon (credential manager daemon).

—verbose  Print information about changes to configuration variables as they occur.

Exit Status

`condor_configure` will exit with a status value of 0 (zero) upon success, and it will exit with a nonzero value upon failure.

Examples

Install HTCondor on the machine (machine1@cs.wisc.edu) to be the pool’s central manager. On machine1, within the directory that contains the unzipped HTCondor distribution directories:

```
% condor_install --type=submit,execute,manager
```

This will allow the machine to submit and execute HTCondor jobs, in addition to being the central manager of the pool.

To change the configuration such that machine2@cs.wisc.edu is an execute-only machine (that is, a dedicated computing node) within a pool with central manager on machine1@cs.wisc.edu, issue the command on that machine2@cs.wisc.edu from within the directory where HTCondor is installed:

```
% condor_configure --central-manager=machine1@cs.wisc.edu --type=execute
```

To change the location of the `LOCAL_DIR` directory in the configuration file, do (from the directory where HTCondor is installed):

```
% condor_configure --local-dir=/path/to/new/local/directory
```

This will move the `log`, `spool`, `execute` directories to `/path/to/new/local/directory` from the current local directory.
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**condor_continue**

continue suspended jobs from the HTCondor queue

**Synopsis**

```
condor_continue [-help | -version]
condor_continue [-debug] [ -pool centralmanagerhostname:portnumber ] [ -name scheddname ] [ -addr "<a.b.c.d:port>" ] cluster | cluster.process | user | -constraint expression | -all
```

**Description**

`condor_continue` continues one or more suspended jobs from the HTCondor job queue. If the `-name` option is specified, the named `condor_schedd` is targeted for processing. Otherwise, the local `condor_schedd` is targeted. The job(s) to be continued are identified by one of the job identifiers, as described below. For any given job, only the owner of the job or one of the queue super users (defined by the `QUEUE_SUPER_USERS` macro) can continue the job.

**Options**

- `-help` Display usage information
- `-version` Display version information
- `-pool centralmanagerhostname:portnumber` Specify a pool by giving the central manager’s host name and an optional port number
- `-name scheddname` Send the command to a machine identified by `scheddname`
- `-addr "<a.b.c.d:port>"` Send the command to a machine located at "<a.b.c.d:port>"
- `-debug` Causes debugging information to be sent to `stderr`, based on the value of the configuration variable `TOOL_DEBUG`.
- `cluster` Continue all jobs in the specified cluster
- `cluster.process` Continue the specific job in the cluster
**condor_continue**

**user** Continue jobs belonging to specified user

**-constraint expression** Continue all jobs which match the job ClassAd expression constraint

**-all** Continue all the jobs in the queue

**Exit Status**

`condor_continue` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

**Examples**

To continue all jobs except for a specific user:

```
% condor_continue -constraint 'Owner != "foo"'
```

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condor_convert_history

Convert the history file to the new format

Synopsis

condor_convert_history [-help]
condor_convert_history history-file1 [history-file2…]

Description

As of Condor version 6.7.19, the Condor history file has a new format to allow fast searches backwards through the file. Not all queries can take advantage of the speed increase, but the ones that can are significantly faster.

Entries placed in the history file after upgrade to Condor 6.7.19 will automatically be saved in the new format. The new format adds information to the string which distinguishes and separates job entries. In order to search within this new format, no changes are necessary. However, to be able to search the entire history, the history file must be converted to the updated format. condor_convert_history does this.

The condor_convert_history command can also be used to reconstruct the new format in a history file that has been corrupted or concatenated with another history file.

Turn the condor_schedd daemon off while converting history files. Turn it back on after conversion is completed.

Arguments to condor_convert_history are the history files to convert. The history file is normally in the Condor spool directory; it is named history. Since the history file is rotated, there may be multiple history files, and all of them should be converted. On Unix platform variants, the easiest way to do this is:

cd `condor_config_val SPOOL`
condor_convert_history history*

condor_convert_history makes a back up of each original history files in case of a problem. The names of these back up files are listed; names are formed by appending the suffix .oldver to the original file name. Move these back up files to a directory other than the spool directory. If kept in the spool directory, condor_history will find the back ups, and will appear to have duplicate jobs.

Exit Status

condor_convert_history will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.
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condor_dagman

meta scheduler of the jobs submitted as the nodes of a DAG or DAGs

Synopsis

condor_dagman -f -l . -help
condor_dagman -version


Description

condor_dagman is a meta scheduler for the HTCondor jobs within a DAG (directed acyclic graph) (or multiple DAGs). In typical usage, a submitter of jobs that are organized into a DAG submits the DAG using condor_submit_dag. condor_submit_dag does error checking on aspects of the DAG and then submits condor_dagman as an HTCondor job. condor_dagman uses log files to coordinate the further submission of the jobs within the DAG.

All command line arguments to the DaemonCore library functions work for condor_dagman. When invoked from the command line, condor_dagman requires the arguments -f -l . to appear first on the command line, to be processed by DaemonCore. The csdversion must also be specified; at start up, condor_dagman checks for a version mismatch with the condor_submit_dag version in this argument. The -t argument must also be present for the -help option, such that output is sent to the terminal.

Arguments to condor_dagman are either automatically set by condor_submit_dag or they are specified as command-line arguments to condor_submit_dag and passed on to condor_dagman. The method by which the arguments are set is given in their description below.

condor_dagman can run multiple, independent DAGs. This is done by specifying multiple -dag arguments. Pass multiple DAG input files as command-line arguments to condor_submit_dag.

Debugging output may be obtained by using the -debug level option. Level values and what they produce is described as

- level = 0; never produce output, except for usage info
- level = 1; very quiet, output severe errors

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• level = 2; normal output, errors and warnings
• level = 3; output errors, as well as all warnings
• level = 4; internal debugging output
• level = 5; internal debugging output; outer loop debugging
• level = 6; internal debugging output; inner loop debugging; output DAG input file lines as they are parsed
• level = 7; internal debugging output; rarely used; output DAG input file lines as they are parsed

Options

-help  Display usage information and exit.

-version  Display version information and exit.

-debug level  An integer level of debugging output. level is an integer, with values of 0-7 inclusive, where 7 is the most verbose output. This command-line option to condor_submit_dag is passed to condor_dagman or defaults to the value 3.

-maxidle NumberOfProcs  Sets the maximum number of idle procs allowed before condor_dagman stops submitting more node jobs. Note that for this argument, each individual proc within a cluster counts as towards the limit, which is inconsistent with -maxjobs. Once idle procs start to run, condor_dagman will resume submitting jobs once the number of idle procs falls below the specified limit. NumberOfProcs is a non-negative integer. If this option is omitted, the number of idle procs is limited by the configuration variable DAGMAN_MAX_JOBS_IDLE (see [3.5.23]), which defaults to 1000. To disable this limit, set NumberOfProcs to 0. Note that submit description files that queue multiple procs can cause the NumberOfProcs limit to be exceeded. Setting queue 5000 in the submit description file, where -maxidle is set to 250 will result in a cluster of 5000 new procs being submitted to the condor_schedd, not 250. In this case, condor_dagman will resume submitting jobs when the number of idle procs falls below 250.

-maxjobs NumberOfClusters  Sets the maximum number of clusters within the DAG that will be submitted to HTCondor at one time. Note that for this argument, each cluster counts as one job, no matter how many individual procs are in the cluster. NumberOfClusters is a non-negative integer. If this option is omitted, the number of clusters is limited by the configuration variable DAGMAN_MAX_JOBS_SUBMITTED (see [3.5.23]), which defaults to 0 (unlimited).

-maxpre NumberOfPreScripts  Sets the maximum number of PRE scripts within the DAG that may be running at one time. NumberOfPreScripts is a non-negative integer. If this option is omitted, the number of PRE scripts is limited by the configuration variable DAGMAN_MAX_PRE_SCRIPTS (see [3.5.23]), which defaults to 20.
-maxpost NumberOfPostScripts  Sets the maximum number of POST scripts within the DAG that may be running at one time. *NumberOfPostScripts* is a non-negative integer. If this option is omitted, the number of POST scripts is limited by the configuration variable `DAGMAN_MAX_POST_SCRIPTS` (see [3.5.23]), which defaults to 20.

-noeventchecks  This argument is no longer used; it is now ignored. Its functionality is now implemented by the `DAGMAN_ALLOW_EVENTS` configuration variable.

-allowlogerror  As of version 8.5.5 this argument is no longer supported, and setting it will generate a warning.

-usedagdir  This optional argument causes `condor_dagman` to run each specified DAG as if the directory containing that DAG file was the current working directory. This option is most useful when running multiple DAGs in a single `condor_dagman`.

-lockfile filename  Names the file created and used as a lock file. The lock file prevents execution of two of the same DAG, as defined by a DAG input file. A default lock file ending with the suffix `.dag.lock` is passed to `condor_dagman` by `condor_submit_dag`.

-waitfordebug  This optional argument causes `condor_dagman` to wait at startup until someone attaches to the process with a debugger and sets the `wait_for_debug` variable in `main_init()` to false.

-autorescue 0|1  Whether to automatically run the newest rescue DAG for the given DAG file, if one exists (0 = false, 1 = true).

-do rescue from number  Forces `condor_dagman` to run the specified rescue DAG number for the given DAG. A value of 0 is the same as not specifying this option. Specifying a nonexistent rescue DAG is a fatal error.

-allowversionmismatch  This optional argument causes `condor_dagman` to allow a version mismatch between `condor_dagman` itself and the `.condor. sub` file produced by `condor_submit_dag` (or, in other words, between `condor_submit_dag` and `condor_dagman`). WARNING! This option should be used only if absolutely necessary. Allowing version mismatches can cause subtle problems when running DAGs. (Note that, starting with version 7.4.0, `condor_dagman` no longer requires an exact version match between itself and the `.condor. sub` file. Instead, a "minimum compatible version" is defined, and any `.condor. sub` file of that version or newer is accepted.)

-DumpRescue  This optional argument causes `condor_dagman` to immediately dump a Rescue DAG and then exit, as opposed to actually running the DAG. This feature is mainly intended for testing. The Rescue DAG file is produced whether or not there are parse errors reading the original DAG input file. The name of the file differs if there was a parse error.
condor_dagman

-verbose (This argument is included only to be passed to condor_submit_dag if lazy submit file generation is used for nested DAGs.) Cause condor_submit_dag to give verbose error messages.

-force (This argument is included only to be passed to condor_submit_dag if lazy submit file generation is used for nested DAGs.) Require condor_submit_dag to overwrite the files that it produces, if the files already exist. Note that dagman.out will be appended to, not overwritten. If new-style rescue DAG mode is in effect, and any new-style rescue DAGs exist, the -force flag will cause them to be renamed, and the original DAG will be run. If old-style rescue DAG mode is in effect, any existing old-style rescue DAGs will be deleted, and the original DAG will be run. See the HTCondor manual section on Rescue DAGs for more information.

-notification value This argument is only included to be passed to condor_submit_dag if lazy submit file generation is used for nested DAGs. Sets the e-mail notification for DAGMan itself. This information will be used within the HTCondor submit description file for DAGMan. This file is produced by condor_submit_dag. The notification option is described in the condor_submit manual page.

-suppress_notification Causes jobs submitted by condor_dagman to not send email notification for events. The same effect can be achieved by setting the configuration variable DAGMAN_SUPPRESS_NOTIFICATION to True. This command line option is independent of the -notification command line option, which controls notification for the condor_dagman job itself. This flag is generally superfluous, as DAGMAN_SUPPRESS_NOTIFICATION defaults to True.

-dont_suppress_notification Causes jobs submitted by condor_dagman to defer to content within the submit description file when deciding to send email notification for events. The same effect can be achieved by setting the configuration variable DAGMAN_SUPPRESS_NOTIFICATION to False. This command line flag is independent of the -notification command line option, which controls notification for the condor_dagman job itself. If both -dont_suppress_notification and -suppress_notification are specified within the same command line, the last argument is used.

-dagman DagmanExecutable (This argument is included only to be passed to condor_submit_dag if lazy submit file generation is used for nested DAGs.) Allows the specification of an alternate condor_dagman executable to be used instead of the one found in the user’s path. This must be a fully qualified path.

-outfile_dir directory (This argument is included only to be passed to condor_submit_dag if lazy submit file generation is used for nested DAGs.) Specifies the directory in which the .dagman.out file will be written. The directory may be specified relative to the current working directory as condor_submit_dag is executed, or specified with an absolute path. Without this option, the .dagman.out file is placed in the same directory as the first DAG input file listed on the command line.

-update_submit (This argument is included only to be passed to condor_submit_dag if lazy submit file generation is used for nested DAGs.) This optional argument causes an existing .condor.sub file to not be treated as an error; rather, the .condor.sub file will be overwritten, but the existing values of -maxjobs, -maxidle,
-maxpre, and -maxpost will be preserved.

-import_env  (This argument is included only to be passed to condor_submit_dag if lazy submit file generation is used for nested DAGs.) This optional argument causes condor_submit_dag to import the current environment into the environment command of the .condor.sub file it generates.

-priority number  Sets the minimum job priority of node jobs submitted and running under this condor_dagman job.

dont_use_default_node_log  This option is disabled as of HTCondor version 8.3.1. Tells condor_dagman to use the file specified by the job ClassAd attribute UserLog to monitor job status. If this command line argument is used, then the job event log file cannot be defined with a macro.

-DontAlwaysRunPost  This option causes condor_dagman to not run the POST script of a node if the PRE script fails. (This was the default behavior prior to HTCondor version 7.7.2, and is again the default behavior from version 8.5.4 onwards.)

-AlwaysRunPost  This option causes condor_dagman to always run the POST script of a node, even if the PRE script fails. (This was the default behavior for HTCondor version 7.7.2 through version 8.5.3.)

-DoRecovery  Causes condor_dagman to start in recovery mode. This means that it reads the relevant job user log(s) and catches up to the given DAG’s previous state before submitting any new jobs.

-dag filename  filename is the name of the DAG input file that is set as an argument to condor_submit_dag, and passed to condor_dagman.

Exit Status

condor_dagman will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Examples

condor_dagman is normally not run directly, but submitted as an HTCondor job by running condor_submit_dag. See the condor_submit_dag manual page 921 for examples.

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condor_dagman_metrics_reporter

Report the statistics of a DAGMan run to a central HTTP server

Synopsis

condor_dagman_metrics_reporter [-s] [-u URL] [-t maxtime] [-f /path/to/metrics/file]

Description

condor_dagman_metrics_reporter anonymously reports metrics from a DAGMan workflow to a central server. The reporting of workflow metrics is only enabled for DAGMan workflows run under Pegasus; metrics reporting has been requested by Pegasus' funding sources: see [http://pegasus.isi.edu/wms/docs/latest/funding_citing_usage.php#usage_statistics](http://pegasus.isi.edu/wms/docs/latest/funding_citing_usage.php#usage_statistics) and [https://confluence.pegasus.isi.edu/display/pegasus/DAGMan+Metrics+Reporting](https://confluence.pegasus.isi.edu/display/pegasus/DAGMan+Metrics+Reporting) for the requirements to collect this data.

The data sent to the server is in JSON format. Here is an example of what is sent:

```json
{
    "client":"condor_dagman",
    "version":"8.1.0",
    "planner":"/lfs1/devel/Pegasus/pegasus/bin/pegasus-plan",
    "planner_version":"4.3.0cvs",
    "type":"metrics",
    "wf_uuid":"htcondor-test-job_dagman_metrics-A-subdag",
    "root_wf_uuid":"htcondor-test-job_dagman_metrics-A",
    "start_time":1375313459.603,
    "end_time":1375313491.498,
    "duration":31.895,
    "exitcode":1,
    "dagman_id":"26",
    "parent_dagman_id":"11",
    "rescue_dag_number":0,
    "jobs":4,
    "jobs_failed":1,
    "jobs_succeeded":3,
    "dag_jobs":0,
    "dag_jobs_failed":0,
    "dag_jobs_succeeded":0,
    "total_jobs":4,
    "total_jobs_run":4,
    "total_job_time":0.000,
    "metrics":{
        "name":null,
        "value":null,
        "timestamp":null
    }
}
```
Metrics are sent only if the condor_dagman process has PEGASUS_METRICS set to True in its environment, and the CONDOR_DEVELOPERS configuration variable does not have the value NONE.

Ordinarily, this program will be run by condor_dagman, and users do not need to interact with it. This program uses the following environment variables:

PEGASUS_USER_METRICS_DEFAULT_SERVER The URL of the default server to which to send the data. It defaults to http://metrics.pegasus.isi.edu/metrics. It can be overridden at the command line with the -u option.

PEGASUS_USER_METRICS_SERVER A comma separated list of URLs of servers that will receive the data, in addition to the default server.

The -f argument specifies the metrics file to be sent to the HTTP server.

Options

-s Sleep for a random number of seconds between 1 and 10, before attempting to send data. This option is used to space out the reporting from any sub-DAGs when a DAG is removed.

-u URL Overrides setting of the environment variable PEGASUS_USER_METRICS_DEFAULT_SERVER. This option is unused by condor_dagman; it is for testing by developers.

-t maxtime A maximum time in seconds that defaults to 100 seconds, setting a limit on the amount of time this program will wait for communication from the server. A setting of zero will result in a single attempt per server. condor_dagman retrieves this value from the DAGMAN_PEGASUS_REPORT_TIMEOUT configuration variable.

-f metrics_file The name of the file containing the metrics values to be reported.

Exit Status

condor_dagman_metrics_reporter will exit with a status value of 0 (zero) upon success, and it will exit with a value of 1 (one) upon failure.

Author

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condor_drain

Control draining of an execute machine

Synopsis

condor_drain [-help]


condor_drain [-debug] [-pool pool-name] -cancel [-request-id id] machine-name

Description

condor_drain is an administrative command used to control the draining of all slots on an execute machine. When a machine is draining, it will not accept any new jobs unless the -start expression specifies otherwise. Which machine to drain is specified by the argument machine-name, and will be the same as the machine ClassAd attribute Machine.

How currently running jobs are treated depends on the draining schedule that is chosen with a command-line option:

-graceful Initiate a graceful eviction of the job. This means all promises that have been made to the job are honored, including MaxJobRetirementTime. The eviction of jobs is coordinated to reduce idle time. This means that if one slot has a job with a long retirement time and the other slots have jobs with shorter retirement times, the effective retirement time for all of the jobs is the longer one. If no draining schedule is specified, -graceful is chosen by default.

-quick MaxJobRetirementTime is not honored. Eviction of jobs is immediately initiated. Jobs are given time to shut down and produce checkpoints, according to the usual policy, that is, given by MachineMaxVacateTime.

-fast Jobs are immediately hard-killed, with no chance to gracefully shut down or produce a checkpoint.

If you specify -graceful, you may also specify -start. On a gracefully-draining machine, some jobs may finish retiring before others. By default, the resources used by the newly-retired jobs do not become available for use by other jobs until the machine exits the draining state (see below). The -start expression you supply replaces the draining machine’s normal START expression for the duration of the draining state, potentially making those resources available. See section 3.7.1 for more information.

Once draining is complete, the machine will enter the Drained/Idle state. To resume normal operation (negotiation) at that time or any previous time during draining, the -cancel option may be used. The -resume-on-completion option results in automatic resumption of normal operation once draining has completed, and may be used when initiating draining. This is useful for forcing a machine with a partitionable slots to join all of the resources back together into one machine, facilitating de-fragmentation and whole machine negotiation.
Options

- **-help**  Display brief usage information and exit.

- **-debug**  Causes debugging information to be sent to stderr, based on the value of the configuration variable TOOL_DEBUG.

- **-pool pool-name**  Specify an alternate HTCondor pool, if the default one is not desired.

- **-graceful** (the default) Honor the maximum vacate and retirement time policy.

- **-quick**  Honor the maximum vacate time, but not the retirement time policy.

- **-fast**  Honor neither the maximum vacate time policy nor the retirement time policy.

- **-resume-on-completion**  When done draining, resume normal operation, such that potentially the whole machine could be claimed.

- **-check expr**  Abort draining, if expr is not true for all slots to be drained.

- **-start expr**  The START expression to use while the machine is draining. You can’t reference the machine’s existing START expression.

- **-cancel**  Cancel a prior draining request, to permit the condor_negotiator to use the machine again.

- **-request-id id**  Specify a specific draining request to cancel, where id is given by the DrainingRequestId machine ClassAd attribute.

Exit Status

condor_drain will exit with a non-zero status value if it fails and zero status if it succeeds.

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**condor_fetchlog**

Retrieve a daemon’s log file that is located on another computer

**Synopsis**

```
condor_fetchlog [-help | -version]
condor_fetchlog [-pool centralmanagerhostname[:portnumber]] [-master | -startd | -schedd | -collector | -negotiator | -kbdd] machine-name subsystem[.extension]
```

**Description**

`condor_fetchlog` contacts HTCondor running on the machine specified by `machine-name`, and asks it to return a log file from that machine. Which log file is determined from the `subsystem[.extension]` argument. The log file is printed to standard output. This command eliminates the need to remotely log in to a machine in order to retrieve a daemon’s log file.

For security purposes of authentication and authorization, this command requires `ADMINISTRATOR` level of access.

The `subsystem[.extension]` argument is utilized to construct the log file’s name. Without an optional `.extension`, the value of the configuration variable named `subsystem_LOG` defines the log file’s name. When specified, the `.extension` is appended to this value.

The `subsystem` argument is any value `$(SUBSYSTEM)` that has a defined configuration variable of `$(SUBSYSTEM)_LOG`, or any of

- `NEGOTIATOR_MATCH`
- `HISTORY`
- `STARTD_HISTORY`

A value for the optional `.extension` to the `subsystem` argument is typically one of the three strings:

1. `.old`
2. `.slot<X>`
3. `.slot<X>.old`

Within these strings, `<X>` is substituted with the slot number.

A `subsystem` argument of `STARTD_HISTORY` fetches all `condor_startd` history by concatenating all instances of log files resulting from rotation.
Options

- **-help**  Display usage information

- **-version**  Display version information

- **-pool centralmanagerhostname[:portnumber]**  Specify a pool by giving the central manager’s host name and an optional port number

- **-master**  Send the command to the *condor_master* daemon (default)

- **-startd**  Send the command to the *condor_startd* daemon

- **-schedd**  Send the command to the *condor_schedd* daemon

- **-collector**  Send the command to the *condor_collector* daemon

- **-kbdd**  Send the command to the *condor_kbdd* daemon

Examples

To get the *condor_negotiator* daemon’s log from a host named *head.example.com* from within the current pool:

```
condor_fetchlog head.example.com NEGOTIATOR
```

To get the *condor_startd* daemon’s log from a host named *execute.example.com* from within the current pool:

```
condor_fetchlog execute.example.com STARTD
```

This command requested the *condor_startd* daemon’s log from the *condor_master*. If the *condor_master* has crashed or is unresponsive, ask another daemon running on that computer to return the log. For example, ask the *condor_startd* daemon to return the *condor_master*’s log:

```
condor_fetchlog -startd execute.example.com MASTER
```

Exit Status

*condor_fetchlog* will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.
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**condor_findhost**

find machine(s) in the pool that can be used with minimal impact on currently running HTCondor jobs and best meet any specified constraints

**Synopsis**

```
condor_findhost [-help] [-m] [-n num] [-c c_expr] [-r r_expr] [-p centralmanagerhostname]
```

**Description**

`condor_findhost` searches an HTCondor pool of machines for the best machine or machines that will have the minimum impact on running HTCondor jobs if the machine or machines are taken out of the pool. The search may be limited to the machine or machines that match a set of constraints and rank expression.

`condor_findhost` returns a fully-qualified domain name for each machine. The search is limited (constrained) to a specific set of machines using the `-c` option. The search can use the `-r` option for rank, the criterion used for selecting a machine or machines from the constrained list.

**Options**

- `-help` Display usage information and exit

- `-m` Only search for entire machines. Slots within an entire machine are not considered.

- `-n num` Find and list up to `num` machines that fulfill the specification. `num` is an integer greater than zero.

- `-c c_expr` Constrain the search to only consider machines that result from the evaluation of `c_expr`. `c_expr` is a ClassAd expression.

- `-r r_expr` `r_expr` is the rank expression evaluated to use as a basis for machine selection. `r_expr` is a ClassAd expression.

- `-p centralmanagerhostname` Specify the pool to be searched by giving the central manager’s host name. Without this option, the current pool is searched.
**General Remarks**

`condor_findhost` is used to locate a machine within a pool that can be taken out of the pool with the least disturbance of the pool.

An administrator should set preemption requirements for the HTCondor pool. The expression

\[(\text{Interactive} =?= \text{TRUE})\]

will let `condor_findhost` know that it can claim a machine even if HTCondor would not normally preempt a job running on that machine.

**Exit Status**

The exit status of `condor_findhost` is zero on success. If not able to identify as many machines as requested, it returns one more than the number of machines identified. For example, if 8 machines are requested, and `condor_findhost` only locates 6, the exit status will be 7. If not able to locate any machines, or an error is encountered, `condor_findhost` will return the value 1.

**Examples**

To find and list four machines, preferring those with the highest mips (on Drystone benchmark) rating:

```
condor_findhost -n 4 -r "mips"
```

To find and list 24 machines, considering only those where the `kflops` attribute is not defined:

```
condor_findhost -n 24 -c "kflops=?=undefined"
```

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**condor_gather_info**

Gather information about an HTCondor installation and a queued job

**Synopsis**

`condor_gather_info [ --jobid ClusterId.ProcId ] [ --scratch /path/to/directory ]`

**Description**

`condor_gather_info` is a Linux-only tool that will collect and output information about the machine it is run upon, about the HTCondor installation local to the machine, and optionally about a specified HTCondor job. The information gathered by this tool is most often used as a debugging aid for the developers of HTCondor.

Without the `--jobid` option, information about the local machine and its HTCondor installation is gathered and placed into the file called `condor-profile.txt`, in the current working directory. The information gathered is under the category of Identity.

With the `--jobid` option, additional information is gathered about the job given in the command line argument and identified by its `ClusterId` and `ProcId` ClassAd attributes. The information includes both categories, Identity and Job information. As the quantity of information can be extensive, this information is placed into a compressed tar file. The file is placed into the current working directory, and it is named using the format `cgi-<username>-jid<ClusterId>.<ProcId>-<year>-<month>-<day>-<hour>_<minute>_<second>-<TZ>.tar.gz`

All values within <> are substituted with current values. The building of this potentially large tar file can require a fair amount of temporary space. If the `--scratch` option is specified, it identifies a directory in which to build the tar file. If the `--scratch` option is not specified, then the directory will be `/tmp/cgi-<PID>`, where the process ID is that of the `condor_gather_info` executable.

The information gathered by this tool:

1. **Identity**
   - User name who generated the report
   - Script location and machine name
   - Date of report creation
   - `uname -a`
   - Contents of `/etc/issue`
   - Contents of `/etc/redhat-release`
   - Contents of `/etc/debian_version`
   - Contents of `$(LOG)/MasterLog`
• Contents of $(LOG)/ShadowLog
• Contents of $(LOG)/SchedLog
• Output of ps -auxww -forest
• Output of df -h
• Output of iptables -L
• Output of ls 'condor_config_val LOG'
• Output of ldd 'condor_config_val SBIN'/condor_schedd
• Contents of /etc/hosts
• Contents of /etc/nsswitch.conf
• Output of ulimit -a
• Output of uptime
• Output of free
• Network interface configuration (ifconfig)
• HTCondor version
• Location of HTCondor configuration files
• HTCondor configuration variables
  – All variables and values
  – Definition locations for each configuration variable

2. Job Information

• Output of condor_q jobid
• Output of condor_q -l jobid
• Output of condor_q -analyze jobid
• Job event log, if it exists
  – Only events pertaining to the job ID
• If condor_gather_info has the proper permissions, it runs condor_fetchlog on the machine where the job most recently ran, and includes the contents of the logs from the condor_master, condor_startd, and condor_starter.

Options

—jobid <ClusterId.ProcId> Data mine information about this HTCondor job from the local HTCondor installation and condor_schedd.

—scratch /path/to/directory A path to temporary space needed when building the output tar file. Defaults to /tmp/cgi-<PID>, where <PID> is replaced by the process ID of condor_gather_info.
Files

- `condor-profile.txt` The Identity portion of the information gathered when `condor_gather_info` is run without arguments.
- `cgi-<username>-jid<cluster>.<proc>-<year>-<month>-<day>-<hour>_<minute>_<second>-<TZ>.tar.gz`
  The output file which contains all of the information produced by this tool.

Exit Status

`condor_gather_info` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

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condor_gpu_discovery

Output GPU-related ClassAd attributes

Synopsis

condor_gpu_discovery -help
condor_gpu_discovery [<options>]

Description

condor_gpu_discovery outputs ClassAd attributes corresponding to a host’s GPU capabilities. It can presently report CUDA and OpenCL devices; which type(s) of device(s) it reports is determined by which libraries, if any, it can find when it runs; this reflects what GPU jobs will find on that host when they run. (Note that some HTCondor configuration settings may cause the environment to differ between jobs and the HTCondor daemons in ways that change library discovery.)

If CUDA_VISIBLE_DEVICES or GPU_DEVICE_ORDINAL is set in the environment when condor_gpu_discovery is run, it will report only devices present in the those lists.

This tool is not available for MAC OS platforms.

With no command line options, the single ClassAd attribute DetectedGPUs is printed. If the value is 0, no GPUs were detected. If one or more GPUs were detected, the value is a string, presented as a comma and space separated list of the GPUs discovered, where each is given a name further used as the prefix string in other attribute names. Where there is more than one GPU of a particular type, the prefix string includes an integer value numbering the device; these integer values monotonically increase from 0 (unless otherwise specified in the environment; see above). For example, a discovery of two GPUs may output

DetectedGPUs="CUDA0, CUDA1"

Further command line options use "CUDA" either with or without one of the integer values 0 or 1 as the prefix string in attribute names.

Options

-help Print usage information and exit.

-properties In addition to the DetectedGPUs attribute, display some of the attributes of the GPUs. Each of these attributes will have a prefix string at the beginning of its name. The displayed CUDA attributes are Capability, DeviceName, DriverVersion, ECCEnabled, GlobalMemoryMb, and RuntimeVersion. The
displayed Open CL attributes are DeviceName, ECCEnabled, OpenCLVersion, and GlobalMemoryMb.

-**extra** Display more attributes of the GPUs. Each of these attribute names will have a prefix string at the beginning of its name. The additional CUDA attributes are ClockMhz, ComputeUnits, and CoresPerCU. The additional Open CL attributes are ClockMhz and ComputeUnits.

-**dynamic** Display attributes of NVIDIA devices that change values as the GPU is working. Each of these attribute names will have a prefix string at the beginning of its name. These are FanSpeedPct, BoardTempC, DieTempC, EccErrorsSingleBit, and EccErrorsDoubleBit.

-**mixed** When displaying attribute values, assume that the machine has a heterogeneous set of GPUs, so always include the integer value in the prefix string.

-**device** $<$N$>$ Display properties only for GPU device $<$N$>$, where $<$N$>$ is the integer value defined for the prefix string. This option may be specified more than once; additional $<$N$>$ are listed along with the first. This option adds to the devices(s) specified by the environment variables CUDA_VISIBLE_DEVICES and GPU_DEVICE_ORDINAL, if any.

-**tag** string Set the resource tag portion of the intended machine ClassAd attribute Detected<ResourceTag> to be string. If this option is not specified, the resource tag is "GPUs", resulting in attribute name DetectedGPUs.

-**prefix** str When naming attributes, use str as the prefix string. When this option is not specified, the prefix string is either CUDA or OCL.

-**simulate:D,N** For testing purposes, assume that N devices of type D were detected. No discovery software is invoked. If D is 0, it refers to GeForce GT 330, and a default value for N is 1. If D is 1, it refers to GeForce GTX 480, and a default value for N is 2.

-**opencl** Prefer detection via OpenCL rather than CUDA. Without this option, CUDA detection software is invoked first, and no further Open CL software is invoked if CUDA devices are detected.

-**cuda** Do only CUDA detection.

-**nvcuda** For Windows platforms only, use a CUDA driver rather than the CUDA run time.

-**config** Output in the syntax of HTCondor configuration, instead of ClassAd language. An additional attribute is produced NUM_D ETECTED_GPUs which is set to the number of GPUs detected.
-cron  This option suppresses the DetectedGpus attribute so that the output is suitable for use with condor_startd cron. Combine this option with the -dynamic option to periodically refresh the dynamic Gpu information such as temperature. For example, to refresh GPU temperatures every 5 minutes

  use FEATURE : StartdCronPeriodic(DYNGPUS, 5*60, $(LIBEXEC)/condor_gpu_discovery, -dynamic -cron)

-verbose  For interactive use of the tool, output extra information to show detection while in progress.

-diagnostic  Show diagnostic information, to aid in tool development.

Exit Status

condor_gpu_discovery will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

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condor_history

View log of HTCondor jobs completed to date

Synopsis

condor_history [-help]


Description

condor_history displays a summary of all HTCondor jobs listed in the specified history files. If no history files are specified with the -file option, the local history file as specified in HTCondor's configuration file (SPOOL/history by default) is read. The default listing summarizes in reverse chronological order each job on a single line, and contains the following items:

- **ID** The cluster/process id of the job.
- **OWNER** The owner of the job.
- **SUBMITTED** The month, day, hour, and minute the job was submitted to the queue.
- **RUN_TIME** Remote wall clock time accumulated by the job to date in days, hours, minutes, and seconds, given as the job ClassAd attribute RemoteWallClockTime.
- **ST** Completion status of the job (C = completed and X = removed).
- **COMPLETED** The time the job was completed.
- **CMD** The name of the executable.

If a job ID (in the form of cluster_id or cluster_id.proc_id) or an owner is provided, output will be restricted to jobs with the specified IDs and/or submitted by the specified owner. The -constraint option can be used to display jobs that satisfy a specified boolean expression.

The history file is kept in chronological order, implying that new entries are appended at the end of the file. As of Condor version 6.7.19, the format of the history file is altered to enable faster reading of the history file backwards (most recent job first). History files written with earlier versions of Condor, as well as those that have entries of both the older and newer format need to be converted to the new format. See the condor_convert_history manual page on page 753 for details on converting history files to the new format.
Options

-help Display usage information and exit.

-name name Query the named condor_schedd daemon.

-pool centralmanagerhostname[:portnumber] Use the centralmanagerhostname as the central manager to locate condor_schedd daemons. The default is the COLLECTOR_HOST, as specified in the configuration.

-backwards List jobs in reverse chronological order. The job most recently added to the history file is first. This is the default ordering.

-forwards List jobs in chronological order. The job most recently added to the history file is last. At least 4 characters must be given to distinguish this option from the -file and -format options.

-constraint expr Display jobs that satisfy the expression.

-attributes attrs Display only the given attributes when the -long option is used.

-since jobid or expr Stop scanning when the given jobid is found or when the expression becomes true.

-local Read from local history files even if there is a SCHEDD_HOST configured.

-file filename Use the specified file instead of the default history file.

-userlog filename Display jobs, with job information coming from a job event log, instead of from the default history file. A job event log does not contain all of the job information, so some fields in the normal output of condor_history will be blank.

-format formatStringAttributeName Display jobs with a custom format. See the condor_q man page -format option for details.

-autoformat[:jlhVr,tng] attr1 [attr2 ...] or -af[:jlhVr,tng] attr1 [attr2 ...] (output option) Display attribute(s) or expression(s) formatted in a default way according to attribute types. This option takes an arbitrary number of attribute names as arguments, and prints out their values, with a space between each value and a newline character after the last value. It is like the -format option without format strings.

It is assumed that no attribute names begin with a dash character, so that the next word that begins with dash is the start of the next option. The autoformat option may be followed by a colon character and formatting qualifiers to deviate the output formatting from the default:
j print the job ID as the first field,
I label each field,
h print column headings before the first line of output,
V use %V rather than %v for formatting (string values are quoted),
r print "raw", or unevaluated values,
, add a comma character after each field,
t add a tab character before each field instead of the default space character,
n add a newline character after each field,
g add a newline character between ClassAds, and suppress spaces before each field.
Use -af:h to get tabular values with headings.
Use -af:lrng to get -long equivalent format.
The newline and comma characters may not be used together. The I and h characters may not be used together.

-l or -long Display job ClassAds in long format.

-limit Number Limit the number of jobs displayed to Number. Same option as -match.

-match Number Limit the number of jobs displayed to Number. Same option as -limit.

-xml Display job ClassAds in XML format. The XML format is fully defined in the reference manual, obtained from the ClassAds web page, with a link at [http://htcondor.org/classad/classad.html](http://htcondor.org/classad/classad.html)

-json Display job ClassAds in JSON format.

Exit Status

condor_history will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Author

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### condor_hold

put jobs in the queue into the hold state

#### Synopsis

```
condor_hold [ -help | -version ]
```

```
condor_hold [ -debug ] [ -reason reasonstring ] [ -subcode number ] [ -pool centralmanagerhostname[:portnumber] ]
[ -name scheddname ] | [ -addr "<a.b.c.d:port>" ]
```

```
condor_hold [ -debug ] [ -reason reasonstring ] [ -subcode number ] [ -pool centralmanagerhostname[:portnumber] ]
[ -name scheddname ] | [ -addr "<a.b.c.d:port>" ]
```

#### Description

`condor_hold` places jobs from the HTCondor job queue in the hold state. If the `-name` option is specified, the named `condor_schedd` is targeted for processing. Otherwise, the local `condor_schedd` is targeted. The jobs to be held are identified by one or more job identifiers, as described below. For any given job, only the owner of the job or one of the queue super users (defined by the `QUEUE_SUPER_USERS` macro) can place the job on hold.

A job in the hold state remains in the job queue, but the job will not run until released with `condor_release`.

A currently running job that is placed in the hold state by `condor_hold` is sent a hard kill signal. For a standard universe job, this means that the job is removed from the machine without allowing a checkpoint to be produced first.

#### Options

- `-help` Display usage information

- `-version` Display version information

- `-pool centralmanagerhostname[:portnumber]` Specify a pool by giving the central manager’s host name and an optional port number

- `-name scheddname` Send the command to a machine identified by `scheddname`

- `-addr "<a.b.c.d:port>"` Send the command to a machine located at "<a.b.c.d:port>"
condor_hold

- **debug** Causes debugging information to be sent to stderr, based on the value of the configuration variable TOOL_DEBUG.

- **reason reasonstring** Sets the job ClassAd attribute HoldReason to the value given by reasonstring. reasonstring will be delimited by double quote marks on the command line, if it contains space characters.

- **subcode number** Sets the job ClassAd attribute HoldReasonSubCode to the integer value given by number.

**cluster** Hold all jobs in the specified cluster

**cluster.process** Hold the specific job in the cluster

**user** Hold all jobs belonging to specified user

- **constraint expression** Hold all jobs which match the job ClassAd expression constraint (within quotation marks). Note that quotation marks must be escaped with the backslash characters for most shells.

- **all** Hold all the jobs in the queue

See Also

**condor_release**

Examples

To place on hold all jobs (of the user that issued the condor_hold command) that are not currently running:

```
% condor_hold -constraint "JobStatus!=2"
```

Multiple options within the same command cause the union of all jobs that meet either (or both) of the options to be placed in the hold state. Therefore, the command

```
% condor_hold Mary -constraint "JobStatus!=2"
```

places all of Mary’s queued jobs into the hold state, and the constraint holds all queued jobs not currently running. It also sends a hard kill signal to any of Mary’s jobs that are currently running. Note that the jobs specified by the constraint will also be Mary’s jobs, if it is Mary that issues this example condor_hold command.
Exit Status

`condor_hold` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Author

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**condor_install**

Configure or install HTCondor

**Synopsis**

```bash
condorConfigure or condor_install [ --help ] [ --usage ]
condorConfigure or condor_install [ --install=<path/to/release> ] [ --install-dir=<path> ] [ --prefix=<path> ]
[ --local-dir=<path> ] [ --make-personal-condor ] [ --bosco ] [ --type = < submit, execute, manager > ]
[ --central-manager = < hostname > ] [ --owner = < ownername > ] [ --maybe-daemon-owner ] [ --install-log
= < file > ] [ --overwrite ] [ --ignore-missing-libs ] [ --force ] [ --no-env-scripts ] [ --env-scripts-dir = < directory
> ] [ --backup ] [ --credd ] [ --verbose ]
```

**Description**

`condorConfigure` and `condor_install` refer to a single script that installs and/or configures HTCondor on Unix machines. As the names imply, `condor_install` is intended to perform a HTCondor installation, and `condorConfigure` is intended to configure (or reconfigure) an existing installation. Both will run with Perl 5.6.0 or more recent versions.

`condorConfigure` (and `condor_install`) are designed to be run more than one time where required. It can install HTCondor when invoked with a correct configuration via

```
condor_install
```

or

```
condorConfigure --install
```

or, it can change the configuration files when invoked via

```
condorConfigure
```

Note that changes in the configuration files do not result in changes while HTCondor is running. To effect changes while HTCondor is running, it is necessary to further use the `condor_reconfig` or `condor_restart` command. `condor_reconfig` is required where the currently executing daemons need to be informed of configuration changes. `condor_restart` is required where the options `--make-personal-condor` or `--type` are used, since these affect which daemons are running.

Running `condorConfigure` or `condor_install` with no options results in a usage screen being printed. The `--help` option can be used to display a full help screen.

Within the options given below, the phrase *release directories* is the list of directories that are released with HTCondor. This list includes: `bin, etc, examples, include, lib, libexec, man, sbin, sql and src`.
Options

—help  Print help screen and exit

—usage  Print short usage and exit

—install  Perform installation, assuming that the current working directory contains the release directories. Without further options, the configuration is that of a Personal HTCondor, a complete one-machine pool. If used as an upgrade within an existing installation directory, existing configuration files and local directory are preserved. This is the default behavior of condor_install.

—install-dir=<path>  Specifies the path where HTCondor should be installed or the path where it already is installed. The default is the current working directory.

—prefix=<path>  This is an alias for —install-dir.

—local-dir=<path>  Specifies the location of the local directory, which is the directory that generally contains the local (machine-specific) configuration file as well as the directories where HTCondor daemons write their run-time information (spool, log, execute). This location is indicated by the LOCAL_DIR variable in the configuration file. When installing (that is, if —install is specified), condor_configure will properly create the local directory in the location specified. If none is specified, the default value is given by the evaluation of $(RELEASE_DIR)/local.$(HOSTNAME).

During subsequent invocations of condor_configure (that is, without the —install option), if the —local-dir option is specified, the new directory will be created and the log, spool and execute directories will be moved there from their current location.

—make-personal-condor  Installs and configures for Personal HTCondor, a fully-functional, one-machine pool.

—bosco  Installs and configures Bosco, a personal HTCondor that submits jobs to remote batch systems.

—type= < submit, execute, manager >  One or more of the types may be listed. This determines the roles that a machine may play in a pool. In general, any machine can be a submit and/or execute machine, and there is one central manager per pool. In the case of a Personal HTCondor, the machine fulfills all three of these roles.

—central-manager=<hostname>  Instructs the current HTCondor installation to use the specified machine as the central manager. This modifies the configuration variable COLLECTOR_HOST to point to the given host name. The central manager machine’s HTCondor configuration needs to be independently configured to act as a manager using the option —type=manager.
—owner=<ownername> Set configuration such that HTCondor daemons will be executed as the given owner. This modifies the ownership on the log, spool and execute directories and sets the CONDOR_IDS value in the configuration file, to ensure that HTCondor daemons start up as the specified effective user. This is only applicable when condor_configure is run by root. If not run as root, the owner is the user running the condor_configure command.

—maybe-daemon-owner If —owner is not specified and no appropriate user can be found to run Condor, then this option will allow the daemon user to be selected. This option is rarely needed by users but can be useful for scripts that invoke condor_configure to install Condor.

—install-log=<file> Save information about the installation in the specified file. This is normally only needed when condor_configure is called by a higher-level script, not when invoked by a person.

—overwrite Always overwrite the contents of the sbin directory in the installation directory. By default, condor_install will not install if it finds an existing sbin directory with HTCondor programs in it. In this case, condor_install will exit with an error message. Specify —overwrite or —backup to tell condor_install what to do. This prevents condor_install from moving an sbin directory out of the way that it should not move. This is particularly useful when trying to install HTCondor in a location used by other things (/usr, /usr/local, etc.) For example: condor_install —prefix=/usr will not move /usr/sbin out of the way unless you specify the —backup option.

The —backup behavior is used to prevent condor_install from overwriting running daemons – Unix semantics will keep the existing binaries running, even if they have been moved to a new directory.

—backup Always backup the sbin directory in the installation directory. By default, condor_install will not install if it finds an existing sbin directory with HTCondor programs in it. In this case, condor_install will exit with an error message. You must specify —overwrite or —backup to tell condor_install what to do. This prevents condor_install from moving an sbin directory out of the way that it should not move. This is particularly useful if you’re trying to install HTCondor in a location used by other things (/usr, /usr/local, etc.) For example: condor_install —prefix=/usr will not move /usr/sbin out of the way unless you specify the —backup option.

The —backup behavior is used to prevent condor_install from overwriting running daemons – Unix semantics will keep the existing binaries running, even if they have been moved to a new directory.

—ignore-missing-libs Ignore missing shared libraries that are detected by condor_install. By default, condor_install will detect missing shared libraries such as libstdc++.so.5 on Linux; it will print messages and exit if missing libraries are detected. The —ignore-missing-libs will cause condor_install to not exit, and to proceed with the installation if missing libraries are detected.

—force This is equivalent to enabling both the —overwrite and —ignore-missing-libs command line options.
—no-env-scripts  By default, condor_configure writes simple sh and csh shell scripts which can be sourced by their respective shells to set the user’s PATH and CONDOR_CONFIG environment variables. This option prevents condor_configure from generating these scripts.

—env-scripts-dir=<directory>  By default, the simple sh and csh shell scripts (see —no-env-scripts for details) are created in the root directory of the HTCondor installation. This option causes condor_configure to generate these scripts in the specified directory.

—credd  Configure the the condor_credd daemon (credential manager daemon).

—verbose  Print information about changes to configuration variables as they occur.

Exit Status

condor_configure will exit with a status value of 0 (zero) upon success, and it will exit with a nonzero value upon failure.

Examples

Install HTCondor on the machine (machine1@cs.wisc.edu) to be the pool’s central manager. On machine1, within the directory that contains the unzipped HTCondor distribution directories:

% condor_install --type=submit,execute,manager

This will allow the machine to submit and execute HTCondor jobs, in addition to being the central manager of the pool.

To change the configuration such that machine2@cs.wisc.edu is an execute-only machine (that is, a dedicated computing node) within a pool with central manager on machine1@cs.wisc.edu, issue the command on that machine2@cs.wisc.edu from within the directory where HTCondor is installed:

% condor_configure --central-manager=machine1@cs.wisc.edu --type=execute

To change the location of the LOCAL_DIR directory in the configuration file, do (from the directory where HTCondor is installed):

% condor_configure --local-dir=/path/to/new/local/directory

This will move the log,spool,execute directories to /path/to/new/local/directory from the current local directory.
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condor_job_router_info

Discover and display information related to job routing

Synopsis

condor_job_router_info  [-help | -version]
condor_job_router_info  -config
condor_job_router_info  -match-jobs -jobads filename  [-ignore-prior-routing]

Description

condor_job_router_info displays information about job routing. The information will be either the available, configured routes or the routes for specified jobs.

Options

-help  Display usage information and exit.

-version  Display HTCondor version information and exit.

-config  Display configured routes.

-match-jobs  For each job listed in the file specified by the -jobads option, display the first route found.

-ignore-prior-routing  For each job, remove any existing routing ClassAd attributes, and set attribute JobStatus to the Idle state before finding the first route.

-jobads filename  Read job ClassAds from file filename. If filename is -, then read from stdin.

Exit Status

condor_job_router_info will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.
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**condor_master**

The master HTCondor Daemon

**Synopsis**

```
condor_master
```

**Description**

This daemon is responsible for keeping all the rest of the HTCondor daemons running on each machine in your pool. It spawns the other daemons, and periodically checks to see if there are new binaries installed for any of them. If there are, the `condor_master` will restart the affected daemons. In addition, if any daemon crashes, the `condor_master` will send e-mail to the HTCondor Administrator of your pool and restart the daemon. The `condor_master` also supports various administrative commands that let you start, stop or reconfigure daemons remotely. The `condor_master` will run on every machine in your HTCondor pool, regardless of what functions each machine are performing. Additionally, on Linux platforms, if you start the `condor_master` as root, it will tune (but never decrease) certain kernel parameters important to HTCondor’s performance.

The `DAEMON_LIST` configuration macro is used by the `condor_master` to provide a per-machine list of daemons that should be started and kept running. For daemons that are specified in the `DC_DAEMON_LIST` configuration macro, the `condor_master` daemon will spawn them automatically appending a `-f` argument. For those listed in `DAEMON_LIST`, but not in `DC_DAEMON_LIST`, there will be no `-f` argument.

**Options**

- `-n name` Provides an alternate name for the `condor_master` to override that given by the `MASTER_NAME` configuration variable.

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**condor_now**

Start a job now.

**Synopsis**

```
condor_now -help
condor_now [-name scheduler [-pool central-manager]] [-debug] now-job vacate-job
```

**Description**

`condor_now` tries to run the `now-job` now. The `vacate-job` is immediately vacated; after it terminates, if the schedd still has the claim to the vacated job’s slot – and it usually will – the schedd will immediately start the `now-job` on that slot.

You must specify each job using both the cluster and proc IDs.

**Options**

- `-help` Print a usage reminder.

- `-debug` Print debugging output. Control the verbosity with the environment variables `_CONDOR_TOOL_DEBUG`, as usual.

- `-name scheduler [-pool central-manager]` Specify the scheduler’s name) and (optionally) the pool to find it in.

**General Remarks**

The `now-job` and the `vacated-job` must have the same owner; if you are not the queue super-user, you must own both jobs. The jobs must be on the same schedd, and both jobs must be in the vanilla universe. The `now-job` must be idle and the `vacated-job` must be running.

**Examples**

To begin running job 17.3 as soon as possible using job 4.2’s slot:

```
condor_now 17.3 4.2
```
To try to figure out why that doesn’t work for the ‘magic’ scheduler in the ‘gandalf’ pool, set the environment variable
_CONDOR_TOOL_DEBUG to ‘D_FULLDEBUG’ and then:

    condor_now -debug -schedd magic -pool gandalf 17.3 4.2

Exit Status

condor_now will exit with a status value of 0 (zero) if the schedd accepts its request to vacate the vacate-job and start
the now-job in its place. It does not wait for the now-job to have started running.

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condor_off

Shutdown HTCondor daemons

Synopsis

condor_off [-help | -version]
condor_off [-graceful | -fast | -peaceful | -force-graceful] [-annex name] [-debug]
[-pool centralmanagerhostname[:portnumber]] [-name hostname | hostname | -addr "<a.b.c.d:port>" | "<a.b.c.d:port>" | -constraint expression | -all] [-daemon daemonname]

Description

condor_off shuts down a set of the HTCondor daemons running on a set of one or more machines. It does this cleanly so that checkpointable jobs may gracefully exit with minimal loss of work.

The command condor_off without any arguments will shut down all daemons except condor_master, unless -annex name is specified. The condor_master can then handle both local and remote requests to restart the other HTCondor daemons if need be. To restart HTCondor running on a machine, see the condor_on command.

With the -daemon master option, condor_off will shut down all daemons including the condor_master. Specification using the -daemon option will shut down only the specified daemon.

For security reasons of authentication and authorization, this command requires ADMINISTRATOR level of access.

Options

-help Display usage information

-version Display version information

-graceful Gracefully shutdown daemons (the default)

-fast Quickly shutdown daemons. A minimum of the first two characters of this option must be specified, to distinguish it from the -force-graceful command.

-peaceful Wait indefinitely for jobs to finish
-force-graceful Force a graceful shutdown, even after issuing a -peaceful command. A minimum of the first two characters of this option must be specified, to distinguish it from the -fast command.

-annex name Turn off master daemons in the specified annex. By default this will result in the corresponding instances shutting down.

-debug Causes debugging information to be sent to stderr, based on the value of the configuration variable TOOL_DEBUG.

-pool centralmanagerhostname[:portnumber] Specify a pool by giving the central manager’s host name and an optional port number

-name hostname Send the command to a machine identified by hostname

hostname Send the command to a machine identified by hostname

-address "<a.b.c.d:port>" Send the command to a machine’s master located at "<a.b.c.d:port>"

"<a.b.c.d:port>" Send the command to a machine located at “<a.b.c.d:port>”

-constraint expression Apply this command only to machines matching the given ClassAd expression

-all Send the command to all machines in the pool

-daemon daemonname Send the command to the named daemon. Without this option, the command is sent to the condor_master daemon.

Exit Status

condor_off will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Examples

To shut down all daemons (other than condor_master) on the local host:

% condor_off
To shut down only the condor_collector on three named machines:

```
% condor_off cinnamon cloves vanilla -daemon collector
```

To shut down daemons within a pool of machines other than the local pool, use the `-pool` option. The argument is the name of the central manager for the pool. Note that one or more machines within the pool must be specified as the targets for the command. This command shuts down all daemons except the condor_master on the single machine named cae17 within the pool of machines that has condor.cae.wisc.edu as its central manager:

```
% condor_off -pool condor.cae.wisc.edu -name cae17
```

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**condor_on**

Start up HTCondor daemons

**Synopsis**

```
condor_on  [-help | -version]
condor_on  [-debug]  [-pool centralmanagerhostname[:portnumber]]  [-name hostname | hostname  |
 addr "<a.b.c.d:port>" | "<a.b.c.d:port>" | -constraint expression | -all  | [-daemon daemonname]
```

**Description**

`condor_on` starts up a set of the HTCondor daemons on a set of machines. This command assumes that the `condor_master` is already running on the machine. If this is not the case, `condor_on` will fail complaining that it cannot find the address of the master. The command `condor_on` with no arguments or with the `-daemon master` option will tell the `condor_master` to start up the HTCondor daemons specified in the configuration variable `DAEMON_LIST`. If a daemon other than the `condor_master` is specified with the `-daemon` option, `condor_on` starts up only that daemon.

This command cannot be used to start up the `condor_master` daemon.

For security reasons of authentication and authorization, this command requires ADMINISTRATOR level of access.

**Options**

- `-help` Display usage information

- `-version` Display version information

- `-debug` Causes debugging information to be sent to `stderr`, based on the value of the configuration variable `TOOL_DEBUG`.

- `-pool centralmanagerhostname[:portnumber]` Specify a pool by giving the central manager’s host name and an optional port number

- `-name hostname` Send the command to a machine identified by `hostname`

- `hostname` Send the command to a machine identified by `hostname`
-addr "<a.b.c.d:port>" Send the command to a machine’s master located at "<a.b.c.d:port>"

"<a.b.c.d:port>" Send the command to a machine located at "<a.b.c.d:port>"

-constraint expression Apply this command only to machines matching the given ClassAd expression

-all Send the command to all machines in the pool

-daemon daemonname Send the command to the named daemon. Without this option, the command is sent to the condor_master daemon.

Exit Status

condor_on will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Examples

To begin running all daemons (other than condor_master) given in the configuration variable DAEMON_LIST on the local host:

% condor_on

To start up only the condor_negotiator on two named machines:

% condor_on robin cardinal -daemon negotiator

To start up only a daemon within a pool of machines other than the local pool, use the -pool option. The argument is the name of the central manager for the pool. Note that one or more machines within the pool must be specified as the targets for the command. This command starts up only the condor_schedd daemon on the single machine named cae17 within the pool of machines that has condor.cae.wisc.edu as its central manager:

% condor_on -pool condor.cae.wisc.edu -name cae17 -daemon schedd

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**condor_ping**

Attempt a security negotiation to determine if it succeeds

**Synopsis**

```
condor_ping [-help | -version]
```

**Description**

`condor_ping` attempts a security negotiation to discover whether the configuration is set such that the negotiation succeeds. The target of the negotiation is defined by one or a combination of the `address`, `pool`, `name`, or `type` options. If no target is specified, the default target is the `condor_schedd` daemon on the local machine.

One or more tokens may be listed, thereby specifying one or more authorization level to impersonate in security negotiation. A token is the value `ALL`, an authorization level, a command name, or the integer value of a command. The many command names and their associated integer values will more likely be used by experts, and they are defined in the file `condor_includes/condor_commands.h`.

An authorization level may be one of the following strings. If `ALL` is listed, then negotiation is attempted for each of these possible authorization levels.

READ
WRITE
ADMINISTRATOR
SOAP
CONFIG
OWNER
DAEMON
NEGOTIATOR
ADVERTISE_MASTER
ADVERTISE_STARTD
ADVERTISE_SCHEDD
CLIENT
**Options**

- **-help**  Display usage information

- **-version**  Display version information

- **-debug**  Print extra debugging information as the command executes.

- **-config filename**  Attempt the negotiation based on the contents of the configuration file contents in file *filename*.

- **-address <a.b.c.d:port>**  Target the given IP address with the negotiation attempt.

- **-pool hostname**  Target the given *host* with the negotiation attempt. May be combined with specifications defined by *name* and *type* options.

- **-name daemonname**  Target the daemon given by *daemonname* with the negotiation attempt.

- **-type subsystem**  Target the daemon identified by *subsystem*, one of the values of the predefined `$\{SUBSYSTEM\}` macro.

- **-quiet**  Set exit status only; no output displayed.

- **-table**  Output is displayed with one result per line, in a table format.

- **-verbose**  Display all available output.

**Examples**

The example Unix command

```bash
condor_ping  -address "<127.0.0.1:9618>"  -table READ WRITE DAEMON
```

places double quote marks around the sinful string to prevent the less than and the greater than characters from causing redirect of input and output. The given IP address is targeted with 3 attempts to negotiate: one at the READ authorization level, one at the WRITE authorization level, and one at the DAEMON authorization level.
Exit Status

condor_ping will exit with the status value of the negotiation it attempted, where 0 (zero) indicates success, and 1 (one) indicates failure. If multiple security negotiations were attempted, the exit status will be the logical OR of all values.

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**condor_pool_job_report**

generate report about all jobs that have run in the last 24 hours on all execute hosts

**Synopsis**

*condor_pool_job_report*

**Description**

*condor_pool_job_report* is a Linux-only tool that is designed to be run nightly using *cron*. It is intended to be run on the central manager, or another machine that has administrative permissions, and is able to fetch the *condor_startd* history logs from all of the *condor_startd* daemons in the pool. After fetching these logs, *condor_pool_job_report* then generates a report about job run times and mails it to administrators, as defined by configuration variable *CONDOR_ADMIN*.

**Exit Status**

*condor_pool_job_report* will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

**Author**

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condor_power

send packet intended to wake a machine from a low power state

Synopsis

condor_power [-h]
condor_power [-d] [-i] [-m MACAddress] [-s subnet] [ClassAdFile]

Description

condor_power sends one UDP Wake on LAN (WOL) packet to a machine specified either by command line arguments or by the contents of a machine ClassAd. The machine ClassAd may be in a file, where the file name specified by the optional argument ClassAdFile is given on the command line. With no command line arguments to specify the machine, and no file specified, condor_power quietly presumes that standard input is the file source which will specify the machine ClassAd that includes the public IP address and subnet of the machine.

condor_power needs a complete specification of the machine to be successful. If a MAC address is provided on the command line, but no subnet is given, then the default value for the subnet is used. If a subnet is provided on the command line, but no MAC address is given, then condor_power falls back to taking its information in the form of the machine ClassAd as provided in a file or on standard input. Note that this case implies that the command line specification of the subnet is ignored.

condor_power relies on the router receiving the WOL packet to correctly broadcast the request. Since routers are often configured to ignore requests to broadcast messages on a different subnet than the sender, the send of a WOL packet to a machine on a different subnet may fail.

Options

-h Print usage information and exit.

-d Enable debugging messages.

-i Read a ClassAd that is piped in through standard input.

-m MACAddress Specify the MAC address in the standard format of six groups of two hexadecimal digits separated by colons.
-s subnet  Specify the subnet in the standard form of a mask for an IPv4 address. Without this option, a global broadcast will be sent.

**Exit Status**

`condor_power` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

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condor_preen

remove extraneous files from HTCondor directories

Synopsis

condor_preen [-mail] [-remove] [-verbose] [-debug]

Description

condor_preen examines the directories belonging to HTCondor, and removes extraneous files and directories which may be left over from HTCondor processes which terminated abnormally either due to internal errors or a system crash. The directories checked are the LOG, EXECUTE, and SPOOL directories as defined in the HTCondor configuration files. condor_preen is intended to be run as user root or user condor periodically as a backup method to ensure reasonable file system cleanliness in the face of errors. This is done automatically by default by the condor_master daemon. It may also be explicitly invoked on an as needed basis.

When condor_preen cleans the SPOOL directory, it always leaves behind the files specified in the configuration variables VALID_SPOOL_FILES and SYSTEM_VALID_SPOOL_FILES, as given by the configuration. For the LOG directory, the only files removed or reported are those listed within the configuration variable INVALID_LOG_FILES list. The reason for this difference is that, in general, the files in the LOG directory ought to be left alone, with few exceptions. An example of exceptions are core files. As there are new log files introduced regularly, it is less effort to specify those that ought to be removed than those that are not to be removed.

Options

-mail Send mail to the user defined in the PREEN_ADMIN configuration variable, instead of writing to the standard output.

-remove Remove the offending files and directories rather than reporting on them.

-verbose List all files found in the Condor directories, even those which are not considered extraneous.

-debug Print extra debugging information as the command executes.

Exit Status

condor_preen will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.
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condor_prio

change priority of jobs in the HTCondor queue

Synopsis

condor_prio -p priority | + value | - value [-n schedd_name] cluster | cluster.process | username | -a
condor_prio -p priority | + value | - value [-pool pool_name -n schedd_name] cluster | cluster.process | username | -a

Description

condor_prio changes the priority of one or more jobs in the HTCondor queue. If the job identification is given by cluster.process, condor_prio attempts to change the priority of the single job with job ClassAd attributes ClusterId and ProcId. If described by cluster, condor_prio attempts to change the priority of all processes with the given ClusterId job ClassAd attribute. If username is specified, condor_prio attempts to change priority of all jobs belonging to that user. For -a, condor_prio attempts to change priority of all jobs in the queue.

The user must set a new priority with the -p option, or specify a priority adjustment. The priority of a job can be any integer, with higher numbers corresponding to greater priority. For adjustment of the current priority, + value increases the priority by the amount given with value. - value decreases the priority by the amount given with value.

Only the owner of a job or the super user can change the priority.

The priority changed by condor_prio is only used when comparing to the priority jobs owned by the same user and submitted from the same machine.

Options

-n schedd_name  Change priority of jobs queued at the specified condor_schedd in the local pool.

-pool pool_name -n schedd_name  Change priority of jobs queued at the specified condor_schedd in the specified pool.

Exit Status

condor_prio will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.
Author

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condor_procd

Track and manage process families

Synopsis

condor_procd -h
condor_procd -A address-file [options]

Description

condor_procd tracks and manages process families on behalf of the HTCondor daemons. It may track families of PIDs via relationships such as: direct parent/child, environment variables, UID, and supplementary group IDs. Management of the PID families include

- registering new families or new members of existing families
- getting usage information
- signaling families for operations such as suspension, continuing, or killing the family
- getting a snapshot of the tree of families

In a regular HTCondor installation, this program is not intended to be used or executed by any human.

The required argument, -A address-file, is the path and file name of the address file which is the named pipe that clients must use to speak with the condor_procd.

Options

-h  Print out usage information and exit.

-D  Wait for the debugger. Initially sleep 30 seconds before beginning normal function.

-C principal  The principal is the UID of the owner of the named pipe that clients must use to speak to the condor_procd.

-L log-file  A file the condor_procd will use to write logging information.
-E When specified, another tool such as the proc ctl tool must allocate the GID associated with a process. When this option is not specified, the condor_procd will allocate the GID itself.

-P PID If not specified, the condor_procd will use the condor_procd’s parent, which may not be PID 1 on Unix, as the parent of the condor_procd and the root of the tracking family. When not specified, if the condor_procd’s parent PID dies, the condor_procd exits. When specified, the condor_procd will track this PID family in question and not also exit if the PID exits.

-S seconds The maximum number of seconds the condor_procd will wait between taking snapshots of the tree of families. Different clients to the condor_procd can specify different snapshot times. The quickest snapshot time is the one performed by the condor_procd. When this option is not specified, a default value of 60 seconds is used.

-G min-gid max-gid If the -E option is not specified, then track process families using a self-allocated, free GID out of the inclusive range specified by min-gid and max-gid. This means that if a new process shows up using a previously known GID, the new process will automatically associate into the process family assigned that GID. If the -E option is specified, then instead of self-allocating the GID, the procctl tool must be used to associate the GID with the PID root of the family. The associated GID must still be in the range specified. This is a Linux-only feature.

-K windows-softkill-binary This is the path and executable name of the condor_softkill.exe binary. It is used to send softkill signals to process families. This is a Windows-only feature.

-I glexec-kill-path glexec-path Specifies, with glexec-kill-path, the path and executable name of a binary used to send a signal to a PID. The glexec binary, specified by glexec-path, executes the program specified with glexec-kill-path under the right privileges to send the signal.

General Remarks

This program may be used in a stand alone mode, independent of HTCondor, to track process families. The programs proc ctl and gidd_alloc are used with the condor_procd in stand alone mode to interact with the daemon and to inquire about certain state of running processes on the machine, respectively.

Exit Status

condor_procd will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

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**condor_q**

Display information about jobs in queue

**Synopsis**

```bash
condor_q [-help [Universe | State]]
condor_q [-debug] [general options] [restriction list] [output options] [analyze options]
```

**Description**

`condor_q` displays information about jobs in the HTCondor job queue. By default, `condor_q` queries the local job queue, but this behavior may be modified by specifying one of the general options.

As of version 8.5.2, `condor_q` defaults to querying only the current user’s jobs. This default is overridden when the restriction list has usernames and/or job ids, when the -submitter or -allusers arguments are specified, or when the current user is a queue superuser. It can also be overridden by setting the `CONDOR_Q_ONLY_MY_JOBS` configuration macro to False.

As of version 8.5.6, `condor_q` defaults to batch-mode output (see -batch in the Options section below). The old behavior can be obtained by specifying -nobatch on the command line. To change the default back to its pre-8.5.6 value, set the new configuration variable `CONDOR_Q_DASH_BATCH_IS_DEFAULT` to False.

**Batches of jobs**

As of version 8.5.6, `condor_q` defaults to displaying information about batches of jobs, rather than individual jobs. The intention is that this will be a more useful, and user-friendly, format for users with large numbers of jobs in the queue. Ideally, users will specify meaningful batch names for their jobs, to make it easier to keep track of related jobs.

(For information about specifying batch names for your jobs, see the `condor_submit` [12] and `condor_submit_dag` [12] man pages.)

A batch of jobs is defined as follows:

- An entire workflow (a DAG or hierarchy of nested DAGs) (note that `condor_dagman` now specifies a default batch name for all jobs in a given workflow)
- All jobs in a single cluster
- All jobs submitted by a single user that have the same executable specified in their submit file (unless submitted with different batch names)
- All jobs submitted by a single user that have the same batch name specified in their submit file or on the `condor_submit` or `condor_submit_dag` command line.
Output

There are many output options that modify the output generated by `condor_q`. The effects of these options, and the meanings of the various output data, are described below.

Output options

If the `-long` option is specified, `condor_q` displays a long description of the queried jobs by printing the entire job ClassAd for all jobs matching the restrictions, if any. Individual attributes of the job ClassAd can be displayed by means of the `-format` option, which displays attributes with a `printf(3)` format, or with the `-autoformat` option. Multiple `-format` options may be specified in the option list to display several attributes of the job.

For most output options (except as specified), the last line of `condor_q` output contains a summary of the queue: the total number of jobs, and the number of jobs in the completed, removed, idle, running, held and suspended states.

If no output options are specified, `condor_q` now defaults to batch mode, and displays the following columns of information, with one line of output per batch of jobs:

```
OWNER, BATCH_NAME, SUBMITTED, DONE, RUN, IDLE, [HOLD,] TOTAL, JOB_IDS
```

Note that the HOLD column is only shown if there are held jobs in the output or if there are no jobs in the output.

If the `-nobatch` option is specified, `condor_q` displays the following columns of information, with one line of output per job:

```
ID, OWNER, SUBMITTED, RUN_TIME, ST, PRI, SIZE, CMD
```

If the `-dag` option is specified (in conjunction with `-nobatch`), `condor_q` displays the following columns of information, with one line of output per job; the owner is shown only for top-level jobs, and for all other jobs (including sub-DAGs) the node name is shown:

```
ID, OWNER/NODENAME, SUBMITTED, RUN_TIME, ST, PRI, SIZE, CMD
```

If the `-run` option is specified (in conjunction with `-nobatch`), `condor_q` displays the following columns of information, with one line of output per running job:

```
ID, OWNER, SUBMITTED, RUN_TIME, HOST(S)
```

Also note that the `-run` option disables output of the totals line.

If the `-grid` option is specified, `condor_q` displays the following columns of information, with one line of output per job:

```
ID, OWNER, STATUS, GRID->MANAGER, HOST, GRID_JOB_ID
```
If the `-grid:ec2` option is specified, `condor_q` displays the following columns of information, with one line of output per job:

```
ID, OWNER, STATUS, INSTANCE ID, CMD
```

If the `-goodput` option is specified, `condor_q` displays the following columns of information, with one line of output per job:

```
ID, OWNER, SUBMITTED, RUN_TIME, GOODPUT, CPU_UTIL, Mb/s
```

If the `-io` option is specified, `condor_q` displays the following columns of information, with one line of output per job:

```
ID, OWNER, RUNS, ST, INPUT, OUTPUT, RATE, MISC
```

If the `-cputime` option is specified (in conjunction with `-nobatch`), `condor_q` displays the following columns of information, with one line of output per job:

```
ID, OWNER, SUBMITTED, CPU_TIME, ST, PRI, SIZE, CMD
```

If the `-hold` option is specified, `condor_q` displays the following columns of information, with one line of output per job:

```
ID, OWNER, HELD_SINCE, HOLD_REASON
```

If the `-totals` option is specified, `condor_q` displays only one line of output no matter how many jobs and batches of jobs are in the queue. That line of output contains the total number of jobs, and the number of jobs in the completed, removed, idle, running, held and suspended states.

**Output data**

The available output data are as follows:

- **ID** (Non-batch mode only) The cluster/process id of the HTCondor job.
- **OWNER** The owner of the job or batch of jobs.
- **OWNER/NODENAME** (-dag only) The owner of a job or the DAG node name of the job.
- **BATCH NAME** (Batch mode only) The batch name of the job or batch of jobs.
- **SUBMITTED** The month, day, hour, and minute the job was submitted to the queue.
- **DONE** (Batch mode only) The number of job procs that are done, but still in the queue.
condor_q

RUN (Batch mode only) The number of job procs that are running.

IDLE (Batch mode only) The number of job procs that are in the queue but idle.

HOLD (Batch mode only) The number of job procs that are in the queue but held.

TOTAL (Batch mode only) The total number of job procs in the queue, unless the batch is a DAG, in which case this is the total number of clusters in the queue. Note: for non-DAG batches, the TOTAL column contains correct values only in version 8.5.7 and later.

JOB_IDRange (Batch mode only) The range of job IDs belonging to the batch.

RUN_TIME (Non-batch mode only) Wall-clock time accumulated by the job to date in days, hours, minutes, and seconds.

ST (Non-batch mode only) Current status of the job, which varies somewhat according to the job universe and the timing of updates. H = on hold, R = running, I = idle (waiting for a machine to execute on), C = completed, X = removed, S = suspended (execution of a running job temporarily suspended on execute node), < = transferring input (or queued to do so), and > = transferring output (or queued to do so).

PRI (Non-batch mode only) User specified priority of the job, displayed as an integer, with higher numbers corresponding to better priority.

SIZE (Non-batch mode only) The peak amount of memory in Mbytes consumed by the job; note this value is only refreshed periodically. The actual value reported is taken from the job ClassAd attribute MemoryUsage if this attribute is defined, and from job attribute ImageSize otherwise.

CMD (Non-batch mode only) The name of the executable. For EC2 jobs, this field is arbitrary.

HOST(S) (-run only) The host where the job is running.

STATUS (-grid only) The state that HTCondor believes the job is in. Possible values are grid-type specific, but include:

- PENDING The job is waiting for resources to become available in order to run.
- ACTIVE The job has received resources, and the application is executing.
- FAILED The job terminated before completion because of an error, user-triggered cancel, or system-triggered cancel.
- DONE The job completed successfully.
- SUSPENDED The job has been suspended. Resources which were allocated for this job may have been released due to a scheduler-specific reason.
- UNSUBMITTED The job has not been submitted to the scheduler yet, pending the reception of the GLOBUSGRAM_PROTOCOL_JOB_SIGNAL_COMMIT_REQUEST signal from a client.
- STAGE_IN The job manager is staging in files, in order to run the job.
- STAGE_OUT The job manager is staging out files generated by the job.
- UNKNOWN

GRID->MANAGER (-grid only) A guess at what remote batch system is running the job. It is a guess, because HTCondor looks at the Globus jobmanager contact string to attempt identification. If the value is fork, the job is running on the remote host without a jobmanager. Values may also be condor, Isf, or pbs.
HOST (-grid only) The host to which the job was submitted.

GRID_JOB_ID (-grid only) (More information needed here.)

INSTANCE ID (-grid:ec2 only) Usually EC2 instance ID; may be blank or the client token, depending on job progress.

GOODPUT (-goodput only) The percentage of RUN_TIME for this job which has been saved in a checkpoint. A low GOODPUT value indicates that the job is failing to checkpoint. If a job has not yet attempted a checkpoint, this column contains [????].

CPU_UTIL (-goodput only) The ratio of CPU_TIME to RUN_TIME for checkpointed work. A low CPU_UTIL indicates that the job is not running efficiently, perhaps because it is I/O bound or because the job requires more memory than available on the remote workstations. If the job has not (yet) checkpointed, this column contains [????].

Mb/s (-goodput only) The network usage of this job, in Megabits per second of run-time.

READ The total number of bytes the application has read from files and sockets.

WRITE The total number of bytes the application has written to files and sockets.

SEEK The total number of seek operations the application has performed on files.

XPUT The effective throughput (average bytes read and written per second) from the application’s point of view.

BUFSIZE The maximum number of bytes to be buffered per file.

BLOCKSIZE The desired block size for large data transfers. These fields are updated when a job produces a checkpoint or completes. If a job has not yet produced a checkpoint, this information is not available.

INPUT (-io only) For standard universe, FileReadBytes; otherwise, BytesRecvd.

OUTPUT (-io only) For standard universe, FileWriteBytes; otherwise, BytesSent.

RATE (-io only) For standard universe, FileReadBytes+FileWriteBytes; otherwise, BytesRecvd+BytesSent.

MISC (-io only) JobUniverse.

CPU_TIME (-cputime only) The remote CPU time accumulated by the job to date (which has been stored in a checkpoint) in days, hours, minutes, and seconds. (If the job is currently running, time accumulated during the current run is not shown. If the job has not produced a checkpoint, this column contains 0+00:00:00.)

HELD_SINCE (-hold only) Month, day, hour and minute at which the job was held.

HOLD_REASON (-hold only) The hold reason for the job.
Analyze

The -analyze or -better-analyze options can be used to determine why certain jobs are not running by performing an analysis on a per machine basis for each machine in the pool. The reasons can vary among failed constraints, insufficient priority, resource owner preferences and prevention of preemption by the PREEMPTION_REQUIREMENTS expression. If the analyze option -verbose is specified along with the -analyze option, the reason for failure is displayed on a per machine basis. -better-analyze differs from -analyze in that it will do matchmaking analysis on jobs even if they are currently running, or if the reason they are not running is not due to matchmaking. -better-analyze also produces more thorough analysis of complex Requirements and shows the values of relevant job ClassAd attributes. When only a single machine is being analyzed via -machine or -mconstraint, the values of relevant attributes of the machine ClassAd are also displayed.

Restrictions

To restrict the display to jobs of interest, a list of zero or more restriction options may be supplied. Each restriction may be one of:

- **cluster.process**, which matches jobs which belong to the specified cluster and have the specified process number;
- **cluster** (without a process), which matches all jobs belonging to the specified cluster;
- **owner**, which matches all jobs owned by the specified owner;
- **-constraint expression**, which matches all jobs that satisfy the specified ClassAd expression;
- **-unmatchable expression**, which matches all jobs that do not match any slot that would be considered by -better-analyze;
- **-allusers**, which overrides the default restriction of only matching jobs submitted by the current user.

If cluster or cluster.process is specified, and the job matching that restriction is a condor_dagman job, information for all jobs of that DAG is displayed in batch mode (in non-batch mode, only the condor_dagman job itself is displayed).

If no owner restrictions are present, the job matches the restriction list if it matches at least one restriction in the list. If owner restrictions are present, the job matches the list if it matches one of the owner restrictions and at least one non-owner restriction.

Options

- **-debug** Causes debugging information to be sent to stderr, based on the value of the configuration variable TOOL_DEBUG.

- **-batch** (output option) Show a single line of progress information for a batch of jobs, where a batch is defined as follows:
• An entire workflow (a DAG or hierarchy of nested DAGs)
• All jobs in a single cluster
• All jobs submitted by a single user that have the same executable specified in their submit file
• All jobs submitted by a single user that have the same batch name specified in their submit file or on the condor_submit or condor_submit_dag command line.

Also change the output columns as noted above.

Note that, as of version 8.5.6, **-batch** is the default, unless the CONDOR_Q_DASH_BATCH_IS_DEFAULT configuration variable is set to False.

**-nobatch** (output option) Show a line for each job (turn off the **-batch** option).

**-global** (general option) Queries all job queues in the pool.

**-submitter submitter** (general option) List jobs of a specific submitter in the entire pool, not just for a single condor_schedd.

**-name name** (general option) Query only the job queue of the named condor_schedd daemon.

**-pool centralmanagerhostname[:portnumber]** (general option) Use the centralmanagerhostname as the central manager to locate condor_schedd daemons. The default is the COLLECTOR_HOST, as specified in the configuration.

**-jobads file** (general option) Display jobs from a list of ClassAds from a file, instead of the real ClassAds from the condor_schedd daemon. This is most useful for debugging purposes. The ClassAds appear as if condor_q **-long** is used with the header stripped out.

**-userlog file** (general option) Display jobs, with job information coming from a job event log, instead of from the real ClassAds from the condor_schedd daemon. This is most useful for automated testing of the status of jobs known to be in the given job event log, because it reduces the load on the condor_schedd. A job event log does not contain all of the job information, so some fields in the normal output of condor_q will be blank.

**-autocluster** (output option) Output condor_schedd daemon auto cluster information. For each auto cluster, output the unique ID of the auto cluster along with the number of jobs in that auto cluster. This option is intended to be used together with the **-long** option to output the ClassAds representing auto clusters. The ClassAds can then be used to identify or classify the demand for sets of machine resources, which will be useful in the on-demand creation of execute nodes for glidein services.
-cputime (output option) Instead of wall-clock allocation time (RUN_TIME), display remote CPU time accumulated by the job to date in days, hours, minutes, and seconds. If the job is currently running, time accumulated during the current run is not shown. Note that this option has no effect unless used in conjunction with -nobatch.

-currentrun (output option) Normally, RUN_TIME contains all the time accumulated during the current run plus all previous runs. If this option is specified, RUN_TIME only displays the time accumulated so far on this current run.

-dag (output option) Display DAG node jobs under their DAGMan instance. Child nodes are listed using indentation to show the structure of the DAG. Note that this option has no effect unless used in conjunction with -nobatch.

-expert (output option) Display shorter error messages.

-grid (output option) Get information only about jobs submitted to grid resources.

-grid:ec2 (output option) Get information only about jobs submitted to grid resources and display it in a format better-suited for EC2 than the default.

-goodput (output option) Display job goodput statistics.

-help [Universe | State] (output option) Print usage info, and, optionally, additionally print job universes or job states.

-hold (output option) Get information about jobs in the hold state. Also displays the time the job was placed into the hold state and the reason why the job was placed in the hold state.

-limit Number (output option) Limit the number of items output to Number.

-io (output option) Display job input/output summaries.

-long (output option) Display entire job ClassAds in long format (one attribute per line).

-run (output option) Get information about running jobs. Note that this option has no effect unless used in conjunction with -nobatch.

-stream-results (output option) Display results as jobs are fetched from the job queue rather than storing results in memory until all jobs have been fetched. This can reduce memory consumption when fetching large numbers of jobs, but if condor_q is paused while displaying results, this could result in a timeout in communication with condor_schedd.
-totals  (output option) Display only the totals.

-version  (output option) Print the HTCondor version and exit.

-wide  (output option) If this option is specified, and the command portion of the output would cause the output to extend beyond 80 columns, display beyond the 80 columns.

-xml  (output option) Display entire job ClassAds in XML format. The XML format is fully defined in the reference manual, obtained from the ClassAds web page, with a link at [http://htcondor.org/classad/classad.html](http://htcondor.org/classad/classad.html).

-json  (output option) Display entire job ClassAds in JSON format.

-attributes Attr1,Attr2 . . .  (output option) Explicitly list the attributes, by name in a comma separated list, which should be displayed when using the -xml, -json or -long options. Limiting the number of attributes increases the efficiency of the query.

-format fmt attr  (output option) Display attribute or expression attr in format fmt. To display the attribute or expression the format must contain a single printf(3)-style conversion specifier. Attributes must be from the job ClassAd. Expressions are ClassAd expressions and may refer to attributes in the job ClassAd. If the attribute is not present in a given ClassAd and cannot be parsed as an expression, then the format option will be silently skipped. %r prints the unevaluated, or raw values. The conversion specifier must match the type of the attribute or expression. %s is suitable for strings such as Owner, %d for integers such as ClusterId, and %f for floating point numbers such as RemoteWallClockTime. %v identifies the type of the attribute, and then prints the value in an appropriate format. %V identifies the type of the attribute, and then prints the value in an appropriate format as it would appear in the -long format. As an example, strings used with %V will have quote marks. An incorrect format will result in undefined behavior. Do not use more than one conversion specifier in a given format. More than one conversion specifier will result in undefined behavior. To output multiple attributes repeat the -format option once for each desired attribute. Like printf(3) style formats, one may include other text that will be reproduced directly. A format without any conversion specifiers may be specified, but an attribute is still required. Include a backslash followed by an ‘n’ to specify a line break.

-autoformat[:jlhVr,tng] attr1 [attr2 ...] or -af[:jlhVr,tng] attr1 [attr2 ...]  (output option) Display attribute(s) or expression(s) formatted in a default way according to attribute types. This option takes an arbitrary number of attribute names as arguments, and prints out their values, with a space between each value and a newline character after the last value. It is like the -format option without format strings. This output option does not work in conjunction with any of the options -run, -currentrun, -hold, -grid, -goodput, or -io.

It is assumed that no attribute names begin with a dash character, so that the next word that begins with dash is the start of the next option. The autoformat option may be followed by a colon character and formatting qualifiers to deviate the output formatting from the default:

j print the job ID as the first field,
I label each field,
condor_q

- **h** print column headings before the first line of output,
- **V** use %V rather than %v for formatting (string values are quoted),
- **r** print "raw", or unevaluated values,
- , add a comma character after each field,
- **t** add a tab character before each field instead of the default space character,
- **n** add a newline character after each field,
- **g** add a newline character between ClassAds, and suppress spaces before each field.

Use **-af:h** to get tabular values with headings.
Use **-af:lrg** to get -long equivalent format.

The newline and comma characters may not be used together. The **l** and **h** characters may not be used together.

- **analyze[:<qual>]** (analyze option) Perform a matchmaking analysis on why the requested jobs are not running. First a simple analysis determines if the job is not running due to not being in a runnable state. If the job is in a runnable state, then this option is equivalent to **-better-analyze**: **<qual>** is a comma separated list containing one or more of
  - **priority** to consider user priority during the analysis
  - **summary** to show a one line summary for each job or machine
  - **reverse** to analyze machines, rather than jobs

- **-better-analyze[:<qual>]** (analyze option) Perform a more detailed matchmaking analysis to determine how many resources are available to run the requested jobs. This option is never meaningful for Scheduler universe jobs and only meaningful for grid universe jobs doing matchmaking. When this option is used in conjunction with the **-unmatchable** option, The output will be a list of job ids that don’t match any of the available slots. **<qual>** is a comma separated list containing one or more of
  - **priority** to consider user priority during the analysis
  - **summary** to show a one line summary for each job or machine
  - **reverse** to analyze machines, rather than jobs

- **-machine name** (analyze option) When doing matchmaking analysis, analyze only machine ClassAds that have slot or machine names that match the given name.

- **-mconstraint expression** (analyze option) When doing matchmaking analysis, match only machine ClassAds which match the ClassAd expression constraint.

- **-slotads file** (analyze option) When doing matchmaking analysis, use the machine ClassAds from the file instead of the ones from the condor_collector daemon. This is most useful for debugging purposes. The ClassAds appear as if condor_status -long is used.
-userprios \textit{file} \textbf{(analyze option)} When doing matchmaking analysis with priority, read user priorities from the \textit{file} rather than the ones from the \textit{condor\_negotiator} daemon. This is most useful for debugging purposes or to speed up analysis in situations where the \textit{condor\_negotiator} daemon is slow to respond to \textit{condor\_userprio} requests. The file should be in the format produced by \textit{condor\_userprio -long}.

-nouserprios \textbf{(analyze option)} Do not consider user priority during the analysis.

-reverse-analyze \textbf{(analyze option)} Analyze machine requirements against jobs.

-verbose \textbf{(analyze option)} When doing analysis, show progress and include the names of specific machines in the output.

\section*{General Remarks}

The default output from \textit{condor\_q} is formatted to be human readable, not script readable. In an effort to make the output fit within 80 characters, values in some fields might be truncated. Furthermore, the HTCondor Project can (and does) change the formatting of this default output as we see fit. Therefore, any script that is attempting to parse data from \textit{condor\_q} is strongly encouraged to use the \textbf{-format} option (described above, examples given below).

Although \textbf{-analyze} provides a very good first approximation, the analyzer cannot diagnose all possible situations, because the analysis is based on instantaneous and local information. Therefore, there are some situations such as when several submitters are contending for resources, or if the pool is rapidly changing state which cannot be accurately diagnosed.

Options \textbf{-goodput}, \textbf{-cputime}, and \textbf{-io} are most useful for standard universe jobs, since they rely on values computed when a job produces a checkpoint.

It is possible to hold jobs that are in the X state. To avoid this it is best to construct a \textbf{-constraint expression} that option contains \texttt{JobStatus \neq 3} if the user wishes to avoid this condition.

\section*{Examples}

The \textbf{-format} option provides a way to specify both the job attributes and formatting of those attributes. There must be only one conversion specification per \textbf{-format} option. As an example, to list only Jane Doe’s jobs in the queue, choosing to print and format only the owner of the job, the command line arguments for the job, and the process ID of the job:

```
$ condor_q -submitter jdoe -format "%s" Owner -format "%s" Args -format "ProcId = %d\n" ProcId
jdoe 16386 2800 ProcId = 0
jdoe 16386 3000 ProcId = 1
jdoe 16386 3200 ProcId = 2
jdoe 16386 3400 ProcId = 3
jdoe 16386 3600 ProcId = 4
jdoe 16386 4200 ProcId = 7
```
To display only the JobID's of Jane Doe's jobs you can use the following.

$ condor_q -submitter jdoe -format "%d." ClusterId -format "%d\n" ProcId

27.0
27.1
27.2
27.3
27.4
27.7

An example that shows the analysis in summary format:

$ condor_q -analyze:summary

-- Submitter: submit-1.chtc.wisc.edu : <192.168.100.43:9618?sock=11794_95bb_3> : submit-1.chtc.wisc.edu
Analyzing matches for 5979 slots

<table>
<thead>
<tr>
<th>JobId</th>
<th>Autocluster</th>
<th>Members/Idle</th>
<th>Machine</th>
<th>Running</th>
<th>Serving</th>
<th>Avail Owner</th>
</tr>
</thead>
<tbody>
<tr>
<td>25764522.0</td>
<td>7/0</td>
<td>5910</td>
<td>820</td>
<td>7/10</td>
<td>5046</td>
<td>34 smith</td>
</tr>
<tr>
<td>25764682.0</td>
<td>9/0</td>
<td>2172</td>
<td>603</td>
<td>9/9</td>
<td>1531</td>
<td>29 smith</td>
</tr>
<tr>
<td>25765082.0</td>
<td>18/0</td>
<td>2172</td>
<td>603</td>
<td>18/9</td>
<td>1531</td>
<td>29 smith</td>
</tr>
<tr>
<td>25765900.0</td>
<td>1/0</td>
<td>2172</td>
<td>603</td>
<td>1/9</td>
<td>1531</td>
<td>29 smith</td>
</tr>
</tbody>
</table>

An example that shows summary information by machine:

$ condor_q -ana:sum,rev

-- Submitter: s-1.chtc.wisc.edu : <192.168.100.43:9618?sock=11794_95bb_3> : s-1.chtc.wisc.edu
Analyzing matches for 2885 jobs

<table>
<thead>
<tr>
<th>Name</th>
<th>Slot</th>
<th>Type</th>
<th>Match</th>
<th>Slot's Req</th>
<th>Job's Req</th>
<th>Both</th>
</tr>
</thead>
<tbody>
<tr>
<td><a href="mailto:slot1@INFO.wisc.edu">slot1@INFO.wisc.edu</a></td>
<td></td>
<td>Stat</td>
<td></td>
<td>2729</td>
<td>0</td>
<td>0.00</td>
</tr>
<tr>
<td><a href="mailto:slot2@INFO.wisc.edu">slot2@INFO.wisc.edu</a></td>
<td></td>
<td>Stat</td>
<td></td>
<td>2729</td>
<td>0</td>
<td>0.00</td>
</tr>
<tr>
<td><a href="mailto:slot1@aci-001.chtc.wisc.edu">slot1@aci-001.chtc.wisc.edu</a></td>
<td>Part</td>
<td></td>
<td>0</td>
<td>2793</td>
<td>0</td>
<td>0.00</td>
</tr>
<tr>
<td><a href="mailto:slot1@aci-001.chtc.wisc.edu">slot1@aci-001.chtc.wisc.edu</a></td>
<td>Dyn</td>
<td></td>
<td>2644</td>
<td>2792</td>
<td>91.37</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:slot1@aci-001.chtc.wisc.edu">slot1@aci-001.chtc.wisc.edu</a></td>
<td>Dyn</td>
<td></td>
<td>2623</td>
<td>2601</td>
<td>85.10</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:slot1@aci-001.chtc.wisc.edu">slot1@aci-001.chtc.wisc.edu</a></td>
<td>Dyn</td>
<td></td>
<td>2644</td>
<td>2632</td>
<td>85.82</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:slot1@aci-001.chtc.wisc.edu">slot1@aci-001.chtc.wisc.edu</a></td>
<td>Dyn</td>
<td></td>
<td>2644</td>
<td>2792</td>
<td>91.37</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:slot1@aci-001.chtc.wisc.edu">slot1@aci-001.chtc.wisc.edu</a></td>
<td>Part</td>
<td></td>
<td>0</td>
<td>2633</td>
<td>0.00</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:slot1@aci-001.chtc.wisc.edu">slot1@aci-001.chtc.wisc.edu</a></td>
<td>Den</td>
<td></td>
<td>2623</td>
<td>2601</td>
<td>85.10</td>
<td></td>
</tr>
</tbody>
</table>

An example with two independent DAGs in the queue:

$ condor_q

-- Schedd: wenger@manta.cs.wisc.edu : <128.105.14.228:35169?...>
OWNER BATCH_NAME SUBMITTED DONE RUN IDLE TOTAL JOB_IDS
wenger DAG: 3696 2/12 11:55 10 10 10 3698.0 ... 3707.0
wenger DAG: 3697 2/12 11:55 1 1 1 10 3709.0 ... 3710.0

14 jobs; 0 completed, 0 removed, 1 idle, 13 running, 0 held, 0 suspended
Note that the "13 running" in the last line is two more than the total of the RUN column, because the two condor_dagman jobs themselves are counted in the last line but not the RUN column.

Also note that the "completed" value in the last line does not correspond to the total of the DONE column, because the "completed" value in the last line only counts jobs that are completed but still in the queue, whereas the DONE column counts jobs that are no longer in the queue.

Here’s an example with a held job, illustrating the addition of the HOLD column to the output:

```
$ condor_q
-- Schedd: wenger@manta.cs.wisc.edu : <128.105.14.228:9619?...
OWNER BATCH_NAME SUBMITTED DONE RUN IDLE HOLD TOTAL JOB_IDS
wenger CMD: /bin/slee 9/13 16:25 _ 3 _ 1 4 599.0 ...
```

4 jobs; 0 completed, 0 removed, 0 idle, 3 running, 1 held, 0 suspended

Here are some examples with a nested-DAG workflow in the queue, which is one of the most complicated cases. The workflow consists of a top-level DAG with nodes NodeA and NodeB, each with two two-proc clusters; and a sub-DAG SubZ with nodes NodeSA and NodeSB, each with two two-proc clusters.

First of all, non-batch mode with all of the node jobs in the queue:

```
$ condor_q -nobatch
-- Schedd: wenger@manta.cs.wisc.edu : <128.105.14.228:9619?...
ID OWNER/NODENAME SUBMITTED RUN_TIME ST PRI SIZE CMD
591.0 wenger 9/13 16:05 0+00:00:13 R 0 2.4 condor_dagman -p 0
592.0 wenger 9/13 16:05 0+00:00:07 R 0 0.0 sleep 60
592.1 wenger 9/13 16:05 0+00:00:07 R 0 0.0 sleep 300
593.0 wenger 9/13 16:05 0+00:00:07 R 0 0.0 sleep 60
593.1 wenger 9/13 16:05 0+00:00:07 R 0 0.0 sleep 300
594.0 wenger 9/13 16:05 0+00:00:07 R 0 2.4 condor_dagman -p 0
595.0 wenger 9/13 16:05 0+00:00:01 R 0 0.0 sleep 60
595.1 wenger 9/13 16:05 0+00:00:01 R 0 0.0 sleep 300
596.0 wenger 9/13 16:05 0+00:00:01 R 0 0.0 sleep 60
596.1 wenger 9/13 16:05 0+00:00:01 R 0 0.0 sleep 300
```

10 jobs; 0 completed, 0 removed, 0 idle, 10 running, 0 held, 0 suspended

Now non-batch mode with the -dag option (unfortunately, condor_q doesn’t do a good job of grouping procs in the same cluster together):

```
$ condor_q -nobatch -dag
-- Schedd: wenger@manta.cs.wisc.edu : <128.105.14.228:9619?...
ID OWNER/NODENAME SUBMITTED RUN_TIME ST PRI SIZE CMD
591.0 wenger 9/13 16:05 0+00:00:27 R 0 2.4 condor_dagman -
592.0 |-NodeA 9/13 16:05 0+00:00:21 R 0 0.0 sleep 60
593.0 |-NodeB 9/13 16:05 0+00:00:21 R 0 0.0 sleep 60
594.0 |-SubZ 9/13 16:05 0+00:00:21 R 0 2.4 condor_dagman -
```
condor_q

Now, finally, the non-batch (default) mode:

$ condor_q

There are several things about this output that may be slightly confusing:

- The TOTAL column is less than the RUN column. This is because, for DAG node jobs, their contribution to the TOTAL column is the number of clusters, not the number of procs (but their contribution to the RUN column is the number of procs). So the four DAG nodes (8 procs) contribute 4, and the sub-DAG contributes 1, to the TOTAL column. (But, somewhat confusingly, the sub-DAG job is not counted in the RUN column.)

- The sum of the RUN and IDLE columns (8) is less than the 10 jobs listed in the totals line at the bottom. This is because the top-level DAG and sub-DAG jobs are not counted in the RUN column, but they are counted in the totals line.

Now here is non-batch mode after proc 0 of each node job has finished:

$ condor_q -nobatch

The same state also with the -dag option:

$ condor_q -nobatch -dag
-- Schedd: wenger@manta.cs.wisc.edu : <128.105.14.228:9619>...

<table>
<thead>
<tr>
<th>ID</th>
<th>OWNER/NODENAME</th>
<th>SUBMITTED</th>
<th>RUN_TIME</th>
<th>ST</th>
<th>PRI</th>
<th>SIZE</th>
<th>CMD</th>
</tr>
</thead>
<tbody>
<tr>
<td>591.0</td>
<td>wenger</td>
<td>9/13 16:05</td>
<td>0+00:01:30</td>
<td>R</td>
<td>0</td>
<td>2.4</td>
<td>condor_dagman -</td>
</tr>
<tr>
<td>592.1</td>
<td></td>
<td>-NodeA</td>
<td>9/13 16:05</td>
<td>0+00:01:24</td>
<td>R</td>
<td>0</td>
<td>0.0</td>
</tr>
<tr>
<td>593.1</td>
<td></td>
<td>-NodeB</td>
<td>9/13 16:05</td>
<td>0+00:01:24</td>
<td>R</td>
<td>0</td>
<td>0.0</td>
</tr>
<tr>
<td>594.0</td>
<td></td>
<td>-SubZ</td>
<td>9/13 16:05</td>
<td>0+00:01:24</td>
<td>R</td>
<td>0</td>
<td>2.4</td>
</tr>
<tr>
<td>595.1</td>
<td></td>
<td>-NodeSA</td>
<td>9/13 16:05</td>
<td>0+00:01:18</td>
<td>R</td>
<td>0</td>
<td>0.0</td>
</tr>
<tr>
<td>596.1</td>
<td></td>
<td>-NodeSB</td>
<td>9/13 16:05</td>
<td>0+00:01:18</td>
<td>R</td>
<td>0</td>
<td>0.0</td>
</tr>
</tbody>
</table>

6 jobs; 0 completed, 0 removed, 0 idle, 6 running, 0 held, 0 suspended

And, finally, that state in batch (default) mode:

$ condor_q

-- Schedd: wenger@manta.cs.wisc.edu : <128.105.14.228:9619>...

<table>
<thead>
<tr>
<th>OWNER</th>
<th>BATCH_NAME</th>
<th>SUBMITTED</th>
<th>DONE</th>
<th>RUN</th>
<th>IDLE</th>
<th>TOTAL</th>
<th>JOB_IDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>wenger</td>
<td>ex1.dag+591</td>
<td>9/13 16:05</td>
<td>_</td>
<td>_</td>
<td>_</td>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

6 jobs; 0 completed, 0 removed, 0 idle, 6 running, 0 held, 0 suspended

Exit Status

condor_q will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Author

Center for High Throughput Computing, University of Wisconsin–Madison

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**condor_qedit**

modify job attributes

**Synopsis**

```
condor_qedit [-d debug] [-n schedd-name] [-p pool-name] {cluster | cluster.proc | owner | -constraint constraint}
attribute-name attribute-value . . .
```

**Description**

`condor_qedit` modifies job ClassAd attributes of queued HTCondor jobs. The jobs are specified either by cluster number, job ID, owner, or by a ClassAd constraint expression. The `attribute-value` may be any ClassAd expression. String expressions must be surrounded by double quotes. Multiple attribute value pairs may be listed on the same command line.

To ensure security and correctness, `condor_qedit` will not allow modification of the following ClassAd attributes:

- Owner
- ClusterId
- ProcId
- MyType
- TargetType
- JobStatus

Since `JobStatus` may not be changed with `condor_qedit`, use `condor_hold` to place a job in the hold state, and use `condor_release` to release a held job, instead of attempting to modify `JobStatus` directly.

If a job is currently running, modified attributes for that job will not affect the job until it restarts. As an example, for `PeriodicRemove` to affect when a currently running job will be removed from the queue, that job must first be evicted from a machine and returned to the queue. The same is true for other periodic expressions, such as `PeriodicHold` and `PeriodicRelease`.

`condor_qedit` validates both attribute names and attribute values, checking for correct ClassAd syntax. An error message is printed, and no attribute is set or changed if the name or value is invalid.
Options

-**debug** Causes debugging information to be sent to stderr, based on the value of the configuration variable TOOL_DEBUG.

-**n schedd-name** Modify job attributes in the queue of the specified schedd

-**pool pool-name** Modify job attributes in the queue of the schedd specified in the specified pool

Examples

```
% condor_qedit -name north.cs.wisc.edu -pool condor.cs.wisc.edu 249.0 answer 42
Set attribute "answer".
% condor_qedit -name perdita 1849.0 In "'myinput''
Set attribute "In".
% condor_qedit jbasney NiceUser TRUE
Set attribute "NiceUser".
% condor_qedit -constraint 'JobUniverse == 1' Requirements ' (Arch == "INTEL") && (OpSys == "SOLARIS26") && (Disk >= ExecutableSize) && (VirtualMemory >= ImageSize)' 
Set attribute "Requirements".
```

General Remarks

A job’s ClassAd attributes may be viewed with

```
condor_q -long
```

Exit Status

*condor_qedit* will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Author

Center for High Throughput Computing, University of Wisconsin–Madison

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condor_qsub

Queue jobs that use PBS/SGE-style submission

Synopsis

condor_qsub [-version]

condor_qsub [Specific options] [Directory options] [Environmental options] [File options] [Notification options] [Resource options] [Status options] [Submission options] commandfile

Description

condor_qsub submits an HTCondor job. This job is specified in a PBS/Torque style or an SGE style. condor_qsub permits the submission of dependent jobs without the need to specify the full dependency graph at submission time. Doing things this way is neither as efficient as HTCondor’s DAGMan, nor as functional as SGE’s qsub or qalter. condor_qsub serves as a minimal translator to be able to use software originally written to interact with PBS, Torque, and SGE in an HTCondor pool.

condor_qsub attempts to behave like qsub. Less than half of the qsub functionality is implemented. Option descriptions describe the differences between the behavior of qsub and condor_qsub. qsub options not listed here are not supported. Some concepts present in PBS and SGE do not apply to HTCondor, and so these options are not implemented.

For a full listing of qsub options, please see

POSIX : http://pubs.opengroup.org/onlinepubs/9699919799/utilities/qsub.html
SGE : http://gridscheduler.sourceforge.net/htmlman/htmlman1/qsub.html
PBS/Torque : http://docs.adaptivecomputing.com/torque/4-1-3/Content/topics/commands/qsub.htm

condor_qsub accepts either command line options or the single file, commandfile, that contains all of the commands.

condor_qsub does the opposite of job submission within the grid universe batch grid type, which takes HTCondor jobs submitted with HTCondor syntax and submits them to PBS, SGE, or LSF.

Options

-a date_time (Submission option) Specify a deferred execution date and time. The PBS/Torque syntax of date_time is a string in the form [[[CC][YY]MM]DD]hhmm[.SS]. The portions of this string which are optional are CC, YY, MM, DD, and SS. For SGE, MM and DD are not optional. For PBS, MM and DD are optional. condor_qsub follows the PBS style.
-A account_string  (Status option) Uses group accounting where the string account_string is the accounting group associated with this job. Unlike SGE, there is no default group of "sge".

-b y|n  (Submission option) Using the SGE definition of its -b option, a value of y causes condor_qsub to not parse the file for additional condor_qsub commands. The default value is n. If the command line argument -f filename is also specified, it negates a value of y.

-c checkpoint_option  (Submission option) For standard universe jobs only, controls the how HTCondor produces checkpoints. checkpoint_options may be one of

  n or N  Do not produce checkpoints.

  s or S  Do not produce periodic checkpoints. A job will only produce a checkpoint when the job is evicted.

  More options may be implemented in the future.

—condor-keep-files  (Specific option) Directs HTCondor to not remove temporary files generated by condor_qsub, such as HTCondor submit files and sentinel jobs. These temporary files may be important for debugging.

-cwd  (Directory option) Specifies the initial directory in which the job will run to be the current directory from which the job was submitted. This sets initialdir for condor_submit.

d path or -wd path  (Directory option) Specifies the initial directory in which the job will run to be path. This sets initialdir for condor_submit.

-e filename  (File option) Specifies the condor_submit command error, the file where stderr is written. If not specified, set to the default name of <commandfile>.e<ClusterId>, where <commandfile> is the condor_qsub argument, and <ClusterId> is the job attribute ClusterId assigned for the job.

—f qsub_file  (Specific option) Parse qsub_file to search for and set additional condor_submit commands. Within the file, commands will appear as #PBS or #SGE. condor_qsub will parse the batch file listed as qsub_file.

-h  (Status option) Placed submitted job directly into the hold state.

—help  (Specific option) Print usage information and exit.

-hold_jid <jid>  (Status option) Submits a job in the hold state. This job is released only when a previously submitted job, identified by its cluster ID as <jid>, exits successfully. Successful completion is defined as not exiting with exit code 100. In implementation, there are three jobs that define this SGE feature. The first job is the previously submitted job. The second job is the newly submitted one that is waiting for the first to finish successfully. The third job is what SGE calls a sentinel job; this is an HTCondor local
universe job that watches the history for the first job’s exit code. This third job will exit once it has seen
the exit code and, for a successful termination of the first job, run condor_release on the second job. If the
first job is an array job, the second job will only be released after all individual jobs of the first job have completed.

-i [hostname:]filename  (File option) Specifies the condor_submit command input, the file from which stdin is read.

-j characters  (File option) Acceptable characters for this option are e, o, and n. The only sequence that is relevant is
eo; it specifies that both standard output and standard error are to be sent to the same file. The file will be the one
specified by the -o option, if both the -o and -e options exist. The file will be the one specified by the -e option, if
only the -e option is provided. If neither the -o nor the -e options are provided, the file will be the default used for
the -o option.

-l resource_spec  (Resource option) Specifies requirements for the job, such as the amount of RAM and the number of
CPUs. Only PBS-style resource requests are supported. resource_spec is a comma separated list of key/value
pairs. Each pair is of the form resource_name=value. resource_name and value may be

<table>
<thead>
<tr>
<th>resource_name</th>
<th>value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>arch</td>
<td>string</td>
<td>Sets Arch machine attribute. Enclose in double quotes.</td>
</tr>
<tr>
<td>file</td>
<td>size</td>
<td>Disk space requested.</td>
</tr>
<tr>
<td>host</td>
<td>string</td>
<td>Host machine on which the job must run.</td>
</tr>
<tr>
<td>mem</td>
<td>size</td>
<td>Amount of memory requested.</td>
</tr>
<tr>
<td>nodes</td>
<td>{&lt;node_count&gt;</td>
<td>Number and/or properties of nodes to be used. For examples, please see <a href="http://docs.adaptivecomputing.com/torque/4-1-3/Content/topics/2-jobs/requestingRes.htm#qsub">http://docs.adaptivecomputing.com/torque/4-1-3/Content/topics/2-jobs/requestingRes.htm#qsub</a> A size value is an integer specified in bytes, following the PBS/Torque default. Append Kb, Mb, Gb, or Tb to specify the value in powers of two quantities greater than bytes.</td>
</tr>
<tr>
<td>procs</td>
<td>integer</td>
<td>Number of CPUs requested.</td>
</tr>
</tbody>
</table>

-m alemu  (Notification option) Identify when HTCondor sends notification e-mail. If a, send e-mail when the job
terminates abnormally. If e, send e-mail when the job terminates. If n, never send e-mail.

-M e-mail_address  (Notification option) Sets the destination address for HTCondor e-mail.

-o filename  (File option) Specifies the condor_submit command output, the file where stdout is written. If not
specified, set to the default name of <commandfile>.o<ClusterId>, where <commandfile> is the...
condor_qsub argument, and  <ClusterId> is the job attribute ClusterId assigned for the job.

-p integer (Status option) Sets the priority submit command for the job, with 0 being the default. Jobs with higher numerical priority will run before jobs with lower numerical priority.

—print (Specific option) Send to stdout the contents of the HTCondor submit description file that condor_qsub generates.

-r y|n (Status option) The default value of y implements the default HTCondor policy of assuming that jobs that do not complete are placed back in the queue to be run again. When n, job submission is restricted to only running the job if the job ClassAd attribute NumJobStarts is currently 0. This identifies the job as not re-runnable, limiting it to start once.

-S shell (Submission option) Specifies the path and executable name of a shell. Alters the HTCondor submit description file produced, such that the executable becomes a wrapper script. Within the submit description file will be executable = <shell> and arguments = <commandfile>.

-t start [-stop:step] (Submission option) Queues a set of nearly identical jobs. The SGE-style syntax is supported. start, stop, and step are all integers. start is the starting index of the jobs, stop is the ending index (inclusive) of the jobs, and step is the step size through the indices. Note that using more than one processor or node in a job will not work with this option.

—test (Specific option) With the intention of testing a potential job submission, parse files and commands to generate error output. Produces, but then removes the HTCondor submit description file. Never submits the job, even if no errors are encountered.

-v variable list (Environmental option) Used to set the submit command environment for the job. variable list is as that defined for the submit command. Note that the syntax needed is specialized to deal with quote marks and white space characters.

-V (Environmental option) Sets getenv = True in the submit description file.

-W attr_name=attr_value[,attr_name=attr_value...] (File option) PBS/Torque supports a number of attributes. However, condor_qsub only supports the names stagein and stageout for attr_name. The format of attr_value for stagein and stageout is local_file@hostname:remote_file[,....] and we strip it to remote_file[,....]. HTCondor’s file transfer mechanism is then used if needed.

—version (Specific option) Print version information for the condor_qsub program and exit. Note that condor_qsub has its own version numbers which are separate from those of HTCondor.
Exit Status

`condor_qsub` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure to submit a job.

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**condor_reconfig**

Reconfigure HTCondor daemons

**Synopsis**

```
condor_reconfig [-help | -version]
```

```
```

**Description**

`condor_reconfig` reconfigures all of the HTCondor daemons in accordance with the current status of the HTCondor configuration file(s). Once reconfiguration is complete, the daemons will behave according to the policies stated in the configuration file(s). The main exception is with the `DAEMON_LIST` variable, which will only be updated if the `condor_restart` command is used. Other configuration variables that can only be changed if the HTCondor daemons are restarted are listed in the HTCondor manual in the section on configuration. In general, `condor_reconfig` should be used when making changes to the configuration files, since it is faster and more efficient than restarting the daemons.

The command `condor_reconfig` with no arguments or with the `-daemon master` option will cause the reconfiguration of the `condor_master` daemon and all the child processes of the `condor_master`.

For security reasons of authentication and authorization, this command requires ADMINISTRATOR level of access.

**Options**

- **-help**  Display usage information

- **-version**  Display version information

- **-debug**  Causes debugging information to be sent to stderr, based on the value of the configuration variable `TOOL_DEBUG`.

- **-pool centralmanagerhostname[:portnumber]**  Specify a pool by giving the central manager’s host name and an optional port number

- **-name hostname**  Send the command to a machine identified by hostname
hostname  Send the command to a machine identified by hostname

-addr "<a.b.c.d:port>"  Send the command to a machine’s master located at "<a.b.c.d:port>"

"<a.b.c.d:port>"  Send the command to a machine located at "<a.b.c.d:port>"

-constraint expression  Apply this command only to machines matching the given ClassAd expression

-all  Send the command to all machines in the pool

-daemon daemonname  Send the command to the named daemon. Without this option, the command is sent to the condor_master daemon.

Exit Status

condor_reconfig will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Examples

To reconfigure the condor_master and all its children on the local host:

% condor_reconfig

To reconfigure only the condor_startd on a named machine:

% condor_reconfig -name bluejay -daemon startd

To reconfigure a machine within a pool other than the local pool, use the -pool option. The argument is the name of the central manager for the pool. Note that one or more machines within the pool must be specified as the targets for the command. This command reconfigures the single machine named cae17 within the pool of machines that has condor.cae.wisc.edu as its central manager:

% condor_reconfig -pool condor.cae.wisc.edu -name cae17

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**condor_release**

release held jobs in the HTCondor queue

**Synopsis**

```
condor_release [-help | -version]
condor_release [-debug] [-pool centralmanagerhostname[:portnumber] | -name scheddname] [-addr "<a.b.c.d:port>"] cluster... | cluster.process... | user... | -constraint expression...
```

**Description**

`condor_release` releases jobs from the HTCondor job queue that were previously placed in hold state. If the `-name` option is specified, the named `condor_schedd` is targeted for processing. Otherwise, the local `condor_schedd` is targeted. The jobs to be released are identified by one or more job identifiers, as described below. For any given job, only the owner of the job or one of the queue super users (defined by the `QUEUE_SUPER_USERS` macro) can release the job.

**Options**

- `-help` Display usage information
- `-version` Display version information
- `-pool centralmanagerhostname[:portnumber]` Specify a pool by giving the central manager’s host name and an optional port number
- `-name scheddname` Send the command to a machine identified by `scheddname`
- `-addr "<a.b.c.d:port>"` Send the command to a machine located at "<a.b.c.d:port>"
- `-debug` Causes debugging information to be sent to `stderr`, based on the value of the configuration variable `TOOL_DEBUG`
- `cluster` Release all jobs in the specified cluster
\textit{cluster.process}  Release the specific job in the cluster

\textit{user}  Release jobs belonging to specified user

-\textit{constraint expression}  Release all jobs which match the job ClassAd expression constraint

-\textit{all}  Release all the jobs in the queue

\section*{See Also}
\textit{condor\_hold}

\section*{Examples}
To release all of the jobs of a user named Mary:

\begin{verbatim}
% condor_release Mary
\end{verbatim}

\section*{Exit Status}
\textit{condor\_release} will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

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condor_reschedule

Update scheduling information to the central manager

Synopsis

condor_reschedule [-help | -version]
condor_reschedule [-debug] [-pool centralmanagerhostname[:portnumber]] [-name hostname | hostname | -addr "<a.b.c.d:port>" | "<a.b.c.d:port>" | -constraint expression | -all]

Description

condor_reschedule updates the information about a set of machines’ resources and jobs to the central manager. This command is used to force an update before viewing the current status of a machine. Viewing the status of a machine is done with the condor_status command. condor_reschedule also starts a new negotiation cycle between resource owners and resource providers on the central managers, so that jobs can be matched with machines right away. This can be useful in situations where the time between negotiation cycles is somewhat long, and an administrator wants to see if a job in the queue will get matched without waiting for the next negotiation cycle.

A new negotiation cycle cannot occur more frequently than every 20 seconds. Requests for new negotiation cycle within that 20 second window will be deferred until 20 seconds have passed since that last cycle.

Options

-help  Display usage information
-version  Display version information
-debug  Causes debugging information to be sent to stderr, based on the value of the configuration variable TOOL_DEBUG.

-pool centralmanagerhostname[:portnumber]  Specify a pool by giving the central manager’s host name and an optional port number

-name hostname  Send the command to a machine identified by hostname

hostname  Send the command to a machine identified by hostname
-addr "<a.b.c.d:port>" Send the command to a machine’s master located at "<a.b.c.d:port>"

"<a.b.c.d:port>" Send the command to a machine located at "<a.b.c.d:port>"

-constraint expression Apply this command only to machines matching the given ClassAd expression

-all Send the command to all machines in the pool

Exit Status

condor_reschedule will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Examples

To update the information on three named machines:

% condor_reschedule robin cardinal bluejay

To reschedule on a machine within a pool other than the local pool, use the -pool option. The argument is the name of the central manager for the pool. Note that one or more machines within the pool must be specified as the targets for the command. This command reschedules the single machine named cae17 within the pool of machines that has condor.cae.wisc.edu as its central manager:

% condor_reschedule -pool condor.cae.wisc.edu -name cae17

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condor_restart

Restart a set of HTCondor daemons

Synopsis

condor_restart [-help | -version]


Description

condor_restart restarts a set of HTCondor daemons on a set of machines. The daemons will be put into a consistent state, killed, and then invoked anew.

If, for example, the condor_master needs to be restarted again with a fresh state, this is the command that should be used to do so. If the DAEMON_LIST variable in the configuration file has been changed, this command is used to restart the condor_master in order to see this change. The condor_reconfigure command cannot be used in the case where the DAEMON_LIST expression changes.

The command condor_restart with no arguments or with the -daemon master option will safely shut down all running jobs and all submitted jobs from the machine(s) being restarted, then shut down all the child daemons of the condor_master, and then restart the condor_master. This, in turn, will allow the condor_master to start up other daemons as specified in the DAEMON_LIST configuration file entry.

For security reasons of authentication and authorization, this command requires ADMINISTRATOR level of access.

Options

-help  Display usage information

-version  Display version information

-debug  Causes debugging information to be sent to stderr, based on the value of the configuration variable TOOL_DEBUG.

-graceful  Gracefully shutdown daemons (the default) before restarting them
-fast Quickly shutdown daemons before restarting them

-peaceful Wait indefinitely for jobs to finish before shutting down daemons, prior to restarting them

-pool centralmanagerhostname[:portnumber] Specify a pool by giving the central manager’s host name and an optional port number

-name hostname Send the command to a machine identified by hostname

hostname Send the command to a machine identified by hostname

-addr "<a.b.c.d:port>" Send the command to a machine’s master located at "<a.b.c.d:port>"

"<a.b.c.d:port>" Send the command to a machine located at "<a.b.c.d:port>"

-constraint expression Apply this command only to machines matching the given ClassAd expression

-all Send the command to all machines in the pool

-daemon daemonname Send the command to the named daemon. Without this option, the command is sent to the condor_master daemon.

Exit Status

condor_restart will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Examples

To restart the condor_master and all its children on the local host:

% condor_restart

To restart only the condor_startd on a named machine:

% condor_restart -name bluejay -daemon startd
To restart a machine within a pool other than the local pool, use the `-pool` option. The argument is the name of the central manager for the pool. Note that one or more machines within the pool must be specified as the targets for the command. This command restarts the single machine named `cae17` within the pool of machines that has `condor.cae.wisc.edu` as its central manager:

```
% condor_restart -pool condor.cae.wisc.edu -name cae17
```

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condor_rm

remove jobs from the HTCondor queue

Synopsis

condor_rm [-help | -version]

condor_rm [-debug | -forcex] [-pool centralmanagerhostname[:portnumber] | -name scheddname] |
[-addr "<a.b.c.d:port>"] cluster... | cluster.process... | user... | -constraint expression ...

condor_rm [-debug] [-pool centralmanagerhostname[:portnumber] | -name scheddname] |
[-addr "<a.b.c.d:port>"] -all

Description

condor_rm removes one or more jobs from the HTCondor job queue. If the -name option is specified, the named
condor_schedd is targeted for processing. Otherwise, the local condor_schedd is targeted. The jobs to be removed are
identified by one or more job identifiers, as described below. For any given job, only the owner of the job or one of the
queue super users (defined by the QUEUE_SUPER_USERS macro) can remove the job.

When removing a grid job, the job may remain in the “X” state for a very long time. This is normal, as HTCondor is
attempting to communicate with the remote scheduling system, ensuring that the job has been properly cleaned up.
If it takes too long, or in rare circumstances is never removed, the job may be forced to leave the job queue by using
the -forcex option. This forcibly removes jobs that are in the “X” state without attempting to finish any clean up at the
remote scheduler.

Options

-help Display usage information

-version Display version information

-pool centralmanagerhostname[:portnumber] Specify a pool by giving the central manager’s host name and an
optional port number

-name scheddname Send the command to a machine identified by scheddname

-addr "<a.b.c.d:port>" Send the command to a machine located at "<a.b.c.d:port>"
-debug Causes debugging information to be sent to stderr, based on the value of the configuration variable TOOL_DEBUG.

-forcex Force the immediate local removal of jobs in the 'X' state (only affects jobs already being removed)

cluster Remove all jobs in the specified cluster

cluster.process Remove the specific job in the cluster

user Remove jobs belonging to specified user

-constraint expression Remove all jobs which match the job ClassAd expression constraint

-all Remove all the jobs in the queue

General Remarks

Use the -forcex argument with caution, as it will remove jobs from the local queue immediately, but can orphan parts of the job that are running remotely and have not yet been stopped or removed.

Examples

For a user to remove all their jobs that are not currently running:

% condor_rm -constraint 'JobStatus -= 2'

Exit Status

condor_rm will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

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condor_rmdir

Windows-only no-fail deletion of directories

Synopsis

condor_rmdir [/HELP | /?]
condor_rmdir @filename

Description

condor_rmdir can delete a specified directory, and will not fail if the directory contains files that have ACLs that deny the SYSTEM process delete access, unlike the built-in Windows rmdir command.

The directory to be removed together with other command line arguments may be specified within a file named filename, prefixing this argument with an @ character.

The condor_rmdir.exe executable is is intended to be used by HTCondor with the /S /C options, which cause it to recurse into subdirectories and continue on errors.

Options

/HELP Print usage information.

/? Print usage information.

/VERBOSE Print detailed output.

/DIAGNOSTIC Print out the internal flow of control information.

/PATH:<path> Remove the directory given by <path>.

/S Include subdirectories in those removed.

/C Continue even if access is denied.
/Q  Print error output only.

/NODEL  Do not remove directories. ACLs may still be changed.

Exit Status

condor_rmdir will exit with a status value of 0 (zero) upon success, and it will exit with the standard HRESULT error code upon failure.

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**condor_router_history**

Display the history for routed jobs

**Synopsis**

```
condor_router_history [ --h ]
condor_router_history [ --show_records ] [ --show_iwd ] [ --age days ] [ --days days ] [ --start "YYYY-MM-DD HH:MM"]
```

**Description**

`condor_router_history` summarizes statistics for routed jobs over the previous 24 hours. With no command line options, statistics for run time, number of jobs completed, and number of jobs aborted are listed per route (site).

**Options**

---h  Display usage information and exit.

---show_records  Displays individual records in addition to the summary.

---show_iwd  Include working directory in displayed records.

---age days  Set the ending time of the summary to be days days ago.

---days days  Set the number of days to summarize.

---start "YYYY-MM-DD HH:MM"  Set the start time of the summary.

**Exit Status**

`condor_router_history` will exit with a status of 0 (zero) upon success, and non-zero otherwise.
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condor_router_q

Display information about routed jobs in the queue

Synopsis


Description

condor_router_q displays information about jobs managed by the condor_job_router that are in the HTCondor job queue. The functionality of this tool is that of condor_q, with additional options specialized for routed jobs. Therefore, any of the options for condor_q may also be used with condor_router_q.

Options

-S Summarize the state of the jobs on each route.

-R Summarize the running jobs on each route.

-I Summarize the idle jobs on each route.

-H Summarize the held jobs on each route.

-route name Display only the jobs on the route identified by name.

-idle Display only the idle jobs.

-held Display only the held jobs.

-constraint X Display only the jobs matching constraint X.

Exit Status

condor_router_q will exit with a status of 0 (zero) upon success, and non-zero otherwise.
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**condor_router_rm**

Remove jobs being managed by the HTCondor Job Router

**Synopsis**

```
condor_router_rm [router_rm options] [condor_rm options]
```

**Description**

`condor_router_rm` is a script that provides additional features above those offered by `condor_rm`, for removing jobs being managed by the HTCondor Job Router.

The options that may be supplied to `condor_router_rm` belong to two groups:

- **router_rm options** provide the additional features
- **condor_rm options** are those options already offered by `condor_rm`. See the `condor_rm` manual page for specification of these options.

**Options**

- **-constraint X** (router_rm option) Remove jobs matching the constraint specified by X

- **-held** (router_rm option) Remove only jobs in the hold state

- **-idle** (router_rm option) Remove only idle jobs

- **-route name** (router_rm option) Remove only jobs on specified route

**Exit Status**

`condor_router_rm` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

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**condor_run**

Submit a shell command-line as an HTCondor job

**Synopsis**

```
condor_run [-u universe] [-a submitcmd] "shell command"
```

**Description**

`condor_run` bundles a shell command line into an HTCondor job and submits the job. The `condor_run` command waits for the HTCondor job to complete, writes the job’s output to the terminal, and exits with the exit status of the HTCondor job. No output appears until the job completes.

Enclose the shell command line in double quote marks, so it may be passed to `condor_run` without modification. `condor_run` will not read input from the terminal while the job executes. If the shell command line requires input, redirect the input from a file, as illustrated by the example

```
% condor_run "myprog < input.data"
```

`condor_run` jobs rely on a shared file system for access to any necessary input files. The current working directory of the job must be accessible to the machine within the HTCondor pool where the job runs.

Specialized environment variables may be used to specify requirements for the machine where the job may run.

- **CONDOR_ARCH** Specifies the architecture of the required platform. Values will be the same as the `Arch` machine ClassAd attribute.
- **CONDOR_OPSYS** Specifies the operating system of the required platform. Values will be the same as the `OpSys` machine ClassAd attribute.
- **CONDOR_REQUIREMENTS** Specifies any additional requirements for the HTCondor job. It is recommended that the value defined for `CONDOR_REQUIREMENTS` be enclosed in parenthesis.

When one or more of these environment variables is specified, the job is submitted with:

```
Requirements = $CONDOR_REQUIREMENTS && Arch == $CONDOR_ARCH && OpSys == $CONDOR_OPSYS
```

Without these environment variables, the job receives the default requirements expression, which requests a machine of the same platform as the machine on which `condor_run` is executed.
All environment variables set when \textit{condor\_run} is executed will be included in the environment of the HTCondor job. \textit{condor\_run} removes the HTCondor job from the queue and deletes its temporary files, if \textit{condor\_run} is killed before the HTCondor job completes.

\textbf{Options}

- \texttt{-u universe} Submit the job under the specified universe. The default is vanilla. While any universe may be specified, only the vanilla, standard, scheduler, and local universes result in a submit description file that may work properly.

- \texttt{-a submitcmd} Add the specified submit command to the implied submit description file for the job. To include spaces within \texttt{submitcmd}, enclose the submit command in double quote marks. And, to include double quote marks within \texttt{submitcmd}, enclose the submit command in single quote marks.

\textbf{Examples}

\textit{condor\_run} may be used to compile an executable on a different platform. As an example, first set the environment variables for the required platform:

\begin{verbatim}
% setenv CONDOR_ARCH "SUN4u"
% setenv CONDOR_OPSYS "SOLARIS28"
\end{verbatim}

Then, use \textit{condor\_run} to submit the compilation as in the following three examples.

\begin{verbatim}
% condor_run "f77 -O -o myprog myprog.f"
\end{verbatim}

or

\begin{verbatim}
% condor_run "make"
\end{verbatim}

or

\begin{verbatim}
% condor_run "condor_compile cc -o myprog.condor myprog.c"
\end{verbatim}

\textbf{Files}

\textit{condor\_run} creates the following temporary files in the user’s working directory. The placeholder <pid> is replaced by the process id of \textit{condor\_run}. 

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condor_run

.condor_run.<pid> A shell script containing the shell command line.
.condor_submit.<pid> The submit description file for the job.
.condor_log.<pid> The HTCondor job’s log file; it is monitored by condor_run, to determine when the job exits.
.condor_out.<pid> The output of the HTCondor job before it is output to the terminal.
.condor_error.<pid> Any error messages for the HTCondor job before they are output to the terminal.

condor_run removes these files when the job completes. However, if condor_run fails, it is possible that these files will remain in the user’s working directory, and the HTCondor job may remain in the queue.

General Remarks

condor_run is intended for submitting simple shell command lines to HTCondor. It does not provide the full functionality of condor_submit. Therefore, some condor_submit errors and system failures may not be handled correctly.

All processes specified within the single shell command line will be executed on the single machine matched with the job. HTCondor will not distribute multiple processes of a command line pipe across multiple machines.

condor_run will use the shell specified in the SHELL environment variable, if one exists. Otherwise, it will use /bin/sh to execute the shell command-line.

By default, condor_run expects Perl to be installed in /usr/bin/perl. If Perl is installed in another path, ask the Condor administrator to edit the path in the condor_run script, or explicitly call Perl from the command line:

% perl path-to-condor/bin/condor_run "shell-cmd"

Exit Status

condor_run exits with a status value of 0 (zero) upon complete success. The exit status of condor_run will be non-zero upon failure. The exit status in the case of a single error due to a system call will be the error number (errno) of the failed call.

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condor_set_shutdown

Set a program to execute upon condor_master shut down

Synopsis

```
condor_set_shutdown [-help | -version]
condor_set_shutdown -exec programname [-debug] [-pool centralmanagerhostname[:portnumber]] [-name hostname | hostname | -addr "<a.b.c.d:port>"] [-constraint expression | -all]
```

Description

condor_set_shutdown sets a program (typically a script) to execute when the condor_master daemon shuts down. The -exec programname argument is required, and specifies the program to run. The string programname must match the string that defines Name in the configuration variable MASTER_SHUTDOWN_<Name> in the condor_master daemon’s configuration. If it does not match, the condor_master will log an error and ignore the request.

For security reasons of authentication and authorization, this command requires ADMINISTRATOR level of access.

Options

- **-help**  Display usage information

- **-version**  Display version information

- **-debug**  Causes debugging information to be sent to stderr, based on the value of the configuration variable TOOL_DEBUG.

- **-pool centralmanagerhostname[:portnumber]**  Specify a pool by giving the central manager’s host name and an optional port number

- **-name hostname**  Send the command to a machine identified by hostname

- **hostname**  Send the command to a machine identified by hostname

- **-addr "<a.b.c.d:port>"**  Send the command to a machine’s master located at "<a.b.c.d:port>"
"<a.b.c.d:port>"  Send the command to a machine located at "<a.b.c.d:port>"

-constraint expression  Apply this command only to machines matching the given ClassAd expression

-all  Send the command to all machines in the pool

Exit Status

condor_set_shutdown will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Examples

To have all condor_master daemons run the program /bin/reboot upon shut down, configure the condor_master to contain a definition similar to:

MASTER_SHUTDOWN_REBOOT = /sbin/reboot

where REBOOT is an invented name for this program that the condor_master will execute. On the command line, run

% condor_set_shutdown -exec reboot -all
% condor_off -graceful -all

where the string reboot matches the invented name.

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**condor_ssh_to_job**

create an ssh session to a running job

**Synopsis**

```
condor_ssh_to_job [-debug] [-name schedd-name] [-pool pool-name] [-ssh ssh-command]
[-keygen-options ssh-keygen-options] [-shells shell1,shell2,...] [-auto-retry] [-remove-on-interrupt]
cluster | cluster.process | cluster.process.node [remote-command]
```

**Description**

`condor_ssh_to_job` creates an ssh session to a running job. The job is specified with the argument. If only the job cluster id is given, then the job process id defaults to the value 0.

`condor_ssh_to_job` is available in Unix HTCondor distributions, and works with two kinds of jobs: those in the vanilla, vm, java, local, or parallel universes, and those jobs in the grid universe which use EC2 resources. It will not work with other grid universe jobs.

For jobs in the vanilla, vm, java, local, or parallel universes, the user must be the owner of the job or must be a queue super user, and both the `condor_schedd` and `condor_starter` daemons must allow `condor_ssh_to_job` access. If no `remote-command` is specified, an interactive shell is created. An alternate ssh program such as `sftp` may be specified, using the `-ssh` option, for uploading and downloading files.

The remote command or shell runs with the same user id as the running job, and it is initialized with the same working directory. The environment is initialized to be the same as that of the job, plus any changes made by the shell setup scripts and any environment variables passed by the ssh client. In addition, the environment variable `_CONDOR_JOB_PIDS` is defined. It is a space-separated list of PIDs associated with the job. At a minimum, the list will contain the PID of the process started when the job was launched, and it will be the first item in the list. It may contain additional PIDs of other processes that the job has created.

The `ssh` session and all processes it creates are treated by HTCondor as though they are processes belonging to the job. If the slot is preempted or suspended, the `ssh` session is killed or suspended along with the job. If the job exits before the `ssh` session finishes, the slot remains in the Claimed Busy state and is treated as though not all job processes have exited until all `ssh` sessions are closed. Multiple `ssh` sessions may be created to the same job at the same time. Resource consumption of the `sshd` process and all processes spawned by it are monitored by the `condor_starter` as though these processes belong to the job, so any policies such as `PREEMPT` that enforce a limit on resource consumption also take into account resources consumed by the `ssh` session.

`condor_ssh_to_job` stores ssh keys in temporary files within a newly created and uniquely named directory. The newly created directory will be within the directory defined by the environment variable `TMPDIR`. When the `ssh` session is finished, this directory and the ssh keys contained within it are removed.
See the HTCondor administrator’s manual section on configuration for details of the configuration variables related to `condor_ssh_to_job`.

An ssh session works by first authenticating and authorizing a secure connection between `condor_ssh_to_job` and the `condor_starter` daemon, using HTCondor protocols. The `condor_starter` generates an ssh key pair and sends it securely to `condor_ssh_to_job`. Then the `condor_starter` spawns `sshd` in inetd mode with its stdin and stdout attached to the TCP connection from `condor_ssh_to_job`. `condor_ssh_to_job` acts as a proxy for the `ssh` client to communicate with `sshd`, using the existing connection authorized by HTCondor. At no point is `sshd` listening on the network for connections or running with any privileges other than that of the user identity running the job. If CCB is being used to enable connectivity to the execute node from outside of a firewall or private network, `condor_ssh_to_job` is able to make use of CCB in order to form the `ssh` connection.

The login shell of the user id running the job is used to run the requested command, `sshd` subsystem, or interactive shell. This is hard-coded behavior in OpenSSH and cannot be overriden by configuration. This means that `condor_ssh_to_job` access is effectively disabled if the login shell disables access, as in the example programs `/bin/true` and `/sbin/nologin`.

`condor_ssh_to_job` is intended to work with OpenSSH as installed in typical environments. It does not work on Windows platforms. If the ssh programs are installed in non-standard locations, then the paths to these programs will need to be customized within the HTCondor configuration. Versions of ssh other than OpenSSH may work, but they will likely require additional configuration of command-line arguments, changes to the `sshd` configuration template file, and possibly modification of the $(LIBEXEC)/condor_ssh_to_job_sshd_setup script used by the `condor_starter` to set up `sshd`.

For jobs in the grid universe which use EC2 resources, a request that HTCondor have the EC2 service create a new key pair for the job by specifying `ec2_keypair_file` causes `condor_ssh_to_job` to attempt to connect to the corresponding instance via `ssh`. This attempts invokes `ssh` directly, bypassing the HTCondor networking layer. It supplies `ssh` with the public DNS name of the instance and the name of the file with the new key pair’s private key. For the connection to succeed, the instance must have started an `sshd` server, and its security group(s) must allow connections on port 22. Conventionally, images will allow logins using the key pair on a single specific account. Because `ssh` defaults to logging in as the current user, the `-l <username>` option or its equivalent for other versions of `ssh` will be needed as part of the `remote-command` argument. Although the `-X` option does not apply to EC2 jobs, adding `-X` or `-Y` to the `remote-command` argument can duplicate the effect.

### Options

- `-help` Display brief usage information and exit.

- `-debug` Causes debugging information to be sent to `stderr`, based on the value of the configuration variable `TOOL_DEBUG`.

- `-name schedd-name` Specify an alternate `condor_schedd`, if the default (local) one is not desired.

- `-pool pool-name` Specify an alternate HTCondor pool, if the default one is not desired. Does not apply to EC2 jobs.
-ssh ssh-command Specify an alternate ssh program to run in place of ssh, for example sftp or scp. Additional arguments are specified as ssh-command. Since the arguments are delimited by spaces, place double quote marks around the whole command, to prevent the shell from splitting it into multiple arguments to condor_ssh_to_job. If any arguments must contain spaces, enclose them within single quotes. Does not apply to EC2 jobs.

-keygen-options ssh-keygen-options Specify additional arguments to the ssh_keygen program, for creating the ssh key that is used for the duration of the session. For example, a different number of bits could be used, or a different key type than the default. Does not apply to EC2 jobs.

-shells shell1,shell2,... Specify a comma-separated list of shells to attempt to launch. If the first shell does not exist on the remote machine, then the following ones in the list will be tried. If none of the specified shells can be found, /bin/sh is used by default. If this option is not specified, it defaults to the environment variable SHELL from within the condor_ssh_to_job environment. Does not apply to EC2 jobs.

-auto-retry Specifies that if the job is not yet running, condor_ssh_to_job should keep trying periodically until it succeeds or encounters some other error.

-remove-on-interrupt If specified, attempt to remove the job from the queue if condor_ssh_to_job is interrupted via a CTRL-c or otherwise terminated abnormally.

-X Enable X11 forwarding. Does not apply to EC2 jobs.

-x Disable X11 forwarding.

Examples

% condor_ssh_to_job 32.0
Welcome to slot2@tonic.cs.wisc.edu!
Your condor job is running with pid(s) 65881.
% gdb -p 65881
(gdb) where
...
% logout
Connection to condor-job.tonic.cs.wisc.edu closed.

To upload or download files interactively with sftp:

% condor_ssh_to_job -ssh sftp 32.0
 Connecting to condor-job.tonic.cs.wisc.edu...
sftp> ls
...sftp> get outputfile.dat
This example shows downloading a file from the job with `scp`. The string "remote" is used in place of a host name in this example. It is not necessary to insert the correct remote host name, or even a valid one, because the connection to the job is created automatically. Therefore, the placeholder string "remote" is perfectly fine.

```
% condor_ssh_to_job -ssh scp 32 remote:outputfile.dat .
```

This example uses `condor_ssh_to_job` to accomplish the task of running `rsync` to synchronize a local file with a remote file in the job’s working directory. Job id 32.0 is used in place of a host name in this example. This causes `rsync` to insert the expected job id in the arguments to `condor_ssh_to_job`.

```
% rsync -v -e "condor_ssh_to_job" 32.0:outputfile.dat .
```

Note that `condor_ssh_to_job` was added to HTCondor in version 7.3. If one uses `condor_ssh_to_job` to connect to a job on an execute machine running a version of HTCondor older than the 7.3 series, the command will fail with the error message

```
Failed to send CREATE_JOB_OWNER_SEC_SESSION to starter
```

## Exit Status

`condor_ssh_to_job` will exit with a non-zero status value if it fails to set up an ssh session. If it succeeds, it will exit with the status value of the remote command or shell.

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condor_sos

Issue a command that will be serviced with a higher priority

Synopsis

condor_sos [-help | -version]
condor_sos [-debug] [-timeoutmult value] condor_command

Description

condor_sos sends the condor_command in such a way that the command is serviced ahead of other waiting commands. It appears to have a higher priority than other waiting commands.

condor_sos is intended to give administrators a way to query the condor_schedd and condor_collector daemons when they are under such a heavy load that they are not responsive.

There must be a special command port configured, in order for a command to be serviced with priority. The condor_schedd and condor_collector always have the special command port. Other daemons require configuration by setting configuration variable <SUBSYS>_SUPER_ADDRESS_FILE.

Options

-help Display usage information
-version Display version information
-debug Print extra debugging information as the command executes.
-timeoutmult value Multiply any timeouts set for the command by the integer value.

Examples

The example command

    condor_sos -timeoutmult 5 condor_hold -all
causes the `condor_hold -all` command to be handled by the `condor_schedd` with priority over any other commands that the `condor_schedd` has waiting to be serviced. It also extends any set timeouts by a factor of 5.

**Exit Status**

`condor_sos` will exit with the value 1 on error and with the exit value of the invoked command when the command is successfully invoked.

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**condor_stats**

Display historical information about the HTCondor pool

**Synopsis**

```
condor_stats [-f filename] [-orgformat] [-pool centralmanagerhostname[:portnumber]] [time-range] query-type
```

**Description**

`condor_stats` displays historic information about an HTCondor pool. Based on the type of information requested, a query is sent to the condor_collector daemon, and the information received is displayed using the standard output. If the `-f` option is used, the information will be written to a file instead of to standard output. The `-pool` option can be used to get information from other pools, instead of from the local (default) pool. The `condor_stats` tool is used to query resource information (single or by platform), submitter and user information, and checkpoint server information. If a time range is not specified, the default query provides information for the previous 24 hours. Otherwise, information can be retrieved for other time ranges such as the last specified number of hours, last week, last month, or a specified date range.

The information is displayed in columns separated by tabs. The first column always represents the time, as a percentage of the range of the query. Thus the first entry will have a value close to 0.0, while the last will be close to 100.0. If the `-orgformat` option is used, the time is displayed as number of seconds since the Unix epoch. The information in the remainder of the columns depends on the query type.

Note that logging of pool history must be enabled in the condor_collector daemon, otherwise no information will be available.

One query type is required. If multiple queries are specified, only the last one takes effect.

**Time Range Options**

- `lastday` Get information for the last day.

- `lastweek` Get information for the last week.

- `lastmonth` Get information for the last month.

- `lasthours n` Get information for the n last hours.
-from m d y  Get information for the time since the beginning of the specified date. A start date prior to the Unix epoch causes condor_stats to print its usage information and quit.

-to m d y  Get information for the time up to the beginning of the specified date, instead of up to now. A finish date in the future causes condor_stats to print its usage information and quit.

Query Type Arguments

The query types that do not list all of a category require further specification as given by an argument.

-resourcequery hostname  A single resource query provides information about a single machine. The information also includes the keyboard idle time (in seconds), the load average, and the machine state.

-resourceall A query of a single list of resources to provide a list of all the machines for which the condor_collector daemon has historic information within the query’s time range.

-resourcegroup arch/opsys | “Total”  A query of a specified group to provide information about a group of machines based on their platform (operating system and architecture). The architecture is defined by the machine ClassAd Arch, and the operating system is defined by the machine ClassAd OpSys. The string “Total” ask for information about all platforms.

The columns displayed are the number of machines that are unclaimed, matched, claimed, preempting, owner, shutdown, delete, backfill, and drained state.

-resourcegroupall Queries for a list of all the group names for which the condor_collector has historic information within the query’s time range.

-userquery email_address/submit_machine  Query for a specific submitter on a specific machine. The information displayed includes the number of running jobs and the number of idle jobs. An example argument appears as

    -userquery jondoe@sample.com/onemachine.sample.com

-userlist Queries for the list of all submitters for which the condor_collector daemon has historic information within the query’s time range.

-usergroupquery email_address | “Total”  Query for all jobs submitted by the specific user, regardless of the machine they were submitted from, or all jobs. The information displayed includes the number of running jobs and the number of idle jobs.
-usergrouplist Queries for the list of all users for which the condor_collector has historic information within the query’s time range.

-ckptquery hostname Query about a checkpoint server given its host name. The information displayed includes the number of MiB received, MiB sent, average receive bandwidth (in KiB/sec), and average send bandwidth (in KiB/sec).

-ckptlist Query for the entire list of checkpoint servers for which the condor_collector has historic information in the query’s time range.

**Options**

-f filename Write the information to a file instead of the standard output.

-pool centralmanagerhostname[:portnumber] Contact the specified central manager instead of the local one.

-orgformat Display the information in an alternate format for timing, which presents timestamps since the Unix epoch. This argument only affects the display of resoursequery, resgroupquery, userquery, usergroupquery, and ckptquery.

**Exit Status**

condor_stats will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

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**condor_status**

Display status of the HTCondor pool

**Synopsis**

```
condor_status [-debug] [help options] [query options] [display options] [custom options] [name ...]
```

**Description**

*condor_status* is a versatile tool that may be used to monitor and query the HTCondor pool. The *condor_status* tool can be used to query resource information, submitter information, checkpoint server information, and daemon master information. The specific query sent and the resulting information display is controlled by the query options supplied. Queries and display formats can also be customized.

The options that may be supplied to *condor_status* belong to five groups:

- **Help options** provide information about the *condor_status* tool.
- **Query options** control the content and presentation of status information.
- **Display options** control the display of the queried information.
- **Custom options** allow the user to customize query and display information.
- **Host options** specify specific machines to be queried

At any time, only one help option, one query option and one display option may be specified. Any number of custom options and host options may be specified.

**Options**

- **-debug** Causes debugging information to be sent to stderr, based on the value of the configuration variable 
  TOOL_DEBUG.

- **-help** (Help option) Display usage information.

- **-diagnose** (Help option) Print out ClassAd query without performing the query.

- **-absent** (Query option) Query for and display only absent resources.
-ads filename (Query option) Read the set of ClassAds in the file specified by filename, instead of querying the condor_collector.

-annex name (Query option) Query for and display only resources in the named annex.

-any (Query option) Query all ClassAds and display their type, target type, and name.

-avail (Query option) Query condor_startd ClassAds and identify resources which are available.

-ckptsrvr (Query option) Query condor_ckpt_server ClassAds and display checkpoint server attributes.

-claimed (Query option) Query condor_startd ClassAds and print information about claimed resources.

-cod (Query option) Display only machine ClassAds that have COD claims. Information displayed includes the claim ID, the owner of the claim, and the state of the COD claim.

-collector (Query option) Query condor_collector ClassAds and display attributes.

-defrag (Query option) Query condor_defrag ClassAds.

-direct hostname (Query option) Go directly to the given host name to get the ClassAds to display. By default, returns the condor_startd ClassAd. If -schedd is also given, return the condor_schedd ClassAd on that host.

-java (Query option) Display only Java-capable resources.

-license (Query option) Display license attributes.

-master (Query option) Query condor_master ClassAds and display daemon master attributes.

-negotiator (Query option) Query condor_negotiator ClassAds and display attributes.

-pool centralmanagerhostname[:portnumber] (Query option) Query the specified central manager using an optional port number. condor_status queries the machine specified by the configuration variable COLLECTOR_HOST by default.

-run (Query option) Display information about machines currently running jobs.
-schedd  (Query option) Query condor_schedd ClassAds and display attributes.

-server  (Query option) Query condor_startd ClassAds and display resource attributes.

-startd  (Query option) Query condor_startd ClassAds.

-state   (Query option) Query condor_startd ClassAds and display resource state information.

-statistics WhichStatistics  (Query option) Can only be used if the -direct option has been specified. Identifies which Statistics attributes to include in the ClassAd. WhichStatistics is specified using the same syntax as defined for STATISTICS_TO_PUBLISH. A definition is in the HTCondor Administrator’s manual section on configuration (section 3.5.1).

-storage (Query option) Display attributes of machines with network storage resources.

-submitters (Query option) Query ClassAds sent by submitters and display important submitter attributes.

-subsystem type  (Query option) If type is one of collector, negotiator, master, schedd, or startd, then behavior is the same as the query option without the -subsystem option. For example, -subsystem collector is the same as -collector. A value of type of CkptServer, Machine, DaemonMaster, or Scheduler targets that type of ClassAd.

-vm      (Query option) Query condor_startd ClassAds, and display only VM-enabled machines. Information displayed includes the machine name, the virtual machine software version, the state of machine, the virtual machine memory, and the type of networking.

-offline (Query option) Query condor_startd ClassAds, and display, for each machine with at least one offline universe, which universes are offline for it.

-attributes Attr1,Attr2 . . .  (Display option) Explicitly list the attributes in a comma separated list which should be displayed when using the -xml, -json or -long options. Limiting the number of attributes increases the efficiency of the query.

-expert  (Display option) Display shortened error messages.

-long   (Display option) Display entire ClassAds. Implies that totals will not be displayed.

-limitnum (Query option) At most num results should be displayed.
-sort expr  (Display option) Change the display order to be based on ascending values of an evaluated expression given by expr. Evaluated expressions of a string type are in a case insensitive alphabetical order. If multiple -sort arguments appear on the command line, the primary sort will be on the leftmost one within the command line, and it is numbered 0. A secondary sort will be based on the second expression, and it is numbered 1. For informational or debugging purposes, the ClassAd output to be displayed will appear as if the ClassAd had two additional attributes. CondorStatusSortKeyExpr<N> is the expression, where <N> is replaced by the number of the sort. CondorStatusSortKey<N> gives the result of evaluating the sort expression that is numbered <N>.

-total (Display option) Display totals only.

-xml  (Display option) Display entire ClassAds, in XML format. The XML format is fully defined in the reference manual, obtained from the ClassAds web page, with a link at http://htcondor.org/classad/classad.html.

-json  (Display option) Display entire ClassAds in JSON format.

-constraint const  (Custom option) Add constraint expression.

-compact  (Custom option) Show compact form, rolling up slots into a single line.

-format fmt attr  (Custom option) Display attribute or expression attr in format fmt. To display the attribute or expression the format must contain a single printf(3)-style conversion specifier. Attributes must be from the resource ClassAd. Expressions are ClassAd expressions and may refer to attributes in the resource ClassAd. If the attribute is not present in a given ClassAd and cannot be parsed as an expression, then the format option will be silently skipped. %r prints the unevaluated, or raw values. The conversion specifier must match the type of the attribute or expression. %s is suitable for strings such as Name, %d for integers such as LastHeardFrom, and %f for floating point numbers such as LoadAvg. %v identifies the type of the attribute, and then prints the value in an appropriate format. %V identifies the type of the attribute, and then prints the value in an appropriate format as it would appear in the -long format. As an example, strings used with %V will have quote marks. An incorrect format will result in undefined behavior. Do not use more than one conversion specifier in a given format. More than one conversion specifier will result in undefined behavior. To output multiple attributes repeat the -format option once for each desired attribute. Like printf(3)-style formats, one may include other text that will be reproduced directly. A format without any conversion specifiers may be specified, but an attribute is still required. Include a backslash followed by an ‘n’ to specify a line break.

-autoformat[:lhVr,tng] attr1 [attr2 ...] or -af[:lhVr,tng] attr1 [attr2 ...]  (Output option) Display attribute(s) or expression(s) formatted in a default way according to attribute types. This option takes an arbitrary number of attribute names as arguments, and prints out their values, with a space between each value and a newline character after the last value. It is like the -format option without format strings. This output option does not work in conjunction with the -run option.
It is assumed that no attribute names begin with a dash character, so that the next word that begins with dash is the start of the next option. The `autoformat` option may be followed by a colon character and formatting qualifiers to deviate the output formatting from the default:

- `l` label each field,
- `h` print column headings before the first line of output,
- `V` use `%V` rather than `%v` for formatting (string values are quoted),
- `r` print "raw", or unevaluated values,
- `,` add a comma character after each field,
- `t` add a tab character before each field instead of the default space character,
- `n` add a newline character after each field,
- `g` add a newline character between ClassAds, and suppress spaces before each field.

Use `-af:h` to get tabular values with headings.
Use `-af:lrng` to get -long equivalent format.

The newline and comma characters may *not* be used together. The `l` and `h` characters may *not* be used together.

- **-target filename** (Custom option) Where evaluation requires a target ClassAd to evaluate against, file `filename` contains the target ClassAd.

- **-merge filename** (Custom option) Ads will be read from `filename`, which may be `-` to indicate standard in, and compared to the ads selected by the query specified by the remainder of the command line. Ads will be considered the same if their sort keys match; sort keys may be specified with `[-sort <key>]`. This option will cause up to three tables to print, in the following order, depending on where a given ad appeared: first, the ads which appeared in the query but not in `filename`; second, the ads which appeared in both the query and in `filename`; third, the ads which appeared in `filename` but not in the query.

By default, banners will label each table. If `-xml` is also given, the same banners will separate three valid XML documents, one for each table. If `-json` is also given, a single JSON object will be produced, with the usual JSON output for each table labeled as an element in the object.

The `--annex` option changes this default so that the banners are not printed and the tables are formatted differently. In this case, the ads in `filename` are expected to have different contents from the ads in the query, so many others will behave strangely.

**General Remarks**

- The default output from `condor_status` is formatted to be human readable, not script readable. In an effort to make the output fit within 80 characters, values in some fields might be truncated. Furthermore, the HTCondor Project can (and does) change the formatting of this default output as we see fit. Therefore, any script that is attempting to parse data from `condor_status` is strongly encouraged to use the `-format` option (described above).
• The information obtained from `condor_startd` and `condor_schedd` daemons may sometimes appear to be inconsistent. This is normal since `condor_startd` and `condor_schedd` daemons update the HTCondor manager at different rates, and since there is a delay as information propagates through the network and the system.

• Note that the `ActivityTime` in the `Idle` state is not the amount of time that the machine has been idle. See the section on `condor_startd` states in the `Administrator’s Manual` for more information (section 3.2).

• When using `condor_status` on a pool with SMP machines, you can either provide the host name, in which case you will get back information about all slots that are represented on that host, or you can list specific slots by name. See the examples below for details.

• If you specify host names, without domains, HTCondor will automatically try to resolve those host names into fully qualified host names for you. This also works when specifying specific nodes of an SMP machine. In this case, everything after the “@” sign is treated as a host name and that is what is resolved.

• You can use the `-direct` option in conjunction with almost any other set of options. However, at this time, the only daemon that will allow direct queries for its ad(s) is the `condor_startd`. So, the only options currently not supported with `-direct` are `-schedd` and `-master`. Most other options use startd ads for their information, so they work seamlessly with `-direct`. The only other restriction on `-direct` is that you may only use 1 `-direct` option at a time. If you want to query information directly from multiple hosts, you must run `condor_status` multiple times.

• Unless you use the local host name with `-direct`, `condor_status` will still have to contact a collector to find the address where the specified daemon is listening. So, using a `-pool` option in conjunction with `-direct` just tells `condor_status` which collector to query to find the address of the daemon you want. The information actually displayed will still be retrieved directly from the daemon you specified as the argument to `-direct`.

Examples

Example 1 To view information from all nodes of an SMP machine, use only the host name. For example, if you had a 4-CPU machine, named `vulture.cs.wisc.edu`, you might see

```
% condor_status vulture

Name   OpSys    Arch State       Activity LoadAv Mem   ActivityTime
slot1@vulture.cs.w LINUX INTEL Claimed Busy 1.050 512 0+01:47:42
slot2@vulture.cs.w LINUX INTEL Claimed Busy 1.000 512 0+01:48:19
slot3@vulture.cs.w LINUX INTEL Unclaimed Idle 0.070 512 1+11:05:32
slot4@vulture.cs.w LINUX INTEL Unclaimed Idle 0.000 512 1+11:05:34

Total Owner Claimed Unclaimed Matched Preempting Backfill
INTEL/LINUX 4 0 2 2 0 0 0
```

Example 2 To view information from a specific nodes of an SMP machine, specify the node directly. You do this by providing the name of the slot. This has the form `slot#@hostname`. For example:
% condor_status slot3@vulture

Name OpSys Arch State Activity LoadAv Mem ActvtyTime
----------------- --------------- ---------- -------- -------- --------------
slot3@vulture.cs.w LINUX INTEL Unclaimed Idle 0.070 512 1+11:10:32

Total Owner Claimed Unclaimed Matched Preempting Backfill
-------------- ------- -------- --------- ------- --------------
INTEL/LINUX 1 0 0 1 0 0 0
Total 1 0 0 1 0 0 0

Constraint option examples

The Unix command to use the constraint option to see all machines with the OpSys of "LINUX":

% condor_status -constraint OpSys=="LINUX"

Note that quotation marks must be escaped with the backslash characters for most shells.

The Windows command to do the same thing:

>condor_status -constraint " OpSys=="LINUX"" 

Note that quotation marks are used to delimit the single argument which is the expression, and the quotation marks that identify the string must be escaped by using a set of two double quote marks without any intervening spaces.

To see all machines that are currently in the Idle state, the Unix command is

% condor_status -constraint State=="Idle"

To see all machines that are bench marked to have a MIPS rating of more than 750, the Unix command is

% condor_status -constraint 'Mips>750'

-cod option example

The -cod option displays the status of COD claims within a given HTCondor pool.

Name ID ClaimState TimeInState RemoteUser JobId Keyword
----------------- ------ --------------- --------------- ------- 
astro.cs.w COD1 Idle 0+00:00:04 wright 
chopin.cs.w COD1 Running 0+00:02:05 wright 3.0 fractgen 
chopin.cs.w COD2 Suspended 0+00:10:21 wright 4.0 fractgen 

Total Idle Running Suspended Vacating Killing
-------------- ------- ------- -------------- ------- 
INTEL/LINUX 3 1 1 1 0 0 
Total 3 1 1 1 0 0

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-format option example To display the name and memory attributes of each job ClassAd in a format that is easily parsable by other tools:

```
% condor_status -format "%s " Name -format "%d\n" Memory
```

To do the same with the `autoformat` option, run

```
% condor_status -autoformat Name Memory
```

## Exit Status

`condor_status` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

## Author

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condor_store_cred

securely stash a password

Synopsis

condor_store_cred [-help]
condor_store_cred add [-c | -u username ][-p password] [-n machinename] [-f filename]
condor_store_cred delete [-c | -u username ][-n machinename]
condor_store_cred query [-c | -u username ][-n machinename]

Description

condor_store_cred stores passwords in a secure manner. There are two separate uses of condor_store_cred:

1. A shared pool password is needed in order to implement the PASSWORD authentication method. condor_store_cred using the -c option deals with the password for the implied condor_pool@$(UID_DOMAIN) user name.

   On a Unix machine, condor_store_cred with the -f option is used to set the pool password, as needed when used with the PASSWORD authentication method. The pool password is placed in a file specified by the SEC_PASSWORD_FILE configuration variable.

2. In order to submit a job from a Windows platform machine, or to execute a job on a Windows platform machine utilizing the run_as_owner functionality, condor_store_cred stores the password of a user/domain pair securely in the Windows registry. Using this stored password, HTCondor may act on behalf of the submitting user to access files, such as writing output or log files. HTCondor is able to run jobs with the user ID of the submitting user. The password is stored in the same manner as the system does when setting or changing account passwords.

Passwords are stashed in a persistent manner; they are maintained across system reboots.

The add argument on the Windows platform stores the password securely in the registry. The user is prompted to enter the password twice for confirmation, and characters are not echoed. If there is already a password stashed, the old password will be overwritten by the new password.

The delete argument deletes the current password, if it exists.

The query reports whether the password is stored or not.
Options

-\texttt{-c}  Operations refer to the pool password, as used in the \texttt{PASSWORD} authentication method.

-\texttt{-f filename}  For Unix machines only, generates a pool password file named \textit{filename} that may be used with the \texttt{PASSWORD} authentication method.

-\texttt{-help}  Displays a brief summary of command options.

-\texttt{-n \textit{machinename}}  Apply the command on the given machine.

-\texttt{-p \textit{password}}  Stores \textit{password}, rather than prompting the user to enter a password.

-\texttt{-u \textit{username}}  Specify the user name.

Exit Status

\textit{condor\_store\_cred} will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Author

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condor_submit

Queue jobs for execution under HTCondor

Synopsis


Description

condor_submit is the program for submitting jobs for execution under HTCondor. condor_submit requires one or more submit description commands to direct the queuing of jobs. These commands may come from a file, standard input, the command line, or from some combination of these. One submit description may contain specifications for the queuing of many HTCondor jobs at once. A single invocation of condor_submit may cause one or more clusters. A cluster is a set of jobs specified in the submit description between queue commands for which the executable is not changed. It is advantageous to submit multiple jobs as a single cluster because:

- Much less memory is used by the scheduler to hold the same number of jobs.
- Only one copy of the checkpoint file is needed to represent all jobs in a cluster until they begin execution.
- There is much less overhead involved for HTCondor to start the next job in a cluster than for HTCondor to start a new cluster. This can make a big difference when submitting lots of short jobs.

Multiple clusters may be specified within a single submit description. Each cluster must specify a single executable.

The job ClassAd attribute ClusterId identifies a cluster.

The submit description file argument is the path and file name of the submit description file. If this optional argument is the dash character (-), then the commands are taken from standard input. If – is specified for the submit description file, -verbose is implied; this can be overridden by specifying -terse.

If no submit description file argument is given, and no -queue argument is given, commands are taken automatically from standard input.

Note that submission of jobs from a Windows machine requires a stashed password to allow HTCondor to impersonate the user submitting the job. To stash a password, use the condor_store_cred command. See the manual page for details.

For lengthy lines within the submit description file, the backslash (\) is a line continuation character. Placing the backslash at the end of a line causes the current line’s command to be continued with the next line of the file. Submit description files may contain comments. A comment is any line beginning with a pound character (#).
Options

- **-terse**  Terse output - display JobId ranges only.

- **-verbose**  Verbose output - display the created job ClassAd

- **-unused**  As a default, causes no warnings to be issued about user-defined macros not being used within the submit description file. The meaning reverses (toggles) when the configuration variable **WARN_ON_UNUSED_SUBMIT_FILE_MACROS** is set to the non default value of **False**. Printing the warnings can help identify spelling errors of submit description file commands. The warnings are sent to stderr.

- **-file submit_file**  Use **submit_file** as the submit description file. This is equivalent to providing **submit_file** as an argument without the preceeding **-file**.

- **-name schedd_name**  Submit to the specified **condor_schedd**. Use this option to submit to a **condor_schedd** other than the default local one. **schedd_name** is the value of the **Name** ClassAd attribute on the machine where the **condor_schedd** daemon runs.

- **-remote schedd_name**  Submit to the specified **condor_schedd**, spooling all required input files over the network connection. **schedd_name** is the value of the **Name** ClassAd attribute on the machine where the **condor_schedd** daemon runs. This option is equivalent to using both **-name** and **-spool**.

- **-addr <ip:port>**  Submit to the **condor_schedd** at the IP address and port given by the **sinful string** argument **<ip:port>**.

- **-pool pool_name**  Look in the specified pool for the **condor_schedd** to submit to. This option is used with **-name** or **-remote**.

- **-disable**  Disable file permission checks when submitting a job for read permissions on all input files, such as those defined by commands **input** and **transfer_input_files**, as well as write permission to output files, such as a log file defined by **log** and output files defined with **output** or **transfer_output_files**.

- **-password passphrase**  Specify a password to the **MyProxy** server.

- **-debug**  Cause debugging information to be sent to **stderr**, based on the value of the configuration variable **TOOL_DEBUG**.

- **-append command**  Augment the commands in the submit description file with the given **command**. This command will be considered to immediately precede the **queue** command within the submit description file, and come after all other previous commands. If the **command** specifies a **queue** command, as in the example

---

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condor_submit mysubmitfile -append "queue input in A, B, C"
then the entire -append command line option and its arguments are converted to
condor_submit mysubmitfile -queue input in A, B, C
The submit description file is not modified. Multiple commands are specified by using the -append option multiple times. Each new command is given in a separate -append option. Commands with spaces in them will need to be enclosed in double quote marks.

-batch-name batch_name Set the batch name for this submit. The batch name is displayed by condor_q -batch. It is intended for use by users to give meaningful names to their jobs and to influence how condor_q groups jobs for display. Use of this argument takes precedence over a batch name specified in the submit description file itself.

-spool Spool all required input files, job event log, and proxy over the connection to the condor_schedd. After submission, modify local copies of the files without affecting your jobs. Any output files for completed jobs need to be retrieved with condor_transfer_data.

-dump filename Sends all ClassAds to the specified file, instead of to the condor_schedd.

-interactive Indicates that the user wants to run an interactive shell on an execute machine in the pool. This is equivalent to creating a submit description file of a vanilla universe sleep job, and then running condor_ssh_to_job by hand. Without any additional arguments, condor_submit with the -interactive flag creates a dummy vanilla universe job that sleeps, submits it to the local scheduler, waits for the job to run, and then launches condor_ssh_to_job to run a shell. If the user would like to run the shell on a machine that matches a particular requirements expression, the submit description file is specified, and it will contain the expression. Note that all policy expressions specified in the submit description file are honored, but any executable or universe commands are overwritten to be sleep and vanilla. The job ClassAd attribute InteractiveJob is set to True to identify interactive jobs for condor_startd policy usage.

-allow-crlf-script Changes the check for an invalid line ending on the executable script’s #! line from an ERROR to a WARNING. The #! line will be ignored by Windows, so it won’t matter if it is invalid; but Unix and Linux will not run a script that has a Windows/DOS line ending on the first line of the script. So condor_submit will not allow such a script to be submitted as the job’s executable unless this option is supplied.

-dry-run file Parse the submit description file, sending the resulting job ClassAd to the file given by file, but do not submit the job(s). This permits observation of the job specification, and it facilitates debugging the submit description file contents. If file is -, the output is written to stdout.

-maxjobs number-of-jobs If the total number of jobs specified by the submit description file is more than the integer value given by number-of-jobs, then no jobs are submitted for execution and an error message is generated. A 0 or negative value for the number-of-jobs causes no limit to be imposed.
-single-cluster  If the jobs specified by the submit description file causes more than a single cluster value to be assigned, then no jobs are submitted for execution and an error message is generated.

-stm method  Specify the method use to move a sandbox into HTCondor. method is one of \texttt{stm\_use\_schedd\_only} or \texttt{stm\_use\_transferd}.

\texttt{<submit-variable>=<value>}  Defines a submit command or submit variable with a value, and parses it as if it was placed at the beginning of the submit description file. The submit description file is not changed. To correctly parse the \texttt{condor\_submit} command line, this option must be specified without white space characters before and after the equals sign (=), or the entire option must be surrounded by double quote marks.

-queue queue_arguments  A command line specification of how many jobs to queue, which is only permitted if the submit description file does not have a queue command. The queue_arguments are the same as may be within a submit description file. The parsing of the queue_arguments finishes at the end of the line or when a dash character (-) is encountered. Therefore, its best placement within the command line will be at the end of the command line.

  On a Unix command line, the shell expands file globs before parsing occurs.

Submit Description File Commands

Note: more information on submitting HTCondor jobs can be found here: 2.5.

As of version 8.5.6, the \texttt{condor\_submit} language supports multi-line values in commands. The syntax is the same as the configuration language (see more details here: 3.3.5).

Each submit description file describes one or more clusters of jobs to be placed in the HTCondor execution pool. All jobs in a cluster must share the same executable, but they may have different input and output files, and different program arguments. The submit description file is generally the last command-line argument to \texttt{condor\_submit}. If the submit description file argument is omitted, \texttt{condor\_submit} will read the submit description from standard input.

The submit description file must contain at least one executable command and at least one queue command. All of the other commands have default actions.

Note that a submit file that contains more than one executable command will produce multiple clusters when submitted. This is not generally recommended, and is not allowed for submit files that are run as DAG node jobs by \texttt{condor\_dagman}.

The commands which can appear in the submit description file are numerous. They are listed here in alphabetical order by category.

\textit{BASIC COMMANDS}

\texttt{arguments = <argument\_list>}  List of arguments to be supplied to the executable as part of the command line.
In the **java** universe, the first argument must be the name of the class containing `main`.

There are two permissible formats for specifying arguments, identified as the old syntax and the new syntax. The old syntax supports white space characters within arguments only in special circumstances; when used, the command line arguments are represented in the job ClassAd attribute `Args`. The new syntax supports uniform quoting of white space characters within arguments; when used, the command line arguments are represented in the job ClassAd attribute `Arguments`.

**Old Syntax**

In the old syntax, individual command line arguments are delimited (separated) by space characters. To allow a double quote mark in an argument, it is escaped with a backslash; that is, the two character sequence `\"` becomes a single double quote mark within an argument.

Further interpretation of the argument string differs depending on the operating system. On Windows, the entire argument string is passed verbatim (other than the backslash in front of double quote marks) to the Windows application. Most Windows applications will allow spaces within an argument value by surrounding the argument with double quote marks. In all other cases, there is no further interpretation of the arguments.

Example:

```plaintext
arguments = one \"two\" 'three'
```

Produces in Unix vanilla universe:

```
argument 1: one
argument 2: "two"
argument 3: 'three'
```

**New Syntax**

Here are the rules for using the new syntax:

1. The entire string representing the command line arguments is surrounded by double quote marks. This permits the white space characters of spaces and tabs to potentially be embedded within a single argument. Putting the double quote mark within the arguments is accomplished by escaping it with another double quote mark.

2. The white space characters of spaces or tabs delimit arguments.

3. To embed white space characters of spaces or tabs within a single argument, surround the entire argument with single quote marks.

4. To insert a literal single quote mark, escape it within an argument already delimited by single quote marks by adding another single quote mark.

Example:

```plaintext
arguments = "3 simple arguments"
```

Produces:
argument 1: 3
argument 2: simple
argument 3: arguments

Another example:

arguments = "one 'two with spaces' 3"

Produces:

argument 1: one
argument 2: two with spaces
argument 3: 3

And yet another example:

arguments = "one ""two"" 'spacey 'quoted'' argument"

Produces:

argument 1: one
argument 2: "two"
argument 3: spacey 'quoted' argument

Notice that in the new syntax, the backslash has no special meaning. This is for the convenience of Windows users.

**environment** = <parameter_list> List of environment variables.

There are two different formats for specifying the environment variables: the old format and the new format. The old format is retained for backward-compatibility. It suffers from a platform-dependent syntax and the inability to insert some special characters into the environment.

The new syntax for specifying environment values:

1. Put double quote marks around the entire argument string. This distinguishes the new syntax from the old. The old syntax does not have double quote marks around it. Any literal double quote marks within the string must be escaped by repeating the double quote mark.
2. Each environment entry has the form

   <name>=<value>

3. Use white space (space or tab characters) to separate environment entries.
4. To put any white space in an environment entry, surround the space and as much of the surrounding entry as desired with single quote marks.
5. To insert a literal single quote mark, repeat the single quote mark anywhere inside of a section surrounded by single quote marks.
Example:

```
environment = "one=1 two="2"" three='spacey 'quoted' value'
```

Produces the following environment entries:

```
one=1
two="2"
three=spacey 'quoted' value
```

Under the old syntax, there are no double quote marks surrounding the environment specification. Each environment entry remains of the form

```
<name>=<value>
```

Under Unix, list multiple environment entries by separating them with a semicolon (;). Under Windows, separate multiple entries with a vertical bar (|). There is no way to insert a literal semicolon under Unix or a literal vertical bar under Windows. Note that spaces are accepted, but rarely desired, characters within parameter names and values, because they are treated as literal characters, not separators or ignored white space. Place spaces within the parameter list only if required.

A Unix example:

```
environment = one=1;two=2;three="quotes have no 'special' meaning"
```

This produces the following:

```
one=1
two=2
three="quotes have no 'special' meaning"
```

If the environment is set with the `environment` command and `getenv` is also set to true, values specified with `environment` override values in the submitter’s environment (regardless of the order of the `environment` and `getenv` commands).

**error = <pathname>** A path and file name used by HTCondor to capture any error messages the program would normally write to the screen (that is, this file becomes `stderr`). A path is given with respect to the file system of the machine on which the job is submitted. The file is written (by the job) in the remote scratch directory of the machine where the job is executed. When the job exits, the resulting file is transferred back to the machine where the job was submitted, and the path is utilized for file placement. If not specified, the default value of `/dev/null` is used for submission to a Unix machine. If not specified, error messages are ignored for submission to a Windows machine. More than one job should not use the same error file, since this will cause one job to overwrite the errors of another. If HTCondor detects that the error and output files for a job are the same, it will run the job such that the output and error data is merged.
**executable = <pathname>**  An optional path and a required file name of the executable file for this job cluster. Only one executable command within a submit description file is guaranteed to work properly. More than one often works.

If no path or a relative path is used, then the executable file is presumed to be relative to the current working directory of the user as the `condor_submit` command is issued.

If submitting into the standard universe, then the named executable must have been re-linked with the HTCondor libraries (such as via the `condor_compile` command). If submitting into the vanilla universe (the default), then the named executable need not be re-linked and can be any process which can run in the background (shell scripts work fine as well). If submitting into the Java universe, then the argument must be a compiled `.class` file.

**getenv = <True | False>**  If `getenv` is set to True, then `condor_submit` will copy all of the user’s current shell environment variables at the time of job submission into the job ClassAd. The job will therefore execute with the same set of environment variables that the user had at submit time. Defaults to False.

If the environment is set with the `environment` command and `getenv` is also set to true, values specified with `environment` override values in the submitter’s environment (regardless of the order of the `environment` and `getenv` commands).

**input = <pathname>**  HTCondor assumes that its jobs are long-running, and that the user will not wait at the terminal for their completion. Because of this, the standard files which normally access the terminal, (`stdin`, `stdout`, and `stderr`), must refer to files. Thus, the file name specified with `input` should contain any keyboard input the program requires (that is, this file becomes `stdin`). A path is given with respect to the file system of the machine on which the job is submitted. The file is transferred before execution to the remote scratch directory of the machine where the job is executed. If not specified, the default value of `/dev/null` is used for submission to a Unix machine. If not specified, input is ignored for submission to a Windows machine. For grid universe jobs, `input` may be a URL that the Globus tool `globus_url_copy` understands.

Note that this command does not refer to the command-line arguments of the program. The command-line arguments are specified by the `arguments` command.

**log = <pathname>**  Use `log` to specify a file name where HTCondor will write a log file of what is happening with this job cluster, called a job event log. For example, HTCondor will place a log entry into this file when and where the job begins running, when the job produces a checkpoint, or moves (migrates) to another machine, and when the job completes. Most users find specifying a `log` file to be handy; its use is recommended. If no `log` entry is specified, HTCondor does not create a log for this cluster. If a relative path is specified, it is relative to the current working directory as the job is submitted or the directory specified by submit command `initialdir` on the submit machine.

**log_xml = <True | False>**  If `log_xml` is True, then the job event log file will be written in ClassAd XML. If not specified, XML is not used. Note that the file is an XML fragment; it is missing the file header and footer. Do not mix XML and non-XML within a single file. If multiple jobs write to a single job event log file, ensure that all of the jobs specify this option in the same way.

**notification = <Always | Complete | Error | Never>**  Owners of HTCondor jobs are notified by e-mail when certain events occur. If defined by `Always`, the owner will be notified whenever the job produces a checkpoint, as well as when the job completes. If defined by `Complete`, the owner will be notified when the job terminates. If defined by `Error`, the owner will only be notified if the job terminates abnormally, (as defined by `JobSuccessExitCode`, if defined) or if the job is placed on hold because of a failure, and not by user request. If defined by `Never` (the
default), the owner will not receive e-mail, regardless to what happens to the job. The HTCondor User’s manual documents statistics included in the e-mail.

**notify_user = &lt;email-address&gt;** Used to specify the e-mail address to use when HTCondor sends e-mail about a job. If not specified, HTCondor defaults to using the e-mail address defined by

```
job-owner@UID_DOMAIN
```

where the configuration variable **UID_DOMAIN** is specified by the HTCondor site administrator. If **UID_DOMAIN** has not been specified, HTCondor sends the e-mail to:

```
job-owner@submit-machine-name
```

**output = &lt;pathname&gt;** The output file captures any information the program would ordinarily write to the screen (that is, this file becomes stdout). A path is given with respect to the file system of the machine on which the job is submitted. The file is written (by the job) in the remote scratch directory of the machine where the job is executed. When the job exits, the resulting file is transferred back to the machine where the job was submitted, and the path is utilized for file placement. If not specified, the default value of /dev/null is used for submission to a Unix machine. If not specified, output is ignored for submission to a Windows machine. Multiple jobs should not use the same output file, since this will cause one job to overwrite the output of another. If HTCondor detects that the error and output files for a job are the same, it will run the job such that the output and error data is merged. Note that if a program explicitly opens and writes to a file, that file should *not* be specified as the output file.

**priority = &lt;integer&gt;** An HTCondor job priority can be any integer, with 0 being the default. Jobs with higher numerical priority will run before jobs with lower numerical priority. Note that this priority is on a per user basis. One user with many jobs may use this command to order his/her own jobs, and this will have no effect on whether or not these jobs will run ahead of another user’s jobs.

Note that the priority setting in an HTCondor submit file will be overridden by condor_dagman if the submit file is used for a node in a DAG, and the priority of the node within the DAG is non-zero (see 2.10.9 for more details).

**queue** [**&lt;int expr&gt;**] Places zero or more copies of the job into the HTCondor queue.

**queue** [**&lt;int expr&gt;**] [**&lt;varname&gt;**] in [**&lt;list of items&gt;**] Places zero or more copies of the job in the queue based on items in a *&lt;list of items&gt;*

**queue** [**&lt;int expr&gt;**] [**&lt;varname&gt;**] matching [files dir] [slice] *&lt;list of items with file globbing&gt;*] Places zero or more copies of the job in the queue based on files that match a *&lt;list of items with file globbing&gt;*

**queue** [**&lt;int expr&gt;**] [**&lt;list of varnames&gt;**] from [slice] **&lt;file name&gt;** | [*&lt;list of items&gt;*] Places zero or more copies of the job in the queue based on lines from the submit file or from **&lt;file name&gt;**

The optional argument **&lt;int expr&gt;** specifies how many times to repeat the job submission for a given set of arguments. It may be an integer or an expression that evaluates to an integer, and it defaults to 1. All but the first form of this command are various ways of specifying a list of items. When these forms are used **&lt;int expr&gt;** jobs will be queued for each item in the list. The in, matching and from keyword indicates how the list will be specified.
• in The list of items is an explicit comma and/or space separated `<list of items>`. If the `<list of items>` begins with an open paren, and the close paren is not on the same line as the open, then the list continues until a line that begins with a close paren is read from the submit file.

• matching Each item in the `<list of items with file globbing>` will be matched against the names of files and directories relative to the current directory, the set of matching names is the resulting list of items.
  – files Only filenames will matched.
  – dirs Only directory names will be matched.

• from `<file name>` | `<list of items>` Each line from `<file name>` or `<list of items>` is a single item, this allows for multiple variables to be set for each item. Lines from `<file name>` or `<list of items>` will be split on comma and/or space until there are values for each of the variables specified in `<list of varnames>`. The last variable will contain the remainder of the line. When the `<list of items>` form is used, the list continues until the first line that begins with a close paren, and lines beginning with pound sign (`#`) will be skipped. When using the `<file name>` form, if the `<file name>` ends with `|`, then it will be executed as a script whatever the script writes to `stdout` will be the list of items.

The optional argument `<varname>` or `<list of varnames>` is the name or names of of variables that will be set to the value of the current item when queuing the job. If no `<varname>` is specified the variable `ITEM` will be used. Leading and trailing whitespace be trimmed. The optional argument `<slice>` is a python style slice selecting only some of the items in the list of items. Negative step values are not supported.

A submit file may contain more than one `queue` statement, and if desired, any commands may be placed between subsequent `queue` commands, such as new `input`, `output`, `error`, `initialdir`, or `arguments` commands. This is handy when submitting multiple runs into one cluster with one submit description file.

`universe = <vanilla | standard | scheduler | local | grid | java | vm | parallel | docker>` Specifies which HTCondor universe to use when running this job. The HTCondor universe specifies an HTCondor execution environment.

The `vanilla` universe is the default (except where the configuration variable `DEFAULT_UNIVERSE` defines it otherwise), and is an execution environment for jobs which do not use HTCondor’s mechanisms for taking checkpoints; these are ones that have not been linked with the HTCondor libraries. Use the `vanilla` universe to submit shell scripts to HTCondor.

The `standard` universe tells HTCondor that this job has been re-linked via `condor_compile` with the HTCondor libraries and therefore supports taking checkpoints and remote system calls.

The `scheduler` universe is for a job that is to run on the machine where the job is submitted. This universe is intended for a job that acts as a metascheduler and will not be preempted.

The `local` universe is for a job that is to run on the machine where the job is submitted. This universe runs the job immediately and will not preempt the job.

The `grid` universe forwards the job to an external job management system. Further specification of the `grid` universe is done with the `grid_resource` command.

The `java` universe is for programs written to the Java Virtual Machine.

The `vm` universe facilitates the execution of a virtual machine.

The `parallel` universe is for parallel jobs (e.g. MPI) that require multiple machines in order to run.

The `docker` universe runs a docker container as an HTCondor job.

**COMMANDS FOR MATCHMAKING**
**rank = <ClassAd Float Expression>** A ClassAd Floating-Point expression that states how to rank machines which have already met the requirements expression. Essentially, rank expresses preference. A higher numeric value equals better rank. HTCondor will give the job the machine with the highest rank. For example,

\[
\text{request\_memory} = \max\{60, \text{Target.TotalSlotMemory}\}
\]

\[
\text{rank} = \text{Memory}
\]

asks HTCondor to find all available machines with more than 60 megabytes of memory and give to the job the machine with the most amount of memory. The HTCondor User’s Manual contains complete information on the syntax and available attributes that can be used in the ClassAd expression.

**request\_cpus = <num-cpus>** A requested number of CPUs (cores). If not specified, the number requested will be 1. If specified, the expression

\[
\&\& (\text{RequestCpus} \leq \text{Target.Cpus})
\]

is appended to the requirements expression for the job.

For pools that enable dynamic condor_startd provisioning, specifies the minimum number of CPUs requested for this job, resulting in a dynamic slot being created with this many cores.

**request\_disk = <quantity>** The requested amount of disk space in KiB requested for this job. If not specified, it will be set to the job ClassAd attribute DiskUsage. The expression

\[
\&\& (\text{RequestDisk} \leq \text{Target.Disk})
\]

is appended to the requirements expression for the job.

For pools that enable dynamic condor_startd provisioning, a dynamic slot will be created with at least this much disk space.

Characters may be appended to a numerical value to indicate units. K or KB indicates KiB, \(2^{10}\) numbers of bytes. M or MB indicates MiB, \(2^{20}\) numbers of bytes. G or GB indicates GiB, \(2^{30}\) numbers of bytes. T or TB indicates TiB, \(2^{40}\) numbers of bytes.

**request\_memory = <quantity>** The required amount of memory in MiB that this job needs to avoid excessive swapping. If not specified and the submit command vm\_memory is specified, then the value specified for vm\_memory defines request\_memory. If neither request\_memory nor vm\_memory is specified, the value is set by the configuration variable JOB\_DEFAULT\_REQUESTMEMORY. The actual amount of memory used by a job is represented by the job ClassAd attribute MemoryUsage.

For pools that enable dynamic condor_startd provisioning, a dynamic slot will be created with at least this much RAM.

The expression

\[
\&\& (\text{RequestMemory} \leq \text{Target.Memory})
\]

is appended to the requirements expression for the job.

Characters may be appended to a numerical value to indicate units. K or KB indicates KiB, \(2^{10}\) numbers of bytes. M or MB indicates MiB, \(2^{20}\) numbers of bytes. G or GB indicates GiB, \(2^{30}\) numbers of bytes. T or TB indicates TiB, \(2^{40}\) numbers of bytes.
request_<name> = <quantity>  The required amount of the custom machine resource identified by <name> that this job needs. The custom machine resource is defined in the machine’s configuration. Machines that have available GPUs will define <name> to be GPUs.

requirements = <ClassAd Boolean Expression>  The requirements command is a boolean ClassAd expression which uses C-like operators. In order for any job in this cluster to run on a given machine, this requirements expression must evaluate to true on the given machine.

For scheduler and local universe jobs, the requirements expression is evaluated against the Scheduler ClassAd which represents the the condor_schedd daemon running on the submit machine, rather than a remote machine. Like all commands in the submit description file, if multiple requirements commands are present, all but the last one are ignored. By default, condor_submit appends the following clauses to the requirements expression:

1. Arch and OpSys are set equal to the Arch and OpSys of the submit machine. In other words: unless you request otherwise, HTCondor will give your job machines with the same architecture and operating system version as the machine running condor_submit.

2. Cpus >= RequestCpus, if the job ClassAd attribute RequestCpus is defined.

3. Disk >= RequestDisk, if the job ClassAd attribute RequestDisk is defined. Otherwise, Disk >= DiskUsage is appended to the requirements. The DiskUsage attribute is initialized to the size of the executable plus the size of any files specified in a transfer_input_files command. It exists to ensure there is enough disk space on the target machine for HTCondor to copy over both the executable and needed input files. The DiskUsage attribute represents the maximum amount of total disk space required by the job in kilobytes. HTCondor automatically updates the DiskUsage attribute approximately every 20 minutes while the job runs with the amount of space being used by the job on the execute machine.

4. Memory >= RequestMemory, if the job ClassAd attribute RequestMemory is defined.

5. If Universe is set to Vanilla, FileSystemDomain is set equal to the submit machine’s FileSystemDomain.

View the requirements of a job which has already been submitted (along with everything else about the job ClassAd) with the command condor_q -l; see the command reference for condor_q on page 813. Also, see the HTCondor Users Manual for complete information on the syntax and available attributes that can be used in the ClassAd expression.

FILE TRANSFER COMMANDS

dont_encrypt_input_files = < file1,file2,file... >  A comma and/or space separated list of input files that are not to be network encrypted when transferred with the file transfer mechanism. Specification of files in this manner overrides configuration that would use encryption. Each input file must also be in the list given by transfer_input_files. When a path to an input file or directory is specified, this specifies the path to the file on the submit side. A single wild card character (*) may be used in each file name.

dont_encrypt_output_files = < file1,file2,file... >  A comma and/or space separated list of output files that are not to be network encrypted when transferred back with the file transfer mechanism. Specification of files in this manner overrides configuration that would use encryption. The output file(s) must also either be in the list given by transfer_output_files or be discovered and to be transferred back with the file transfer mechanism. When a path to an output file or directory is specified, this specifies the path to the file on the execute side. A single wild card character (*) may be used in each file name.
encrypt_execute_directory = <True | False>  Defaults to False. If set to True, HTCondor will encrypt the contents of the remote scratch directory of the machine where the job is executed. This encryption is transparent to the job itself, but ensures that files left behind on the local disk of the execute machine, perhaps due to a system crash, will remain private. In addition, condor_submit will append to the job’s requirements expression

```
&& (TARGET.HasEncryptExecuteDirectory)
```

to ensure the job is matched to a machine that is capable of encrypting the contents of the execute directory. This support is limited to Windows platforms that use the NTFS file system and Linux platforms with the encryptfs-utils package installed.

encrypt_input_files = < file1,file2,file... >  A comma and/or space separated list of input files that are to be network encrypted when transferred with the file transfer mechanism. Specification of files in this manner overrides configuration that would not use encryption. Each input file must also be in the list given by transfer_input_files. When a path to an input file or directory is specified, this specifies the path to the file on the submit side. A single wild card character (*) may be used in each file name. The method of encryption utilized will be as agreed upon in security negotiation; if that negotiation failed, then the file transfer mechanism must also fail for files to be network encrypted.

encrypt_output_files = < file1,file2,file... >  A comma and/or space separated list of output files that are to be network encrypted when transferred back with the file transfer mechanism. Specification of files in this manner overrides configuration that would not use encryption. The output file(s) must also either be in the list given by transfer_output_files or be discovered and to be transferred back with the file transfer mechanism. When a path to an output file or directory is specified, this specifies the path to the file on the execute side. A single wild card character (*) may be used in each file name. The method of encryption utilized will be as agreed upon in security negotiation; if that negotiation failed, then the file transfer mechanism must also fail for files to be network encrypted.

max_transfer_input_mb = <ClassAd Integer Expression>  This integer expression specifies the maximum allowed total size in MiB of the input files that are transferred for a job. This expression does not apply to grid universe, standard universe, or files transferred via file transfer plug-ins. The expression may refer to attributes of the job. The special value -1 indicates no limit. If not defined, the value set by configuration variable MAX_TRANSFER_INPUT_MB is used. If the observed size of all input files at submit time is larger than the limit, the job will be immediately placed on hold with a HoldReasonCode value of 32. If the job passes this initial test, but the size of the input files increases or the limit decreases so that the limit is violated, the job will be placed on hold at the time when the file transfer is attempted.

max_transfer_output_mb = <ClassAd Integer Expression>  This integer expression specifies the maximum allowed total size in MiB of the output files that are transferred for a job. This expression does not apply to grid universe, standard universe, or files transferred via file transfer plug-ins. The expression may refer to attributes of the job. The special value -1 indicates no limit. If not set, the value set by configuration variable MAX_TRANSFER_OUTPUT_MB is used. If the total size of the job’s output files to be transferred is larger than the limit, the job will be placed on hold with a HoldReasonCode value of 33. The output will be transferred up to the point when the limit is hit, so some files may be fully transferred, some partially, and some not at all.

output_destination = <destination-URL>  When present, defines a URL that specifies both a plug-in and a destination for the transfer of the entire output sandbox or a subset of output files as specified by the submit command transfer_output_files. The plug-in does the transfer of files, and no files are sent back to the submit machine. The HTCondor Administrator’s manual has full details.
**should_transfer_files = <YES | NO | IF_NEEDED>** The should_transfer_files setting is used to define if HTCondor should transfer files to and from the remote machine where the job runs. The file transfer mechanism is used to run jobs which are not in the standard universe (and can therefore use remote system calls for file access) on machines which do not have a shared file system with the submit machine. should_transfer_files equal to YES will cause HTCondor to always transfer files for the job. NO disables HTCondor’s file transfer mechanism. IF_NEEDED will not transfer files for the job if it is matched with a resource in the same FileSystemDomain as the submit machine (and therefore, on a machine with the same shared file system). If the job is matched with a remote resource in a different FileSystemDomain, HTCondor will transfer the necessary files.

For more information about this and other settings related to transferring files, see the HTCondor User's manual section on the file transfer mechanism.

Note that should_transfer_files is not supported for jobs submitted to the grid universe.

**skip_filechecks = <True | False>** When True, file permission checks for the submitted job are disabled. When False, file permissions are checked; this is the behavior when this command is not present in the submit description file. File permissions are checked for read permissions on all input files, such as those defined by commands input and transfer_input_files, and for write permission to output files, such as a log file defined by log and output files defined with output or transfer_output_files.

**stream_error = <True | False>** If True, then stderr is streamed back to the machine from which the job was submitted. If False, stderr is stored locally and transferred back when the job completes. This command is ignored if the job ClassAd attribute TransferErr is False. The default value is False. This command must be used in conjunction with error, otherwise stderr will sent to /dev/null on Unix machines and ignored on Windows machines.

**stream_input = <True | False>** If True, then stdin is streamed from the machine on which the job was submitted. The default value is False. The command is only relevant for jobs submitted to the vanilla or java universes, and it is ignored by the grid universe. This command must be used in conjunction with input, otherwise stdin will be /dev/null on Unix machines and ignored on Windows machines.

**stream_output = <True | False>** If True, then stdout is streamed back to the machine from which the job was submitted. If False, stdout is stored locally and transferred back when the job completes. This command is ignored if the job ClassAd attribute TransferOut is False. The default value is False. This command must be used in conjunction with output, otherwise stdout will sent to /dev/null on Unix machines and ignored on Windows machines.

**transfer_executable = <True | False>** This command is applicable to jobs submitted to the grid and vanilla universes.

If transfer_executable is set to False, then HTCondor looks for the executable on the remote machine, and does not transfer the executable over. This is useful for an already pre-staged executable; HTCondor behaves more like rsh. The default value is True.

**transfer_input_files = < file1,file2,file... >** A comma-delimited list of all the files and directories to be transferred into the working directory for the job, before the job is started. By default, the file specified in the executable command and any file specified in the input command (for example, stdin) are transferred.

When a path to an input file or directory is specified, this specifies the path to the file on the submit side. The file is placed in the job’s temporary scratch directory on the execute side, and it is named using the base name of the original path. For example, /path/to/input_file becomes input_file in the job’s scratch directory.
A directory may be specified by appending the forward slash character (/) as a trailing path separator. This syntax is used for both Windows and Linux submit hosts. A directory example using a trailing path separator is `input_data/`. When a directory is specified with the trailing path separator, the contents of the directory are transferred, but the directory itself is not transferred. It is as if each of the items within the directory were listed in the transfer list. When there is no trailing path separator, the directory is transferred, its contents are transferred, and these contents are placed inside the transferred directory.

For grid universe jobs other than HTCondor-C, the transfer of directories is not currently supported.

Symbolic links to files are transferred as the files they point to. Transfer of symbolic links to directories is not currently supported.

For vanilla and vm universe jobs only, a file may be specified by giving a URL, instead of a file name. The implementation for URL transfers requires both configuration and available plug-in.

```
transfer_output_files = < file1, file2, file... >
```

This command forms an explicit list of output files and directories to be transferred back from the temporary working directory on the execute machine to the submit machine. If there are multiple files, they must be delimited with commas. Setting `transfer_output_files` to the empty string ("") means that no files are to be transferred.

For HTCondor-C jobs and all other non-grid universe jobs, if `transfer_output_files` is not specified, HTCondor will automatically transfer back all files in the job’s temporary working directory which have been modified or created by the job. Subdirectories are not scanned for output, so if output from subdirectories is desired, the output list must be explicitly specified. For grid universe jobs other than HTCondor-C, desired output files must also be explicitly listed. Another reason to explicitly list output files is for a job that creates many files, and the user wants only a subset transferred back.

For grid universe jobs other than with grid type `condor`, to have files other than standard output and standard error transferred from the execute machine back to the submit machine, do use `transfer_output_files`, listing all files to be transferred. These files are found on the execute machine in the working directory of the job.

When a path to an output file or directory is specified, it specifies the path to the file on the execute side. As a destination on the submit side, the file is placed in the job’s initial working directory, and it is named using the base name of the original path. For example, `path/to/output_file` becomes `output_file` in the job’s initial working directory. The name and path of the file that is written on the submit side may be modified by using `transfer_output_remaps`. Note that this remap function only works with files but not with directories.

A directory may be specified using a trailing path separator. An example of a trailing path separator is the slash character on Unix platforms; a directory example using a trailing path separator is `input_data/`. When a directory is specified with a trailing path separator, the contents of the directory are transferred, but the directory itself is not transferred. It is as if each of the items within the directory were listed in the transfer list. When there is no trailing path separator, the directory is transferred, its contents are transferred, and these contents are placed inside the transferred directory.

For grid universe jobs other than HTCondor-C, the transfer of directories is not currently supported.

Symbolic links to files are transferred as the files they point to. Transfer of symbolic links to directories is not currently supported.

```
transfer_output_remaps = < " name = newname ; name2 = newname2 ... ">
```

This specifies the name (and optionally path) to use when downloading output files from the completed job. Normally, output files are transferred back to the initial working directory with the same name they had in the execution directory. This
condor_submit
gives you the option to save them with a different path or name. If you specify a relative path, the final path will be relative to the job’s initial working directory.

name describes an output file name produced by your job, and newname describes the file name it should be downloaded to. Multiple remaps can be specified by separating each with a semicolon. If you wish to remap file names that contain equals signs or semicolons, these special characters may be escaped with a backslash. You cannot specify directories to be remapped.

when_to_transfer_output = < ON_EXIT | ON_EXIT_OR_EVICT > Setting when_to_transfer_output equal to ON_EXIT will cause HTCondor to transfer the job’s output files back to the submitting machine only when the job completes (exits on its own).
The ON_EXIT_OR_EVICT option is intended for fault tolerant jobs which periodically save their own state and can restart where they left off. In this case, files are spooled to the submit machine any time the job leaves a remote site, either because it exited on its own, or was evicted by the HTCondor system for any reason prior to job completion. The files spooled back are placed in a directory defined by the value of the SPOOL configuration variable. Any output files transferred back to the submit machine are automatically sent back out again as input files if the job restarts.

POLICY COMMANDS

max_retries = <integer> The maximum number of retries allowed for this job (must be non-negative). If the job fails (does not exit with the success_exit_code exit code) it will be retried up to max_retries times (unless retries are ceased because of the retry_until command). If max_retries is not defined, and either retry_until or success_exit_code is, the value of DEFAULT_JOB_MAX_RETRIES will be used for the maximum number of retries.
The combination of the max_retries, retry_until, and success_exit_code commands causes an appropriate OnExitRemove expression to be automatically generated. If retry command(s) and on_exit_remove are both defined, the OnExitRemove expression will be generated by OR’ing the expression specified in OnExitRemove and the expression generated by the retry commands.

retry_until <Integer | ClassAd Boolean Expression> An integer value or boolean expression that prevents further retries from taking place, even if max_retries have not been exhausted. If retry_until is an integer, the job exiting with that exit code will cause retries to cease. If retry_until is a ClassAd expression, the expression evaluating to True will cause retries to cease.

success_exit_code = <integer> The exit code that is considered successful for this job. Defaults to 0 if not defined.

Note: non-zero values of success_exit_code should generally not be used for DAG node jobs. At the present time, condor_dagman does not take into account the value of success_exit_code. This means that, if success_exit_code is set to a non-zero value, condor_dagman will consider the job failed when it actually succeeds. For single-proc DAG node jobs, this can be overcome by using a POST script that takes into account the value of success_exit_code (although this is not recommended). For multi-proc DAG node jobs, there is currently no way to overcome this limitation.

hold = <True | False> If hold is set to True, then the submitted job will be placed into the Hold state. Jobs in the Hold state will not run until released by condor_release. Defaults to False.
**condor_submit**

**keep_claim_idle = <integer>**  An integer number of seconds that a job requests the `condor_schedd` to wait before releasing its claim after the job exits or after the job is removed.

The process by which the `condor_schedd` claims a `condor_startd` is somewhat time-consuming. To amortize this cost, the `condor_schedd` tries to reuse claims to run subsequent jobs, after a job using a claim is done. However, it can only do this if there is an idle job in the queue at the moment the previous job completes. Sometimes, and especially for the node jobs when using DAGMan, there is a subsequent job about to be submitted, but it has not yet arrived in the queue when the previous job completes. As a result, the `condor_schedd` releases the claim, and the next job must wait an entire negotiation cycle to start. When this submit command is defined with a non-negative integer, when the job exits, the `condor_schedd` tries as usual to reuse the claim. If it cannot, instead of releasing the claim, the `condor_schedd` keeps the claim until either the number of seconds given as a parameter, or a new job which matches that claim arrives, whichever comes first. The `condor_startd` in question will remain in the Claimed/Idle state, and the original job will be "charged" (in terms of priority) for the time in this state.

**leave_in_queue = <ClassAd Boolean Expression>**  When the ClassAd Expression evaluates to True, the job is not removed from the queue upon completion. This allows the user of a remotely spooled job to retrieve output files in cases where HTCondor would have removed them as part of the cleanup associated with completion. The job will only exit the queue once it has been marked for removal (via `condor_rm`, for example) and the `leave_in_queue` expression has become False. `leave_in_queue` defaults to False.

As an example, if the job is to be removed once the output is retrieved with `condor_transfer_data`, then use

```plaintext
leave_in_queue = (JobStatus == 4) && ((StageOutFinish =?= UNDEFINED) ||
(StageOutFinish == 0))
```

**next_job_start_delay = <ClassAd Boolean Expression>**  This expression specifies the number of seconds to delay after starting up this job before the next job is started. The maximum allowed delay is specified by the HTCondor configuration variable `MAX_NEXT_JOB_START_DELAY`, which defaults to 10 minutes. This command does not apply to scheduler or local universe jobs.

This command has been historically used to implement a form of job start throttling from the job submitter’s perspective. It was effective for the case of multiple job submission where the transfer of extremely large input data sets to the execute machine caused machine performance to suffer. This command is no longer useful, as throttling should be accomplished through configuration of the `condor_schedd` daemon.

**on_exit_hold = <ClassAd Boolean Expression>**  The ClassAd expression is checked when the job exits, and if True, places the job into the Hold state. If False (the default value when not defined), then nothing happens and the on_exit_remove expression is checked to determine if that needs to be applied.

For example: Suppose a job is known to run for a minimum of an hour. If the job exits after less than an hour, the job should be placed on hold and an e-mail notification sent, instead of being allowed to leave the queue.

```plaintext
on_exit_hold = (time() - JobStartDate) < (60 * $(MINUTE))
```

This expression places the job on hold if it exits for any reason before running for an hour. An e-mail will be sent to the user explaining that the job was placed on hold because this expression became True.

**periodic_*** expressions take precedence over `on_exit_*` expressions, and `_hold` expressions take precedence over a `_remove` expressions.

Only job ClassAd attributes will be defined for use by this ClassAd expression. This expression is available for the vanilla, java, parallel, grid, local and scheduler universes. It is additionally available, when submitted from a Unix machine, for the standard universe.

---

**HTCondor Version 8.8.0 Manual**
**on_exit_hold_reason = <ClassAd String Expression>**  When the job is placed on hold due to the *on_exit_hold* expression becoming True, this expression is evaluated to set the value of HoldReason in the job ClassAd. If this expression is UNDEFINED or produces an empty or invalid string, a default description is used.

**on_exit_hold_subcode = <ClassAd Integer Expression>**  When the job is placed on hold due to the *on_exit_hold* expression becoming True, this expression is evaluated to set the value of HoldReasonSubCode in the job ClassAd. The default subcode is 0. The HoldReasonCode will be set to 3, which indicates that the job went on hold due to a job policy expression.

**on_exit_remove = <ClassAd Boolean Expression>**  The ClassAd expression is checked when the job exits, and if True (the default value when undefined), then it allows the job to leave the queue normally. If False, then the job is placed back into the Idle state. If the user job runs under the vanilla universe, then the job restarts from the beginning. If the user job runs under the standard universe, then it continues from where it left off, using the last checkpoint.

For example, suppose a job occasionally segfaults, but chances are that the job will finish successfully if the job is run again with the same data. The *on_exit_remove* expression can cause the job to run again with the following command. Assume that the signal identifier for the segmentation fault is 11 on the platform where the job will be running.

\[
on_{-}exit\_remove = (ExitBySignal == False) || (ExitSignal != 11)\]

This expression lets the job leave the queue if the job was not killed by a signal or if it was killed by a signal other than 11, representing segmentation fault in this example. So, if the exited due to signal 11, it will stay in the job queue. In any other case of the job exiting, the job will leave the queue as it normally would have done.

As another example, if the job should only leave the queue if it exited on its own with status 0, this *on_exit_remove* expression works well:

\[
on_{-}exit\_remove = (ExitBySignal == False) && (ExitCode == 0)\]

If the job was killed by a signal or exited with a non-zero exit status, HTCondor would leave the job in the queue to run again.

**periodic_** expressions take precedence over *on_exit_* expressions, and *_hold expressions take precedence over a *_remove expressions.

Only job ClassAd attributes will be defined for use by this ClassAd expression.

**periodic_hold = <ClassAd Boolean Expression>**  This expression is checked periodically when the job is not in the Held state. If it becomes True, the job will be placed on hold. If unspecified, the default value is False.

**periodic_** expressions take precedence over *on_exit_* expressions, and *_hold expressions take precedence over a *_remove expressions.

Only job ClassAd attributes will be defined for use by this ClassAd expression. Note that, by default, this expression is only checked once every 60 seconds. The period of these evaluations can be adjusted by setting the PERIODIC_EXPR_INTERVAL, MAX_PERIODIC_EXPR_INTERVAL, and PERIODIC_EXPR_TIMESLICE configuration macros.

**periodic_hold_reason = <ClassAd String Expression>**  When the job is placed on hold due to the *periodic_hold* expression becoming True, this expression is evaluated to set the value of HoldReason in the job ClassAd. If this expression is UNDEFINED or produces an empty or invalid string, a default description is used.
**periodic_hold_subcode = <ClassAd Integer Expression>** When the job is placed on hold due to the periodic_hold expression becoming true, this expression is evaluated to set the value of HoldReasonSubCode in the job ClassAd. The default subcode is 0. The HoldReasonCode will be set to 3, which indicates that the job went on hold due to a job policy expression.

**periodic_release = <ClassAd Boolean Expression>** This expression is checked periodically when the job is in the Held state. If the expression becomes True, the job will be released.

Only job ClassAd attributes will be defined for use by this ClassAd expression. Note that, by default, this expression is only checked once every 60 seconds. The period of these evaluations can be adjusted by setting the PERIODIC_EXPR_INTERVAL, MAX_PERIODIC_EXPR_INTERVAL, and PERIODIC_EXPR_TIMESLICE configuration macros.

**periodic_remove = <ClassAd Boolean Expression>** This expression is checked periodically. If it becomes True, the job is removed from the queue. If unspecified, the default value is False.

See the Examples section of this manual page for an example of a periodic_remove expression.

**COMMANDS SPECIFIC TO THE STANDARD UNIVERSE**

**allow_startup_script = <True | False>** If True, a standard universe job will execute a script instead of submitting the job, and the consistency check to see if the executable has been linked using condor_compile is omitted. The executable command within the submit description file specifies the name of the script. The script is used to do preprocessing before the job is submitted. The shell script ends with an exec of the job executable, such that the process id of the executable is the same as that of the shell script. Here is an example script that gets a copy of a machine-specific executable before the exec.

```sh
#!/bin/sh

# get the host name of the machine
$host='uname -n'

# grab a standard universe executable designed specifically
# for this host
scp elsewhere@cs.wisc.edu:$host executable

# The PID MUST stay the same, so exec the new standard universe process.
exec executable $1+"$8"
```

If this command is not present (defined), then the value defaults to false.

**append_files = file1, file2, ...** If your job attempts to access a file mentioned in this list, HTCondor will force all writes to that file to be appended to the end. Furthermore, condor_submit will not truncate it. This list uses the same syntax as compress_files, shown above.
This option may yield some surprising results. If several jobs attempt to write to the same file, their output may be intermixed. If a job is evicted from one or more machines during the course of its lifetime, such an output file might contain several copies of the results. This option should be only be used when you wish a certain file to be treated as a running log instead of a precise result.

This option only applies to standard-universe jobs.

```
buffer_files = <“ name = (size,block-size) ; name2 = (size,block-size) ... ”>
```

```
buffer_size = <bytes-in-buffer>
```

```
buffer_block_size = <bytes-in-block>
```

HTCondor keeps a buffer of recently-used data for each file a job accesses. This buffer is used both to cache commonly-used data and to consolidate small reads and writes into larger operations that get better throughput. The default settings should produce reasonable results for most programs.

These options only apply to standard-universe jobs.

If needed, you may set the buffer controls individually for each file using the buffer_files option. For example, to set the buffer size to 1 MiB and the block size to 256 KiB for the file `input.data`, use this command:

```
buffer_files = "input.data=(1000000,256000)"
```

Alternatively, you may use these two options to set the default sizes for all files used by your job:

```
buffer_size = 1000000
buffer_block_size = 256000
```

If you do not set these, HTCondor will use the values given by these two configuration file macros:

```
DEFAULT_IO_BUFFER_SIZE = 1000000
DEFAULT_IO_BUFFER_BLOCK_SIZE = 256000
```

Finally, if no other settings are present, HTCondor will use a buffer of 512 KiB and a block size of 32 KiB.

```
compress_files = file1, file2, ...
```

If your job attempts to access any of the files mentioned in this list, HTCondor will automatically compress them (if writing) or decompress them (if reading). The compress format is the same as used by GNU gzip.

The files given in this list may be simple file names or complete paths and may include * as a wild card. For example, this list causes the file `/tmp/data.gz`, any file named `event.gz`, and any file ending in `.gzip` to be automatically compressed or decompressed as needed:

```
compress_files = /tmp/data.gz, event.gz, *.gzip
```

Due to the nature of the compression format, compressed files must only be accessed sequentially. Random access reading is allowed but is very slow, while random access writing is simply not possible. This restriction may be avoided by using both compress_files and fetch_files at the same time. When this is done, a file is kept in the decompressed state at the execution machine, but is compressed for transfer to its original location.

This option only applies to standard universe jobs.
**fetch_files = file1, file2, ...**  If your job attempts to access a file mentioned in this list, HTCondor will automatically copy the whole file to the executing machine, where it can be accessed quickly. When your job closes the file, it will be copied back to its original location. This list uses the same syntax as `compress_files`, shown above.

This option only applies to standard universe jobs.

**file_remaps = < " name = newname ; name2 = newname2 ... ">**  Directs HTCondor to use a new file name in place of an old one. *name* describes a file name that your job may attempt to open, and *newname* describes the file name it should be replaced with. *newname* may include an optional leading access specifier, *local:* or *remote:*. If left unspecified, the default access specifier is *remote:*.

Multiple remaps can be specified by separating each with a semicolon.

This option only applies to standard universe jobs.

If you wish to remap file names that contain equals signs or semicolons, these special characters may be escaped with a backslash.

**Example One:** Suppose that your job reads a file named *dataset.1*. To instruct HTCondor to force your job to read *other.dataset* instead, add this to the submit file:

```
file_remaps = "dataset.1=other.dataset"
```

**Example Two:** Suppose that your run many jobs which all read in the same large file, called *very.big*. If this file can be found in the same place on a local disk in every machine in the pool, (say `/bigdisk/bigfile`), you can instruct HTCondor of this fact by remapping *very.big* to `/bigdisk/bigfile` and specifying that the file is to be read locally, which will be much faster than reading over the network.

```
file_remaps = "very.big = local:/bigdisk/bigfile"
```

**Example Three:** Several remaps can be applied at once by separating each with a semicolon.

```
file_remaps = "very.big = local:/bigdisk/bigfile ; dataset.1 = other.dataset"
```

**local_files = file1, file2, ...**  If your job attempts to access a file mentioned in this list, HTCondor will cause it to be read or written at the execution machine. This is most useful for temporary files not used for input or output. This list uses the same syntax as `compress_files`, shown above.

```
local_files = /tmp/*
```

This option only applies to standard universe jobs.

**want_remote_io = <True | False>**  This option controls how a file is opened and manipulated in a standard universe job. If this option is true, which is the default, then the *condor_shadow* makes all decisions about how each and every file should be opened by the executing job. This entails a network round trip (or more) from the job to the *condor_shadow* and back again for every single `open()` in addition to other needed information about the file. If set to false, then when the job queries the *condor_shadow* for the first time about how to open a file, the *condor_shadow* will inform the job to automatically perform all of its file manipulation on the local file system on the execute machine and any file remapping will be ignored. This means that there must be a shared file system (such as NFS or AFS) between the execute machine and the submit machine and that ALL paths that the job could open on the execute machine must be valid. The ability of the standard universe job to checkpoint, possibly to a checkpoint server, is not affected by this attribute. However, when the job resumes it will be expecting the same file system conditions that were present when the job checkpointed.
COMMENTS FOR THE GRID

azure_admin_key = <pathname>  For grid type azure jobs, specifies the path and file name of a file that contains an SSH public key. This key can be used to log into the administrator account of the instance via SSH.

azure_admin_username = <account name>  For grid type azure jobs, specifies the name of an administrator account to be created in the instance. This account can be logged into via SSH.

azure_auth_file = <pathname>  For grid type azure jobs, specifies a path and file name of the authorization file that grants permission for HTCondor to use the Azure account. If it’s not defined, then HTCondor will attempt to use the default credentials of the Azure CLI tools.

azure_image = <image id>  For grid type azure jobs, identifies the disk image to be used for the boot disk of the instance. This image must already be registered within Azure.

azure_location = <image id>  For grid type azure jobs, identifies the location within Azure where the instance should be run. As an example, one current location is centralus.

azure_size = <machine type>  For grid type azure jobs, the hardware configuration that the virtual machine instance is to run on.

batch_queue = <queuename>  Used for pbs, lsf, and sge grid universe jobs. Specifies the name of the PBS/LSF/SGE job queue into which the job should be submitted. If not specified, the default queue is used.

boinc_authenticator_file = <pathname>  For grid type boinc jobs, specifies a path and file name of the authorization file that grants permission for HTCondor to use the BOINC service. There is no default value when not specified.

cream_attributes = <name=value;...;name=value>  Provides a list of attribute/value pairs to be set in a CREAM job description of a grid universe job destined for the CREAM grid system. The pairs are separated by semicolons, and written in New ClassAd syntax.

delegate_job_GSI_credentials_lifetime = <seconds>  Specifies the maximum number of seconds for which delegated proxies should be valid. The default behavior when this command is not specified is determined by the configuration variable DELEGATE_JOB_GSI_CREDENTIALS_LIFETIME, which defaults to one day. A value of 0 indicates that the delegated proxy should be valid for as long as allowed by the credential used to create the proxy. This setting currently only applies to proxies delegated for non-grid jobs and for HTCondor-C jobs. It does not currently apply to globus grid jobs, which always behave as though this setting were 0. This variable has no effect if the configuration variable DELEGATE_JOB_GSI_CREDENTIALS is False, because in that case the job proxy is copied rather than delegated.

e2_access_key_id = <pathname>  For grid type ec2 jobs, identifies the file containing the access key.

e2_ami_id = <EC2 xMI ID>  For grid type ec2 jobs, identifies the machine image. Services compatible with the EC2 Query API may refer to these with abbreviations other than AMI, for example EMI is valid for Eucalyptus.

e2_availability_zone = <zone name>  For grid type ec2 jobs, specifies the Availability Zone that the instance should be run in. This command is optional, unless e2_ebs_volumes is set. As an example, one current zone is us-east-1b.

e2_block_device_mapping = <block-device>:<kernel-device>,<block-device>:<kernel-device>, ...  For grid type ec2 jobs, specifies the block device to kernel device mapping. This command is optional.
ec2_ebs_volumes = <ebs name>:<device name>,<ebs name>:<device name>,... For grid type ec2 jobs, optionally specifies a list of Elastic Block Store (EBS) volumes to be made available to the instance and the device names they should have in the instance.

d2_elastic_ip = <elastic IP address> For grid type ec2 jobs, and optional specification of an Elastic IP address that should be assigned to this instance.

d2_iam_profile_arn = <IAM profile ARN> For grid type ec2 jobs, an Amazon Resource Name (ARN) identifying which Identity and Access Management (IAM) (instance) profile to associate with the instance.

d2_iam_profile_name = <IAM profile name> For grid type ec2 jobs, a name identifying which Identity and Access Management (IAM) (instance) profile to associate with the instance.

d2_instance_type = <instance type> For grid type ec2 jobs, identifies the instance type. Different services may offer different instance types, so no default value is set.

d2_keypair = <ssh key-pair name> For grid type ec2 jobs, specifies the name of an SSH key-pair that is already registered with the EC2 service. The associated private key can be used to ssh into the virtual machine once it is running.

d2_keypair_file = <pathname> For grid type ec2 jobs, specifies the complete path and file name of a file into which HTCondor will write an SSH key for use with ec2 jobs. The key can be used to ssh into the virtual machine once it is running. If d2_keypair is specified for a job, d2_keypair_file is ignored.

d2_parameter_names = ParameterName1, ParameterName2, ... For grid type ec2 jobs, a space or comma separated list of the names of additional parameters to pass when instantiating an instance.

d2_parameter_<name> = <value> For grid type ec2 jobs, specifies the value for the correspondingly named (instance instantiation) parameter. <name> is the parameter name specified in the submit command d2_parameter_names, but with any periods replaced by underscores.

d2_secret_access_key = <pathname> For grid type ec2 jobs, specifies the path and file name containing the secret access key.

d2_security_groups = group1, group2, ... For grid type ec2 jobs, defines the list of EC2 security groups which should be associated with the job.

d2_security_ids = id1, id2, ... For grid type ec2 jobs, defines the list of EC2 security group IDs which should be associated with the job.

d2_spot_price = <bid> For grid type ec2 jobs, specifies the spot instance bid, which is the most that the job submitter is willing to pay per hour to run this job.

d2_tag_names = <name0,name1,name...> For grid type ec2 jobs, specifies the case of tag names that will be associated with the running instance. This is only necessary if a tag name case matters. By default the list will be automatically generated.

d2_tag_<name> = <value> For grid type ec2 jobs, specifies a tag to be associated with the running instance. The tag name will be lower-cased, use d2_tag_names to change the case.
WantNameTag = <True | False>  For grid type ec2 jobs, a job may request that its 'name' tag be (not) set by HTCondor. If the job does not otherwise specify any tags, not setting its name tag will eliminate a call by the EC2 GAHP, improving performance.

ec2_user_data = <data>  For grid type ec2 jobs, provides a block of data that can be accessed by the virtual machine. If both ec2_user_data and ec2_user_data_file are specified for a job, the two blocks of data are concatenated, with the data from this ec2_user_data submit command occurring first.

ec2_user_data_file = <pathname>  For grid type ec2 jobs, specifies a path and file name whose contents can be accessed by the virtual machine. If both ec2_user_data and ec2_user_data_file are specified for a job, the two blocks of data are concatenated, with the data from that ec2_user_data submit command occurring first.

ec2_vpc_ip = <a.b.c.d>  For grid type ec2 jobs, that are part of a Virtual Private Cloud (VPC), an optional specification of the IP address that this instance should have within the VPC.

ec2_vpc_subnet = <subnet specification string>  For grid type ec2 jobs, an optional specification of the Virtual Private Cloud (VPC) that this instance should be a part of.

gce_account = <account name>  For grid type gce jobs, specifies the Google cloud services account to use. If this submit command isn’t specified, then a random account from the authorization file given by gce_auth_file will be used.

gce_auth_file = <pathname>  For grid type gce jobs, specifies a path and file name of the authorization file that grants permission for HTCondor to use the Google account. If this command is not specified, then the default file of the Google command-line tools will be used.

gce_image = <image id>  For grid type gce jobs, the identifier of the virtual machine image representing the HTCondor job to be run. This virtual machine image must already be register with GCE and reside in Google’s Cloud Storage service.

gce_json_file = <pathname>  For grid type gce jobs, specifies the path and file name of a file that contains JSON elements that should be added to the instance description submitted to the GCE service.

gce_machine_type = <machine type>  For grid type gce jobs, the long form of the URL that describes the machine configuration that the virtual machine instance is to run on.

gce_metadata = <name=value,...,name=value>  For grid type gce jobs, a comma separated list of name and value pairs that define metadata for a virtual machine instance that is an HTCondor job.

gce_metadata_file = <pathname>  For grid type gce jobs, specifies a path and file name of the file that contains metadata for a virtual machine instance that is an HTCondor job. Within the file, each name and value pair is on its own line; so, the pairs are separated by the newline character.

gce_preemptible = <True | False>  For grid type gce jobs, specifies whether the virtual machine instance should be preemptible. The default is for the instance to not be preemptible.

globus_rematch = <ClassAd Boolean Expression>  This expression is evaluated by the condor_gridmanager whenever:

  1. the globus_resubmit expression evaluates to True
2. the condor_gridmanager decides it needs to retry a submission (as when a previous submission failed to commit)

If globus_rematch evaluates to True, then before the job is submitted again to globus, the condor_gridmanager will request that the condor_schedd daemon renegotiate with the matchmaker (the condor_negotiator). The result is this job will be matched again.

globus_resubmit = <ClassAd Boolean Expression> The expression is evaluated by the condor_gridmanager each time the condor_gridmanager gets a job ad to manage. Therefore, the expression is evaluated:

1. when a grid universe job is first submitted to HTCondor-G
2. when a grid universe job is released from the hold state
3. when HTCondor-G is restarted (specifically, whenever the condor_gridmanager is restarted)

If the expression evaluates to True, then any previous submission to the grid universe will be forgotten and this job will be submitted again as a fresh submission to the grid universe. This may be useful if there is a desire to give up on a previous submission and try again. Note that this may result in the same job running more than once. Do not treat this operation lightly.

globus_rsl = <RSL-string> Used to provide any additional Globus RSL string attributes which are not covered by other submit description file commands or job attributes. Used for grid universe jobs, where the grid resource has a grid-type-string of gt2.

grid_resource = <grid-type-string> <grid-specific-parameter-list> For each grid-type-string value, there are further type-specific values that must specified. This submit description file command allows each to be given in a space-separated list. Allowable grid-type-string values are batch, condor, cream, ec2, gt2, gt5, lsf, nordugrid, pbs, sge, and unicore. The HTCondor manual chapter on Grid Computing details the variety of grid types.

For a grid-type-string of batch, the single parameter is the name of the local batch system, and will be one of pbs, lsf, or sge.

For a grid-type-string of condor, the first parameter is the name of the remote condor_schedd daemon. The second parameter is the name of the pool to which the remote condor_schedd daemon belongs.

For a grid-type-string of cream, there are three parameters. The first parameter is the web services address of the CREAM server. The second parameter is the name of the batch system that sits behind the CREAM server. The third parameter identifies a site-specific queue within the batch system.

For a grid-type-string of ec2, one additional parameter specifies the EC2 URL.

For a grid-type-string of gt2, the single parameter is the name of the pre-WS GRAM resource to be used.

For a grid-type-string of gt5, the single parameter is the name of the pre-WS GRAM resource to be used, which is the same as for the grid-type-string of gt2.

For a grid-type-string of lsf, no additional parameters are used.

For a grid-type-string of nordugrid, the single parameter is the name of the NorduGrid resource to be used.

For a grid-type-string of pbs, no additional parameters are used.

For a grid-type-string of sge, no additional parameters are used.

For a grid-type-string of unicore, the first parameter is the name of the Unicore Usite to be used. The second parameter is the name of the Unicore Vsite to be used.
**keystore_alias** = <name>  A string to locate the certificate in a Java keystore file, as used for a **unicore** job.

**keystore_file** = <pathname>  The complete path and file name of the Java keystore file containing the certificate to be used for a **unicore** job.

**keystore_passphrase_file** = <pathname>  The complete path and file name to the file containing the passphrase protecting a Java keystore file containing the certificate. Relevant for a **unicore** job.

**MyProxyCredentialName** = <symbolic name>  The symbolic name that identifies a credential to the **MyProxy** server. This symbolic name is set as the credential is initially stored on the server (using **myproxy-init**).

**MyProxyHost** = <host>:<port>  The Internet address of the host that is the **MyProxy** server. The **host** may be specified by either a host name (as in `head.example.com`) or an IP address (of the form `123.456.7.8`). The **port** number is an integer.

**MyProxyNewProxyLifetime** = <number-of-minutes>  The new lifetime (in minutes) of the proxy after it is refreshed.

**MyProxyPassword** = <password>  The password needed to refresh a credential on the **MyProxy** server. This password is set when the user initially stores credentials on the server (using **myproxy-init**). As an alternative to using **MyProxyPassword** in the submit description file, the password may be specified as a command line argument to **condor_submit** with the **-password** argument.

**MyProxyRefreshThreshold** = <number-of-seconds>  The time (in seconds) before the expiration of a proxy that the proxy should be refreshed. For example, if **MyProxyRefreshThreshold** is set to the value 600, the proxy will be refreshed 10 minutes before it expires.

**MyProxyServerDN** = <credential subject>  A string that specifies the expected Distinguished Name (credential subject, abbreviated DN) of the **MyProxy** server. It must be specified when the **MyProxy** server DN does not follow the conventional naming scheme of a host credential. This occurs, for example, when the **MyProxy** server DN begins with a user credential.

**nordugrid_rsl** = <RSL-string>  Used to provide any additional RSL string attributes which are not covered by regular submit description file parameters. Used when the universe is grid, and the type of grid system is **nordugrid**.

**transfer_error** = <True | False>  For jobs submitted to the grid universe only. If True, then the error output (from `stderr`) from the job is transferred from the remote machine back to the submit machine. The name of the file after transfer is given by the **error** command. If False, no transfer takes place (from the remote machine to submit machine), and the name of the file is given by the **error** command. The default value is True.

**transfer_input** = <True | False>  For jobs submitted to the grid universe only. If True, then the job input (stdin) is transferred from the machine where the job was submitted to the remote machine. The name of the file that is transferred is given by the **input** command. If False, then the job’s input is taken from a pre-staged file on the remote machine, and the name of the file is given by the **input** command. The default value is True.

For transferring files other than stdin, see **transfer_input_files**.

**transfer_output** = <True | False>  For jobs submitted to the grid universe only. If True, then the output (from `stdout`) from the job is transferred from the remote machine back to the submit machine. The name of the file after transfer is given by the **output** command. If False, no transfer takes place (from the remote machine to submit machine), and the name of the file is given by the **output** command. The default value is True.

For transferring files other than stdout, see **transfer_output_files**.
use_x509userproxy = <True | False>  Set this command to True to indicate that the job requires an X.509 user proxy. If x509userproxy is set, then that file is used for the proxy. Otherwise, the proxy is looked for in the standard locations. If x509userproxy is set or if the job is a grid universe job of grid type gt2, gt5, cream, or nordugrid, then the value of use_x509userproxy is forced to True. Defaults to False.

x509userproxy = <full-pathname>  Used to override the default path name for X.509 user certificates. The default location for X.509 proxies is the /tmp directory, which is generally a local file system. Setting this value would allow HTCondor to access the proxy in a shared file system (for example, AFS). HTCondor will use the proxy specified in the submit description file first. If nothing is specified in the submit description file, it will use the environment variable X509_USER_PROXY. If that variable is not present, it will search in the default location. Note that proxies are only valid for a limited time. Condor_submit will not submit a job with an expired proxy, it will return an error. Also, if the configuration parameter CRED_MIN_TIME_LEFT is set to some number of seconds, and if the proxy will expire before that many seconds, condor_submit will also refuse to submit the job. That is, if CRED_MIN_TIME_LEFT is set to 60, condor_submit will refuse to submit a job whose proxy will expire 60 seconds from the time of submission.

x509userproxy is relevant when the universe is vanilla, or when the universe is grid and the type of grid system is one of gt2, gt5, condor, cream, or nordugrid. Defining a value causes the proxy to be delegated to the execute machine. Further, VOMS attributes defined in the proxy will appear in the job ClassAd.

COMMANDS FOR PARALLEL, JAVA, and SCHEDULER UNIVERSES

hold_kill_sig = <signal-number>  For the scheduler universe only, signal-number is the signal delivered to the job when the job is put on hold with condor_hold. signal-number may be either the platform-specific name or value of the signal. If this command is not present, the value of kill_sig is used.

jar_files = <file_list>  Specifies a list of additional JAR files to include when using the Java universe. JAR files will be transferred along with the executable and automatically added to the classpath.

java_vm_args = <argument_list>  Specifies a list of additional arguments to the Java VM itself. When HTCondor runs the Java program, these are the arguments that go before the class name. This can be used to set VM-specific arguments like stack size, garbage-collector arguments and initial property values.

machine_count = <max>  For the parallel universe, a single value (max) is required. It is neither a maximum or minimum, but the number of machines to be dedicated toward running the job.

remove_kill_sig = <signal-number>  For the scheduler universe only, signal-number is the signal delivered to the job when the job is removed with condor_rm. signal-number may be either the platform-specific name or value of the signal. This example shows it both ways for a Linux signal:

```plaintext
remove_kill_sig = SIGUSR1
remove_kill_sig = 10
```

If this command is not present, the value of kill_sig is used.

COMMANDS FOR THE VM UNIVERSE
condor_submit

vm_disk = file1:device1:permission1, file2:device2:permission2:format2, ...  A list of comma separated disk files. Each disk file is specified by 4 colon separated fields. The first field is the path and file name of the disk file. The second field specifies the device. The third field specifies permissions, and the optional fourth field specifies the image format. If a disk file will be transferred by HTCondor, then the first field should just be the simple file name (no path information).

An example that specifies two disk files:

vm_disk = /myxen/diskfile.img:sda1:w,/myxen/swap.img:ada2:w

vm_checkpoint = <True | False>  A boolean value specifying whether or not to take checkpoints. If not specified, the default value is False. In the current implementation, setting both vm_checkpoint and vm_networking to True does not yet work in all cases. Networking cannot be used if a vm universe job uses a checkpoint in order to continue execution after migration to another machine.

vm_macaddr = <MACAddr>  Defines that MAC address that the virtual machine’s network interface should have, in the standard format of six groups of two hexadecimal digits separated by colons.

vm_memory = <MBytes-of-memory>  The amount of memory in MBytes that a vm universe job requires.

vm_networking = <True | False>  Specifies whether to use networking or not. In the current implementation, setting both vm_checkpoint and vm_networking to True does not yet work in all cases. Networking cannot be used if a vm universe job uses a checkpoint in order to continue execution after migration to another machine.

vm_networking_type = <nat | bridge>  When vm_networking is True, this definition augments the job’s requirements to match only machines with the specified networking. If not specified, then either networking type matches.

vm_no_output_vm = <True | False>  When True, prevents HTCondor from transferring output files back to the machine from which the vm universe job was submitted. If not specified, the default value is False.

vm_type = <vmware | xen | kvm>  Specifies the underlying virtual machine software that this job expects.

vmware_dir = <pathname>  The complete path and name of the directory where VMware-specific files and applications such as the VMDK (Virtual Machine Disk Format) and VMX (Virtual Machine Configuration) files reside. This command is optional; when not specified, all relevant VMware image files are to be listed using transfer_input_files.

vmware_should_transfer_files = <True | False>  Specifies whether HTCondor will transfer VMware-specific files located as specified by vmware_dir to the execute machine (True) or rely on access through a shared file system (False). Omission of this required command (for VMware vm universe jobs) results in an error message from condor_submit, and the job will not be submitted.

vmware_snapshot_disk = <True | False>  When True, causes HTCondor to utilize a VMware snapshot disk for new or modified files. If not specified, the default value is True.

xen_initrd = <image-file>  When xen_kernel gives a file name for the kernel image to use, this optional command may specify a path to a ramdisk (initrd) image file. If the image file will be transferred by HTCondor, then the value should just be the simple file name (no path information).
**condor_submit**

*xen_kernel = <included | path-to-kernel>*  A value of *included* specifies that the kernel is included in the disk file. If not one of these values, then the value is a path and file name of the kernel to be used. If a kernel file will be transferred by HTCondor, then the value should just be the simple file name (no path information).

*xen_kernel_params = <string>*  A string that is appended to the Xen kernel command line.

*xen_root = <string>*  A string that is appended to the Xen kernel command line to specify the root device. This string is required when *xen_kernel* gives a path to a kernel. Omission for this required case results in an error message during submission.

**COMMANDS FOR THE DOCKER UNIVERSE**

**docker_image = <image-name>*  Defines the name of the Docker image that is the basis for the docker container.

**ADVANCED COMMANDS**

**accounting_group = <accounting-group-name>*  Causes jobs to negotiate under the given accounting group. This value is advertised in the job ClassAd as *AcctGroup*. The HTCondor Administrator’s manual contains more information about accounting groups.

**accounting_group_user = <accounting-group-user-name>*  Sets the user name associated with the accounting group name for resource usage accounting purposes. If not set, defaults to the value of the job ClassAd attribute *Owner*. This value is advertised in the job ClassAd as *AcctGroupUser*. If an accounting group has not been set with the *accounting_group* command, this command is ignored.

**concurrency_limits = <string-list>*  A list of resources that this job needs. The resources are presumed to have concurrency limits placed upon them, thereby limiting the number of concurrent jobs in execution which need the named resource. Commas and space characters delimit the items in the list. Each item in the list is a string that identifies the limit, or it is a ClassAd expression that evaluates to a string, and it is evaluated in the context of machine ClassAd being considered as a match. Each item in the list also may specify a numerical value identifying the integer number of resources required for the job. The syntax follows the resource name by a colon character (:) and the numerical value. Details on concurrency limits are in the HTCondor Administrator’s manual.

**concurrency_limits_expr = <ClassAd String Expression>*  A ClassAd expression that represents the list of resources that this job needs after evaluation. The ClassAd expression may specify machine ClassAd attributes that are evaluated against a matched machine. After evaluation, the list sets *concurrency_limits*.

**copy_to_spool = <True | False>*  If *copy_to_spool* is *True*, then *condor_submit* copies the executable to the local spool directory before running it on a remote host. As copying can be quite time consuming and unnecessary, the default value is *False* for all job universes other than the standard universe. When *False*, *condor_submit* does not copy the executable to a local spool directory. The default is *True* in standard universe, because resuming execution from a checkpoint can only be guaranteed to work using precisely the same executable that created the checkpoint.

**coresize = <size>*  Should the user’s program abort and produce a core file, *coresize* specifies the maximum size in bytes of the core file which the user wishes to keep. If *coresize* is not specified in the command file, the system’s
user resource limit coredumpsize is used (note that coredumpsize is not an HTCondor parameter – it is an operating system parameter that can be viewed with the limit or ulimit command on Unix and in the Registry on Windows). A value of -1 results in no limits being applied to the core file size. If HTCondor is running as root, a coresize setting greater than the system coredumpsize limit will override the system setting; if HTCondor is not running as root, the system coredumpsize limit will override coresize.

cron_day_of_month = <Cron-evaluated Day> The set of days of the month for which a deferral time applies. The HTCondor User’s manual section on Time Scheduling for Job Execution has further details.

cron_day_of_week = <Cron-evaluated Day> The set of days of the week for which a deferral time applies. The HTCondor User’s manual section on Time Scheduling for Job Execution has further details.

cron_hour = <Cron-evaluated Hour> The set of hours of the day for which a deferral time applies. The HTCondor User’s manual section on Time Scheduling for Job Execution has further details.

cron_minute = <Cron-evaluated Minute> The set of minutes within an hour for which a deferral time applies. The HTCondor User’s manual section on Time Scheduling for Job Execution has further details.

cron_month = <Cron-evaluated Month> The set of months within a year for which a deferral time applies. The HTCondor User’s manual section on Time Scheduling for Job Execution has further details.

cron_prep_time = <ClassAd Integer Expression> Analogous to deferral_prep_time. The number of seconds prior to a job’s deferral time that the job may be matched and sent to an execution machine.

cron_window = <ClassAd Integer Expression> Analogous to the submit command deferral_window. It allows cron jobs that miss their deferral time to begin execution.

The HTCondor User’s manual section on Time Scheduling for Job Execution has further details.

dagman_log = <pathname> DAGMan inserts this command to specify an event log that it watches to maintain the state of the DAG. If the log command is not specified in the submit file, DAGMan uses the log command to specify the event log.

deferral_prep_time = <ClassAd Integer Expression> The number of seconds prior to a job’s deferral time that the job may be matched and sent to an execution machine.

The HTCondor User’s manual section on Time Scheduling for Job Execution has further details.

deferral_time = <ClassAd Integer Expression> Allows a job to specify the time at which its execution is to begin, instead of beginning execution as soon as it arrives at the execution machine. The deferral time is an expression that evaluates to a Unix Epoch timestamp (the number of seconds elapsed since 00:00:00 on January 1, 1970, Coordinated Universal Time). Deferral time is evaluated with respect to the execution machine. This option delays the start of execution, but not the matching and claiming of a machine for the job. If the job is not available and ready to begin execution at the deferral time, it has missed its deferral time. A job that misses its deferral time will be put on hold in the queue.

The HTCondor User’s manual section on Time Scheduling for Job Execution has further details.

Due to implementation details, a deferral time may not be used for scheduler universe jobs.

deferral_window = <ClassAd Integer Expression> The deferral window is used in conjunction with the deferral_time command to allow jobs that miss their deferral time to begin execution.

The HTCondor User’s manual section on Time Scheduling for Job Execution has further details.
description = <string> A string that sets the value of the job ClassAd attribute JobDescription. When set, tools which display the executable such as condor_q will instead use this string.

email_attributes = <list-of-job-ad-attributes> A comma-separated list of attributes from the job ClassAd. These attributes and their values will be included in the e-mail notification of job completion.

image_size = <size> Advice to HTCondor specifying the maximum virtual image size to which the job will grow during its execution. HTCondor will then execute the job only on machines which have enough resources, (such as virtual memory), to support executing the job. If not specified, HTCondor will automatically make a (reasonably accurate) estimate about the job’s size and adjust this estimate as the program runs. If specified and underestimated, the job may crash due to the inability to acquire more address space; for example, if malloc() fails. If the image size is overestimated, HTCondor may have difficulty finding machines which have the required resources. size is specified in KiB. For example, for an image size of 8 MiB, size should be 8000.

initialdir = <directory-path> Used to give jobs a directory with respect to file input and output. Also provides a directory (on the machine from which the job is submitted) for the job event log, when a full path is not specified.

For vanilla universe jobs where there is a shared file system, it is the current working directory on the machine where the job is executed.

For vanilla or grid universe jobs where file transfer mechanisms are utilized (there is not a shared file system), it is the directory on the machine from which the job is submitted where the input files come from, and where the job’s output files go to.

For standard universe jobs, it is the directory on the machine from which the job is submitted where the condor_shadow daemon runs; the current working directory for file input and output accomplished through remote system calls.

For scheduler universe jobs, it is the directory on the machine from which the job is submitted where the job runs; the current working directory for file input and output with respect to relative path names.

Note that the path to the executable is not relative to initialdir; if it is a relative path, it is relative to the directory in which the condor_submit command is run.

job_ad_information_attrs = <attribute-list> A comma-separated list of job ClassAd attribute names. The named attributes and their values are written to the job event log whenever any event is being written to the log. This implements the same thing as the configuration variable EVENT_LOG_INFORMATION_ATTRS (see page 225), but it applies to the job event log, instead of the system event log.

JobBatchName = <batch_name> Set the batch name for this submit. The batch name is displayed by condor_q -batch. It is intended for use by users to give meaningful names to their jobs and to influence how condor_q groups jobs for display. This value in a submit file can be overridden by specifying the -batch-name argument on the condor_submit command line.

job_lease_duration = <number-of-seconds> For vanilla, parallel, VM, and java universe jobs only, the duration in seconds of a job lease. The default value is 2,400, or forty minutes. If a job lease is not desired, the value can be explicitly set to 0 to disable the job lease semantics. The value can also be a ClassAd expression that evaluates to an integer. The HTCondor User’s manual section on Special Environment Considerations has further details.

job_machine_attrs = <attr1, attr2, . . . > A comma and/or space separated list of machine attribute names that should be recorded in the job ClassAd in addition to the ones specified by the condor_schedd daemon’s system configuration variable SYSTEM_JOB_MACHINE_ATTRS. When there are multiple run attempts, history of machine
attributes from previous run attempts may be kept. The number of run attempts to store may be extended beyond the system-specified history length by using the submit file command `job_machine_attrs_history_length`. A machine attribute named `X` will be inserted into the job ClassAd as an attribute named `MachineAttrX0`. The previous value of this attribute will be named `MachineAttrX1`, the previous to that will be named `MachineAttrX2`, and so on, up to the specified history length. A history of length 1 means that only `MachineAttrX0` will be recorded. The value recorded in the job ClassAd is the evaluation of the machine attribute in the context of the job ClassAd when the `condor_schedd` daemon initiates the start up of the job. If the evaluation results in an Undefined or Error result, the value recorded in the job ad will be Undefined or Error, respectively.

`want_graceful_removal = <boolean expression>` When `True`, this causes a graceful shutdown of the job when the job is removed or put on hold, giving it time to clean up or save state. Otherwise, the job is abruptly killed. The default is false.

`kill_sig = <signal-number>` When HTCondor needs to kick a job off of a machine, it will send the job the signal specified by `signal-number`. `signal-number` needs to be an integer which represents a valid signal on the execution machine. For jobs submitted to the standard universe, the default value is the number for SIGTSTP which tells the HTCondor libraries to initiate a checkpoint of the process. For jobs submitted to other universes, the default value, when not defined, is SIGTERM, which is the standard way to terminate a program in Unix.

`kill_sig_timeout = <seconds>` This submit command should no longer be used as of HTCondor version 7.7.3; use `job_max_vacate_time` instead. If `job_max_vacate_time` is not defined, this defines the number of seconds that HTCondor should wait following the sending of the kill signal defined by `kill_sig` and forcibly killing the job. The actual amount of time between sending the signal and forcibly killing the job is the smallest of this value and the configuration variable `KILLING_TIMEOUT`, as defined on the execute machine.

`load_profile = <True | False>` When `True`, loads the account profile of the dedicated run account for Windows jobs. May not be used with `run_as_owner`.

`match_list_length = <integer value>` Defaults to the value zero (0). When `match_list_length` is defined with an integer value greater than zero (0), attributes are inserted into the job ClassAd. The maximum number of attributes defined is given by the integer value. The job ClassAds introduced are given as

```
LastMatchName0 = "most-recent-Name"
LastMatchName1 = "next-most-recent-Name"
```

The value for each introduced ClassAd is given by the value of the Name attribute from the machine ClassAd of a previous execution (match). As a job is matched, the definitions for these attributes will roll, with `LastMatchName1` becoming `LastMatchName2, LastMatchName0` becoming `LastMatchName1`, and `LastMatchName0` being set by the most recent value of the Name attribute.

An intended use of these job attributes is in the requirements expression. The requirements can allow a job to prefer a match with either the same or a different resource than a previous match.

`job_max_vacate_time = <integer expression>` An integer-valued expression (in seconds) that may be used to adjust the time given to an evicted job for gracefully shutting down. If the job’s setting is less than the machine’s, the job’s is used. If the job’s setting is larger than the machine’s, the result depends on whether the job has any excess retirement time. If the job has more retirement time left than the machine’s max vacate time setting, then retirement time will be converted into vacating time, up to the amount requested by the job.
Setting this expression does not affect the job’s resource requirements or preferences. For a job to only run on a machine with a minimum `MachineMaxVacateTime`, or to preferentially run on such machines, explicitly specify this in the requirements and/or rank expressions.

**max_job_retirement_time = <integer expression>** An integer-valued expression (in seconds) that does nothing unless the machine that runs the job has been configured to provide retirement time. Retirement time is a grace period given to a job to finish when a resource claim is about to be preempted. The default behavior in many cases is to take as much retirement time as the machine offers, so this command will rarely appear in a submit description file.

When a resource claim is to be preempted, this expression in the submit file specifies the maximum run time of the job (in seconds, since the job started). This expression has no effect, if it is greater than the maximum retirement time provided by the machine policy. If the resource claim is not preempted, this expression and the machine retirement policy are irrelevant. If the resource claim is preempted the job will be allowed to run until the retirement time expires, at which point it is hard-killed. The job will be soft-killed when it is getting close to the end of retirement in order to give it time to gracefully shut down. The amount of lead-time for soft-killing is determined by the maximum vacating time granted to the job.

Standard universe jobs and any jobs running with `nice_user` priority have a default `max_job_retirement_time` of 0, so no retirement time is utilized by default. In all other cases, no default value is provided, so the maximum amount of retirement time is utilized by default.

Setting this expression does not affect the job’s resource requirements or preferences. For a job to only run on a machine with a minimum `MaxJobRetirementTime`, or to preferentially run on such machines, explicitly specify this in the requirements and/or rank expressions.

**nice_user = <True | False>** Normally, when a machine becomes available to HTCondor, HTCondor decides which job to run based upon user and job priorities. Setting `nice_user` equal to `True` tells HTCondor not to use your regular user priority, but that this job should have last priority among all users and all jobs. So jobs submitted in this fashion run only on machines which no other non-nice_user job wants — a true bottom-feeder job! This is very handy if a user has some jobs they wish to run, but do not wish to use resources that could instead be used to run other people’s HTCondor jobs. Jobs submitted in this fashion have "nice-user." prepended to the owner name when viewed from `condor_q` or `condor_userprio`. The default value is `False`.

**noop_job = <ClassAd Boolean Expression>** When this boolean expression is `True`, the job is immediately removed from the queue, and HTCondor makes no attempt at running the job. The log file for the job will show a job submitted event and a job terminated event, along with an exit code of 0, unless the user specifies a different signal or exit code.

**noop_job_exit_code = <return value>** When `noop_job` is in the submit description file and evaluates to `True`, this command allows the job to specify the return value as shown in the job's log file job terminated event. If not specified, the job will show as having terminated with status 0. This overrides any value specified with `noop_job_exit_signal`.

**noop_job_exit_signal = <signal number>** When `noop_job` is in the submit description file and evaluates to `True`, this command allows the job to specify the signal number that the job's log event will show the job having terminated with.

**remote_initialdir = <directory-path>** The path specifies the directory in which the job is to be executed on the remote machine. This is currently supported in all universes except for the standard universe.
rendezvousdir = <directory-path>  Used to specify the shared file system directory to be used for file system 
authentication when submitting to a remote scheduler. Should be a path to a preexisting directory.

run_as_owner = <True | False>  A boolean value that causes the job to be run under the login of the submitter, if 
supported by the joint configuration of the submit and execute machines. On Unix platforms, this defaults to 
True, and on Windows platforms, it defaults to False. May not be used with load_profile. See the HTCondor 
manual Platform-Specific Information chapter for administrative details on configuring Windows to support this 
option.

stack_size = <size in bytes>  This command applies only to Linux platform jobs that are not standard universe jobs. 
An integer number of bytes, representing the amount of stack space to be allocated for the job. This value replaces 
the default allocation of stack space, which is unlimited in size.

submit_event_notes = <note>  A string that is appended to the submit event in the job’s log file. For DAGMan jobs, 
the string DAG Node: and the node’s name is automatically defined for submit_event_notes, causing the 
logged submit event to identify the DAG node job submitted.

>+attribute> = <value>  A line that begins with a ‘+’ (plus) character instructs condor_submit to insert the given 
attribute into the job ClassAd with the given value. Note that setting an attribute should not be used in place of 
one of the specific commands listed above. Often, the command name does not directly correspond to an attribute 
name; furthermore, many submit commands result in actions more complex than simply setting an attribute or 
attributes. See $973 for a list of HTCondor job attributes.

MACROS AND COMMENTS

In addition to commands, the submit description file can contain macros and comments.

Macros  Parameterless macros in the form of $(macro_name:default initial value) may be used anywhere in HTCondor submit description files to provide textual substitution at submit time. Macros can be defined 
by lines in the form of

    <macro_name> = <string>

Two pre-defined macros are supplied by the submit description file parser. The $(Cluster) or 
$(ClusterId) macro supplies the value of the ClusterId job ClassAd attribute, and the $(Process) 
or $(ProcId) macro supplies the value of the ProcId job ClassAd attribute. These macros are intended to 
aid in the specification of input/output files, arguments, etc., for clusters with lots of jobs, and/or could be used to 
supply an HTCondor process with its own cluster and process numbers on the command line.

The $(Node) macro is defined for parallel universe jobs, and is especially relevant for MPI applications. It is a 
unique value assigned for the duration of the job that essentially identifies the machine (slot) on which a program 
is executing. Values assigned start at 0 and increase monotonically. The values are assigned as the parallel job is 
about to start.

Recursive definition of macros is permitted. An example of a construction that works is the following:

    foo = bar
    foo =  snap $<foo>
As a result, \texttt{foo = snap bar}.
\par
Note that both left- and right- recursion works, so
\par
\begin{verbatim}
foo = bar
foo = $(foo) snap
\end{verbatim}
\par
has as its result \texttt{foo = bar snap}.
\par
The construction
\par
\begin{verbatim}
foo = $(foo) bar
\end{verbatim}
\par
by itself will \textit{not} work, as it does not have an initial base case. Mutually recursive constructions such as:
\par
\begin{verbatim}
B = bar
C = $(B)
B = $(C) boo
\end{verbatim}
\par
will \textit{not} work, and will fill memory with expansions.
\par
A default value may be specified, for use if the macro has no definition. Consider the example
\par
\begin{verbatim}
D = $(E:24)
\end{verbatim}
\par
Where \texttt{E} is not defined within the submit description file, the default value 24 is used, resulting in
\par
\begin{verbatim}
D = 24
\end{verbatim}
\par
This is of limited value, as the scope of macro substitution is the submit description file. Thus, either the macro is or is not defined within the submit description file. If the macro is defined, then the default value is useless. If the macro is not defined, then there is no point in using it in a submit command.
\par
To use the dollar sign character ($\)$ as a literal, without macro expansion, use
\par
\begin{verbatim}
$(DOLLAR)
\end{verbatim}
\par
In addition to the normal macro, there is also a special kind of macro called a \textit{substitution macro} that allows the substitution of a machine ClassAd attribute value defined on the resource machine itself (gotten after a match to the machine has been made) into specific commands within the submit description file. The substitution macro is of the form:
\par
\begin{verbatim}
$$\$(attribute)
\end{verbatim}
\par
As this form of the substitution macro is only evaluated within the context of the machine ClassAd, use of a scope resolution prefix \texttt{TARGET.} or \texttt{MY.} is not allowed.
\par
A common use of this form of the substitution macro is for the heterogeneous submission of an executable:
\par
\begin{verbatim}
executable = povray.$$\$(OpSys).$$\$(Arch)
\end{verbatim}
Values for the `OpSys` and `Arch` attributes are substituted at match time for any given resource. This example allows HTCondor to automatically choose the correct executable for the matched machine.

An extension to the syntax of the substitution macro provides an alternative string to use if the machine attribute within the substitution macro is undefined. The syntax appears as:

```
$$\text{(attribute:string_if_attribute_undefined)}
```

An example using this extended syntax provides a path name to a required input file. Since the file can be placed in different locations on different machines, the file’s path name is given as an argument to the program.

```
arguments = $$\text{(input_file_path:/usr/fo0)}
```

On the machine, if the attribute `input_file_path` is not defined, then the path `/usr/fo0` is used instead.

A further extension to the syntax of the substitution macro allows the evaluation of a ClassAd expression to define the value. In this form, the expression may refer to machine attributes by prefacing them with the `TARGET` scope resolution prefix. To place a ClassAd expression into the substitution macro, square brackets are added to delimit the expression. The syntax appears as:

```
$$\text{([ClassAd expression])}
```

An example of a job that uses this syntax may be one that wants to know how much memory it can use. The application cannot detect this itself, as it would potentially use all of the memory on a multi-slot machine. So the job determines the memory per slot, reducing it by 10% to account for miscellaneous overhead, and passes this as a command line argument to the application. In the submit description file will be

```
arguments = --memory $$\text{([TARGET.Memory * 0.9])}
```

To insert two dollar sign characters ($$) as literals into a ClassAd string, use

```
$$\text{(DOLLARDOLLAR)}
```

The environment macro, `ENV`, allows the evaluation of an environment variable to be used in setting a submit description file command. The syntax used is

```
$ENV\text{(variable)}
```

An example submit description file command that uses this functionality evaluates the submitter’s home directory in order to set the path and file name of a log file:

```
log = $ENV\text{(HOME)}/jobs/logfile
```

The environment variable is evaluated when the submit description file is processed.

The `$RANDOM_CHOICE` macro allows a random choice to be made from a given list of parameters at submission time. For an expression, if some randomness needs to be generated, the macro may appear as

```
$RANDOM_CHOICE(0,1,2,3,4,5,6)
```

When evaluated, one of the parameters values will be chosen.

**Comments**  Blank lines and lines beginning with a pound sign (`#`) character are ignored by the submit description file parser.
Submit Variables

While processing the `queue` command in a submit file or from the command line, `condor_submit` will set the values of several automatic submit variables so that they can be referred to by statements in the submit file. With the exception of `Cluster` and `Process`, if these variables are set by the submit file, they will not be modified during `queue` processing.

**ClusterId** Set to the integer value that the `ClusterId` attribute that the job ClassAd will have when the job is submitted. All jobs in a single submit will normally have the same value for the `ClusterId`. If the `-dry-run` argument is specified, the value will be 1.

**Cluster** Alternate name for the `ClusterId` submit variable. Before HTCondor version 8.4 this was the only name.

**ProcId** Set to the integer value that the `ProcId` attribute of the job ClassAd will have when the job is submitted. The value will start at 0 and increment by 1 for each job submitted.

**Process** Alternate name for the `ProcId` submit variable. Before HTCondor version 8.4 this was the only name.

**Node** For parallel universes, set to the value `#pArAlLeLnOdE#` or `#MpInOdE#` depending on the parallel universe type. For other universes it is set to nothing.

**Step** Set to the step value as it varies from 0 to N-1 where N is the number provided on the `queue` argument. This variable changes at the same rate as `ProcId` when it changes at all. For submit files that don’t make use of the `queue` number option, `Step` will always be 0. For submit files that don’t make use of any of the foreach options, `Step` and `ProcId` will always be the same.

**ItemIndex** Set to the index within the item list being processed by the various queue foreach options. For submit files that don’t make use of any queue foreach list, `ItemIndex` will always be 0. For submit files that make use of a slice to select only some items in a foreach list, `ItemIndex` will only be set to selected values.

**Row** Alternate name for `ItemIndex`.

**Item** When a queue foreach option is used and no variable list is supplied, this variable will be set to the value of the current item.

The automatic variables below are set before parsing the submit file, and will not vary during processing unless the submit file itself sets them.

**ARCH** Set to the CPU architecture of the machine running `condor_submit`. The value will be the same as the automatic configuration variable of the same name.

**OPSYS** Set to the name of the operating system on the machine running `condor_submit`. The value will be the same as the automatic configuration variable of the same name.

**OPSYSANDVER** Set to the name and major version of the operating system on the machine running `condor_submit`. The value will be the same as the automatic configuration variable of the same name.

**OPSYSMAJORVER** Set to the major version of the operating system on the machine running `condor_submit`. The value will be the same as the automatic configuration variable of the same name.
**OPSYSVER** Set to the version of the operating system on the machine running `condor_submit`. The value will be the same as the automatic configuration variable of the same name.

**SPOOL** Set to the full path of the HTCondor spool directory. The value will be the same as the automatic configuration variable of the same name.

**IsLinux** Set to true if the operating system of the machine running `condor_submit` is a Linux variant. Set to false otherwise.

**IsWindows** Set to true if the operating system of the machine running `condor_submit` is a Microsoft Windows variant. Set to false otherwise.

**SUBMIT_FILE** Set to the full pathname of the submit file being processed by `condor_submit`. If submit statements are read from standard input, it is set to nothing.

**Exit Status**

`condor_submit` will exit with a status value of 0 (zero) upon success, and a non-zero value upon failure.

**Examples**

- **Submit Description File Example 1:** This example queues three jobs for execution by HTCondor. The first will be given command line arguments of 15 and 2000, and it will write its standard output to `foo.out1`. The second will be given command line arguments of 30 and 2000, and it will write its standard output to `foo.out2`. Similarly the third will have arguments of 45 and 6000, and it will use `foo.out3` for its standard output. Standard error output (if any) from all three programs will appear in `foo.error`.

```plaintext
# submit description file
# Example 1: queuing multiple jobs with differing
# command line arguments and output files.
#

Executable  = foo
Universe    = vanilla
Arguments   = 15 2000
Output      = foo.out0
Error       = foo.err0
Queue

Arguments   = 30 2000
Output      = foo.out1
Error       = foo.err1
Queue

Arguments   = 45 6000
Output      = foo.out2
```
Error = foo.err2
Queue

Or you can get the same results as the above submit file by using a list of arguments with the Queue statement

# Example 1b: queuing multiple jobs with differing
# command line arguments and output files, alternate syntax
#
#
#
Executable = foo
Universe = vanilla

# generate different output and error filenames for each process
Output = foo.out$(Process)
Error = foo.err$(Process)

Queue Arguments From {
  15 2000
  30 2000
  45 6000
}

• Submit Description File Example 2: This submit description file example queues 150 runs of program foo which must have been compiled and linked for an Intel x86 processor running RHEL 3. HTCondor will not attempt to run the processes on machines which have less than 32 Megabytes of physical memory, and it will run them on machines which have at least 64 Megabytes, if such machines are available. Stdin, stdout, and stderr will refer to in.0, out.0, and err.0 for the first run of this program (process 0). Stdin, stdout, and stderr will refer to in.1, out.1, and err.1 for process 1, and so forth. A log file containing entries about where and when HTCondor runs, takes checkpoints, and migrates processes in this cluster will be written into file foo.log.

# Example 2: Show off some fancy features including
# use of pre-defined macros and logging.
#
#
#
Executable = foo
Universe = standard
Requirements = OpSys == "LINUX" && Arch == "INTEL"
Rank = Memory >= 64
Request_Memory = 32 Mb
Image_Size = 28 Mb

Error = err.$(Process)
Input = in.$(Process)
Output = out.$(Process)
Log = foo.log
Queue 150

• Submit Description File Example 3: This example targets the /bin/sleep program to run only on a platform
running a RHEL 6 operating system. The example presumes that the pool contains machines running more than one version of Linux, and this job needs the particular operating system to run correctly.

```
####################
# Example 3: Run on a RedHat 6 machine
####################
Universe = vanilla
Executable = /bin/sleep
Arguments = 30
Requirements = (OpSysAndVer == "RedHat6")
Error = err.$(Process)
Input = in.$(Process)
Output = out.$(Process)
Log = sleep.log
Queue
```

• Command Line example: The following command uses the `append` option to add two commands before the job(s) is queued. A log file and an error log file are specified. The submit description file is unchanged.

```
condor_submit -a "log = out.log" -a "error = error.log" mysubmitfile
```

Note that each of the added commands is contained within quote marks because there are space characters within the command.

• `periodic_remove` example: A job should be removed from the queue, if the total suspension time of the job is more than half of the run time of the job.

Including the command

```
periodic_remove = CumulativeSuspensionTime >
                    ((RemoteWallClockTime - CumulativeSuspensionTime) / 2.0)
```

in the submit description file causes this to happen.

**General Remarks**

• For security reasons, HTCondor will refuse to run any jobs submitted by user root (UID = 0) or by a user whose default group is group wheel (GID = 0). Jobs submitted by user root or a user with a default group of wheel will appear to sit forever in the queue in an idle state.

• All path names specified in the submit description file must be less than 256 characters in length, and command line arguments must be less than 4096 characters in length; otherwise, `condor_submit` gives a warning message but the jobs will not execute properly.

• Somewhat understandably, behavior gets bizarre if the user makes the mistake of requesting multiple HTCondor jobs to write to the same file, and/or if the user alters any files that need to be accessed by an HTCondor job which is still in the queue. For example, the compressing of data or output files before an HTCondor job has completed is a common mistake.

• To disable checkpointing for Standard Universe jobs, include the line:
+WantCheckpoint = False

in the submit description file before the queue command(s).

See Also

HTCondor User Manual

Author

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condor_submit_dag

Manage and queue jobs within a specified DAG for execution on remote machines

Synopsis

```
condor_submit_dag [-help | -version]
```

Description

`condor_submit_dag` is the program for submitting a DAG (directed acyclic graph) of jobs for execution under HTCondor. The program enforces the job dependencies defined in one or more `DAGInputFiles`. Each `DAGInputFile` contains commands to direct the submission of jobs implied by the nodes of a DAG to HTCondor. Extensive documentation is in the HTCondor User Manual section on DAGMan.

Some options may be specified on the command line or in the configuration or in a node job’s submit description file. Precedence is given to command line options or configuration over settings from a submit description file. An example is e-mail notifications. When configuration variable `DAGMAN_SUPPRESS_NOTIFICATION` is its default value of `True`, and a node job’s submit description file contains

```
notification = Complete
```

e-mail will *not* be sent upon completion, as the value of `DAGMAN_SUPPRESS_NOTIFICATION` is enforced.

Options

- `help` Display usage information and exit.

- `version` Display version information and exit.
-**no_submit**  Produce the HTCondor submit description file for DAGMan, but do not submit DAGMan as an HTCondor job.

-**verbose**  Cause **condor_submit_dag** to give verbose error messages.

-**force**  Require **condor_submit_dag** to overwrite the files that it produces, if the files already exist. Note that _dagman.out_ will be appended to, not overwritten. If new-style rescue DAG mode is in effect, and any new-style rescue DAGs exist, the -**force** flag will cause them to be renamed, and the original DAG will be run. If old-style rescue DAG mode is in effect, any existing old-style rescue DAGs will be deleted, and the original DAG will be run.

-**maxidle NumberOfProcs**  Sets the maximum number of idle procs allowed before **condor_dagman** stops submitting more node jobs. Note that for this argument, each individual proc within a cluster counts as a towards the limit, which is inconsistent with -**maxjobs**. Once idle procs start to run, **condor_dagman** will resume submitting jobs once the number of idle procs falls below the specified limit. _NumberOfProcs_ is a non-negative integer. If this option is omitted, the number of idle procs is limited by the configuration variable _DAGMAN_MAX_JOBS_IDLE_ (see [3.5.23](#)), which defaults to 1000. To disable this limit, set _NumberOfProcs_ to 0. Note that submit description files that queue multiple procs can cause the _NumberOfProcs_ limit to be exceeded. Setting _queue 5000_ in the submit description file, where -**maxidle** is set to 250 will result in a cluster of 5000 new procs being submitted to the _condor_schedd_, not 250. In this case, _condor_dagman_ will resume submitting jobs when the number of idle procs falls below 250.

-**maxjobs NumberOfClusters**  Sets the maximum number of clusters within the DAG that will be submitted to HTCondor at one time. Note that for this argument, each cluster counts as one job, no matter how many individual procs are in the cluster. _NumberOfClusters_ is a non-negative integer. If this option is omitted, the number of clusters is limited by the configuration variable _DAGMAN_MAX_JOBS_SUBMITTED_ (see [3.5.23](#)), which defaults to 0 (unlimited).

-**dagman DagmanExecutable**  Allows the specification of an alternate **condor_dagman** executable to be used instead of the one found in the user’s path. This must be a fully qualified path.

-**maxpre NumberOfPreScripts**  Sets the maximum number of PRE scripts within the DAG that may be running at one time. _NumberOfPreScripts_ is a non-negative integer. If this option is omitted, the number of PRE scripts is limited by the configuration variable _DAGMAN_MAX_PRE_SCRIPTS_ (see [3.5.23](#)), which defaults to 20.

-**maxpost NumberOfPostScripts**  Sets the maximum number of POST scripts within the DAG that may be running at one time. _NumberOfPostScripts_ is a non-negative integer. If this option is omitted, the number of POST scripts is limited by the configuration variable _DAGMAN_MAX_POST_SCRIPTS_ (see [3.5.23](#)), which defaults to 20.

-**notification value**  Sets the e-mail notification for DAGMan itself. This information will be used within the HTCondor submit description file for DAGMan. This file is produced by **condor_submit_dag**. See the description of
notification within condor_submit manual page for a specification of value.

-noeventchecks This argument is no longer used; it is now ignored. Its functionality is now implemented by the DAGMAN_ALLOW_EVENTS configuration variable.

-allowlogerror As of version 8.5.5 this argument is no longer supported, and setting it will generate a warning.

-r schedd_name Submit condor_dagman to a remote machine, specifically the condor_schedd daemon on that machine. The condor_dagman job will not run on the local condor_schedd (the submit machine), but on the specified one. This is implemented using the -remote option to condor_submit. Note that this option does not currently specify input files for condor_dagman, nor the individual nodes to be taken along! It is assumed that any necessary files will be present on the remote computer, possibly via a shared file system between the local computer and the remote computer. It is also necessary that the user has appropriate permissions to submit a job to the remote machine; the permissions are the same as those required to use condor_submit's -remote option. If other options are desired, including transfer of other input files, consider using the -no_submit option, modifying the resulting submit file for specific needs, and then using condor_submit on that.

-debug level Passes the the level of debugging output desired to condor_dagman. level is an integer, with values of 0-7 inclusive, where 7 is the most verbose output. See the condor_dagman manual page for detailed descriptions of these values. If not specified, no -debug value is passed to condor_dagman.

-usedagdir This optional argument causes condor_dagman to run each specified DAG as if condor_submit_dag had been run in the directory containing that DAG file. This option is most useful when running multiple DAGs in a single condor_dagman. Note that the -usedagdir flag must not be used when running an old-style Rescue DAG.

-outfile_dir directory Specifies the directory in which the .dagman.out file will be written. The directory may be specified relative to the current working directory as condor_submit_dag is executed, or specified with an absolute path. Without this option, the .dagman.out file is placed in the same directory as the first DAG input file listed on the command line.

-config ConfigFileName Specifies a configuration file to be used for this DAGMan run. Note that the options specified in the configuration file apply to all DAGs if multiple DAGs are specified. Further note that it is a fatal error if the configuration file specified by this option conflicts with a configuration file specified in any of the DAG files, if they specify one.

-insert_sub_file FileName Specifies a file to insert into the .condor.sub file created by condor_submit_dag. The specified file must contain only legal submit file commands. Only one file can be inserted. (If both the DAGMAN_INSERT_SUB_FILE configuration variable and -insert_sub_file are specified, -insert_sub_file overrides DAGMAN_INSERT_SUB_FILE.) The specified file is inserted into the .condor.sub file before the Queue command and before any commands specified with the -append option.
-append Command  Specifies a command to append to the .condor.sub file created by condor_submit_dag. The specified command is appended to the .condor.sub file immediately before the Queue command. Multiple commands are specified by using the -append option multiple times. Each new command is given in a separate -append option. Commands with spaces in them must be enclosed in double quotes. Commands specified with the -append option are appended to the .condor.sub file after commands inserted from a file specified by the -insert_sub_file option or the DAGMAN_INSERT_SUB_FILE configuration variable, so the -append command(s) will override commands from the inserted file if the commands conflict.

-batch-name batch_name  Set the batch name for this DAG/workflow. The batch name is displayed by condor_q -batch. It is intended for use by users to give meaningful names to their workflows and to influence how condor_q groups jobs for display. As of version 8.5.5, the batch name set with this argument is propagated to all node jobs of the given DAG (including sub-DAGs), overriding any batch names set in the individual submit files. Note: set the batch name to ‘ ‘ (space) to avoid overriding batch names specified in node job submit files. If no batch name is set, the batch name defaults to DagFile+cluster (where DagFile is the primary DAG file of the top-level DAGMan, and cluster is the HTCondor cluster of the top-level DAGMan); the default will override any lower-level batch names.

-autorescue 0/1  Whether to automatically run the newest rescue DAG for the given DAG file, if one exists (0 = false, 1 = true).

-dorescuefrom number  Forces condor_dagman to run the specified rescue DAG number for the given DAG. A value of 0 is the same as not specifying this option. Specifying a non-existent rescue DAG is a fatal error.

-allowversionmismatch This optional argument causes condor_dagman to allow a version mismatch between condor_dagman itself and the .condor.sub file produced by condor_submit_dag (or, in other words, between condor_submit_dag and condor_dagman). WARNING! This option should be used only if absolutely necessary. Allowing version mismatches can cause subtle problems when running DAGs. (Note that, starting with version 7.4.0, condor_dagman no longer requires an exact version match between itself and the .condor.sub file. Instead, a "minimum compatible version" is defined, and any .condor.sub file of that version or newer is accepted.)

-no_recurse  This optional argument causes condor_submit_dag to not run itself recursively on nested DAGs (this is now the default; this flag has been kept mainly for backwards compatibility).

-do_recurse  This optional argument causes condor_submit_dag to run itself recursively on nested DAGs. The default is now that it does not run itself recursively; instead the .condor.sub files for nested DAGs are generated "lazily" by condor_dagman itself. DAG nodes specified with the SUBDAG EXTERNAL keyword or with submit file names ending in .condor.sub are considered nested DAGs. The DAGMAN_GENERATE_SUBDAG_SUBMITS configuration variable may be relevant.

-update_submit  This optional argument causes an existing .condor.sub file to not be treated as an error; rather, the .condor.sub file will be overwritten, but the existing values of -maxjobs, -maxidle, -maxpre, and
-maxpost will be preserved.

-import_env This optional argument causes condor_submit_dag to import the current environment into the environment command of the .condor.sub file it generates.

-DumpRescue This optional argument tells condor_dagman to immediately dump a rescue DAG and then exit, as opposed to actually running the DAG. This feature is mainly intended for testing. The Rescue DAG file is produced whether or not there are parse errors reading the original DAG input file. The name of the file differs if there was a parse error.

-valgrind This optional argument causes the submit description file generated for the submission of condor_dagman to be modified. The executable becomes valgrind run on condor_dagman, with a specific set of arguments intended for testing condor_dagman. Note that this argument is intended for testing purposes only. Using the -valgrind option without the necessary valgrind software installed will cause the DAG to fail. If the DAG does run, it will run much more slowly than usual.

-DontAlwaysRunPost This option causes the submit description file generated for the submission of condor_dagman to be modified. It causes condor_dagman to not run the POST script of a node if the PRE script fails. (This was the default behavior prior to HTCondor version 7.7.2, and is again the default behavior from version 8.5.4 onwards.)

-AlwaysRunPost This option causes the submit description file generated for the submission of condor_dagman to be modified. It causes condor_dagman to always run the POST script of a node, even if the PRE script fails. (This was the default behavior for HTCondor version 7.7.2 through version 8.5.3.)

-priority number Sets the minimum job priority of node jobs submitted and running under the condor_dagman job submitted by this condor_submit_dag command.

-dont_use_default_node_log This option is disabled as of HTCondor version 8.3.1. This causes a compatibility error if the HTCondor version number of the condor_schedd is 7.9.0 or older. Tells condor_dagman to use the file specified by the job ClassAd attribute UserLog to monitor job status. If this command line argument is used, then the job event log file cannot be defined with a macro.

-schedd-daemon-ad-file FileName Specifies a full path to a daemon ad file dropped by a condor_schedd. Therefore this allows submission to a specific scheduler if several are available without repeatedly querying the condor_collector. The value for this argument defaults to the configuration attribute SCHEDD_DAEMON_AD_FILE.

-schedd-address-file FileName Specifies a full path to an address file dropped by a condor_schedd. Therefore this allows submission to a specific scheduler if several are available without repeatedly querying the condor_collector. The value for this argument defaults to the configuration attribute SCHEDD_ADDRESS_FILE.
-suppress_notification Causes jobs submitted by condor_dagman to not send email notification for events. The same effect can be achieved by setting configuration variable DAGMAN_SUPPRESS_NOTIFICATION to True. This command line option is independent of the -notification command line option, which controls notification for the condor_dagman job itself.

-dont_suppress_notification Causes jobs submitted by condor_dagman to defer to content within the submit description file when deciding to send email notification for events. The same effect can be achieved by setting configuration variable DAGMAN_SUPPRESS_NOTIFICATION to False. This command line flag is independent of the -notification command line option, which controls notification for the condor_dagman job itself. If both -dont_suppress_notification and -suppress_notification are specified with the same command line, the last argument is used.

-DoRecovery Causes condor_dagman to start in recovery mode. (This means that it reads the relevant job user log(s) and "catches up" to the given DAG’s previous state before submitting any new jobs.)

Exit Status

condor_submit_dag will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Examples

To run a single DAG:

% condor_submit_dag diamond.dag

To run a DAG when it has already been run and the output files exist:

% condor_submit_dag -force diamond.dag

To run a DAG, limiting the number of idle node jobs in the DAG to a maximum of five:

% condor_submit_dag -maxidle 5 diamond.dag

To run a DAG, limiting the number of concurrent PRE scripts to 10 and the number of concurrent POST scripts to five:

% condor_submit_dag -maxpre 10 -maxpost 5 diamond.dag

To run two DAGs, each of which is set up to run in its own directory:

% condor_submit_dag -usedagdir dag1/diamond1.dag dag2/diamond2.dag
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condor_suspend

suspend jobs from the HTCondor queue

Synopsis

condor_suspend [-help | -version]
condor_suspend [-debug] [ -pool centralmanagerhostname[:portnumber] | -name scheddname ] | [-addr "<a.b.c.d:port>" ] cluster | cluster.process | user | -constraint expression | -all

Description

condor_suspend suspends one or more jobs from the HTCondor job queue. When a job is suspended, the match between the condor_schedd and machine is not been broken, such that the claim is still valid. But, the job is not making any progress and HTCondor is no longer generating a load on the machine. If the -name option is specified, the named condor_schedd is targeted for processing. Otherwise, the local condor_schedd is targeted. The job(s) to be suspended are identified by one of the job identifiers, as described below. For any given job, only the owner of the job or one of the queue super users (defined by the QUEUE_SUPER_USERS macro) can suspend the job.

Options

-help Display usage information

-version Display version information

-pool centralmanagerhostname[:portnumber] Specify a pool by giving the central manager’s host name and an optional port number

-name scheddname Send the command to a machine identified by scheddname

-addr "<a.b.c.d:port>" Send the command to a machine located at "<a.b.c.d:port>"

-debug Causes debugging information to be sent to stderr, based on the value of the configuration variable TOOL_DEBUG.

cluster Suspend all jobs in the specified cluster
**condor_suspend**  
Suspend the specific job in the cluster

**user**  
Suspend jobs belonging to specified user

**-constraint expression**  
Suspend all jobs which match the job ClassAd expression constraint

**-all**  
Suspend all the jobs in the queue

**Exit Status**

`condor_suspend` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

**Examples**

To suspend all jobs except for a specific user:

```bash
% condor_suspend -constraint 'Owner != "foo"'
```

Run `condor_continue` to continue execution.

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condor_tail

Display the last contents of a running job’s standard output or file

Synopsis

condor_tail [-help] [-version]

condor_tail [-pool centralmanagerhostname[:portnumber]] [-name name] [-debug] [-maxbytes numbytes]

Description

condor_tail displays the last bytes of a file in the sandbox of a running job identified by the command line argument job-ID. stdout is tailed by default. The number of bytes displayed is limited to 1024, unless changed by specifying the -maxbytes option. This limit is applied for each individual tail of a file; for example, when following a file, the limit is applied each subsequent time output is obtained.

Options

-help Display usage information and exit.
-version Display version information and exit.
-pool centralmanagerhostname[:portnumber] Specify a pool by giving the central manager’s host name and an optional port number.
-name name Query the condor_schedd daemon identified with name.
-debug Display extra debugging information.
-maxbytes numbytes Limits the maximum number of bytes transferred per tail access. If not specified, the maximum number of bytes is 1024.
-auto-retry Retry the tail of the file(s) every 2 seconds, if the job is not yet running.
-follow Repetitively tail the file(s), until interrupted.
condor_tail

-no-stdout  Do not tail stdout.

-stderr  Tail stderr instead of stdout.

Exit Status

The exit status of condor_tail is zero on success.

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**condor_top**

Display status and runtime statistics of a HTCondor daemon

**Synopsis**

```
condor_top [-h]
```

```
```

```
condor_top [-c columnset] [-s sortcolumn] [--attrs=<attr1,attr2,...>] [classad-filename classad-filename]
```

**Description**

`condor_top` displays the status (e.g. memory usage and duty cycle) of a HTCondor daemon and calculates and displays runtime statistics for the daemon’s subprocesses.

When no arguments are specified, `condor_top` displays the status for the primary daemon based on the role of the current machine by scanning the `DAEMON_LIST` configuration setting. If multiple daemons are listed, `condor_top` will monitor one of (in decreasing priority): `condor_schedd`, `condor_startd`, `condor_collector`, `condor_negotiator`, `condor_master`.

If the `condor_collector` returns multiple ClassAds for the chosen daemon type, `condor_top` will display stats from the first ClassAd returned. Results can be constrained by passing the `NAME` of a specific daemon with `-n`.

The default `delay` is `STATISTICS_WINDOW_QUANTUM`, which is 4 minutes (240 seconds) in a default HTCondor configuration. Setting the delay smaller can be helpful for finding spikes of activity, but setting the delay too small will lead to poor measurements of the duty cycle and of the runtime statistics.

`condor_top` can run in a top-like “live” mode by passing `-l`. The live mode is similar to the *nix top command, with stats updating every `delay` seconds. Redirecting stdout will disable live mode even if `-l` is set. To exit `condor_top` while in live mode, issue Ctrl-C.

`condor_top` can be passed two files containing ClassAds from the same HTCondor daemon, in which case the `condor_collector` will not be queried but rather the statistics will be computed and displayed immediately from the two ClassAds. Only `-c`, `-s`, and `--attrs` options are considered when passing ClassAds via files.

The following subprocess stat columns may be displayed (*default):

**Item**  *Name of the subprocess*

**InstRt**  *Total runtime between the two ClassAds*

**InstAvg**  *Mean runtime per execution between the two ClassAds*
**TotalRt**  Total runtime since daemon start

**TotAvg**  *Mean runtime per execution since daemon start

**TotMax**  *Max runtime per execution since daemon start

**TotMin**  Min runtime per execution since daemon start

**RtPctAvg**  *Percent of mean runtime per execution. The ratio of InstAvg to TotAvg, expressed as a percentage

**RtPctMax**  Percent of max runtime per execution. The ratio of (InstAvg - TotMin) to (TotMax - TotMin), expressed as a percentage

**RtSigmas**  Standard deviations from mean runtime. The ratio of (InstAvg - TotAvg) to the standard deviation in runtime per execution since daemon start

**InstCt**  Executions between the two ClassAds

**InstRate**  *Executions per second between the two ClassAds

**TotalCt**  Total executions (counts) since daemon start

**AvgRate**  *Mean count rate. Executions per second since daemon start

**CtPctAvg**  Percent of mean count rate. The ratio of InstRate to AvgRate, expressed as a percentage.

**Options**

**-h**  Displays the list of options.

**-l**  Puts *condor_top* in to a live, continually updating mode.

**-p centralmanagerhostname[:portname]**  Query the daemon via the specified central manager. If omitted, the value of the configuration variable `COLLECTOR_HOST` is used.

**-n name**  Query the daemon named *name*. If omitted, the value used will depend on the type of daemon queried (see Daemon Options).

**-d delay**  Specifies the delay between ClassAd updates, in integer seconds. If omitted, the value of the configuration variable `STATISTICS_WINDOW_QUANTUM` is used.

**-c columnset**  Display *columnset* set of columns. Valid *columnsets* are: default, runtime, count, all.

**-s sortcolumn**  Sort table by *sortcolumn*. Defaults to InstRt.
—attrs=<attr1,attr2,...> Comma-delimited list of additional ClassAd attributes to monitor.

Daemon Options

—collector Monitor condor_collector ClassAds. If -n is not set, the constraint “Machine == COLLECTOR_HOST” will be used.

—negotiator Monitor condor_negotiator ClassAds. If -n is not set, the constraint “Machine == COLLECTOR_HOST” will be used.

—master Monitor condor_master ClassAds. If -n is not set, the constraint “Machine == COLLECTOR_HOST” will be used.

—schedd Monitor condor_schedd ClassAds. If -n is not set, the constraint “Machine == FULL_HOSTNAME” will be tried, otherwise the first condor_schedd ClassAd returned from the condor_collector will be used.

—startd Monitor condor_startd ClassAds. If -n is not set, the constraint “Machine == FULL_HOSTNAME” will be tried, otherwise the first condor_startd ClassAd returned from the condor_collector will be used.

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condor_transfer_data

transfer spooled data

Synopsis

condor_transfer_data [-help | -version]

condor-transfer_data [-pool centralmanagerhostname[:portnumber] | -name scheddname] | [-addr "<a.b.c.d:port>"] | cluster... | cluster.process... | user... | -constraint expression...

condor-transfer_data [ -pool centralmanagerhostname[:portnumber] | -name scheddname ] | [-addr "<a.b.c.d:port>"] | -all

Description

condor_transfer_data causes HTCondor to transfer spooled data. It is meant to be used in conjunction with the -spool option of condor_submit, as in

condor_submit -spool mysubmitfile

Submission of a job with the -spool option causes HTCondor to spool all input files, the job event log, and any proxy across a connection to the machine where the condor_schedd daemon is running. After spooling these files, the machine from which the job is submitted may disconnect from the network or modify its local copies of the spooled files.

When the job finishes, the job has JobStatus = 4, meaning that the job has completed. The output of the job is spooled, and condor_transfer_data retrieves the output of the completed job.

Options

-help Display usage information

-version Display version information

-pool centralmanagerhostname[:portnumber] Specify a pool by giving the central manager’s host name and an optional port number

-name scheddname Send the command to a machine identified by scheddname

-addr "<a.b.c.d:port>" Send the command to a machine located at "<a.b.c.d:port>"
condor_transfer_data

cluster Transfer spooled data belonging to the specified cluster

cluster.process Transfer spooled data belonging to a specific job in the cluster

user Transfer spooled data belonging to the specified user

-constraint expression Transfer spooled data for jobs which match the job ClassAd expression constraint

-all Transfer all spooled data

Exit Status

condor_transfer_data will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

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**condor_transform_ads**

Transform ClassAds according to specified rules, and output the transformed ClassAds.

**Synopsis**

```
condor_transform_ads [-help [rules]]
```

Note that exactly one rules file, and at least one input file, must be specified. If no output file is specified, output will be written to **stdout**.

**Description**

**condor_transform_ads** reads ClassAds from a set of input files, transforms them according to rules defined in a rules file, and outputs the resulting transformed ClassAds.


**Options**

- **-help [rules]** Display usage information and exit. **-help rules** displays information about the available transformation rules.

- **-rules rules-file** Specifies the file containing definitions of the transformation rules.

- **-in[:<form>] infile** Specifies an input file containing ClassAd(s) to be transformed. **<form>**, if specified, is one of:
  - long: traditional long form (default)
  - xml: XML form
  - json: JSON ClassAd form
  - new: "new" ClassAd form without newlines
  - auto: guess format by reading the input

  If - is specified for **infile**, input is read from **stdin**.

- **-out[:<form>, nosort] outfile** Specifies an output file to receive the transformed ClassAd(s). **<form>**, if specified, is one of:
condor_transform_ads

- **long**: traditional long form (default)
- **xml**: XML form
- **json**: JSON ClassAd form
- **new**: "new" ClassAd form without newlines
- **auto**: use the same format as the first input

ClassAds are sorted by attribute unless `nosort` is specified.

```
[key]=<value>
```
Assign key/value pairs before rules file is parsed; can be used to pass arguments to rules. (More detail needed here.)

- `-long` Use long form for both input and output ClassAd(s). (This is the default.)

- `-json` Use JSON form for both input and output ClassAd(s).

- `-xml` Use XML form for both input and output ClassAd(s).

- `-verbose` Verbose mode, echo transform rules as they are executed.

- `-terse` Disable the `-verbose` option.

- `-debug` More information needed here.

- `-unit-test` More information needed here.

- `-testing` More information needed here.

- `-convertoldroutes` More information needed here.

**Exit Status**

`condor_transform_ads` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.
Examples

Here's a simple example that transforms the given input ClassAds according to the given rules:

```
# File: my_input
ResidentSetSize = 500
DiskUsage = 2500000
NumCkpts = 0
TransferrErr = false
Err = "/dev/null"

# File: my_rules
EVALSET MemoryUsage ( ResidentSetSize / 100 )
EVALMACRO WantDisk = ( DiskUsage * 2 )
SET RequestDisk ( $(WantDisk) / 1024 )
RENAME NumCkpts NumCheckPoints
DELETE /(.+)Err/

# Command:
condor_transform_ads -rules my_rules -in my_input

# Output:
DiskUsage = 2500000
Err = "/dev/null"
MemoryUsage = 5
NumCheckPoints = 0
RequestDisk = ( 5000000 / 1024 )
ResidentSetSize = 500
```

Author

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**condor_update_machine_ad**

update a machine ClassAd

**Synopsis**

```
condor_update_machine_ad [-help | -version]
```

```
condor_update_machine_ad [-pool centralmanagerhostname[:portnumber]] [-name startdname] path/to/update-ad
```

**Description**

`condor_update_machine_ad` modifies the specified condor_startd daemon’s machine ClassAd. The ClassAd in the file given by `path/to/update-ad` represents the changed attributes. The changes persists until the `condor_startd` restarts. If no file is specified on the command line, `condor_update_machine_ad` reads the update ClassAd from stdin.

Contents of the file or `stdin` must contain a complete ClassAd. Each line must be terminated by a newline character, including the last line of the file. Lines are of the form

```
<attribute> = <value>
```

Changes to certain ClassAd attributes will cause the `condor_startd` to regenerate values for other ClassAd attributes. An example of this is setting HasVM. This will cause OfflineUniverses, VMOfflineTime, and VMOfflineReason to change.

**Options**

-`-help` Display usage information and exit

-`-version` Display the HTCondor version and exit

-`-pool centralmanagerhostname[:portnumber]` Specify a pool by giving the central manager’s host name and an optional port number

-`-name startdname` Send the command to a machine identified by `startdname`
General Remarks

This tool is intended for the use of system administrators when dealing with offline universes.

Examples

To re-enable matching with the VM universe jobs, place on stdin a complete ClassAd (including the ending newline character) to change the value of ClassAd attribute HasVM:

```bash
echo "HasVM = True
" | condor_update_machine_ad
```

To prevent vm universe jobs from matching with the machine:

```bash
echo "HasVM = False
" | condor_update_machine_ad
```

To prevent vm universe jobs from matching with the machine and specify a reason:

```bash
echo "HasVM = False
VMOfflineReason = "Cosmic rays."
" | condor_update_machine_ad
```

Note that the quotes around the reason are required by ClassAds, and they must be escaped because of the shell. Using a file instead of stdin may be preferable in these situations, because neither quoting nor escape characters are needed.

Exit Status

`condor_update_machine_ad` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Author

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**condor_updates_stats**

Display output from *condor_status*

**Synopsis**

```
condor_updates_stats [ --help | -h ] [ --version ]
condor_updates_stats [ --long | -l ] [ --history=<min>-<max> ] [ --interval=<seconds> ] [ --notime ] [ --time ]
[ --summary | -s ]
```

**Description**

*condor_updates_stats* parses the output from *condor_status*, and it displays the information relating to update statistics in a useful format. The statistics are displayed with the most recent update first; the most recent update is numbered with the smallest value.

The number of historic points that represent updates is configurable on a per-source basis by configuration variable `COLLECTOR_DAEMON_HISTORY_SIZE`.

**Options**

---help  Display usage information and exit.

-h  Same as -help.

---version  Display HTCondor version information and exit.

---long  All update statistics are displayed. Without this option, the statistics are condensed.

-l  Same as --long.

---history=<min>-<max>  Sets the range of update numbers that are printed. By default, the entire history is displayed. To limit the range, the minimum and/or maximum number may be specified. If a minimum is not specified, values from 0 to the maximum are displayed. If the maximum is not specified, all values after the minimum are displayed. When both minimum and maximum are specified, the range to be displayed includes the endpoints as well as all values in between. If no = sign is given, command-line parsing fails, and usage information is displayed. If an = sign is given, with no minimum or maximum values, the default of the entire history is displayed.
---interval=<seconds> The assumed update interval, in seconds. Assumed times for the the updates are displayed, making the use of the --time option together with the --interval option redundant.

--notime Do not display assumed times for the the updates. If more than one of the options --notime and --time are provided, the final one within the command line parsed determines the display.

--time Display assumed times for the the updates. If more than one of the options --notime and --time are provided, the final one within the command line parsed determines the display.

--summary Display only summary information, not the entire history for each machine.

-s Same as --summary.

Exit Status

condor_updates_stats will exit with a status value of 0 (zero) upon success, and it will exit with a nonzero value upon failure.

Examples

Assuming the default of 128 updates kept, and assuming that the update interval is 5 minutes, condor_updates_stats displays:

```bash
$ condor_status -l host1 | condor_updates_stats --interval=300
(Reading from stdin)
*** Name/Machine = 'HOST1.cs.wisc.edu' MyType = 'Machine' ***
Type: Main
Stats: Total=2277, Seq=2276, Lost=3 (0.13%)
  0 @ Mon Feb 16 12:55:38 2004: Ok
  ...
  28 @ Mon Feb 16 10:35:38 2004: Missed
  29 @ Mon Feb 16 10:30:38 2004: Ok
  ...
  127 @ Mon Feb 16 02:20:38 2004: Ok

Within this display, update numbered 27, which occurs later in time than the missed update numbered 28, is Ok. Each change in state, in reverse time order, displays in this condensed version.

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condor_urlfetch

fetch configuration given a URL

Synopsis

condor_urlfetch [-daemon] url local-url-cache-file

Description

Depending on the command line arguments, condor_urlfetch sends the result of a query from the url to both standard output and to a file specified by local-url-cache-file, or it sends the contents of the file specified by local-url-cache-file to standard output.

condor_urlfetch is intended to be used as the program to run when defining configuration, such as in the nonfunctional example:

```
LOCAL_CONFIG_FILE = $(LIBEXEC)/condor_urlfetch -$(SUBSYSTEM) \ 
    http://www.example.com/htcondor-baseconfig local.config |
```

The pipe character (|) at the end of this definition of the location of a configuration file changes the use of the definition. It causes the command listed on the right hand side of this assignment statement to be invoked, and standard output becomes the configuration. The value of $(SUBSYSTEM) becomes the daemon that caused this configuration to be read. If $(SUBSYSTEM) evaluates to MASTER, then the URL query always occurs, and the result is sent to standard output as well as written to the file specified by argument local-url-cache-file. When $(SUBSYSTEM) evaluates to a daemon other than MASTER, then the URL query only occurs if the file specified by local-url-cache-file does not exist. If the file specified by local-url-cache-file does exist, then the contents of this file is sent to standard output.

Note that if the configuration kept at the URL site changes, and reconfiguration is requested, the -daemon argument needs to be -MASTER. This is the only way to guarantee that there will be a query of the changed URL contents, such that they will make their way into the configuration.

Options

-daemon> The upper case name of the daemon issuing the request for the configuration output. If -MASTER, then the URL query always occurs. If a daemon other than -MASTER, for example STARTD or SCHEDD, then the URL query only occurs if the file defined by local-url-cache-file does not exist.
Exit Status

`condor_urlfetch` will exit with a status value of 0 (zero) upon success and non zero otherwise.

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**condor_userlog**

Display and summarize job statistics from job log files.

**Synopsis**

```
```

**Description**

`condor_userlog` parses the information in job log files and displays summaries for each workstation allocation and for each job. See the `condor_submit` manual page for instructions for specifying that HTCondor write a log file for your jobs.

If `-total` is not specified, `condor_userlog` will first display a record for each workstation allocation, which includes the following information:

- **Job**  The cluster/process id of the HTCondor job.
- **Host**  The host where the job ran. By default, the host’s IP address is displayed. If `-hostname` is specified, the host name will be displayed instead.
- **Start Time**  The time (month/day hour:minute) when the job began running on the host.
- **Evict Time**  The time (month/day hour:minute) when the job was evicted from the host.
- **Wall Time**  The time (days+hours:minutes) for which this workstation was allocated to the job.
- **Good Time**  The allocated time (days+hours:min) which contributed to the completion of this job. If the job exited during the allocation, then this value will equal “Wall Time.” If the job performed a checkpoint, then the value equals the work saved in the checkpoint during this allocation. If the job did not exit or perform a checkpoint during this allocation, the value will be 0+00:00. This value can be greater than 0 and less than “Wall Time” if the application completed a periodic checkpoint during the allocation but failed to checkpoint when evicted.
- **CPU Usage**  The CPU time (days+hours:min) which contributed to the completion of this job.

`condor_userlog` will then display summary statistics per host:

- **Host/Job**  The IP address or host name for the host.
- **Wall Time**  The workstation time (days+hours:minutes) allocated by this host to the jobs specified in the query. By default, all jobs in the log are included in the query.
- **Good Time**  The time (days+hours:minutes) allocated on this host which contributed to the completion of the jobs specified in the query.
**CPU Usage**  The CPU time (days+hours:minutes) obtained from this host which contributed to the completion of the jobs specified in the query.

**Avg Alloc**  The average length of an allocation on this host (days+hours:minutes).

**Avg Lost**  The average amount of work lost (days+hours:minutes) when a job was evicted from this host without successfully performing a checkpoint.

**Goodput**  This percentage is computed as Good Time divided by Wall Time.

**Util.**  This percentage is computed as CPU Usage divided by Good Time.

condor_userlog will then display summary statistics per job:

**Host/Job**  The cluster/process id of the HTCondor job.

**Wall Time**  The total workstation time (days+hours:minutes) allocated to this job.

**Good Time**  The total time (days+hours:minutes) allocated to this job which contributed to the job’s completion.

**CPU Usage**  The total CPU time (days+hours:minutes) which contributed to this job’s completion.

**Avg Alloc**  The average length of a workstation allocation obtained by this job in minutes (days+hours:minutes).

**Avg Lost**  The average amount of work lost (days+hours:minutes) when this job was evicted from a host without successfully performing a checkpoint.

**Goodput**  This percentage is computed as Good Time divided by Wall Time.

**Util.**  This percentage is computed as CPU Usage divided by Good Time.

Finally, condor_userlog will display a summary for all hosts and jobs.

**Options**

- **-help**  Get a brief description of the supported options

- **-total**  Only display job totals

- **-raw**  Display raw data only

- **-debug**  Debug mode

- **-j**  Select a specific cluster or cluster:proc
-evict  Select only allocations which ended due to eviction

-all  Select all clusters and all allocations

-hostname  Display host name instead of IP address

General Remarks

Since the HTCondor job log file format does not contain a year field in the timestamp, all entries are assumed to occur in the current year. Allocations which begin in one year and end in the next will be silently ignored.

Exit Status

condor_userlog will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

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### condor_userprio

Manage user priorities

### Synopsis

```
condor_userprio [-help] [-name negotiatorname] [-pool centralmanagerhostname[:portnumber]] [Edit option] [Display options] [-inputfile filename]
```

### Description

`condor_userprio` either modifies priority-related information or displays priority-related information. Displayed information comes from the accountant log, where the `condor_negotiator` daemon stores historical usage information in the file at `$({SPOOL})/Accountantnew.log`. Which fields are displayed changes based on command line arguments. `condor_userprio` with no arguments, lists the active users along with their priorities, in increasing priority order. The `-all` option can be used to display more detailed information about each user, resulting in a rather wide display, and includes the following columns:

- **Effective Priority**  The effective priority value of the user, which is used to calculate the user's share when allocating resources. A lower value means a higher priority, and the minimum value (highest priority) is 0.5. The effective priority is calculated by multiplying the real priority by the priority factor.
- **Real Priority**  The value of the real priority of the user. This value follows the user's resource usage.
- **Priority Factor**  The system administrator can set this value for each user, thus controlling a user's effective priority relative to other users. This can be used to create different classes of users.
- **Res Used**  The number of resources currently used.
- **Accumulated Usage**  The accumulated number of resource-hours used by the user since the usage start time.
- **Usage Start Time**  The time since when usage has been recorded for the user. This time is set when a user job runs for the first time. It is reset to the present time when the usage for the user is reset.
- **Last Usage Time**  The most recent time a resource usage has been recorded for the user.

By default only users for whom usage was recorded in the last 24 hours, or whose priority is greater than the minimum are listed.

The `-pool` option can be used to contact a different central manager than the local one (the default).

For security purposes of authentication and authorization, specifying an Edit Option requires the ADMINISTRATOR level of access.
Options

- **help**  Display usage information and exit.

- **name negotiatorname**  When querying ads from the *condor_collector*, only retrieve ads that came from the negotiator with the given name.

- **pool centralmanagerhostname[:portnumber]**  Contact the specified *centralmanagerhostname* with an optional port number, instead of the local central manager. This can be used to check other pools. NOTE: The host name (and optional port) specified refer to the host name (and port) of the *condor_negotiator* to query for user priorities. This is slightly different than most HTCondor tools that support a `-pool` option, and instead expect the host name (and port) of the *condor_collector*.

- **inputfile filename**  Introduced for debugging purposes, read priority information from *filename*. The contents of *filename* are expected to be the same as captured output from running a `condor_userprio -long` command.

- **delete username**  (Edit option) Remove the specified *username* from HTCondor’s accounting.

- **resetall**  (Edit option) Reset the accumulated usage of all the users to zero.

- **resetusage username**  (Edit option) Reset the accumulated usage of the user specified by *username* to zero.

- **setaccum username value**  (Edit option) Set the accumulated usage of the user specified by *username* to the specified floating point value.

- **setbegin username value**  (Edit option) Set the begin usage time of the user specified by *username* to the specified value.

- **setfactor username value**  (Edit option) Set the priority factor of the user specified by *username* to the specified value.

- **setlast username value**  (Edit option) Set the last usage time of the user specified by *username* to the specified value.

- **setprio username value**  (Edit option) Set the real priority of the user specified by *username* to the specified value.

- **activefrom month day year**  (Display option) Display information for users who have some recorded accumulated usage since the specified date.
-all  (Display option) Display all available fields about each group or user.

-allusers  (Display option) Display information for all the users who have some recorded accumulated usage.

-negotiator  (Display option) Force the query to come from the negotiator instead of the collector.

-autoformat[:jlhVr,tng]  attr1 [attr2 ...] or  -af[:jlhVr,tng]  attr1 [attr2 ...]  (Display option) Display attribute(s) or expression(s) formatted in a default way according to attribute types. This option takes an arbitrary number of attribute names as arguments, and prints out their values, with a space between each value and a newline character after the last value. It is like the -format option without format strings.

It is assumed that no attribute names begin with a dash character, so that the next word that begins with dash is the start of the next option. The autoformat option may be followed by a colon character and formatting qualifiers to deviate the output formatting from the default:

j print the job ID as the first field,
l label each field,
h print column headings before the first line of output,
V use %-V rather than %-v for formatting (string values are quoted),
r print "raw", or unevaluated values,
, add a comma character after each field,
t add a tab character before each field instead of the default space character,
n add a newline character after each field,
g add a newline character between ClassAds, and suppress spaces before each field.

Use -af:h to get tabular values with headings.
Use -af:lrng to get -long equivalent format.

The newline and comma characters may not be used together. The l and h characters may not be used together.

-constraint <expr>  (Display option) To be used in conjunction with the -long -modular or the autoformat options. Displays users and groups that match the <expr>.

-debug[:<opts>]  (Display option) Without :<opts> specified, use configured debug level to send debugging output to stderr. With :<opts> specified, these options are debug levels that override any configured debug levels for this command’s execution to send debugging output to stderr.

-flat  (Display option) Display information such that users within hierarchical groups are not listed with their group.

-getreslist username  (Display option) Display all the resources currently allocated to the user specified by username.
**condor_userprio**

- **grouporder** (Display option) Display submitter information with accounting group entries at the top of the list, and in breadth-first order within the group hierarchy tree.

- **grouprollup** (Display option) For hierarchical groups, the display shows sums as computed for groups, and these sums include sub groups.

- **hierarchical** (Display option) Display information such that users within hierarchical groups are listed with their group.

- **legacy** (Display option) For use with the **-long** option, displays attribute names and values as a single ClassAd.

- **long** (Display option) A verbose output which displays entire ClassAds.

- **modular** (Display option) Modifies the display when using the **-long** option, such that attribute names and values are shown as distinct ClassAds.

- **most** (Display option) Display fields considered to be the most useful. This is the default set of fields displayed.

- **priority** (Display option) Display fields with user priority information.

- **quotas** (Display option) Display fields relevant to hierarchical group quotas.

- **usage** (Display option) Display usage information for each group or user.

**Examples**

Example 1 Since the output varies due to command line arguments, here is an example of the default output for a pool that does not use Hierarchical Group Quotas. This default output is the same as given with the **-most** Display option.

<table>
<thead>
<tr>
<th>User Name</th>
<th>Effective Priority</th>
<th>Priority Factor</th>
<th>Res</th>
<th>Total Usage (wghted-hrs)</th>
<th>Time Since</th>
</tr>
</thead>
<tbody>
<tr>
<td><a href="mailto:www-cndr@cs.wisc.edu">www-cndr@cs.wisc.edu</a></td>
<td>0.56</td>
<td>1.00</td>
<td>0</td>
<td>591998.44</td>
<td>0+16:30</td>
</tr>
<tr>
<td><a href="mailto:joey@cs.wisc.edu">joey@cs.wisc.edu</a></td>
<td>1.00</td>
<td>1.00</td>
<td>1</td>
<td>990.15</td>
<td>&lt;now&gt;</td>
</tr>
<tr>
<td><a href="mailto:suzy@cs.wisc.edu">suzy@cs.wisc.edu</a></td>
<td>1.53</td>
<td>1.00</td>
<td>0</td>
<td>261.78</td>
<td>0+09:31</td>
</tr>
<tr>
<td><a href="mailto:leon@cs.wisc.edu">leon@cs.wisc.edu</a></td>
<td>1.63</td>
<td>1.00</td>
<td>2</td>
<td>12597.82</td>
<td>&lt;now&gt;</td>
</tr>
<tr>
<td><a href="mailto:raj@cs.wisc.edu">raj@cs.wisc.edu</a></td>
<td>3.34</td>
<td>1.00</td>
<td>0</td>
<td>8049.48</td>
<td>0+01:39</td>
</tr>
<tr>
<td><a href="mailto:jose@cs.wisc.edu">jose@cs.wisc.edu</a></td>
<td>3.62</td>
<td>1.00</td>
<td>4</td>
<td>58137.63</td>
<td>&lt;now&gt;</td>
</tr>
<tr>
<td><a href="mailto:betsy@cs.wisc.edu">betsy@cs.wisc.edu</a></td>
<td>13.47</td>
<td>1.00</td>
<td>0</td>
<td>1475.31</td>
<td>0+22:46</td>
</tr>
<tr>
<td><a href="mailto:petra@cs.wisc.edu">petra@cs.wisc.edu</a></td>
<td>266.02</td>
<td>500.00</td>
<td>1</td>
<td>288082.03</td>
<td>&lt;now&gt;</td>
</tr>
<tr>
<td><a href="mailto:carmen@cs.wisc.edu">carmen@cs.wisc.edu</a></td>
<td>329.87</td>
<td>10.00</td>
<td>634</td>
<td>2685305.25</td>
<td>&lt;now&gt;</td>
</tr>
<tr>
<td>User Name</td>
<td>Config Quota</td>
<td>Surplus</td>
<td>Priority</td>
<td>Priority Factor</td>
<td>Res In Use</td>
</tr>
<tr>
<td>------------------------------</td>
<td>--------------</td>
<td>---------</td>
<td>----------</td>
<td>-----------------</td>
<td>------------</td>
</tr>
<tr>
<td><a href="mailto:carlos@cs.wisc.edu">carlos@cs.wisc.edu</a></td>
<td>687.36</td>
<td>10.00</td>
<td></td>
<td>0</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:ali@proj1.wisc.edu">ali@proj1.wisc.edu</a></td>
<td>5000.00</td>
<td>10000.00</td>
<td></td>
<td>0</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:apu@nnland.edu">apu@nnland.edu</a></td>
<td>5000.00</td>
<td>10000.00</td>
<td></td>
<td>0</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:pop@proj1.wisc.edu">pop@proj1.wisc.edu</a></td>
<td>26688.11</td>
<td>10000.00</td>
<td>1</td>
<td>49560.88 &lt;now&gt;</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:franz@cs.wisc.edu">franz@cs.wisc.edu</a></td>
<td>29352.06</td>
<td>500.00</td>
<td>109</td>
<td>600277.88 &lt;now&gt;</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:martha@nnland.edu">martha@nnland.edu</a></td>
<td>58030.94</td>
<td>10000.00</td>
<td>0</td>
<td>48212.79 &lt;now&gt;</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:lizi@nnland.edu">lizi@nnland.edu</a></td>
<td>62106.40</td>
<td>10000.00</td>
<td>0</td>
<td>6569.75 &lt;now&gt;</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:marta@cs.wisc.edu">marta@cs.wisc.edu</a></td>
<td>62577.84</td>
<td>500.00</td>
<td>29</td>
<td>193706.30 &lt;now&gt;</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:kris@proj1.wisc.edu">kris@proj1.wisc.edu</a></td>
<td>100597.94</td>
<td>10000.00</td>
<td>0</td>
<td>20814.24 &lt;now&gt;</td>
<td></td>
</tr>
<tr>
<td><a href="mailto:boss@proj1.wisc.edu">boss@proj1.wisc.edu</a></td>
<td>318229.25</td>
<td>10000.00</td>
<td>3</td>
<td>324680.47 &lt;now&gt;</td>
<td></td>
</tr>
</tbody>
</table>

Number of users: 19  
784 4969073.00 0+23:59

Example 2 This is an example of the default output for a pool that uses hierarchical groups, and the groups accept surplus. This leads to a very wide display.

```plaintext
% condor_userprio -pool crane.cs.wisc.edu -allusers
Last Priority Update: 1/19 13:18

Group   User Name                        Config Quota | Use Surplus | Effective Priority | Priority Factor | Res In Use | Total Usage (wghted-hrs) | Time Since Last Usage |
-------- ------------------------------- -------------- |------------ |------------------- |----------------- |------------ |------------------------- |-----------------------|
<none>   0.00 yes                         0.50 1.00      | 0             | 0.02              | 0.04            | 0.02      | 31+00:28                |                       |
John.Smith@crane.cs.wisc.edu   0.50 1.00      | 0.02 13+03:03  | 0.02            | 31+00:28        | 0.02      | 31+00:28                |                       |
Sedge@crane.cs.wisc.edu       0.50 1.00      | 0.05            | 13+03:03        | 0.05            | 31+00:28  | 31+00:28                |                       |
Duck@crane.cs.wisc.edu        0.50 1.00      | 0.02            | 13+02:57        | 0.02            | 31+02:57  | 31+02:57                |                       |
other@crane.cs.wisc.edu       0.50 1.00      | 0.01            | 28+19:34        | 0.01            | 28+19:34  | 28+19:34                |                       |
Duck 2.00 no                   0.50 1.00      | 0.02            | 13+02:57        | 0.02            | 31+02:57  | 31+02:57                |                       |
Sedge 4.00 no                  0.50 1.00      | 0.17            | 9+03:07         | 0.17            | 9+03:07   | 9+03:07                 |                       |
johnsm@crane.cs.wisc.edu      0.50 1.00      | 0.13            | 9+03:08         | 0.13            | 9+03:08   | 9+03:08                 |                       |
Half@crane.cs.wisc.edu        0.50 1.00      | 0.02            | 31+00:02        | 0.02            | 31+00:02  | 31+00:02                |                       |
John.Smith@crane.cs.wisc.edu  0.50 1.00      | 0.05            | 9+03:07         | 0.05            | 9+03:07   | 9+03:07                 |                       |
other@crane.cs.wisc.edu       0.50 1.00      | 0.01            | 28+19:34        | 0.01            | 28+19:34  | 28+19:34                |                       |

Number of users: 10  ByQuota 0 6.97
```

Exit Status

`condor_userprio` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Author

Center for High Throughput Computing, University of Wisconsin–Madison

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**condor_vacate**

Vacate jobs that are running on the specified hosts

**Synopsis**

```
condor_vacate [-help | -version]

```

**Description**

`condor_vacate` causes HTCondor to checkpoint any running jobs on a set of machines and force the jobs to vacate the machine. The job(s) remains in the submitting machine’s job queue.

Given the (default) `-graceful` option, a job running under the standard universe will first produce a checkpoint and then the job will be killed. HTCondor will then restart the job somewhere else, using the checkpoint to continue from where it left off. A job running under the vanilla universe is killed, and HTCondor restarts the job from the beginning somewhere else. `condor_vacate` has no effect on a machine with no HTCondor job currently running.

There is generally no need for the user or administrator to explicitly run `condor_vacate`. HTCondor takes care of jobs in this way automatically following the policies given in configuration files.

**Options**

- `-help` Display usage information

- `-version` Display version information

- `-graceful` Inform the job to checkpoint, then soft-kill it.

- `-fast` Hard-kill jobs instead of checkpointing them

- `-debug` Causes debugging information to be sent to stderr, based on the value of the configuration variable `TOOL_DEBUG`.

- `-pool centralmanagerhostname[:portnumber]` Specify a pool by giving the central manager’s host name and an optional port number
-name hostname  Send the command to a machine identified by hostname

hostname  Send the command to a machine identified by hostname

-addr "<a.b.c.d:port>"  Send the command to a machine’s master located at "<a.b.c.d:port>"

"<a.b.c.d:port>"  Send the command to a machine located at "<a.b.c.d:port>"

-constraint expression  Apply this command only to machines matching the given ClassAd expression

-all  Send the command to all machines in the pool

Exit Status

condor_vacate will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Examples

To send a condor_vacate command to two named machines:

% condor_vacate  robin cardinal

To send the condor_vacate command to a machine within a pool of machines other than the local pool, use the -pool option. The argument is the name of the central manager for the pool. Note that one or more machines within the pool must be specified as the targets for the command. This command sends the command to the single machine named cae17 within the pool of machines that has condor.cae.wisc.edu as its central manager:

% condor_vacate -pool condor.cae.wisc.edu -name cae17

Author

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condor_vacate_job

vacate jobs in the HTCondor queue from the hosts where they are running

Synopsis

condor_vacate_job [-help | -version] condor_vacate_job [ -pool centralmanagerhostname[:portnumber] | -name scheddname ] | [-addr "<a.b.c.d:port>" ] [-fast] cluster... cluster.process... user... | -constraint expression ...


Description

condor_vacate_job finds one or more jobs from the HTCondor job queue and vacates them from the host(s) where they are currently running. The jobs remain in the job queue and return to the idle state.

A job running under the standard universe will first produce a checkpoint and then the job will be killed. HTCondor will then restart the job somewhere else, using the checkpoint to continue from where it left off. A job running under any other universe will be sent a soft kill signal (SIGTERM by default, or whatever is defined as the SoftKillSig in the job ClassAd), and HTCondor will restart the job from the beginning somewhere else.

If the -fast option is used, the job(s) will be immediately killed, meaning that standard universe jobs will not be allowed to checkpoint, and the job will have to revert to the last checkpoint or start over from the beginning.

If the -name option is specified, the named condor_schedd is targeted for processing. If the -addr option is used, the condor_schedd at the given address is targeted for processing. Otherwise, the local condor_schedd is targeted. The jobs to be vacated are identified by one or more job identifiers, as described below. For any given job, only the owner of the job or one of the queue super users (defined by the QUEUE_SUPER_USERS macro) can vacate the job.

Using condor_vacate_job on jobs which are not currently running has no effect.

Options

-help  Display usage information

-version  Display version information

-pool centralmanagerhostname[:portnumber]  Specify a pool by giving the central manager’s host name and an optional port number
condor_vacate_job

-name scheddname  Send the command to a machine identified by scheddname

-addr "<a.b.c.d:port>"  Send the command to a machine located at "<a.b.c.d:port>"

cluster  Vacate all jobs in the specified cluster

cluster.process  Vacate the specific job in the cluster

user  Vacate jobs belonging to specified user

-constraint expression  Vacate all jobs which match the job ClassAd expression constraint

-all  Vacate all the jobs in the queue

-fast  Perform a fast vacate and hard kill the jobs

General Remarks

Do not confuse condor_vacate_job with condor_vacate. condor_vacate is given a list of hosts to vacate, regardless of what jobs happen to be running on them. Only machine owners and administrators have permission to use condor_vacate to evict jobs from a given host. condor_vacate_job is given a list of job to vacate, regardless of which hosts they happen to be running on. Only the owner of the jobs or queue super users have permission to use condor_vacate_job.

Examples

To vacate job 23.0:

% condor_vacate_job 23.0

To vacate all jobs of a user named Mary:

% condor_vacate_job mary

To vacate all standard universe jobs owned by Mary:

% condor_vacate_job -constraint 'JobUniverse == 1 && Owner == "mary"

Note that the entire constraint, including the quotation marks, must be enclosed in single quote marks for most shells.
condor_vacate_job will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Author

Center for High Throughput Computing, University of Wisconsin–Madison

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condor_version

print HTCondor version and platform information

Synopsis

condor_version [-help]
condor_version [-arch] [-opsys] [-syscall]

Description

With no arguments, condor_version prints the currently installed HTCondor version number and platform information. The version number includes a build identification number, as well as the date built.

Options

- help  Print usage information

- arch  Print this machine’s ClassAd value for Arch

- opsys  Print this machine’s ClassAd value for OpSys

- syscall Get any requested version and/or platform information from the libcondorsyscall.a that this HTCondor pool is configured to use, instead of using the values that are compiled into the tool itself. This option may be used in combination with any other options to modify where the information is coming from.

Exit Status

condor_version will exit with a status value of 0 (zero) upon success, and it should never exit with a failing value.

Author

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condor_wait

Wait for jobs to finish

Synopsis

condor_wait [-help | -version]

Description

condor_wait watches a job event log file (created with the log command within a submit description file) and returns when one or more jobs from the log have completed or aborted.

Because condor_wait expects to find at least one job submitted event in the log file, at least one job must have been successfully submitted with condor_submit before condor_wait is executed.

condor_wait will wait forever for jobs to finish, unless a shorter wait time is specified.

Options

-help  Display usage information

-version  Display version information

-debug  Show extra debugging information.

-status  Show job start and terminate information.

-echo  Print the events out to stdout.

-wait seconds  Wait no more than the integer number of seconds. The default is unlimited time.

-num number-of-jobs  Wait for the integer number-of-jobs jobs to end. The default is all jobs in the log file.

log file  The name of the log file to watch for information about the job.
job ID A specific job or set of jobs to watch. If the job ID is only the job ClassAd attribute ClusterId, then
condor_wait waits for all jobs with the given ClusterId. If the job ID is a pair of the job ClassAd attributes,
given by ClusterId.ProcId, then condor_wait waits for the specific job with this job ID. If this option is
not specified, all jobs that exist in the log file when condor_wait is invoked will be watched.

General Remarks

condor_wait is an inexpensive way to test or wait for the completion of a job or a whole cluster, if you are trying to get
a process outside of HTCondor to synchronize with a job or set of jobs.

It can also be used to wait for the completion of a limited subset of jobs, via the -num option.

Examples

condor_wait logfile

This command waits for all jobs that exist in logfile to complete.

condor_wait logfile 40

This command waits for all jobs that exist in logfile with a job ClassAd attribute ClusterId of 40 to complete.

condor_wait -num 2 logfile

This command waits for any two jobs that exist in logfile to complete.

condor_wait logfile 40.1

This command waits for job 40.1 that exists in logfile to complete.

condor_wait -wait 3600 logfile 40.1

This waits for job 40.1 to complete by watching logfile, but it will not wait more than one hour (3600 seconds).

Exit Status

condor_wait exits with 0 if and only if the specified job or jobs have completed or aborted. condor_wait returns 1
if unrecoverable errors occur, such as a missing log file, if the job does not exist in the log file, or the user-specified
waiting time has expired.
Author

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**condor_who**

Display information about owners of jobs and jobs running on an execute machine

**Synopsis**

```
condor_who [help options] [address options] [display options]
```

**Description**

`condor_who` queries and displays information about the user that owns the jobs running on a machine. It is intended to be run on an execute machine.

The options that may be supplied to `condor_who` belong to three groups:

- **Help options** provide information about the `condor_who` tool.
- **Address options** allow destination specification for query.
- **Display options** control the formatting and which of the queried information to display.

At any time, only one **help option** and one **address option** may be specified. Any number of **display options** may be specified.

`condor_who` obtains its information about jobs by talking to one or more `condor_startd` daemons. So, `condor_who` must identify the command port of any `condor_startd` daemons. An **address option** provides this information. If no **address option** is given on the command line, then `condor_who` searches using this ordering:

1. A defined value of the environment variable `CONDOR_CONFIG` specifies the directory where log and address files are to be scanned for needed information.

2. With the aim of finding all `condor_startd` daemons, `condor_who` utilizes the same algorithm it would using the **-allpids** option. The Linux `ps` or the Windows `tasklist` program obtains all PIDs. As Linux `root` or Windows administrator, the Linux `lsof` or the Windows `netstat` identifies open sockets and from there the PIDs of listen sockets. Correlating the two lists of PIDs results in identifying the command ports of all `condor_startd` daemons.

**Options**

 `-help`  (help option) Display usage information
-daemons (help option) Display information about the daemons running on the specified machine, including the daemon’s PID, IP address and command port

-diagnostic (help option) Display extra information helpful for debugging

-verbose (help option) Display PIDs and addresses of daemons

-address hostaddress (address option) Identify the condor_startd host address to query

-allpids (address option) Query all local condor_startd daemons

-logdir directoryname (address option) Specifies the directory containing log and address files that condor_who will scan to search for command ports of condor_start daemons to query

-pid PID (address option) Use the given PID to identify the condor_startd daemon to query

-long (display option) Display entire ClassAds

-wide (display option) Displays fields without truncating them in order to fit screen width

-format fmt attr (display option) Display attribute attr in format fmt. To display the attribute or expression the format must contain a single printf(3)-style conversion specifier. Attributes must be from the resource ClassAd. Expressions are ClassAd expressions and may refer to attributes in the resource ClassAd. If the attribute is not present in a given ClassAd and cannot be parsed as an expression, then the format option will be silently skipped. %r prints the unevaluated, or raw values. The conversion specifier must match the type of the attribute or expression. %s is suitable for strings such as Name, %d for integers such as LastHeardFrom, and %f for floating point numbers such as LoadAvg. %v identifies the type of the attribute, and then prints the value in an appropriate format. %V identifies the type of the attribute, and then prints the value in an appropriate format as it would appear in the -long format. As an example, strings used with %V will have quote marks. An incorrect format will result in undefined behavior. Do not use more than one conversion specifier in a given format. More than one conversion specifier will result in undefined behavior. To output multiple attributes repeat the -format option once for each desired attribute. Like printf(3)-style formats, one may include other text that will be reproduced directly. A format without any conversion specifiers may be specified, but an attribute is still required. Include a backslash followed by an ‘n’ to specify a line break.

-autoformat[:lVr,tng] attr1 [attr2 ...] or -af[:lVr,tng] attr1 [attr2 ...] (display option) Display attribute(s) or expression(s) formatted in a default way according to attribute types. This option takes an arbitrary number of attribute names as arguments, and prints out their values, with a space between each value and a newline character after the last value. It is like the -format option without format strings.
It is assumed that no attribute names begin with a dash character, so that the next word that begins with dash is the start of the next option. The **autoformat** option may be followed by a colon character and formatting qualifiers to deviate the output formatting from the default:

- **I** label each field,
- **h** print column headings before the first line of output,
- **V** use %V rather than %v for formatting (string values are quoted),
- **r** print "raw", or unevaluated values,
- **,** add a comma character after each field,
- **t** add a tab character before each field instead of the default space character,
- **n** add a newline character after each field,
- **g** add a newline character between ClassAds, and suppress spaces before each field.

Use `-af:h` to get tabular values with headings.

Use `-af:lrng` to get -long equivalent format.

The newline and comma characters may not be used together. The **I** and **h** characters may not be used together.

**Examples**

**Example 1** Sample output from the local machine, which is running a single HTCondor job. Note that the output of the **PROGRAM** field will be truncated to fit the display, similar to the artificial truncation shown in this example output.

```
% condor_who

OWNER   CLIENT         SLOT JOB RUNTIME PID      PROGRAM
smith1@crane.cs.wisc.edu crane.cs.wisc.edu  2 320.0 0+00:00:08 7776 D:\scratch\condor\execut
```

**Example 2** Verbose sample output.

```
% condor_who  -verbose

LOG directory "D:\scratch\condor\master\test/log"

<table>
<thead>
<tr>
<th>Daemon</th>
<th>PID</th>
<th>Exit</th>
<th>Addr</th>
<th>Log, Log.Old</th>
</tr>
</thead>
<tbody>
<tr>
<td>Collector</td>
<td>6788</td>
<td></td>
<td>&lt;128.105.136.32:7977&gt; CollectorLog, CollectorLog.old</td>
<td></td>
</tr>
<tr>
<td>Credd</td>
<td>8148</td>
<td></td>
<td>&lt;128.105.136.32:9620&gt; CredLog, CredLog.old</td>
<td></td>
</tr>
<tr>
<td>Master</td>
<td>5976</td>
<td></td>
<td>&lt;128.105.136.32:64980&gt; MasterLog,</td>
<td></td>
</tr>
<tr>
<td>Match</td>
<td></td>
<td></td>
<td></td>
<td>Log, Log.Old</td>
</tr>
<tr>
<td>Negotiator</td>
<td>6600</td>
<td></td>
<td>NegotiatorLog, NegotiatorLog.old</td>
<td></td>
</tr>
<tr>
<td>Schedd</td>
<td>6336</td>
<td></td>
<td>&lt;128.105.136.32:64985&gt; SchedLog, SchedLog.old</td>
<td></td>
</tr>
<tr>
<td>Shadow</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Slot1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Slot2</td>
<td>7272</td>
<td></td>
<td>&lt;128.105.136.32:65026&gt; StarterLog.slot2,</td>
<td></td>
</tr>
<tr>
<td>Slot3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Slot4</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```
condor_who

SoftKill SoftKillLog,
Startd 7416 <128.105.136.32:64984> StartLog, StartLog.old
Starter StarterLog,
TOOL TOOLLog,

OWNER CLIENT SLOT JOB RUNTIME PID PROGRAM
smith1@crane.cs.wisc.edu crane.cs.wisc.edu 2 320.0 0+00:01:28 7776 D:\scratch\condor\execut

Exit Status

condor_who will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Author

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**gidd_alloc**

find a GID within the specified range which is not used by any process

**Synopsis**

`gidd_alloc min-gid max-gid`

**Description**

This program will scan the alive PIDs, looking for which GID is unused in the supplied, inclusive range specified by the required arguments `min-gid` and `max-gid`. Upon finding one, it will add the GID to its own supplementary group list, and then scan the PIDs again expecting to find only itself using the GID. If no collision has occurred, the program exits, otherwise it retries.

**General Remarks**

This is a program only available for the Linux ports of HTCondor.

**Exit Status**

`gidd_alloc` will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

**Author**

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procd_ctl

command line interface to the condor_procd

Synopsis

procd_ctl -h
procd_ctl -A address-file [command]

Description

This is a programmatic interface to the condor_procd daemon. It may be used to cause the condor_procd to do anything that the condor_procd is capable of doing, such as tracking and managing process families.

This is a program only available for the Linux ports of HTCondor.

The -h option prints out usage information and exits. The address-file specification within the -A argument specifies the path and file name of the address file which the named pipe clients must use to speak with the condor_procd.

One command is given to the condor_procd. The choices for the command are defined by the Options.

Options

TRACK_BY_ASSOCIATED_GID GID [PID] Use the specified GID to track the specified family rooted at PID. If the optional PID is not specified, then the PID used is the one given or assumed by condor_procd.

GET_USAGE [PID] Get the total usage information about the PID family at PID. If the optional PID is not specified, then the PID used is the one given or assumed by condor_procd.

DUMP [PID] Print out information about both the root PID being watched and the tree of processes under this root PID. If the optional PID is not specified, then the PID used is the one given or assumed by condor_procd.

LIST [PID] With no PID given, print out information about all the watched processes. If the optional PID is specified, print out information about the process specified by PID and all its child processes.

SIGNAL_PROCESS signal [PID] Send the signal to the process specified by PID. If the optional PID is not specified, then the PID used is the one given or assumed by condor_procd.
SUSPEND_FAMILY PID  Suspend the process family rooted at PID.

CONTINUE_FAMILY PID  Continue execution of the process family rooted at PID.

KILL_FAMILY PID  Kill the process family rooted at PID.

UNREGISTER_FAMILY PID  Stop tracking the process family rooted at PID.

SNAPSHOT  Perform a snapshot of the tracked family tree.

QUIT  Disconnect from the condor_procd and exit.

General Remarks

This program may be used in a standalone mode, independent of HTCondor, to track process families. The programs procd_ctl and gidd_alloc are used with the condor_procd in standalone mode to interact with the daemon and inquire about certain state of running processes on the machine, respectively.

Exit Status

procd_ctl will exit with a status value of 0 (zero) upon success, and it will exit with the value 1 (one) upon failure.

Author

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Appendix A

ClassAd Attributes

A.1 ClassAd Types

ClassAd attributes vary, depending on the entity producing the ClassAd. Therefore, each ClassAd has an attribute named MyType, which describes the type of ClassAd. In addition, the condor_collector appends attributes to any daemon’s ClassAd, whenever the condor_collector is queried. These additional attributes are listed in the unnumbered subsection labeled ClassAd Attributes Added by the condor_collector on page 1031.

Here is a list of defined values for MyType, as well as a reference to a list attributes relevant to that type.

**Job** Each submitted job describes its state, for use by the condor_negotiator daemon in finding a machine upon which to run the job. ClassAd attributes that appear in a job ClassAd are listed and described in the unnumbered subsection labeled Job ClassAd Attributes on page 973.

**Machine** Each machine in the pool (and hence, the condor_startd daemon running on that machine) describes its state. ClassAd attributes that appear in a machine ClassAd are listed and described in the unnumbered subsection labeled Machine ClassAd Attributes on page 993.

**DaemonMaster** Each condor_master daemon describes its state. ClassAd attributes that appear in a DaemonMaster ClassAd are listed and described in the unnumbered subsection labeled DaemonMaster ClassAd Attributes on page 1011.

**Scheduler** Each condor_schedd daemon describes its state. ClassAd attributes that appear in a Scheduler ClassAd are listed and described in the unnumbered subsection labeled Scheduler ClassAd Attributes on page 1012.

**Negotiator** Each condor_negotiator daemon describes its state. ClassAd attributes that appear in a Negotiator ClassAd are listed and described in the unnumbered subsection labeled Negotiator ClassAd Attributes on page 1023.

**Submitter** Each submitter is described by a ClassAd. ClassAd attributes that appear in a Submitter ClassAd are listed and described in the unnumbered subsection labeled Submitter ClassAd Attributes on page 1025.
A.2. Job ClassAd Attributes

Defrag Each condor_defrag daemon describes its state. ClassAd attributes that appear in a Defrag ClassAd are listed and described in the unnumbered subsection labeled Defrag ClassAd Attributes on page 1026.

Collector Each condor_collector daemon describes its state. ClassAd attributes that appear in a Collector ClassAd are listed and described in the unnumbered subsection labeled Collector ClassAd Attributes on page 1028.

Query This section has not yet been written

In addition, statistics are published for each DaemonCore daemon. These attributes are listed and described in the unnumbered subsection labeled DaemonCore Statistics Attributes on page 1032.

A.2  Job ClassAd Attributes

Absent: Boolean set to true True if the ad is absent.

AcctGroup: The accounting group name, as set in the submit description file via the accounting_group command. This attribute is only present if an accounting group was requested by the submission. See section 3.6.7 for more information about accounting groups.

AcctGroupUser: The user name associated with the accounting group. This attribute is only present if an accounting group was requested by the submission.

AllRemoteHosts: String containing a comma-separated list of all the remote machines running a parallel or mpi universe job.

Args: A string representing the command line arguments passed to the job, when those arguments are specified using the old syntax, as specified in section 12.

Arguments: A string representing the command line arguments passed to the job, when those arguments are specified using the new syntax, as specified in section 12.

BatchQueue: For grid universe jobs destined for PBS, LSF or SGE, the name of the queue in the remote batch system.

BlockReadKbytes: The integer number of KiB read from disk for this job.

BlockReads: The integer number of disk blocks read for this job.

BlockWriteKbytes: The integer number of KiB written to disk for this job.

BlockWrites: The integer number of blocks written to disk for this job.

BoincAuthenticatorFile: Used for grid type boinc jobs; a string taken from the definition of the submit description file command boinc_authenticator_file. Defines the path and file name of the file containing the authenticator string to use to authenticate to the BOINC service.

CkptArch: String describing the architecture of the machine this job executed on at the time it last produced a checkpoint. If the job has never produced a checkpoint, this attribute is undefined.
A.2. Job ClassAd Attributes

**CkptOpSys:** String describing the operating system of the machine this job executed on at the time it last produced a checkpoint. If the job has never produced a checkpoint, this attribute is undefined.

**ClusterId:** Integer cluster identifier for this job. A cluster is a group of jobs that were submitted together. Each job has its own unique job identifier within the cluster, but shares a common cluster identifier. The value changes each time a job or set of jobs are queued for execution under HTCondor.

**Cmd:** The path to and the file name of the job to be executed.

**CommittedTime:** The number of seconds of wall clock time that the job has been allocated a machine, excluding the time spent on run attempts that were evicted without a checkpoint. Like `RemoteWallClockTime`, this includes time the job spent in a suspended state, so the total committed wall time spent running is

\[
\text{CommittedTime} - \text{CommittedSuspensionTime}
\]

**CommittedSlotTime:** This attribute is identical to `CommittedTime` except that the time is multiplied by the `SlotWeight` of the machine(s) that ran the job. This relies on `SlotWeight` being listed in `SYSTEM_JOB_MACHINE_ATTRS`.

**CommittedSuspensionTime:** A running total of the number of seconds the job has spent in suspension during time in which the job was not evicted without a checkpoint. This number is updated when the job is checkpointed and when it exits.

**CompletionDate:** The time when the job completed, or the value 0 if the job has not yet completed. Measured in the number of seconds since the epoch (00:00:00 UTC, Jan 1, 1970).

**ConcurrencyLimits:** A string list, delimited by commas and space characters. The items in the list identify named resources that the job requires. The value can be a ClassAd expression which, when evaluated in the context of the job ClassAd and a matching machine ClassAd, results in a string list.

**CumulativeSlotTime:** This attribute is identical to `RemoteWallClockTime` except that the time is multiplied by the `SlotWeight` of the machine(s) that ran the job. This relies on `SlotWeight` being listed in `SYSTEM_JOB_MACHINE_ATTRS`.

**CumulativeSuspensionTime:** A running total of the number of seconds the job has spent in suspension for the life of the job.

**CumulativeTransferTime:** The total time, in seconds, that condor has spent transferring the input and output sandboxes for the life of the job.

**CurrentHosts:** The number of hosts in the claimed state, due to this job.

**DAGManJobId:** For a DAGMan node job only, the `ClusterId` job ClassAd attribute of the `condor_dagman` job which is the parent of this node job. For nested DAGs, this attribute holds only the `ClusterId` of the job’s immediate parent.

**DAGParentNodeNames:** For a DAGMan node job only, a comma separated list of each `JobName` which is a parent node of this job’s node. This attribute is passed through to the job via the `condor_submit` command line, if it does not exceed the line length defined with `_POSIX_ARG_MAX`. For example, if a node job has two parents with `JobNames` B and C, the `condor_submit` command line will contain

HTCondor Version 8.8.0 Manual
-append +DAGParentNodeNames=B,C

**DAGManNodesLog:** For a DAGMan node job only, gives the path to an event log used exclusively by DAGMan to monitor the state of the DAG’s jobs. Events are written to this log file in addition to any log file specified in the job’s submit description file.

**DAGManNodesMask:** For a DAGMan node job only, a comma-separated list of the event codes that should be written to the log specified by DAGManNodesLog, known as the auxiliary log. All events not specified in the DAGManNodesMask string are not written to the auxiliary event log. The value of this attribute is determined by DAGMan, and it is passed to the job via the `condor_submit` command line. By default, the following events are written to the auxiliary job log:

- Submit, event code is 0
- Execute, event code is 1
- Executable error, event code is 2
- Job evicted, event code is 4
- Job terminated, event code is 5
- Shadow exception, event code is 7
- Job aborted, event code is 9
- Job suspended, event code is 10
- Job unsuspended, event code is 11
- Job held, event code is 12
- Job released, event code is 13
- Post script terminated, event code is 16
- Globus submit, event code is 17
- Grid submit, event code is 27

If DAGManNodesLog is not defined, it has no effect. The value of DAGManNodesMask does not affect events recorded in the job event log file referred to by UserLog.

**DelegateJobGSICredentialsLifetime:** An integer that specifies the maximum number of seconds for which delegated proxies should be valid. The default behavior is determined by the configuration setting `DELEGATE_JOB_GSI_CREDENTIALS_LIFETIME`, which defaults to one day. A value of 0 indicates that the delegated proxy should be valid for as long as allowed by the credential used to create the proxy. This setting currently only applies to proxies delegated for non-grid jobs and HTCondor-C jobs. It does not currently apply to globus grid jobs, which always behave as though this setting were 0. This setting has no effect if the configuration setting `DELEGATE_JOB_GSI_CREDENTIALS` is false, because in that case the job proxy is copied rather than delegated.

**DiskUsage:** Amount of disk space (KiB) in the HTCondor execute directory on the execute machine that this job has used. An initial value may be set at the job’s request, placing into the job’s submit description file a setting such as
# 1 megabyte initial value
+DiskUsage = 1024

vm universe jobs will default to an initial value of the disk image size. If not initialized by the job, non-vm universe jobs will default to an initial value of the sum of the job’s executable and all input files.

**EC2AccessKeyId**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_access_key_id`. Defines the path and file name of the file containing the EC2 Query API’s access key.

**EC2AmiID**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_ami_id`. Identifies the machine image of the instance.

**EC2BlockDeviceMapping**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_block_device_mapping`. Defines the map from block device names to kernel device names for the instance.

**EC2ElasticIp**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_elastic_ip`. Specifies an Elastic IP address to associate with the instance.

**EC2IamProfileArn**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_iam_profile_arn`. Specifies the IAM (instance) profile to associate with this instance.

**EC2IamProfileName**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_iam_profile_name`. Specifies the IAM (instance) profile to associate with this instance.

**EC2InstanceName**: Used for grid type ec2 jobs; a string set for the job once the instance starts running, as assigned by the EC2 service, that represents the unique ID assigned to the instance by the EC2 service.

**EC2InstanceType**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_instance_type`. Specifies a service-specific instance type.

**EC2KeyPair**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_keypair`. Defines the key pair associated with the EC2 instance.

**EC2ParameterNames**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_parameter_names`. Contains a space or comma separated list of the names of additional parameters to pass when instantiating an instance.

**EC2SpotPrice**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_spot_price`. Defines the maximum amount per hour a job submitter is willing to pay to run this job.

**EC2SpotRequestID**: Used for grid type ec2 jobs; identifies the spot request HTCondor made on behalf of this job.

**EC2StatusReasonCode**: Used for grid type ec2 jobs; reports the reason for the most recent EC2-level state transition. Can be used to determine if a spot request was terminated due to a rise in the spot price.

**EC2TagName**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_tag_names`. Defines the set, and case, of tags associated with the EC2 instance.
**EC2KeyPairFile**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_keypair_file`. Defines the path and file name of the file into which to write the SSH key used to access the image, once it is running.

**EC2RemoteVirtualMachineName**: Used for grid type ec2 jobs; a string set for the job once the instance starts running, as assigned by the EC2 service, that represents the host name upon which the instance runs, such that the user can communicate with the running instance.

**EC2SecretAccessKey**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_secret_access_key`. Defines that path and file name of the file containing the EC2 Query API’s secret access key.

**EC2SecurityGroups**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_security_groups`. Defines the list of EC2 security groups which should be associated with the job.

**EC2SecurityIDs**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_security_ids`. Defines the list of EC2 security group IDs which should be associated with the job.

**EC2UserData**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_user_data`. Defines a block of data that can be accessed by the virtual machine.

**EC2UserDataFile**: Used for grid type ec2 jobs; a string taken from the definition of the submit description file command `ec2_user_data_file`. Specifies a path and file name of a file containing data that can be accessed by the virtual machine.

**EmailAttributes**: A string containing a comma-separated list of job ClassAd attributes. For each attribute name in the list, its value will be included in the e-mail notification upon job completion.

**EncryptExecuteDirectory**: A boolean value taken from the submit description file command `encrypt_execute_directory`. It specifies if HTCondor should encrypt the remote scratch directory on the machine where the job executes.

**EnteredCurrentStatus**: An integer containing the epoch time of when the job entered into its current status. So for example, if the job is on hold, the ClassAd expression

\[
\text{time}() \ - \ \text{EnteredCurrentStatus}
\]

will equal the number of seconds that the job has been on hold.

**Env**: A string representing the environment variables passed to the job, when those arguments are specified using the old syntax, as specified in section \[12\]

**Environment**: A string representing the environment variables passed to the job, when those arguments are specified using the new syntax, as specified in section \[12\]

**ExecutableSize**: Size of the executable in KiB.

**ExitBySignal**: An attribute that is True when a user job exits via a signal and False otherwise. For some grid universe jobs, how the job exited is unavailable. In this case, ExitBySignal is set to False.
**ExitCode:** When a user job exits by means other than a signal, this is the exit return code of the user job. For some grid universe jobs, how the job exited is unavailable. In this case, `ExitCode` is set to 0.

**ExitSignal:** When a user job exits by means of an unhandled signal, this attribute takes on the numeric value of the signal. For some grid universe jobs, how the job exited is unavailable. In this case, `ExitSignal` will be undefined.

**ExitStatus:** The way that HTCondor previously dealt with a job’s exit status. This attribute should no longer be used. It is not always accurate in heterogeneous pools, or if the job exited with a signal. Instead, see the attributes: `ExitBySignal`, `ExitCode`, and `ExitSignal`.

**GceAuthFile:** Used for grid type gce jobs; a string taken from the definition of the submit description file command `gce_auth_file`. Defines the path and file name of the file containing authorization credentials to use the GCE service.

**GceImage:** Used for grid type gce jobs; a string taken from the definition of the submit description file command `gce_image`. Identifies the machine image of the instance.

**GceJsonFile:** Used for grid type gce jobs; a string taken from the definition of the submit description file command `gce_json_file`. Specifies the path and file name of a file containing a set of JSON object members that should be added to the instance description submitted to the GCE service.

**GceMachineType:** Used for grid type gce jobs; a string taken from the definition of the submit description file command `gce_machine_type`. Specifies the hardware profile that should be used for a GCE instance.

**GceMetadata:** Used for grid type gce jobs; a string taken from the definition of the submit description file command `gce_metadata`. Defines a set of name/value pairs that can be accessed by the virtual machine.

**GceMetadataFile:** Used for grid type gce jobs; a string taken from the definition of the submit description file command `gce_metadata_file`. Specifies a path and file name of a file containing a set of name/value pairs that can be accessed by the virtual machine.

**GcePreemptible:** Used for grid type gce jobs; a boolean taken from the definition of the submit description file command `gce_preemptible`. Specifies whether the virtual machine instance created in GCE should be preemptible.

**GlobalJobId:** A string intended to be a unique job identifier within a pool. It currently contains the `condor_schedd` daemon `Name` attribute, a job identifier composed of attributes `ClusterId` and `ProcId` separated by a period, and the job’s submission time in seconds since 1970-01-01 00:00:00 UTC, separated by # characters. The value `submit.example.com#152.3#1358363336` is an example.

**GridJobStatus:** A string containing the job’s status as reported by the remote job management system.

**GridResource:** A string defined by the right hand side of the the submit description file command `grid_resource`. It specifies the target grid type, plus additional parameters specific to the grid type.

**HoldKillSig:** Currently only for scheduler and local universe jobs, a string containing a name of a signal to be sent to the job if the job is put on hold.

**HoldReason:** A string containing a human-readable message about why a job is on hold. This is the message that will be displayed in response to the command `condor_q -hold`. It can be used to determine if a job should be released or not.
**HoldReasonCode:** An integer value that represents the reason that a job was put on hold.

<table>
<thead>
<tr>
<th>Integer Code</th>
<th>Reason for Hold</th>
<th>HoldReasonSubCode</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The user put the job on hold with <code>condor_hold</code>.</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Globus middleware reported an error.</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>The <code>PERIODIC_HOLD</code> expression evaluated to True. Or, <code>ON_EXIT_HOLD</code> was true</td>
<td>User Specified</td>
</tr>
<tr>
<td>4</td>
<td>The credentials for the job are invalid.</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>A job policy expression evaluated to Undefined.</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>The <code>condor_starter</code> failed to start the executable.</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>The standard output file for the job could not be opened.</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>The standard input file for the job could not be opened.</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>The standard output stream for the job could not be opened.</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>The standard input stream for the job could not be opened.</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>An internal HTCondor protocol error was encountered when transferring files.</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>The <code>condor_starter</code> or <code>condor_shadow</code> failed to receive or write job files.</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>The <code>condor_starter</code> or <code>condor_shadow</code> failed to read or send job files.</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>The initial working directory of the job cannot be accessed.</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>The user requested the job be submitted on hold.</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>Input files are being spooled.</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>A standard universe job is not compatible with the <code>condor_shadow</code> version available on the submitting machine.</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>An internal HTCondor protocol error was encountered when transferring files.</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td><code>&lt;Keyword&gt;_HOOK_PREPARE_JOB</code> was defined but could not be executed or returned failure.</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>The job missed its deferred execution time and therefore failed to run.</td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>The job was put on hold because <code>WANT_HOLD</code> in the machine policy was true.</td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>Unable to initialize job event log.</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>Failed to access user account.</td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>No compatible shadow.</td>
<td></td>
</tr>
<tr>
<td>25</td>
<td>Invalid cron settings.</td>
<td></td>
</tr>
<tr>
<td>26</td>
<td><code>SYSTEM_PERIODIC_HOLD</code> evaluated to true.</td>
<td></td>
</tr>
<tr>
<td>27</td>
<td>The system periodic job policy evaluated to undefined.</td>
<td></td>
</tr>
<tr>
<td>28</td>
<td>Failed while using glexec to set up the job's working directory (chown sandbox to the user).</td>
<td></td>
</tr>
<tr>
<td>30</td>
<td>Failed while using glexec to prepare output for transfer (chown sandbox to condor).</td>
<td></td>
</tr>
</tbody>
</table>

*continued…*
<table>
<thead>
<tr>
<th>Integer Code</th>
<th>Reason for Hold</th>
<th>HoldReasonSubCode</th>
</tr>
</thead>
<tbody>
<tr>
<td>32</td>
<td>The maximum total input file transfer size was exceeded. (See MAX_TRANSFER_INPUT_MB.)</td>
<td></td>
</tr>
<tr>
<td>33</td>
<td>The maximum total output file transfer size was exceeded. (See MAX_TRANSFER_OUTPUT_MB.)</td>
<td></td>
</tr>
<tr>
<td>34</td>
<td>Memory usage exceeds a memory limit.</td>
<td></td>
</tr>
<tr>
<td>35</td>
<td>Specified Docker image was invalid.</td>
<td></td>
</tr>
<tr>
<td>36</td>
<td>Job failed when sent the checkpoint signal it requested.</td>
<td></td>
</tr>
<tr>
<td>37</td>
<td>User error in the EC2 universe:</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Public key file not defined.</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>Private key file not defined.</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>Grid resource string missing EC2 service URL.</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>Failed to authenticate.</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>Can’t use existing SSH keypair with the given server's type.</td>
<td>6</td>
</tr>
<tr>
<td></td>
<td>You, or somebody like you, cancelled this request.</td>
<td>7</td>
</tr>
<tr>
<td>38</td>
<td>Internal error in the EC2 universe:</td>
<td>8</td>
</tr>
<tr>
<td></td>
<td>Grid resource type not EC2.</td>
<td>9</td>
</tr>
<tr>
<td></td>
<td>Grid resource type not set.</td>
<td>10</td>
</tr>
<tr>
<td></td>
<td>Grid job ID is not for EC2.</td>
<td>11</td>
</tr>
<tr>
<td></td>
<td>Unexpected remote job status.</td>
<td>12</td>
</tr>
<tr>
<td>39</td>
<td>Administrator error in the EC2 universe:</td>
<td>13</td>
</tr>
<tr>
<td></td>
<td>EC2_GAHP not defined.</td>
<td>14</td>
</tr>
<tr>
<td>40</td>
<td>Connection problem in the EC2 universe</td>
<td>15</td>
</tr>
<tr>
<td></td>
<td>… while creating an SSH keypair.</td>
<td>16</td>
</tr>
<tr>
<td></td>
<td>… while starting an on-demand instance.</td>
<td>17</td>
</tr>
<tr>
<td>41</td>
<td>Server error in the EC2 universe:</td>
<td>18</td>
</tr>
<tr>
<td></td>
<td>Abnormal instance termination reason.</td>
<td>19</td>
</tr>
<tr>
<td></td>
<td>Unrecognized instance termination reason.</td>
<td>20</td>
</tr>
<tr>
<td></td>
<td>Resource was down for too long.</td>
<td>21</td>
</tr>
<tr>
<td>42</td>
<td>Instance potentially lost due to an error in the EC2 universe:</td>
<td>22</td>
</tr>
<tr>
<td></td>
<td>Connection error while terminating an instance.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Failed to terminate instance too many times.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Connection error while terminating a spot request.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Failed to terminated a spot request too many times.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Spot instance request purged before instance ID acquired.</td>
<td></td>
</tr>
<tr>
<td>43</td>
<td>Pre script failed.</td>
<td></td>
</tr>
<tr>
<td>44</td>
<td>Post script failed.</td>
<td></td>
</tr>
</tbody>
</table>

**HoldReasonSubCode**: An integer value that represents further information to go along with the HoldReasonCode, for some values of HoldReasonCode. See HoldReasonCode for the values.

**HookKeyword**: A string that uniquely identifies a set of job hooks, and added to the ClassAd once a job is fetched.
A.2. Job ClassAd Attributes

**ImageSize:** Maximum observed memory image size (i.e. virtual memory) of the job in KiB. The initial value is equal to the size of the executable for non-vm universe jobs, and 0 for vm universe jobs. When the job writes a checkpoint, the ImageSize attribute is set to the size of the checkpoint file (since the checkpoint file contains the job's memory image). A vanilla universe job's ImageSize is recomputed internally every 15 seconds. How quickly this updated information becomes visible to `condor_q` is controlled by `SHADOW_QUEUE_UPDATE_INTERVAL` and `STARTER_UPDATE_INTERVAL`.

Under Linux, `ProportionalSetSize` is a better indicator of memory usage for jobs with significant sharing of memory between processes, because `ImageSize` is simply the sum of virtual memory sizes across all of the processes in the job, which may count the same memory pages more than once.

**IOWait:** I/O wait time of the job recorded by the cgroup controller in seconds.

**IwdFlushNFSCache:** A boolean expression that controls whether or not HTCondor attempts to flush a submit machine’s NFS cache, in order to refresh an HTCondor job’s initial working directory. The value will be `True`, unless a job explicitly adds this attribute, setting it to `False`.

**JobAdInformationAttrs:** A comma-separated list of attribute names. The named attributes and their values are written in the job event log whenever any event is being written to the log. This is the same as the configuration setting `EVENT_LOG_INFORMATION_ATTRS` (see page 225) but it applies to the job event log instead of the system event log.

**JobDescription:** A string that may be defined for a job by setting `description` in the submit description file. When set, tools which display the executable such as `condor_q` will instead use this string. For interactive jobs that do not have a submit description file, this string will default to "Interactive job".

**JobCurrentStartDate:** Time at which the job most recently began running. Measured in the number of seconds since the epoch (00:00:00 UTC, Jan 1, 1970).

**JobCurrentStartExecutingDate:** Time at which the job most recently finished transferring its input sandbox and began executing. Measured in the number of seconds since the epoch (00:00:00 UTC, Jan 1, 1970)

**JobCurrentStartTransferOutputDate:** Time at which the job most recently finished executing and began transferring its output sandbox. Measured in the number of seconds since the epoch (00:00:00 UTC, Jan 1, 1970)

**JobLeaseDuration:** The number of seconds set for a job lease, the amount of time that a job may continue running on a remote resource, despite its submitting machine’s lack of response. See section 2.14.4 for details on job leases.

**JobMaxVacateTime:** An integer expression that specifies the time in seconds requested by the job for being allowed to gracefully shut down.

**JobNotification:** An integer indicating what events should be emailed to the user. The integer values correspond to the user choices for the submit command `notification`.

**JobPrio:** Integer priority for this job, set by `condor_submit` or `condor_prio`. The default value is 0. The higher the number, the greater (better) the priority.
### A.2. Job ClassAd Attributes

<table>
<thead>
<tr>
<th>Value</th>
<th>Notification value</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Never</td>
</tr>
<tr>
<td>1</td>
<td>Always</td>
</tr>
<tr>
<td>2</td>
<td>Complete</td>
</tr>
<tr>
<td>3</td>
<td>Error</td>
</tr>
</tbody>
</table>

**JobRunCount:** This attribute is retained for backwards compatibility. It may go away in the future. It is equivalent to `NumShadowStarts` for all universes except `scheduler`. For the `scheduler` universe, this attribute is equivalent to `NumJobStarts`.

**JobStartDate:** Time at which the job first began running. Measured in the number of seconds since the epoch (00:00:00 UTC, Jan 1, 1970). Due to a long standing bug in the 8.6 series and earlier, the job classad that is internal to the `condor_startd` and `condor_starter` sets this to the time that the job most recently began executing. This bug is scheduled to be fixed in the 8.7 series.

**JobStatus:** Integer which indicates the current status of the job.

<table>
<thead>
<tr>
<th>Value</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Idle</td>
</tr>
<tr>
<td>2</td>
<td>Running</td>
</tr>
<tr>
<td>3</td>
<td>Removed</td>
</tr>
<tr>
<td>4</td>
<td>Completed</td>
</tr>
<tr>
<td>5</td>
<td>Held</td>
</tr>
<tr>
<td>6</td>
<td>Transferring Output</td>
</tr>
<tr>
<td>7</td>
<td>Suspended</td>
</tr>
</tbody>
</table>

**JobUniverse:** Integer which indicates the job universe.

<table>
<thead>
<tr>
<th>Value</th>
<th>Universe</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>standard</td>
</tr>
<tr>
<td>5</td>
<td>vanilla, docker</td>
</tr>
<tr>
<td>7</td>
<td>scheduler</td>
</tr>
<tr>
<td>8</td>
<td>MPI</td>
</tr>
<tr>
<td>9</td>
<td>grid</td>
</tr>
<tr>
<td>10</td>
<td>java</td>
</tr>
<tr>
<td>11</td>
<td>parallel</td>
</tr>
<tr>
<td>12</td>
<td>local</td>
</tr>
<tr>
<td>13</td>
<td>vm</td>
</tr>
</tbody>
</table>
**KeepClaimIdle**: An integer value that represents the number of seconds that the `condor_schedd` will continue to keep a claim, in the Claimed Idle state, after the job with this attribute defined completes, and there are no other jobs ready to run from this user. This attribute may improve the performance of linear DAGs, in the case when a dependent job can not be scheduled until its parent has completed. Extending the claim on the machine may permit the dependent job to be scheduled with less delay than with waiting for the `condor_negotiator` to match with a new machine.

**KillSig**: The Unix signal number that the job wishes to be sent before being forcibly killed. It is relevant only for jobs running on Unix machines.

**KillSigTimeout**: This attribute is replaced by the functionality in `JobMaxVacateTime` as of HTCondor version 7.7.3. The number of seconds that the job (other than the standard universe) requests the `condor_starter` wait after sending the signal defined as `KillSig` and before forcibly removing the job. The actual amount of time will be the minimum of this value and the execute machine’s configuration variable `KILLING_TIMEOUT`.

**LastCheckpointPlatform**: An opaque string which is the `CheckpointPlatform` identifier from the last machine where this standard universe job had successfully produced a checkpoint.

**LastCkptServer**: Host name of the last checkpoint server used by this job. When a pool is using multiple checkpoint servers, this tells the job where to find its checkpoint file.

**LastCkptTime**: Time at which the job last performed a successful checkpoint. Measured in the number of seconds since the epoch (00:00:00 UTC, Jan 1, 1970).

**LastMatchTime**: An integer containing the epoch time when the job was last successfully matched with a resource (gatekeeper) Ad.

**LastRejMatchReason**: If, at any point in the past, this job failed to match with a resource ad, this attribute will contain a string with a human-readable message about why the match failed.

**LastRejMatchTime**: An integer containing the epoch time when HTCondor-G last tried to find a match for the job, but failed to do so.

**LastRemotePool**: The name of the `condor_collector` of the pool in which a job ran via flocking in the most recent run attempt. This attribute is not defined if the job did not run via flocking.

**LastSuspensionTime**: Time at which the job last performed a successful suspension. Measured in the number of seconds since the epoch (00:00:00 UTC, Jan 1, 1970).

**LastVacateTime**: Time at which the job was last evicted from a remote workstation. Measured in the number of seconds since the epoch (00:00:00 UTC, Jan 1, 1970).

**LeaveJobInQueue**: A boolean expression that defaults to `False`, causing the job to be removed from the queue upon completion. An exception is if the job is submitted using `condor_submit -spool`. For this case, the default expression causes the job to be kept in the queue for 10 days after completion.

**LocalSysCpu**: An accumulated number of seconds of system CPU time that the job caused to the machine upon which the job was submitted.

**LocalUserCpu**: An accumulated number of seconds of user CPU time that the job caused to the machine upon which the job was submitted.
MachineAttr\(<X><N>\): Machine attribute of name \(<X>\) that is placed into this job ClassAd, as specified by the configuration variable \texttt{SYSTEM\_JOB\_MACHINE\_ATTRS\}. With the potential for multiple run attempts, \(<N>\) represents an integer value providing historical values of this machine attribute for multiple runs. The most recent run will have a value of \(<N>\) equal to 0. The next most recent run will have a value of \(<N>\) equal to 1.

MaxHosts: The maximum number of hosts that this job would like to claim. As long as \texttt{CurrentHosts} is the same as \texttt{MaxHosts}, no more hosts are negotiated for.

MaxJobRetirementTime: Maximum time in seconds to let this job run uninterrupted before kicking it off when it is being preempted. This can only decrease the amount of time from what the corresponding \texttt{startd} expression allows.

MaxTransferInputMB: This integer expression specifies the maximum allowed total size in Mbytes of the input files that are transferred for a job. This expression does not apply to grid universe, standard universe, or files transferred via file transfer plug-ins. The expression may refer to attributes of the job. The special value -1 indicates no limit. If not set, the system setting \texttt{MAX\_TRANSFER\_INPUT\_MB} is used. If the observed size of all input files at submit time is larger than the limit, the job will be immediately placed on hold with a \texttt{HoldReasonCode} value of 32. If the job passes this initial test, but the size of the input files increases or the limit decreases so that the limit is violated, the job will be placed on hold at the time when the file transfer is attempted.

MaxTransferOutputMB: This integer expression specifies the maximum allowed total size in Mbytes of the output files that are transferred for a job. This expression does not apply to grid universe, standard universe, or files transferred via file transfer plug-ins. The expression may refer to attributes of the job. The special value -1 indicates no limit. If not set, the system setting \texttt{MAX\_TRANSFER\_OUTPUT\_MB} is used. If the total size of the job’s output files to be transferred is larger than the limit, the job will be placed on hold with a \texttt{HoldReasonCode} value of 33. The output will be transferred up to the point when the limit is hit, so some files may be fully transferred, some partially, and some not at all.

MemoryUsage: An integer expression in units of Mbytes that represents the peak memory usage for the job. Its purpose is to be compared with the value defined by a job with the \texttt{request\_memory} submit command, for purposes of policy evaluation.

MinHosts: The minimum number of hosts that must be in the claimed state for this job, before the job may enter the running state.

NextJobStartDelay: An integer number of seconds delay time after this job starts until the next job is started. The value is limited by the configuration variable \texttt{MAX\_NEXT\_JOB\_START\_DELAY}.

NiceUser: Boolean value which when \texttt{True} indicates that this job is a \textit{nice} job, raising its user priority value, thus causing it to run on a machine only when no other HTCondor jobs want the machine.

Nonessential: A boolean value only relevant to grid universe jobs, which when \texttt{True} tells HTCondor to simply abort (remove) any problematic job, instead of putting the job on hold. It is the equivalent of doing \texttt{condor\_rm -forcex} any time the job would have otherwise gone on hold. If not explicitly set to \texttt{True}, the default value will be \texttt{False}.

NTDomain: A string that identifies the NT domain under which a job’s owner authenticates on a platform running Windows.
**NumCkpts:** A count of the number of checkpoints written by this job during its lifetime.

**NumGlobusSubmits:** An integer that is incremented each time the `condor_gridmanager` receives confirmation of a successful job submission into Globus.

**NumJobCompletions:** An integer, initialized to zero, that is incremented by the `condor_shadow` each time the job’s executable exits of its own accord, with or without errors, and successfully completes file transfer (if requested). Jobs which have done so normally enter the completed state; this attribute is therefore normally only of use when, for example, `on_exit_remove` or `on_exit_hold` is set.

**NumJobMatches:** An integer that is incremented by the `condor_schedd` each time the job is matched with a resource ad by the negotiator.

**NumJobReconnects:** An integer count of the number of times a job successfully reconnected after being disconnected. This occurs when the `condor_shadow` and `condor_starter` lose contact, for example because of transient network failures or a `condor_shadow` or `condor_schedd` restart. This attribute is only defined for jobs that can reconnected: those in the vanilla and java universes.

**NumJobStarts:** An integer count of the number of times the job started executing. This is not (yet) defined for standard universe jobs.

**NumPids:** A count of the number of child processes that this job has.

**NumRestarts:** A count of the number of restarts from a checkpoint attempted by this job during its lifetime.

**NumShadowExceptions:** An integer count of the number of times the `condor_shadow` daemon had a fatal error for a given job.

**NumShadowStarts:** An integer count of the number of times a `condor_shadow` daemon was started for a given job. This attribute is not defined for scheduler universe jobs, since they do not have a `condor_shadow` daemon associated with them. For local universe jobs, this attribute is defined, even though the process that manages the job is technically a `condor_starter` rather than a `condor_shadow`. This keeps the management of the local universe and other universes as similar as possible. **Note that this attribute is incremented every time the job is matched, even if the match is rejected by the execute machine; in other words, the value of this attribute may be greater than the number of times the job actually ran.**

**NumSystemHolds:** An integer that is incremented each time HTCondor-G places a job on hold due to some sort of error condition. This counter is useful, since HTCondor-G will always place a job on hold when it gives up on some error condition. Note that if the user places the job on hold using the `condor_hold` command, this attribute is not incremented.

**OtherJobRemoveRequirements:** A string that defines a list of jobs. When the job with this attribute defined is removed, all other jobs defined by the list are also removed. The string is an expression that defines a constraint equivalent to the one implied by the command

```
condor_rm -constraint <constraint>
```

This attribute is used for jobs managed with `condor_dagman` to ensure that node jobs of the DAG are removed when the `condor_dagman` job itself is removed. Note that the list of jobs defined by this attribute must not form a cyclic removal of jobs, or the `condor_schedd` will go into an infinite loop when any of the jobs is removed.
OutputDestination: A URL, as defined by submit command `output_destination`.

Owner: String describing the user who submitted this job.

ParallelShutdownPolicy: A string that is only relevant to parallel universe jobs. Without this attribute defined, the default policy applied to parallel universe jobs is to consider the whole job completed when the first node exits, killing processes running on all remaining nodes. If defined to the following strings, HTCondor’s behavior changes:

"WAIT_FOR_ALL" HTCondor will wait until every node in the parallel job has completed to consider the job finished.

PostArgs: Defines the command-line arguments for the post command using the old argument syntax, as specified in section 12. If both PostArgs and PostArguments exist, the former is ignored.

PostArguments: Defines the command-line arguments for the post command using the new argument syntax, as specified in section 12, excepting that double quotes must be escaped with a backslash instead of another double quote. If both PostArgs and PostArguments exist, the former is ignored.

PostCmd: A job in the vanilla, Docker, Java, or virtual machine universes may specify a command to run after the Executable has exited, but before file transfer is started. Unlike a DAGMan POST script command, this command is run on the execute machine; however, it is not run in the same environment as the Executable. Instead, its environment is set by PostEnv or PostEnvironment. Like the DAGMan POST script command, this command is not run in the same universe as the Executable; in particular, this command is not run in a Docker container, nor in a virtual machine, nor in Java. This command is also not run with any of vanilla universe’s features active, including (but not limited to): cgroups, PID namespaces, bind mounts, CPU affinity, Singularity, or job wrappers. This command is not automatically transferred with the job, so if you’re using file transfer, you must add it to the transfer_input_files list.

If the specified command is in the job’s execute directory, or any sub-directory, you should not set `vm_no_output_vm`, as that will delete all the files in the job’s execute directory before this command has a chance to run. If you don’t want any output back from your VM universe job, but you do want to run a post command, do not set `vm_no_output_vm` and instead delete the job’s execute directory in your post command.

PostCmdExitBySignal: If SuccessPostExitCode or SuccessPostExitSignal were set, and the post command has run, this attribute will true if the the post command exited on a signal and false if it did not. It is otherwise unset.

PostCmdExitCode: If SuccessPostExitCode or SuccessPostExitSignal were set, the post command has run, and the post command did not exit on a signal, then this attribute will be set to the exit code. It is otherwise unset.

PostCmdExitSignal: If SuccessPostExitCode or SuccessPostExitSignal were set, the post command has run, and the post command exited on a signal, then this attribute will be set to that signal. It is otherwise unset.

PostEnv: Defines the environment for the Postscript using the Old environment syntax. If both PostEnv and PostEnvironment exist, the former is ignored.

PostEnvironment: Defines the environment for the Postscript using the New environment syntax. If both PostEnv and PostEnvironment exist, the former is ignored.
**PreArgs:** Defines the command-line arguments for the pre command using the *old* argument syntax, as specified in section [22]. If both PreArgs and PreArguments exist, the former is ignored.

**PreArguments:** Defines the command-line arguments for the pre command using the *new* argument syntax, as specified in section [22], excepting that double quotes must be escape with a backslash instead of another double quote. If both PreArgs and PreArguments exist, the former is ignored.

**PreCmd:** A job in the vanilla, Docker, Java, or virtual machine universes may specify a command to run after file transfer (if any) completes but before the **Executable** is started. Unlike a DAGMan PRE script command, this command *is* run on the execute machine; however, it is not run in the same environment as the **Executable**. Instead, its environment is set by PreEnv or PreEnvironment. Like the DAGMan POST script command, this command is not run in the same universe as the **Executable**; in particular, this command is not run in a Docker container, nor in a virtual machine, nor in Java. This command is also not run with any of vanilla universe’s features active, including (but not limited to): cgroups, PID namespaces, bind mounts, CPU affinity, Singularity, or job wrappers. This command is *not* automatically transferred with the job, so if you’re using file transfer, you must add it to the `transfer_input_files` list.

**PreCmdExitBySignal:** If SuccessPreExitCode or SuccessPreExitSignal were set, and the pre command has run, this attribute will true if the the pre command exited on a signal and false if it did not. It is otherwise unset.

**PreCmdExitCode:** If SuccessPreExitCode or SuccessPreExitSignal were set, the pre command has run, and the pre command did not exit on a signal, then this attribute will be set to the exit code. It is otherwise unset.

**PreCmdExitSignal:** If SuccessPreExitCode or SuccessPreExitSignal were set, the pre command has run, and the pre command exited on a signal, then this attribute will be set to that signal. It is otherwise unset.

**PreEnv:** Defines the environment for the prescript using the Old environment syntax. If both PreEnv and PreEnvironment exist, the former is ignored.

**PreEnvironment:** Defines the environment for the prescript using the New environment syntax. If both PreEnv and PreEnvironment exist, the former is ignored.

**PreJobPrio1:** An integer value representing a user’s priority to affect of choice of jobs to run. A larger value gives higher priority. When not explicitly set for a job, 0 is used for comparison purposes. This attribute, when set, is considered first: before PreJobPrio2, before JobPrio, before PostJobPrio1, before PostJobPrio2, and before QDate.

**PreJobPrio2:** An integer value representing a user’s priority to affect of choice of jobs to run. A larger value gives higher priority. When not explicitly set for a job, 0 is used for comparison purposes. This attribute, when set, is considered after PreJobPrio1, but before JobPrio, before PostJobPrio1, before PostJobPrio2, and before QDate.

**PostJobPrio1:** An integer value representing a user’s priority to affect of choice of jobs to run. A larger value gives higher priority. When not explicitly set for a job, 0 is used for comparison purposes. This attribute, when set, is considered after PreJobPrio1, after PreJobPrio1, and after JobPrio, but before PostJobPrio2, and before QDate.
**PostJobPrio2**: An integer value representing a user’s priority to affect of choice of jobs to run. A larger value gives higher priority. When not explicitly set for a job, 0 is used for comparison purposes. This attribute, when set, is considered after PreJobPrio1, after PreJobPrio1, after JobPrio, and after PostJobPrio1, but before QDate.

**PreserveRelativeExecutable**: When True, the condor_starter will not prepend Iwd to Cmd, when Cmd is a relative path name and TransferExecutable is False. The default value is False. This attribute is primarily of interest for users of USER_JOB_WRAPPER for the purpose of allowing an executable’s location to be resolved by the user’s path in the job wrapper.

**ProcId**: Integer process identifier for this job. Within a cluster of many jobs, each job has the same ClusterId, but will have a unique ProcId. Within a cluster, assignment of a ProcId value will start with the value 0. The job (process) identifier described here is unrelated to operating system PIDs.

**ProportionalSetSizeKb**: On Linux execute machines with kernel version more recent than 2.6.27, this is the maximum observed proportional set size (PSS) in KiB, summed across all processes in the job. If the execute machine does not support monitoring of PSS or PSS has not yet been measured, this attribute will be undefined. PSS differs from ImageSize in how memory shared between processes is accounted. The PSS for one process is the sum of that process’ memory pages divided by the number of processes sharing each of the pages. ImageSize is the same, except there is no division by the number of processes sharing the pages.

**QDate**: Time at which the job was submitted to the job queue. Measured in the number of seconds since the epoch (00:00:00 UTC, Jan 1, 1970).

**RecentBlockReadKbytes**: The integer number of KiB read from disk for this job over the previous time interval defined by configuration variable STATISTICS_WINDOW_SECONDS.

**RecentBlockReads**: The integer number of disk blocks read for this job over the previous time interval defined by configuration variable STATISTICS_WINDOW_SECONDS.

**RecentBlockWriteKbytes**: The integer number of KiB written to disk for this job over the previous time interval defined by configuration variable STATISTICS_WINDOW_SECONDS.

**RecentBlockWrites**: The integer number of blocks written to disk for this job over the previous time interval defined by configuration variable STATISTICS_WINDOW_SECONDS.

**ReleaseReason**: A string containing a human-readable message about why the job was released from hold.

**RemoteIwd**: The path to the directory in which a job is to be executed on a remote machine.

**RemotePool**: The name of the condor_collector of the pool in which a job is running via flocking. This attribute is not defined if the job is not running via flocking.

**RemoteSysCpu**: The total number of seconds of system CPU time (the time spent at system calls) the job used on remote machines. This does not count time spent on run attempts that were evicted without a checkpoint.

**CumulativeRemoteSysCpu**: The total number of seconds of system CPU time the job used on remote machines, summed over all execution attempts.

**RemoteUserCpu**: The total number of seconds of user CPU time the job used on remote machines. This does not count time spent on run attempts that were evicted without a checkpoint. A job in the virtual machine universe will only report this attribute if run on a KVM hypervisor.
**CumulativeRemoteUserCpu**: The total number of seconds of user CPU time the job used on remote machines, summed over all execution attempts.

**RemoteWallClockTime**: Cumulative number of seconds the job has been allocated a machine. This also includes time spent in suspension (if any), so the total real time spent running is

\[
\text{RemoteWallClockTime} - \text{CumulativeSuspensionTime}
\]

Note that this number does not get reset to zero when a job is forced to migrate from one machine to another. CommittedTime, on the other hand, is just like RemoteWallClockTime except it does get reset to 0 whenever the job is evicted without a checkpoint.

**RemoveKillSig**: Currently only for scheduler universe jobs, a string containing a name of a signal to be sent to the job if the job is removed.

**RequestCpus**: The number of CPUs requested for this job. If dynamic condor_startd provisioning is enabled, it is the minimum number of CPUs that are needed in the created dynamic slot.

**RequestDisk**: The amount of disk space in KiB requested for this job. If dynamic condor_startd provisioning is enabled, it is the minimum amount of disk space needed in the created dynamic slot.

**RequestedChroot**: A full path to the directory that the job requests the condor_starter use as an argument to chroot().

**RequestMemory**: The amount of memory space in MiB requested for this job. If dynamic condor_startd provisioning is enabled, it is the minimum amount of memory needed in the created dynamic slot. If not set by the job, its definition is specified by configuration variable JOB_DEFAULT_REQUESTMEMORY.

**Requirements**: A classad expression evaluated by the condor_negotiator, condor_schedd, and |Condorstartd in the context of slot ad. If true, this job is eligible to run on that slot. If the job requirements does not mention the (startd) attribute OPSYS, the schedd will append a clause to Requirements forcing the job to match the same OPSYS as the submit machine. The schedd appends a simliar clause to match the ARCH. The schedd parameter APPEND_REQUIREMENTS, will, if set, append that value to every job’s requirements expression.

**ResidentSetSize**: Maximum observed physical memory in use by the job in KiB while running.

**StackSize**: Utilized for Linux jobs only, the number of bytes allocated for stack space for this job. This number of bytes replaces the default allocation of 512 Mbytes.

**StageOutFinish**: An attribute representing a Unix epoch time that is defined for a job that is spooled to a remote site using condor_submit -spool or HTCondor-C and causes HTCondor to hold the output in the spool while the job waits in the queue in the Completed state. This attribute is defined when retrieval of the output finishes.

**StageOutStart**: An attribute representing a Unix epoch time that is defined for a job that is spooled to a remote site using condor_submit -spool or HTCondor-C and causes HTCondor to hold the output in the spool while the job waits in the queue in the Completed state. This attribute is defined when retrieval of the output begins.
StreamErr: An attribute utilized only for grid universe jobs. The default value is True. If True, and TransferErr is True, then standard error is streamed back to the submit machine, instead of doing the transfer (as a whole) after the job completes. If False, then standard error is transferred back to the submit machine (as a whole) after the job completes. If TransferErr is False, then this job attribute is ignored.

StreamOut: An attribute utilized only for grid universe jobs. The default value is True. If True, and TransferOut is True, then job output is streamed back to the submit machine, instead of doing the transfer (as a whole) after the job completes. If False, then job output is transferred back to the submit machine (as a whole) after the job completes. If TransferOut is False, then this job attribute is ignored.

SubmitterAutoregroup: A boolean attribute defined by the condor_negotiator when it makes a match. It will be True if the resource was claimed via negotiation when the configuration variable GROUP_AUTOREGROUP was True. It will be False otherwise.

SubmitterGlobalJobId: When HTCondor-C submits a job to a remote condor_schedd, it sets this attribute in the remote job ad to match the GlobalJobId attribute of the original, local job.

SubmitterGroup: The accounting group name defined by the condor_negotiator when it makes a match.

SubmitterNegotiatingGroup: The accounting group name under which the resource negotiated when it was claimed, as set by the condor_negotiator.

SuccessPreExitBySignal: Specifies if a successful pre command must exit with a signal.

SuccessPreExitCode: Specifies the code with which the pre command must exit to be considered successful. Pre commands which are not successful cause the job to go on hold with ExitCode set to PreCmdExitCode. The exit status of a pre command without one of SuccessPreExitCode or SuccessPreExitSignal defined is ignored.

SuccessPreExitSignal: Specifies the signal on which the pre command must exit be considered successful. Pre commands which are not successful cause the job to go on hold with ExitSignal set to PreCmdExitSignal. The exit status of a pre command without one of SuccessPreExitCode or SuccessPreExitSignal defined is ignored.

SuccessPostExitBySignal: Specifies if a successful post command must exit with a signal.

SuccessPostExitCode: Specifies the code with which the post command must exit to be considered successful. Post commands which are not successful cause the job to go on hold with ExitCode set to PostCmdExitCode. The exit status of a post command without one of SuccessPostExitCode or SuccessPostExitSignal defined is ignored.

SuccessPostExitSignal: Specifies the signal on which the post command must exit be considered successful. Post commands which are not successful cause the job to go on hold with ExitSignal set to PostCmdExitSignal. The exit status of a post command without one of SuccessPostExitCode or SuccessPostExitSignal defined is ignored.

TotalSuspensions: A count of the number of times this job has been suspended during its lifetime.

TransferErr: An attribute utilized only for grid universe jobs. The default value is True. If True, then the error output from the job is transferred from the remote machine back to the submit machine. The name of the file after transfer is the file referred to by job attribute Err. If False, no transfer takes place (remote to submit machine), and the name of the file is the file referred to by job attribute Err.
**TransferExecutable**: An attribute utilized only for grid universe jobs. The default value is True. If True, then the job executable is transferred from the submit machine to the remote machine. The name of the file (on the submit machine) that is transferred is given by the job attribute `Cmd`. If False, no transfer takes place, and the name of the file used (on the remote machine) will be as given in the job attribute `Cmd`.

**TransferIn**: An attribute utilized only for grid universe jobs. The default value is True. If True, then the job input is transferred from the submit machine to the remote machine. The name of the file that is transferred is given by the job attribute `In`. If False, then the job's input is taken from a file on the remote machine (pre-staged), and the name of the file is given by the job attribute `In`.

**TransferInputSizeMB**: The total size in Mbytes of input files to be transferred for the job. Files transferred via file transfer plug-ins are not included. This attribute is automatically set by `condor_submit`; jobs submitted via other submission methods, such as SOAP, may not define this attribute.

**TransferOut**: An attribute utilized only for grid universe jobs. The default value is True. If True, then the output from the job is transferred from the remote machine back to the submit machine. The name of the file after transfer is the file referred to by job attribute `Out`. If False, no transfer takes place (remote to submit machine), and the name of the file is the file referred to by job attribute `Out`.

**TransferringInput**: A boolean value that indicates whether the job is currently transferring input files. The value is Undefined if the job is not scheduled to run or has not yet attempted to start transferring input. When this value is True, to see whether the transfer is active or queued, check `TransferQueued`.

**TransferringOutput**: A boolean value that indicates whether the job is currently transferring output files. The value is Undefined if the job is not scheduled to run or has not yet attempted to start transferring output. When this value is True, to see whether the transfer is active or queued, check `TransferQueued`.

**TransferQueued**: A boolean value that indicates whether the job is currently waiting to transfer files because of limits placed by MAX_CONCURRENT_DOWNLOADS or MAX_CONCURRENT_UPLOADS.

**UserLog**: The full path and file name on the submit machine of the log file of job events.

**WantGracefulRemoval**: A boolean expression that, when True, specifies that a graceful shutdown of the job should be done when the job is removed or put on hold.

**WindowsBuildNumber**: An integer, extracted from the platform type of the machine upon which this job is submitted, representing a build number for a Windows operating system. This attribute only exists for jobs submitted from Windows machines.

**WindowsMajorVersion**: An integer, extracted from the platform type of the machine upon which this job is submitted, representing a major version number (currently 5 or 6) for a Windows operating system. This attribute only exists for jobs submitted from Windows machines.

**WindowsMinorVersion**: An integer, extracted from the platform type of the machine upon which this job is submitted, representing a minor version number (currently 0, 1, or 2) for a Windows operating system. This attribute only exists for jobs submitted from Windows machines.

**X509UserProxy**: The full path and file name of the file containing the X.509 user proxy.

**X509UserProxyEmail**: 

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For a job with an X.509 proxy credential, this is the email address extracted from the proxy.

X509UserProxyExpiration: For a job that defines the submit description file command `x509userproxy`, this is the time at which the indicated X.509 proxy credential will expire, measured in the number of seconds since the epoch (00:00:00 UTC, Jan 1, 1970).

X509UserProxyFirstFQAN: For a vanilla or grid universe job that defines the submit description file command `x509userproxy`, this is the VOMS Fully Qualified Attribute Name (FQAN) of the primary role of the credential. A credential may have multiple roles defined, but by convention the one listed first is the primary role.

X509UserProxyFQAN: For a vanilla or grid universe job that defines the submit description file command `x509userproxy`, this is a serialized list of the DN and all FQAN. A comma is used as a separator, and any existing commas in the DN or FQAN are replaced with the string `&comma;`. Likewise, any ampersands in the DN or FQAN are replaced with `&amp;`.

X509UserProxySubject: For a vanilla or grid universe job that defines the submit description file command `x509userproxy`, this attribute contains the Distinguished Name (DN) of the credential used to submit the job.

X509UserProxyVOName: For a vanilla or grid universe job that defines the submit description file command `x509userproxy`, this is the name of the VOMS virtual organization (VO) that the user’s credential is part of.

The following job ClassAd attributes are relevant only for `vm` universe jobs.

VM_MACAddr: The MAC address of the virtual machine’s network interface, in the standard format of six groups of two hexadecimal digits separated by colons. This attribute is currently limited to apply only to Xen virtual machines.

The following job ClassAd attributes appear in the job ClassAd only for the `condor_dagman` job submitted under DAGMan. They represent status information for the DAG.

DAG_InRecovery: The value 1 if the DAG is in recovery mode, and The value 0 otherwise.

DAG_NodesDone: The number of DAG nodes that have finished successfully. This means that the entire node has finished, not only an actual HTCondor job or jobs.

DAG_NodesFailed: The number of DAG nodes that have failed. This value includes all retries, if there are any.

DAG_NodesPostrun: The number of DAG nodes for which a POST script is running or has been deferred because of a POST script throttle setting.

DAG_NodesPrerun: The number of DAG nodes for which a PRE script is running or has been deferred because of a PRE script throttle setting.

DAG_NodesQueued: The number of DAG nodes for which the actual HTCondor job or jobs are queued. The queued jobs may be in any state.

DAG_NodesReady: The number of DAG nodes that are ready to run, but which have not yet started running.

DAG_NodesTotal: The total number of nodes in the DAG, including the FINAL node, if there is a FINAL node.
DAG_NodesUnready: The number of DAG nodes that are not ready to run. This is a node in which one or more of the parent nodes has not yet finished.

DAG_Status: The overall status of the DAG, with the same values as the macro $DAG_STATUS used in DAGMan FINAL nodes.

<table>
<thead>
<tr>
<th>Value</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>OK</td>
</tr>
<tr>
<td>1</td>
<td>error; an error condition different than those listed here</td>
</tr>
<tr>
<td>2</td>
<td>one or more nodes in the DAG have failed</td>
</tr>
<tr>
<td>3</td>
<td>the DAG has been aborted by an ABORT-DAG-ON specification</td>
</tr>
<tr>
<td>4</td>
<td>removed; the DAG has been removed by condor_rm</td>
</tr>
<tr>
<td>5</td>
<td>a cycle was found in the DAG</td>
</tr>
<tr>
<td>6</td>
<td>the DAG has been suspended (see section 2.10.8)</td>
</tr>
</tbody>
</table>

The following job ClassAd attributes do not appear in the job ClassAd as kept by the condor_schedd daemon. They appear in the job ClassAd written to the job’s execute directory while the job is running.

CpusProvisioned: The number of Cpus allocated to the job. With statically-allocated slots, it is the number of Cpus allocated to the slot. With dynamically-allocated slots, it is based upon the job attribute RequestCpus, but may be larger due to the minimum given to a dynamic slot.

DiskProvisioned: The amount of disk space in KiB allocated to the job. With statically-allocated slots, it is the amount of disk space allocated to the slot. With dynamically-allocated slots, it is based upon the job attribute RequestDisk, but may be larger due to the minimum given to a dynamic slot.

MemoryProvisioned: The amount of memory in MiB allocated to the job. With statically-allocated slots, it is the amount of memory space allocated to the slot. With dynamically-allocated slots, it is based upon the job attribute RequestMemory, but may be larger due to the minimum given to a dynamic slot.

{Name}Provisioned: The amount of the custom resource identified by <Name> allocated to the job. For jobs using GPUs, <Name> will be GPUs. With statically-allocated slots, it is the amount of the resource allocated to the slot. With dynamically-allocated slots, it is based upon the job attribute Request{Name}, but may be larger due to the minimum given to a dynamic slot.

A.3 Machine ClassAd Attributes

AcceptedWhileDraining: Boolean which indicates if the slot accepted its current job while the machine was draining.

Activity: String which describes HTCondor job activity on the machine. Can have one of the following values:
"Idle": There is no job activity
"Busy": A job is busy running
"Suspended": A job is currently suspended
"Vacating": A job is currently checkpointing
"Killing": A job is currently being killed
"Benchmarking": The startd is running benchmarks
"Retiring": Waiting for a job to finish or for the maximum retirement time to expire

**Arch:** String with the architecture of the machine. Currently supported architectures have the following string definitions:

- "INTEL": Intel x86 CPU (Pentium, Xeon, etc).
- "X86_64": AMD/Intel 64-bit X86

These strings show definitions for architectures no longer supported:

- "IA64": Intel Itanium
- "SUN4u": Sun UltraSparc CPU
- "SUN4x": A Sun Sparc CPU other than an UltraSparc, i.e. sun4m or sun4c CPU found in older Sparc workstations such as the Sparc 10, Sparc 20, IPC, IPX, etc.
- "PPC": 32-bit PowerPC
- "PPC64": 64-bit PowerPC

**CanHibernate:** The condor_startd has the capability to shut down or hibernate a machine when certain configurable criteria are met. However, before the condor_startd can shut down a machine, the hardware itself must support hibernation, as must the operating system. When the condor_startd initializes, it checks for this support. If the machine has the ability to hibernate, then this boolean ClassAd attribute will be True. By default, it is False.

**CheckpointPlatform:** A string which opaquely encodes various aspects about a machine’s operating system, hardware, and kernel attributes. It is used to identify systems where previously taken checkpoints for the standard universe may resume.

**ClockDay:** The day of the week, where 0 = Sunday, 1 = Monday, ..., and 6 = Saturday.

**ClockMin:** The number of minutes passed since midnight.

**CondorLoadAvg:** The load average contributed by HTCondor, either from remote jobs or running benchmarks.

**CondorVersion:** A string containing the HTCondor version number for the condor_startd daemon, the release date, and the build identification number.

**ConsoleIdle:** The number of seconds since activity on the system console keyboard or console mouse has last been detected. The value can be modified with SLOTS_CONNECTED_TO_CONSOLE as defined at 3.5.8

**Cpus:** The number of CPUs (cores) in this slot. It is 1 for a single CPU slot, 2 for a dual CPU slot, etc. For a partitionable slot, it is the remaining number of CPUs in the partitionable slot.
**CpuFamily:** On Linux machines, the Cpu family, as defined in the /proc/cpuinfo file.

**CpuModel:** On Linux machines, the Cpu model number, as defined in the /proc/cpuinfo file.

**CpuCacheSize:** On Linux machines, the size of the L3 cache, in kbytes, as defined in the /proc/cpuinfo file.

**CurrentRank:** A float which represents this machine owner’s affinity for running the HTCondor job which it is currently hosting. If not currently hosting an HTCondor job, CurrentRank is 0.0. When a machine is claimed, the attribute’s value is computed by evaluating the machine’s Rank expression with respect to the current job’s ClassAd.

**DetectedCpus:** Set by the value of configuration variable DETECTED_CORES.

**DetectedMemory:** Set by the value of configuration variable DETECTED_MEMORY. Specified in MiB.

**Disk:** The amount of disk space on this machine available for the job in KiB (for example, 23000 = 23 MiB). Specifically, this is the amount of disk space available in the directory specified in the HTCondor configuration files by the EXECUTE macro, minus any space reserved with the RESERVED_DISK macro. For static slots, this value will be the same as machine ClassAd attribute TotalSlotDisk. For partitionable slots, this value will be the quantity of disk space remaining in the partitionable slot.

**Draining:** This attribute is True when the slot is draining and undefined if not.

**DrainingRequestId:** This attribute contains a string that is the request id of the draining request that put this slot in a draining state. It is undefined if the slot is not draining.

**DotNetVersions:** The .NET framework versions currently installed on this computer. Default format is a comma delimited list. Current definitions:

- "1.1": for .Net Framework 1.1
- "2.0": for .Net Framework 2.0
- "3.0": for .Net Framework 3.0
- "3.5": for .Net Framework 3.5
- "4.0Client": for .Net Framework 4.0 Client install
- "4.0Full": for .Net Framework 4.0 Full install

**DynamicSlot:** For SMP machines that allow dynamic partitioning of a slot, this boolean value identifies that this dynamic slot may be partitioned.

**EnteredCurrentActivity:** Time at which the machine entered the current Activity (see Activity entry above). On all platforms (including NT), this is measured in the number of integer seconds since the Unix epoch (00:00:00 UTC, Jan 1, 1970).

**ExpectedMachineGracefulDrainingBadput:** The job run time in cpu-seconds that would be lost if graceful draining were initiated at the time this ClassAd was published. This calculation assumes that jobs will run for the full retirement time and then be evicted without saving a checkpoint.
ExpectedMachineGracefulDrainingCompletion: The estimated time at which graceful draining of the machine could complete if it were initiated at the time this ClassAd was published and there are no active claims. This is measured in the number of integer seconds since the Unix epoch (00:00:00 UTC, Jan 1, 1970). This value is computed with the assumption that the machine policy will not suspend jobs during draining while the machine is waiting for the job to use up its retirement time. If suspension happens, the upper bound on how long draining could take is unlimited. To avoid suspension during draining, the SUSPEND and CONTINUE expressions could be configured to pay attention to the Draining attribute.

ExpectedMachineGracefulQuickBadput: The job run time in cpu-seconds that would be lost if quick or fast draining were initiated at the time this ClassAd was published. This calculation assumes that all evicted jobs will not save a checkpoint.

ExpectedMachineQuickDrainingCompletion: Time at which quick or fast draining of the machine could complete if it were initiated at the time this ClassAd was published and there are no active claims. This is measured in the number of integer seconds since the Unix epoch (00:00:00 UTC, Jan 1, 1970).

FileSystemDomain: A domain name configured by the HTCondor administrator which describes a cluster of machines which all access the same, uniformly-mounted, networked file systems usually via NFS or AFS. This is useful for Vanilla universe jobs which require remote file access.

HasDocker: A boolean value set to True if the machine is capable of executing docker universe jobs.

HasEncryptExecuteDirectory: A boolean value set to True if the machine is capable of encrypting execute directories.

HasFileTransfer: A boolean value that when True identifies that the machine can use the file transfer mechanism.

HasFileTransferPluginMethods: A string of comma-separated file transfer protocols that the machine can support. The value can be modified with FILETRANSFER_PLUGINS as defined at 3.5.11.

Has_sse4_1: A boolean value set to True if the machine being advertised supports the SSE 4.1 instructions, and Undefined otherwise.

Has_sse4_2: A boolean value set to True if the machine being advertised supports the SSE 4.2 instructions, and Undefined otherwise.

has_ssse3: A boolean value set to True if the machine being advertised supports the SSSE 3 instructions, and Undefined otherwise.

has_avx: A boolean value set to True if the machine being advertised supports the avx instructions, and Undefined otherwise.

HasSingularity: A boolean value set to True if the machine being advertised supports running jobs within Singularity containers.

HasVM: If the configuration triggers the detection of virtual machine software, a boolean value reporting the success thereof; otherwise undefined. May also become False if HTCondor determines that it can’t start a VM (even if the appropriate software is detected).
**IsWakeAble:** A boolean value that when `True` identifies that the machine has the capability to be woken into a fully powered and running state by receiving a Wake On LAN (WOL) packet. This ability is a function of the operating system, the network adapter in the machine (notably, wireless network adapters usually do not have this function), and BIOS settings. When the `condor_startd` initializes, it tries to detect if the operating system and network adapter both support waking from hibernation by receipt of a WOL packet. The default value is `False`.

**IsWakeEnabled:** If the hardware and software have the capacity to be woken into a fully powered and running state by receiving a Wake On LAN (WOL) packet, this feature can still be disabled via the BIOS or software. If BIOS or the operating system have disabled this feature, the `condor_startd` sets this boolean attribute to `False`.

**JobBusyTimeAvg:** The Average lifetime of all jobs, including transfer time. This is determined by measuring the lifetime of each `condor_starter` that has exited. This attribute will be undefined until the first time a `condor_starter` has exited.

**JobBusyTimeCount:** The total number of jobs used to calculate the `JobBusyTimeAvg` attribute. This is also the total number of times a `condor_starter` has exited.

**JobBusyTimeMax:** The Maximum lifetime of all jobs, including transfer time. This is determined by measuring the lifetime of each `condor_starter` that has exited. This attribute will be undefined until the first time a `condor_starter` has exited.

**JobBusyTimeMin:** The Minimum lifetime of all jobs, including transfer time. This is determined by measuring the lifetime of each `condor_starter` that has exited. This attribute will be undefined until the first time a `condor_starter` has exited.

**RecentJobBusyTimeAvg:** The Average lifetime of all jobs that have exited in the last 20 minutes, including transfer time. This is determined by measuring the lifetime of each `condor_starter` that has exited in the last 20 minutes. This attribute will be undefined if no `condor_starter` has exited in the last 20 minutes.

**RecentJobBusyTimeCount:** The total number of jobs used to calculate the `RecentJobBusyTimeAvg` attribute. This is also the total number of times a `condor_starter` has exited in the last 20 minutes.

**RecentJobBusyTimeMax:** The Maximum lifetime of all jobs that have exited in the last 20 minutes, including transfer time. This is determined by measuring the lifetime of each `condor_starter` that has exited in the last 20 minutes. This attribute will be undefined if no `condor_starter` has exited in the last 20 minutes.

**RecentJobBusyTimeMin:** The Minimum lifetime of all jobs, including transfer time. This is determined by measuring the lifetime of each `condor_starter` that has exited. This attribute will be undefined if no `condor_starter` has exited in the last 20 minutes.

**JobDurationAvg:** The Average lifetime time of all jobs, not including time spent transferring files. This attribute will be undefined until the first time a job exits. Jobs that never start (because they fail to transfer input, for instance) will not be included in the average.

**JobDurationCount:** The total number of jobs used to calculate the `JobDurationAvg` attribute. This is also the total number times a job has exited. Jobs that never start (because input transfer fails, for instance) are not included in the count.

**JobDurationMax:** The lifetime of the longest lived job that has exited. This attribute will be undefined until the first time a job exits.
**JobDurationMin:** The lifetime of the shortest lived job that has exited. This attribute will be undefined until the first time a job exits.

**RecentJobDurationAvg:** The average lifetime time of all jobs, not including time spent transferring files, that have exited in the last 20 minutes. This attribute will be undefined if no job has exited in the last 20 minutes.

**RecentJobDurationCount:** The total number of jobs used to calculate the RecentJobDurationAvg attribute. This is the total number of jobs that began execution and have exited in the last 20 minutes.

**RecentJobDurationMax:** The lifetime of the longest lived job that has exited in the last 20 minutes. This attribute will be undefined if no job has exited in the last 20 minutes.

**RecentJobDurationMin:** The lifetime of the shortest lived job that has exited in the last 20 minutes. This attribute will be undefined if no job has exited in the last 20 minutes.

**JobPreemptions:** The total number of times a running job has been preempted on this machine.

**JobRankPreemptions:** The total number of times a running job has been preempted on this machine due to the machine’s rank of jobs since the condor_startd started running.

**JobStarts:** The total number of jobs which have been started on this machine since the condor_startd started running.

**JobUserPrioPreemptions:** The total number of times a running job has been preempted on this machine based on a fair share allocation of the pool since the condor_startd started running.

**JobVM_VCPUS:** An attribute defined if a vm universe job is running on this slot. Defined by the number of virtualized CPUs in the virtual machine.

**KeyboardIdle:** The number of seconds since activity on any keyboard or mouse associated with this machine has last been detected. Unlike ConsoleIdle, KeyboardIdle also takes activity on pseudo-terminals into account. Pseudo-terminals have virtual keyboard activity from telnet and rlogin sessions. Note that KeyboardIdle will always be equal to or less than ConsoleIdle. The value can be modified with SLOTS_CONNECTED_TO_KEYBOARD as defined at 3.5.8.

**KFlops:** Relative floating point performance as determined via a Linpack benchmark.

**LastDrainStartTime:** Time when draining of this condor_startd was last initiated (e.g. due to condor_defrag or condor_drain).

**LastHeardFrom:** Time when the HTCondor central manager last received a status update from this machine. Expressed as the number of integer seconds since the Unix epoch (00:00:00 UTC, Jan 1, 1970). Note: This attribute is only inserted by the central manager once it receives the ClassAd. It is not present in the condor_startd copy of the ClassAd. Therefore, you could not use this attribute in defining condor_startd expressions (and you would not want to).

**LoadAvg:** A floating point number representing the current load average.

**Machine:** A string with the machine’s fully qualified host name.

**MachineMaxVacateTime:** An integer expression that specifies the time in seconds the machine will allow the job to gracefully shut down.
MaxJobRetirementTime: When the condor_startd wants to kick the job off, a job which has run for less than this number of seconds will not be hard-killed. The condor_startd will wait for the job to finish or to exceed this amount of time, whichever comes sooner. If the job vacating policy grants the job X seconds of vacating time, a preempted job will be soft-killed X seconds before the end of its retirement time, so that hard-killing of the job will not happen until the end of the retirement time if the job does not finish shutting down before then. This is an expression evaluated in the context of the job ClassAd, so it may refer to job attributes as well as machine attributes.

Memory: The amount of RAM in MiB in this slot. For static slots, this value will be the same as in TotalSlotMemory. For a partitionable slot, this value will be the quantity remaining in the partitionable slot.

Mips: Relative integer performance as determined via a Dhrystone benchmark.

MonitorSelfAge: The number of seconds that this daemon has been running.

MonitorSelfCPUUsage: The fraction of recent CPU time utilized by this daemon.

MonitorSelfImageSize: The amount of virtual memory consumed by this daemon in KiB.

MonitorSelfRegisteredSocketCount: The current number of sockets registered by this daemon.

MonitorSelfResidentSetSize: The amount of resident memory used by this daemon in KiB.

MonitorSelfSecuritySessions: The number of open (cached) security sessions for this daemon.

MonitorSelfTime: The time, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970), at which this daemon last checked and set the attributes with names that begin with the string MonitorSelf.

MyAddress: String with the IP and port address of the condor_startd daemon which is publishing this machine ClassAd. When using CCB, condor_shared_port, and/or an additional private network interface, that information will be included here as well.

MyType: The ClassAd type; always set to the literal string "Machine".

Name: The name of this resource; typically the same value as the Machine attribute, but could be customized by the site administrator. On SMP machines, the condor_startd will divide the CPUs up into separate slots, each with with a unique name. These names will be of the form “slot#@full.hostname”, for example, “slot1@vulture.cs.wisc.edu”, which signifies slot number 1 from vulture.cs.wisc.edu.

Offline<name>: A string that lists specific instances of a user-defined machine resource, identified by name. Each instance is currently unavailable for purposes of match making.

OfflineUniverses: A ClassAd list that specifies which job universes are presently offline, both as strings and as the corresponding job universe number. Could be used the the startd to refuse to start jobs in offline universes:

\[
\text{START} = \text{OfflineUniverses} \; \text{is} \; \text{undefined} \; \| \; (! \; \text{member}(\; \text{JobUniverse}, \; \text{OfflineUniverses} \; ))
\]

May currently only contain "VM" and 13.
**OpSys**: String describing the operating system running on this machine. Currently supported operating systems have the following string definitions:

"LINUX": for LINUX 2.0.x, LINUX 2.2.x, LINUX 2.4.x, LINUX 2.6.x, or LINUX 3.10.0 kernel systems, as well as Scientific Linux, Ubuntu versions 14.04, and Debian 7.0 (wheezy) and 8.0 (jessie)

"OSX": for Darwin

"FREEBSD7": for FreeBSD 7

"FREEBSD8": for FreeBSD 8

"WINDOWS": for all versions of Windows

"SOLARIS5.10": for Solaris 2.10 or 5.10

"SOLARIS5.11": for Solaris 2.11 or 5.11

These strings show definitions for operating systems no longer supported:

"SOLARIS28": for Solaris 2.8 or 5.8

"SOLARIS29": for Solaris 2.9 or 5.9

**OpSysAndVer**: A string indicating an operating system and a version number.

For Linux operating systems, it is the value of the `OpSysName` attribute concatenated with the string version of the `OpSysMajorVer` attribute:

"RedHat5": for RedHat Linux version 5

"RedHat6": for RedHat Linux version 6

"RedHat7": for RedHat Linux version 7

"Fedora16": for Fedora Linux version 16

"Debian6": for Debian Linux version 6

"Debian7": for Debian Linux version 7

"Debian8": for Debian Linux version 8

"Debian9": for Debian Linux version 9

"Ubuntu14": for Ubuntu 14.04

"SL5": for Scientific Linux version 5

"SL6": for Scientific Linux version 6

"SLFermi5": for Fermi’s Scientific Linux version 5

"SLFermi6": for Fermi’s Scientific Linux version 6

"SLCern5": for CERN’s Scientific Linux version 5

"SLCern6": for CERN’s Scientific Linux version 6

For MacOS operating systems, it is the value of the `OpSysShortName` attribute concatenated with the string version of the `OpSysVer` attribute:

"MacOSX605": for MacOS version 10.6.5 (Snow Leopard)
"MacOSX703": for MacOS version 10.7.3 (Lion)

For BSD operating systems, it is the value of the OpSysName attribute concatenated with the string version of the OpSysMajorVer attribute:

"FREEBSD7": for FreeBSD version 7
"FREEBSD8": for FreeBSD version 8

For Solaris Unix operating systems, it is the same value as the OpSys attribute:

"SOLARIS5.10": for Solaris 2.10 or 5.10
"SOLARIS5.11": for Solaris 2.11 or 5.11

For Windows operating systems, it is the value of the OpSys attribute concatenated with the string version of the OpSysMajorVer attribute:

"WINDOWS500": for Windows 2000
"WINDOWS501": for Windows XP
"WINDOWS502": for Windows Server 2003
"WINDOWS600": for Windows Vista
"WINDOWS601": for Windows 7

**OpSysLegacy**: A string that holds the long-standing values for the OpSys attribute. Currently supported operating systems have the following string definitions:

"LINUX": for LINUX 2.0.x, LINUX 2.2.x, LINUX 2.4.x, LINUX 2.6.x, or LINUX 3.10.0 kernel systems, as well as Scientific Linux, Ubuntu versions 14.04, and Debian 7 and 8
"OSX": for Darwin
"FREEBSD7": for FreeBSD version 7
"FREEBSD8": for FreeBSD version 8
"SOLARIS5.10": for Solaris 2.10 or 5.10
"SOLARIS5.11": for Solaris 2.11 or 5.11
"WINDOWS": for all versions of Windows

**OpSysLongName**: A string giving a full description of the operating system. For Linux platforms, this is generally the string taken from /etc/hosts, with extra characters stripped off Debian versions.

"Red Hat Enterprise Linux Server release 5.7 (Tikanga)": for RedHat Linux version 5
"Red Hat Enterprise Linux Server release 6.2 (Santiago)": for RedHat Linux version 6
"Red Hat Enterprise Linux Server release 7.0 (Maipo)": for RedHat Linux version 7.0
"Ubuntu 14.04.1 LTS": for Ubuntu 14.04 point release 1
"Debian GNU/Linux 7": for Debian 7.0 (wheezy)
"Debian GNU/Linux 8": for Debian 8.0 (jessie)
"Fedora release 16 (Verne)": for Fedora Linux version 16
"MacOSX 6.5": for MacOS version 10.6.5 (Snow Leopard)
"MacOSX 7.3": for MacOS version 10.7.3 (Lion)
"FreeBSD8.2-RELEASE-p3": for FreeBSD version 8
"SOLARIS5.10": for Solaris 2.10 or 5.10
"SOLARIS5.11": for Solaris 2.11 or 5.11
"Windows XP SP3": for Windows XP
"Windows 7 SP2": for Windows 7

OpSysMajorVer: An integer value representing the major version of the operating system.
5: for RedHat Linux version 5 and derived platforms such as Scientific Linux
6: for RedHat Linux version 6 and derived platforms such as Scientific Linux
7: for RedHat Linux version 7
14: for Ubuntu 14.04
7: for Debian 7
8: for Debian 8
16: for Fedora Linux version 16
6: for MacOS version 10.6.5 (Snow Leopard)
7: for MacOS version 10.7.3 (Lion)
7: for FreeBSD version 7
8: for FreeBSD version 8
5: for Solaris 2.10, 5.10, 2.11, or 5.11
501: for Windows XP
600: for Windows Vista
601: for Windows 7

OpSysName: A string containing a terse description of the operating system.
"RedHat": for RedHat Linux version 6 and 7
"Fedora": for Fedora Linux version 16
"Ubuntu": for Ubuntu versions 14.04
"Debian": for Debian versions 7 and 8
"SnowLeopard": for MacOS version 10.6.5 (Snow Leopard)
"Lion": for MacOS version 10.7.3 (Lion)
"FREEBSD": for FreeBSD version 7 or 8
"SOLARIS5.10": for Solaris 2.10 or 5.10
"SOLARIS5.11": for Solaris 2.11 or 5.11
"WindowsXP": for Windows XP
"WindowsVista": for Windows Vista
"Windows7": for Windows 7
"SL": for Scientific Linux
"SLFermi": for Fermi’s Scientific Linux
"SLCern": for CERN’s Scientific Linux

OpSysShortName: A string containing a short name for the operating system.

"RedHat": for RedHat Linux version 5, 6 or 7
"Fedora": for Fedora Linux version 16
"Debian": for Debian Linux version 6 or 7 or 8
"Ubuntu": for Ubuntu versions 14.04
"MacOSX": for MacOS version 10.6.5 (Snow Leopard) or for MacOS version 10.7.3 (Lion)
"FreeBSD": for FreeBSD version 7 or 8
"SOLARIS5.10": for Solaris 2.10 or 5.10
"SOLARIS5.11": for Solaris 2.11 or 5.11
"XP": for Windows XP
"Vista": for Windows Vista
"7": for Windows 7
"SL": for Scientific Linux
"SLFermi": for Fermi’s Scientific Linux
"SLCern": for CERN’s Scientific Linux

OpSysVer: An integer value representing the operating system version number.

700: for RedHat Linux version 7.0
602: for RedHat Linux version 6.2
1600: for Fedora Linux version 16.0
1404: for Ubuntu 14.04
700: for Debian 7.0
800: for Debian 8.0
704: for FreeBSD version 7.4
802: for FreeBSD version 8.2
605: for MacOS version 10.6.5 (Snow Leopard)
703: for MacOS version 10.7.3 (Lion)
500: for Windows 2000
A.3. Machine ClassAd Attributes

501: for Windows XP
502: for Windows Server 2003
600: for Windows Vista or Windows Server 2008
601: for Windows 7 or Windows Server 2008

**PartitionableSlot:** For SMP machines, a boolean value identifying that this slot may be partitioned.

**RecentJobPreemptions:** The total number of jobs which have been preempted from this machine in the last twenty minutes.

**RecentJobRankPreemptions:** The total number of times a running job has been preempted on this machine due to the machine’s rank of jobs in the last twenty minutes.

**RecentJobStarts:** The total number of jobs which have been started on this machine in the last twenty minutes.

**RecentJobUserPrio:** The total number of times a running job has been preempted on this machine based on a fair share allocation of the pool in the last twenty minutes.

**Requirements:** A boolean, which when evaluated within the context of the machine ClassAd and a job ClassAd, must evaluate to TRUE before HTCondor will allow the job to use this machine.

**RetirementTimeRemaining:** An integer number of seconds after MyCurrentTime when the running job can be evicted. MaxJobRetirementTime is the expression of how much retirement time the machine offers to new jobs, whereas RetirementTimeRemaining is the negotiated amount of time remaining for the current running job. This may be less than the amount offered by the machine’s MaxJobRetirementTime expression, because the job may ask for less.

**SingularityVersion:** A string containing the version of Singularity available, if the machine being advertised supports running jobs within a Singularity container (see HasSingularity).

**SlotID:** For SMP machines, the integer that identifies the slot. The value will be X for the slot with name="slotX@full.hostname"

For non-SMP machines with one slot, the value will be 1. **NOTE:** This attribute was added in HTCondor version 6.9.3. For older versions of HTCondor, see VirtualMachineID below.

**SlotType:** For SMP machines with partitionable slots, the partitionable slot will have this attribute set to "Partitionable", and all dynamic slots will have this attribute set to "Dynamic".

**SlotWeight:** This specifies the weight of the slot when calculating usage, computing fair shares, and enforcing group quotas. For example, claiming a slot with SlotWeight = 2 is equivalent to claiming two SlotWeight = 1 slots. See the description of SlotWeight on page 257.

**StartdIpAddr:** String with the IP and port address of the condor_startd daemon which is publishing this machine ClassAd. When using CCB, condor_shared_port, and/or an additional private network interface, that information will be included here as well.

**State:** String which publishes the machine’s HTCondor state. Can be:
"Owner": The machine owner is using the machine, and it is unavailable to HTCondor.

"Unclaimed": The machine is available to run HTCondor jobs, but a good match is either not available or not yet found.

"Matched": The HTCondor central manager has found a good match for this resource, but an HTCondor scheduler has not yet claimed it.

"Claimed": The machine is claimed by a remote condor_schedd and is probably running a job.

"Preempting": An HTCondor job is being preempted (possibly via checkpointing) in order to clear the machine for either a higher priority job or because the machine owner wants the machine back.

"Drained": This slot is not accepting jobs, because the machine is being drained.

**TargetType**: Describes what type of ClassAd to match with. Always set to the string literal "Job", because machine ClassAds always want to be matched with jobs, and vice-versa.

**TotalCondorLoadAvg**: The load average contributed by HTCondor summed across all slots on the machine, either from remote jobs or running benchmarks.

**TotalCpus**: The number of CPUs (cores) that are on the machine. This is in contrast with Cpus, which is the number of CPUs in the slot.

**TotalDisk**: The quantity of disk space in KiB available across the machine (not the slot). For partitionable slots, where there is one partitionable slot per machine, this value will be the same as machine ClassAd attribute TotalSlotDisk.

**TotalLoadAvg**: A floating point number representing the current load average summed across all slots on the machine.

**TotalMachineDrainingBadput**: The total job runtime in cpu-seconds that has been lost due to job evictions caused by draining since this condor_startd began executing. In this calculation, it is assumed that jobs are evicted without checkpointing.

**TotalMachineDrainingUnclaimedTime**: The total machine-wide time in cpu-seconds that has not been used (i.e. not matched to a job submitter) due to draining since this condor_startd began executing.

**TotalMemory**: The quantity of RAM in MiB available across the machine (not the slot). For partitionable slots, where there is one partitionable slot per machine, this value will be the same as machine ClassAd attribute TotalSlotMemory.

**TotalSlotCpus**: The number of CPUs (cores) in this slot. For static slots, this value will be the same as in Cpus.

**TotalSlotDisk**: The quantity of disk space in KiB given to this slot. For static slots, this value will be the same as machine ClassAd attribute Disk. For partitionable slots, where there is one partitionable slot per machine, this value will be the same as machine ClassAd attribute TotalDisk.

**TotalSlotMemory**: The quantity of RAM in MiB given to this slot. For static slots, this value will be the same as machine ClassAd attribute Memory. For partitionable slots, where there is one partitionable slot per machine, this value will be the same as machine ClassAd attribute TotalMemory.

**TotalSlots**: A sum of the static slots, partitionable slots, and dynamic slots on the machine at the current time.
**TotalTimeBackfillBusy**: The number of seconds that this machine (slot) has accumulated within the backfill busy state and activity pair since the `condor_startd` began executing. This attribute will only be defined if it has a value greater than 0.

**TotalTimeBackfillIdle**: The number of seconds that this machine (slot) has accumulated within the backfill idle state and activity pair since the `condor_startd` began executing. This attribute will only be defined if it has a value greater than 0.

**TotalTimeBackfillKilling**: The number of seconds that this machine (slot) has accumulated within the backfill killing state and activity pair since the `condor_startd` began executing. This attribute will only be defined if it has a value greater than 0.

**TotalTimeClaimedBusy**: The number of seconds that this machine (slot) has accumulated within the claimed busy state and activity pair since the `condor_startd` began executing. This attribute will only be defined if it has a value greater than 0.

**TotalTimeClaimedIdle**: The number of seconds that this machine (slot) has accumulated within the claimed idle state and activity pair since the `condor_startd` began executing. This attribute will only be defined if it has a value greater than 0.

**TotalTimeClaimedRetiring**: The number of seconds that this machine (slot) has accumulated within the claimed retiring state and activity pair since the `condor_startd` began executing. This attribute will only be defined if it has a value greater than 0.

**TotalTimeClaimedSuspended**: The number of seconds that this machine (slot) has accumulated within the claimed suspended state and activity pair since the `condor_startd` began executing. This attribute will only be defined if it has a value greater than 0.

**TotalTimeMatchedIdle**: The number of seconds that this machine (slot) has accumulated within the matched idle state and activity pair since the `condor_startd` began executing. This attribute will only be defined if it has a value greater than 0.

**TotalTimeOwnerIdle**: The number of seconds that this machine (slot) has accumulated within the owner idle state and activity pair since the `condor_startd` began executing. This attribute will only be defined if it has a value greater than 0.

**TotalTimePreemptingKilling**: The number of seconds that this machine (slot) has accumulated within the preempting killing state and activity pair since the `condor_startd` began executing. This attribute will only be defined if it has a value greater than 0.

**TotalTimePreemptingVacating**: The number of seconds that this machine (slot) has accumulated within the preempting vacating state and activity pair since the `condor_startd` began executing. This attribute will only be defined if it has a value greater than 0.

**TotalTimeUnclaimedBenchmarking**: The number of seconds that this machine (slot) has accumulated within the unclaimed benchmarking state and activity pair since the `condor_startd` began executing. This attribute will only be defined if it has a value greater than 0.

**TotalTimeUnclaimedIdle**: The number of seconds that this machine (slot) has accumulated within the unclaimed idle state and activity pair since the `condor_startd` began executing. This attribute will only be defined if it has a value greater than 0.
**UidDomain:** a domain name configured by the HTCondor administrator which describes a cluster of machines which all have the same `passwd` file entries, and therefore all have the same logins.

**VirtualMachineID:** Starting with HTCondor version 6.9.3, this attribute is now longer used. Instead, use `SlotID`, as described above. This will only be present if `ALLOW_VM_CRUFT` is TRUE.

**VirtualMemory:** The amount of currently available virtual memory (swap space) expressed in KiB. On Linux platforms, it is the sum of paging space and physical memory, which more accurately represents the virtual memory size of the machine.

**VM_AvailNum:** The maximum number of vm universe jobs that can be started on this machine. This maximum is set by the configuration variable `VM_MAX_NUMBER`.

**VM_Guest_Mem:** An attribute defined if a vm universe job is running on this slot. Defined by the amount of memory in use by the virtual machine, given in Mbytes.

**VM_Memory:** Gives the amount of memory available for starting additional VM jobs on this machine, given in Mbytes. The maximum value is set by the configuration variable `VM_MEMORY`.

**VM_Networking:** A boolean value indicating whether networking is allowed for virtual machines on this machine.

**VM_Type:** The type of virtual machine software that can run on this machine. The value is set by the configuration variable `VM_TYPE`.

**VMOfflineReason:** The reason the VM universe went offline (usually because a VM universe job failed to launch).

**VMOfflineTime:** The time that the VM universe went offline.

**WindowsBuildNumber:** An integer, extracted from the platform type, representing a build number for a Windows operating system. This attribute only exists on Windows machines.

**WindowsMajorVersion:** An integer, extracted from the platform type, representing a major version number (currently 5 or 6) for a Windows operating system. This attribute only exists on Windows machines.

**WindowsMinorVersion:** An integer, extracted from the platform type, representing a minor version number (currently 0, 1, or 2) for a Windows operating system. This attribute only exists on Windows machines.

In addition, there are a few attributes that are automatically inserted into the machine ClassAd whenever a resource is in the Claimed state:

**ClientMachine:** The host name of the machine that has claimed this resource

**RemoteAutoregroup:** A boolean attribute which is True if this resource was claimed via negotiation when the configuration variable `GROUP_AUTOREGROUP` is True. It is False otherwise.

**RemoteGroup:** The accounting group name corresponding to the submitter that claimed this resource.

**RemoteNegotiatingGroup:** The accounting group name under which this resource negotiated when it was claimed. This attribute will frequently be the same as attribute `RemoteGroup`, but it may differ in cases such as when configuration variable `GROUP_AUTOREGROUP` is True, in which case it will have the name of the root group, identified as `<none>`.
**RemoteOwner**: The name of the user who originally claimed this resource.

**RemoteUser**: The name of the user who is currently using this resource. In general, this will always be the same as the RemoteOwner, but in some cases, a resource can be claimed by one entity that hands off the resource to another entity which uses it. In that case, RemoteUser would hold the name of the entity currently using the resource, while RemoteOwner would hold the name of the entity that claimed the resource.

**PreemptingOwner**: The name of the user who is preempting the job that is currently running on this resource.

**PreemptingUser**: The name of the user who is preempting the job that is currently running on this resource. The relationship between PreemptingUser and PreemptingOwner is the same as the relationship between RemoteUser and RemoteOwner.

**PreemptingRank**: A float which represents this machine owner’s affinity for running the HTCondor job which is waiting for the current job to finish or be preempted. If not currently hosting an HTCondor job, PreemptingRank is undefined. When a machine is claimed and there is already a job running, the attribute’s value is computed by evaluating the machine’s Rank expression with respect to the preempting job’s ClassAd.

**TotalClaimRunTime**: A running total of the amount of time (in seconds) that all jobs (under the same claim) ran (have spent in the Claimed/Busy state).

**TotalClaimSuspendTime**: A running total of the amount of time (in seconds) that all jobs (under the same claim) have been suspended (in the Claimed/Suspended state).

**TotalJobRunTime**: A running total of the amount of time (in seconds) that a single job ran (has spent in the Claimed/Busy state).

**TotalJobSuspendTime**: A running total of the amount of time (in seconds) that a single job has been suspended (in the Claimed/Suspended state).

There are a few attributes that are only inserted into the machine ClassAd if a job is currently executing. If the resource is claimed but no job are running, none of these attributes will be defined.

**JobId**: The job’s identifier (for example, 152.3), as seen from condor_q on the submitting machine.

**JobStart**: The time stamp in integer seconds of when the job began executing, since the Unix epoch (00:00:00 UTC, Jan 1, 1970). For idle machines, the value is UNDEFINED.

**LastPeriodicCheckpoint**: If the job has performed a periodic checkpoint, this attribute will be defined and will hold the time stamp of when the last periodic checkpoint was begun. If the job has yet to perform a periodic checkpoint, or cannot checkpoint at all, the LastPeriodicCheckpoint attribute will not be defined.

There are a few attributes that are applicable to machines that are offline, that is, hibernating.

**MachineLastMatchTime**: The Unix epoch time when this offline ClassAd would have been matched to a job, if the machine were online. In addition, the slot1 ClassAd of a multi-slot machine will have slot<X>_MachineLastMatchTime defined, where <X> is replaced by the slot id of each of the slots with MachineLastMatchTime defined.
**Offline:** A boolean value, that when True, indicates this machine is in an offline state in the condor_collector. Such ClassAds are stored persistently, such that they will continue to exist after the condor_collector restarts.

**Unhibernate:** A boolean expression that specifies when a hibernating machine should be woken up, for example, by condor_rooster.

For machines with user-defined or custom resource specifications, including GPUs, the following attributes will be in the ClassAd for each slot. In the name of the attribute, \(<name>\) is substituted with the configured name given to the resource.

- **Assigned<name>:** A space separated list that identifies which of these resources are currently assigned to slots.
- **Offline<name>:** A space separated list that indicates which of these resources is unavailable for match making.
- **Total<name>:** An integer quantity of the total number of these resources.

For machines with custom resource specifications that include GPUs, the following attributes may be in the ClassAd for each slot, depending on the value of configuration variable `MACHINERESOURCE_INVENTORY_GPUs` and what GPUs are detected. In the name of the attribute, \(<name>\) is substituted with the prefix string assigned for the GPU.

- **<name>BoardTempC:** For NVIDIA devices, a dynamic attribute representing the temperature in Celsius of the board containing the GPU.
- **<name>Capability:** The CUDA-defined capability for the GPU.
- **<name>ClockMhz:** For CUDA or Open CL devices, the integer clocking speed of the GPU in MHz.
- **<name>ComputeUnits:** For CUDA or Open CL devices, the integer number of compute units per GPU.
- **<name>CoresPerCU:** For CUDA devices, the integer number of cores per compute unit.
- **<name>DeviceName:** For CUDA or Open CL devices, a string representing the manufacturer’s proprietary device name.
- **<name>DieTempC:** For NVIDIA devices, a dynamic attribute representing the temperature in Celsius of the GPU die.
- **<name>DriverVersion:** For CUDA devices, a string representing the manufacturer’s driver version.
- **<name> ECCEnabled:** For CUDA or Open CL devices, a boolean value representing whether error correction is enabled.
- **<name>EccErrorsDoubleBit:** For NVIDIA devices, a count of the number of double bit errors detected for this GPU.
- **<name>EccErrorsSingleBit:** For NVIDIA devices, a count of the number of single bit errors detected for this GPU.
- **<name>FanSpeedPct:** For NVIDIA devices, a value between 0 and 100 (inclusive), used to represent the level of fan operation as percentage of full fan speed.
A.3. Machine ClassAd Attributes

<name>GlobalMemoryMb: For CUDA or Open CL devices, the quantity of memory in Mbytes in this GPU.

<name>OpenCLVersion: For Open CL devices, a string representing the manufacturer’s version number.

<name>RuntimeVersion: For CUDA devices, a string representing the manufacturer’s version number.

The following attributes are advertised for a machine in which partitionable slot preemption is enabled.

ChildAccountingGroup: A ClassAd list containing the values of the AccountingGroup attribute for each dynamic slot of the partitionable slot.

ChildActivity: A ClassAd list containing the values of the Activity attribute for each dynamic slot of the partitionable slot.

ChildCpus: A ClassAd list containing the values of the Cpus attribute for each dynamic slot of the partitionable slot.

ChildCurrentRank: A ClassAd list containing the values of the CurrentRank attribute for each dynamic slot of the partitionable slot.

ChildEnteredCurrentState: A ClassAd list containing the values of the EnteredCurrentState attribute for each dynamic slot of the partitionable slot.

ChildMemory: A ClassAd list containing the values of the Memory attribute for each dynamic slot of the partitionable slot.

ChildName: A ClassAd list containing the values of the Name attribute for each dynamic slot of the partitionable slot.

ChildRemoteOwner: A ClassAd list containing the values of the RemoteOwner attribute for each dynamic slot of the partitionable slot.

ChildRemoteUser: A ClassAd list containing the values of the RemoteUser attribute for each dynamic slot of the partitionable slot.

ChildRetirementTimeRemaining: A ClassAd list containing the values of the RetirementTimeRemaining attribute for each dynamic slot of the partitionable slot.

ChildState: A ClassAd list containing the values of the State attribute for each dynamic slot of the partitionable slot.

PslotRollupInformation: A boolean value set to True in both the partitionable and dynamic slots, when configuration variable ADVERTISE_P_SLOT_ROLLUP_INFORMATION is True, such that the condor_negotiator knows when partitionable slot preemption is possible and can directly preempt a dynamic slot when appropriate.

Finally, the single attribute, CurrentTime, is defined by the ClassAd environment.

currentTime: Evaluates to the the number of integer seconds since the Unix epoch (00:00:00 UTC, Jan 1, 1970).
A.4 DaemonMaster ClassAd Attributes

CxptServer: A string with with the fully qualified host name of the machine running a checkpoint server.

CondorVersion: A string containing the HTCondor version number, the release date, and the build identification number.

DaemonStartTime: The time that this daemon was started, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970).

DaemonLastReconfigTime: The time that this daemon was configured, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970).

Machine: A string with the machine’s fully qualified host name.

MasterIpAddr: String with the IP and port address of the condor_master daemon which is publishing this Daemon-Master ClassAd.

MonitorSelfAge: The number of seconds that this daemon has been running.

MonitorSelfCPUUsage: The fraction of recent CPU time utilized by this daemon.

MonitorSelfImageSize: The amount of virtual memory consumed by this daemon in Kbytes.

MonitorSelfRegisteredSocketCount: The current number of sockets registered by this daemon.

MonitorSelfResidentSetSize: The amount of resident memory used by this daemon in Kbytes.

MonitorSelfSecuritySessions: The number of open (cached) security sessions for this daemon.

MonitorSelfTime: The time, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970), at which this daemon last checked and set the attributes with names that begin with the string MonitorSelf.

MyAddress: String with the IP and port address of the condor_master daemon which is publishing this ClassAd.

MyCurrentTime: The time, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970), at which the condor_master daemon last sent a ClassAd update to the condor_collector.

Name: The name of this resource; typically the same value as the Machine attribute, but could be customized by the site administrator. On SMP machines, the condor_startd will divide the CPUs up into separate slots, each with with a unique name. These names will be of the form “slot#@full.hostname”, for example, “slot1@vulture.cs.wisc.edu”, which signifies slot number 1 from vulture.cs.wisc.edu.

PublicNetworkIpAddr: Description is not yet written.

RealUid: The UID under which the condor_master is started.

UpdateSequenceNumber: An integer, starting at zero, and incremented with each ClassAd update sent to the condor_collector. The condor_collector uses this value to sequence the updates it receives.
A.5 Scheduler ClassAd Attributes

**Autoclusters:** A Statistics attribute defining the number of active autoclusters.

**CollectorHost:** The name of the main `condor_collector` which this `condor_schedd` daemon reports to, as copied from `COLLECTOR_HOST`. If a `condor_schedd` flocks to other `condor_collector` daemons, this attribute still represents the "home" `condor_collector`, so this value can be used to discover if a `condor_schedd` is currently flocking.

**CondorVersion:** A string containing the HTCondor version number, the release date, and the build identification number.

**DaemonCoreDutyCycle:** A Statistics attribute defining the ratio of the time spent handling messages and events to the elapsed time for the time period defined by `StatsLifetime` of this `condor_schedd`. A value near 0.0 indicates an idle daemon, while a value near 1.0 indicates a daemon running at or above capacity.

**DaemonStartTime:** The time that this daemon was started, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970).

**DaemonLastReconfigTime:** The time that this daemon was configured, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970).

**DetectedCpus:** The number of detected machine CPUs/cores.

**DetectedMemory:** The amount of detected machine RAM in MBytes.

**JobQueueBirthdate:** Description is not yet written.

**JobsAccumBadputTime:** A Statistics attribute defining the sum of the all of the time jobs which did not complete successfully have spent running over the lifetime of this `condor_schedd`.

**JobsAccumExceptionalBadputTime:** A Statistics attribute defining the sum of the all of the time jobs which did not complete successfully due to `condor_shadow` exceptions have spent running over the lifetime of this `condor_schedd`.

**JobsAccumRunningTime:** A Statistics attribute defining the sum of the all of the time jobs have spent running in the time interval defined by attribute `StatsLifetime`.

**JobsAccumTimeToStart:** A Statistics attribute defining the sum of all the time jobs have spent waiting to start in the time interval defined by attribute `StatsLifetime`.

**JobsBadputRuntimes:** A Statistics attribute defining a histogram count of jobs that did not complete successfully, as classified by time spent running, over the lifetime of this `condor_schedd`. Counts within the histogram are separated by a comma and a space, where the time interval classification is defined in the ClassAd attribute `JobsRuntimesHistogramBuckets`.

**JobsBadputSizes:** A Statistics attribute defining a histogram count of jobs that did not complete successfully, as classified by image size, over the lifetime of this `condor_schedd`. Counts within the histogram are separated by a comma and a space, where the size classification is defined in the ClassAd attribute `JobsSizesHistogramBuckets`.

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**JobsCheckpointed**: A Statistics attribute defining the number of times jobs that have exited with a `condor_shadow` exit code of `JOB_CKPTED` in the time interval defined by attribute `StatsLifetime`.

**JobsCompleted**: A Statistics attribute defining the number of jobs successfully completed in the time interval defined by attribute `StatsLifetime`.

**JobsCompletedRuntimes**: A Statistics attribute defining a histogram count of jobs that completed successfully as classified by time spent running, over the lifetime of this `condor_schedd`. Counts within the histogram are separated by a comma and a space, where the time interval classification is defined in the ClassAd attribute `JobsRuntimesHistogramBuckets`.

**JobsCompletedSizes**: A Statistics attribute defining a histogram count of jobs that completed successfully as classified by image size, over the lifetime of this `condor_schedd`. Counts within the histogram are separated by a comma and a space, where the size classification is defined in the ClassAd attribute `JobsSizesHistogramBuckets`.

**JobsCoredumped**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_COREDUMPED` in the time interval defined by attribute `StatsLifetime`.

**JobsDebugLogError**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `DPRINTF_ERROR` in the time interval defined by attribute `StatsLifetime`.

**JobsExecFailed**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_EXEC_FAILED` in the time interval defined by attribute `StatsLifetime`.

**JobsExited**: A Statistics attribute defining the number of times that jobs that exited (successfully or not) in the time interval defined by attribute `StatsLifetime`.

**JobsExitedAndClaimClosing**: A Statistics attribute defining the number of times jobs have exited with a `condor_shadow` exit code of `JOB_EXITED_AND_CLAIM_CLOSING` in the time interval defined by attribute `StatsLifetime`.

**JobsExitedNormally**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_EXITED` or with an exit code of `JOB_EXITED_AND_CLAIM_CLOSING` in the time interval defined by attribute `StatsLifetime`.

**JobsExitException**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_EXCEPTION` or with an unknown status in the time interval defined by attribute `StatsLifetime`.

**JobsKilled**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_KILLED` in the time interval defined by attribute `StatsLifetime`.

**JobsMissedDeferralTime**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_MISSED_DEFERRAL_TIME` in the time interval defined by attribute `StatsLifetime`.

**JobsNotStarted**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_NOT_STARTED` in the time interval defined by attribute `StatsLifetime`. 
**JobsRestartReconnectsAttempting**: A Statistics attribute defining the number of \textit{condor\_startd} daemons the \textit{condor\_schedd} is currently attempting to reconnect to, in order to recover a job that was running when the \textit{condor\_schedd} was restarted.

**JobsRestartReconnectsBadput**: A Statistics attribute defining a histogram count of \textit{condor\_startd} daemons that the \textit{condor\_schedd} could not reconnect to in order to recover a job that was running when the \textit{condor\_schedd} was restarted, as classified by the time the job was spent running. Counts within the histogram are separated by a comma and a space, where the time interval classification is defined in the ClassAd attribute \texttt{JobsRuntimesHistogramBuckets}.

**JobsRestartReconnectsFailed**: A Statistics attribute defining the number of \textit{condor\_startd} daemons the \textit{condor\_schedd} tried and failed to reconnect to in order to recover a job that was running when the \textit{condor\_schedd} was restarted.

**JobsRestartReconnectsInterrupted**: A Statistics attribute defining the number of \textit{condor\_startd} daemons the \textit{condor\_schedd} attempted to reconnect to, in order to recover a job that was running when the \textit{condor\_schedd} was restarted, but the attempt was interrupted, for example, because the job was removed.

**JobsRestartReconnectsLeaseExpired**: A Statistics attribute defining the number of \textit{condor\_startd} daemons the \textit{condor\_schedd} could not attempt to reconnect to, in order to recover a job that was running when the \textit{condor\_schedd} was restarted, because the job lease had already expired.

**JobsRestartReconnectsSucceeded**: A Statistics attribute defining the number of \textit{condor\_startd} daemons the \textit{condor\_schedd} has successfully reconnected to, in order to recover a job that was running when the \textit{condor\_schedd} was restarted.

**JobsRunning**: A Statistics attribute representing the number of jobs currently running.

**JobsRunningRuntimes**: A Statistics attribute defining a histogram count of jobs currently running, as classified by elapsed runtime. Counts within the histogram are separated by a comma and a space, where the time interval classification is defined in the ClassAd attribute \texttt{JobsRuntimesHistogramBuckets}.

**JobsRunningSizes**: A Statistics attribute defining a histogram count of jobs currently running, as classified by image size. Counts within the histogram are separated by a comma and a space, where the size classification is defined in the ClassAd attribute \texttt{JobsSizesHistogramBuckets}.

**JobsRuntimesHistogramBuckets**: A Statistics attribute defining the predefined bucket boundaries for histogram statistics that classify run times. Defined as

\[
\texttt{JobsRuntimesHistogramBuckets} = \texttt{"30Sec, 1Min, 3Min, 10Min, 30Min, 1Hr, 3Hr, 6Hr, 12Hr, 1Day, 2Day, 4Day, 8Day, 16Day"}
\]

**JobsShadowNoMemory**: A Statistics attribute defining the number of times that jobs have exited because there was not enough memory to start the \textit{condor\_shadow} in the time interval defined by attribute \texttt{StatsLifetime}.

**JobsShouldHold**: A Statistics attribute defining the number of times that jobs have exited with a \textit{condor\_shadow} exit code of \texttt{JOB\_SHOULD\_HOLD} in the time interval defined by attribute \texttt{StatsLifetime}.

**JobsShouldRemove**: A Statistics attribute defining the number of times that jobs have exited with a \textit{condor\_shadow} exit code of \texttt{JOB\_SHOULD\_REMOVE} in the time interval defined by attribute \texttt{StatsLifetime}.
**JobsShouldRequeue**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_SHOULD_REQUEUE` in the time interval defined by attribute `StatsLifetime`.

**JobsSizesHistogramBuckets**: A Statistics attribute defining the predefined bucket boundaries for histogram statistics that classify image sizes. Defined as

```
JobsSizesHistogramBuckets = "64Kb, 256Kb, 1Mb, 4Mb, 16Mb, 64Mb, 256Mb, 1Gb, 4Gb, 16Gb, 64Gb, 256Gb"
```

Note that these values imply powers of two in numbers of bytes.

**JobsStarted**: A Statistics attribute defining the number of jobs started in the time interval defined by attribute `StatsLifetime`.

**JobsSubmitted**: A Statistics attribute defining the number of jobs submitted in the time interval defined by attribute `StatsLifetime`.

**Machine**: A string with the machine’s fully qualified host name.

**MaxJobsRunning**: The same integer value as set by the evaluation of the configuration variable `MAX_JOBS_RUNNING`. See the definition at section 3.5.9 on page 262.

**MonitorSelfAge**: The number of seconds that this daemon has been running.

**MonitorSelfCPUUsage**: The fraction of recent CPU time utilized by this daemon.

**MonitorSelfImageSize**: The amount of virtual memory consumed by this daemon in Kbytes.

**MonitorSelfRegisteredSocketCount**: The current number of sockets registered by this daemon.

**MonitorSelfResidentSetSize**: The amount of resident memory used by this daemon in Kbytes.

**MonitorSelfSecuritySessions**: The number of open (cached) security sessions for this daemon.

**MonitorSelfTime**: The time, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970), at which this daemon last checked and set the attributes with names that begin with the string `MonitorSelf`.

**MyAddress**: String with the IP and port address of the `condor_schedd` daemon which is publishing this ClassAd.

**MyCurrentTime**: The time, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970), at which the `condor_schedd` daemon last sent a ClassAd update to the `condor_collector`.

**Name**: The name of this resource; typically the same value as the `Machine` attribute, but could be customized by the site administrator. On SMP machines, the `condor_startd` will divide the CPUs up into separate slots, each with with a unique name. These names will be of the form “slot#@full.hostname”, for example, “slot1@vulture.cs.wisc.edu”, which signifies slot number 1 from vulture.cs.wisc.edu.

**NumJobStartsDelayed**: The number times a job requiring a `condor_shadow` daemon could have been started, but was not started because of the values of configuration variables `JOB_START_COUNT` and `JOB_START_DELAY`.

**NumPendingClaims**: The number of machines (`condor_startd` daemons) matched to this `condor_schedd` daemon, which this `condor_schedd` knows about, but has not yet managed to claim.
NumUsers: The integer number of distinct users with jobs in this condor_schedd’s queue.

PublicNetworkIpAddr: Description is not yet written.

RecentDaemonCoreDutyCycle: A Statistics attribute defining the ratio of the time spent handling messages and events to the elapsed time in the previous time interval defined by attribute RecentStatsLifetime.

RecentJobsAccumBadputTime: A Statistics attribute defining the sum of the all of the time that jobs which did not complete successfully have spent running in the previous time interval defined by attribute RecentStatsLifetime.

RecentJobsAccumRunningTime: A Statistics attribute defining the sum of the all of the time jobs which have exited in the previous time interval defined by attribute RecentStatsLifetime spent running.

RecentJobsAccumTimeToStart: A Statistics attribute defining the sum of all the time jobs which have exited in the previous time interval defined by attribute RecentStatsLifetime had spent waiting to start.

RecentJobsBadputRuntimes: A Statistics attribute defining a histogram count of jobs that did not complete successfully, as classified by time spent running, in the previous time interval defined by attribute RecentStatsLifetime. Counts within the histogram are separated by a comma and a space, where the time interval classification is defined in the ClassAd attribute JobsRuntimesHistogramBuckets.

RecentJobsBadputSizes: A Statistics attribute defining a histogram count of jobs that did not complete successfully, as classified by image size, in the previous time interval defined by attribute RecentStatsLifetime. Counts within the histogram are separated by a comma and a space, where the size classification is defined in the ClassAd attribute JobsSizesHistogramBuckets.

RecentJobsCheckpointed: A Statistics attribute defining the number of times jobs that have exited with a condor_shadow exit code of JOB_CKPTED in the previous time interval defined by attribute RecentStatsLifetime.

RecentJobsCompleted: A Statistics attribute defining the number of jobs successfully completed in the previous time interval defined by attribute RecentStatsLifetime.

RecentJobsCompletedRuntimes: A Statistics attribute defining a histogram count of jobs that completed successfully, as classified by time spent running, in the previous time interval defined by attribute RecentStatsLifetime. Counts within the histogram are separated by a comma and a space, where the time interval classification is defined in the ClassAd attribute JobsRuntimesHistogramBuckets.

RecentJobsCompletedSizes: A Statistics attribute defining a histogram count of jobs that completed successfully, as classified by image size, in the previous time interval defined by attribute RecentStatsLifetime. Counts within the histogram are separated by a comma and a space, where the size classification is defined in the ClassAd attribute JobsSizesHistogramBuckets.

RecentJobsCoredumped: A Statistics attribute defining the number of times that jobs have exited with a condor_shadow exit code of JOB_COREDUMPED in the previous time interval defined by attribute RecentStatsLifetime.

RecentJobsDebugLogError: A Statistics attribute defining the number of times that jobs have exited with a condor_shadow exit code of DPRINTF_ERROR in the previous time interval defined by attribute RecentStatsLifetime.
**RecentJobsExecFailed**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_EXEC_FAILED` in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentJobsExited**: A Statistics attribute defining the number of times that jobs have exited normally in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentJobsExitedAndClaimClosing**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_EXITED_AND_CLAIM_CLOSING` in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentJobsExitedNormally**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_EXITED` or with an exit code of `JOB_EXITED_AND_CLAIM_CLOSING` in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentJobsExitException**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_EXCEPTION` or with an unknown status in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentJobsKilled**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_KILLED` in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentJobsMissedDeferralTime**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_MISSED_DEFERRAL_TIME` in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentJobsNotStarted**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_NOT_STARTED` in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentJobsShadowNoMemory**: A Statistics attribute defining the number of times that jobs have exited because there was not enough memory to start the `condor_shadow` in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentJobsShouldHold**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_SHOULD_HOLD` in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentJobsShouldRemove**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_SHOULD_REMOVE` in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentJobsShouldRequeue**: A Statistics attribute defining the number of times that jobs have exited with a `condor_shadow` exit code of `JOB_SHOULD_REQUEUE` in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentJobsStarted**: A Statistics attribute defining the number of jobs started in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentJobsSubmitted**: A Statistics attribute defining the number of jobs submitted in the previous time interval defined by attribute `RecentStatsLifetime`.

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**RecentShadowsReconnections**: A Statistics attribute defining the number of times that `condor_shadow` daemons lost connection to their `condor_starter` daemons and successfully reconnected in the previous time interval defined by attribute `RecentStatsLifetime`. This statistic only appears in the Scheduler ClassAd if the level of verbosity set by the configuration variable `STATISTICS_TO_PUBLISH` is set to 2 or higher.

**RecentShadowsRecycled**: A Statistics attribute defining the number of times `condor_shadow` processes have been recycled for use with a new job in the previous time interval defined by attribute `RecentStatsLifetime`. This statistic only appears in the Scheduler ClassAd if the level of verbosity set by the configuration variable `STATISTICS_TO_PUBLISH` is set to 2 or higher.

**RecentShadowsStarted**: A Statistics attribute defining the number of `condor_shadow` daemons started in the previous time interval defined by attribute `RecentStatsLifetime`.

**RecentStatsLifetime**: A Statistics attribute defining the time in seconds over which statistics values have been collected for attributes with names that begin with `Recent`. This value starts at 0, and it may grow to a value as large as the value defined for attribute `RecentWindowMax`.

**RecentStatsTickTime**: A Statistics attribute defining the time that attributes with names that begin with `Recent` were last updated, represented as the number of seconds elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970). This statistic only appears in the Scheduler ClassAd if the level of verbosity set by the configuration variable `STATISTICS_TO_PUBLISH` is set to 2 or higher.

**RecentWindowMax**: A Statistics attribute defining the maximum time in seconds over which attributes with names that begin with `Recent` are collected. The value is set by the configuration variable `STATISTICS_WINDOW_SECONDS`, which defaults to 1200 seconds (20 minutes). This statistic only appears in the Scheduler ClassAd if the level of verbosity set by the configuration variable `STATISTICS_TO_PUBLISH` is set to 2 or higher.

**ScheddIpAddr**: String with the IP and port address of the `condor_schedd` daemon which is publishing this Scheduler ClassAd.

**ServerTime**: Description is not yet written.

**ShadowsReconnections**: A Statistics attribute defining the number of times `condor_shadow` daemons lost connection to their `condor_starter` daemons and successfully reconnected in the previous `StatsLifetime` seconds. This statistic only appears in the Scheduler ClassAd if the level of verbosity set by the configuration variable `STATISTICS_TO_PUBLISH` is set to 2 or higher.

**ShadowsRecycled**: A Statistics attribute defining the number of times `condor_shadow` processes have been recycled for use with a new job in the previous `StatsLifetime` seconds. This statistic only appears in the Scheduler ClassAd if the level of verbosity set by the configuration variable `STATISTICS_TO_PUBLISH` is set to 2 or higher.

**ShadowsRunning**: A Statistics attribute defining the number of `condor_shadow` daemons currently running that are owned by this `condor_schedd`.

**ShadowsRunningPeak**: A Statistics attribute defining the maximum number of `condor_shadow` daemons running at one time that were owned by this `condor_schedd` over the lifetime of this `condor_schedd`.

**ShadowsStarted**: A Statistics attribute defining the number of `condor_shadow` daemons started in the previous time interval defined by attribute `StatsLifetime`.
**StartLocalUniverse:** The same boolean value as set in the configuration variable `START_LOCAL_UNIVERSE`. See the definition at section 3.5.9 on page 261.

**StartSchedulerUniverse:** The same boolean value as set in the configuration variable `START_SCHEDULER_UNIVERSE`. See the definition at section 3.5.9 on page 261.

**StatsLastUpdateTime:** A Statistics attribute defining the time that statistics about jobs were last updated, represented as the number of seconds elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970). This statistic only appears in the Scheduler ClassAd if the level of verbosity set by the configuration variable `STATISTICS_TO_PUBLISH` is set to 2 or higher.

**StatsLifetime:** A Statistics attribute defining the time in seconds over which statistics have been collected for attributes with names that do _not_ begin with `Recent`. This statistic only appears in the Scheduler ClassAd if the level of verbosity set by the configuration variable `STATISTICS_TO_PUBLISH` is set to 2 or higher.

**TotalFlockedJobs:** The total number of jobs from this `condor_schedd` daemon that are currently flocked to other pools.

**TotalHeldJobs:** The total number of jobs from this `condor_schedd` daemon that are currently on hold.

**TotalIdleJobs:** The total number of jobs from this `condor_schedd` daemon that are currently idle, not including local or scheduler universe jobs.

**TotalJobAds:** The total number of all jobs (in all states) from this `condor_schedd` daemon.

**TotalLocalJobsIdle:** The total number of `local universe` jobs from this `condor_schedd` daemon that are currently idle.

**TotalLocalJobsRunning:** The total number of `local universe` jobs from this `condor_schedd` daemon that are currently running.

**TotalRemovedJobs:** The current number of all running jobs from this `condor_schedd` daemon that have remove requests.

**TotalRunningJobs:** The total number of jobs from this `condor_schedd` daemon that are currently running, not including local or scheduler universe jobs.

**TotalSchedulerJobsIdle:** The total number of `scheduler universe` jobs from this `condor_schedd` daemon that are currently idle.

**TotalSchedulerJobsRunning:** The total number of `scheduler universe` jobs from this `condor_schedd` daemon that are currently running.

**TransferQueueUserExpr** A ClassAd expression that provides the name of the transfer queue that the `condor_schedd` will be using for job file transfer.

**UpdateInterval:** The interval, in seconds, between publication of this `condor_schedd` ClassAd and the previous publication.

**UpdateSequenceNumber:** An integer, starting at zero, and incremented with each ClassAd update sent to the `condor_collector`. The `condor_collector` uses this value to sequence the updates it receives.
VirtualMemory: Description is not yet written.

WantResAd: A boolean value that when True causes the condor_negotiator daemon to send to this condor_schedd daemon a full machine ClassAd corresponding to a matched job.

When using file transfer concurrency limits, the following additional I/O usage statistics are published. These includes the sum and rate of bytes transferred as well as time spent reading and writing to files and to the network. These statistics are reported for the sum of all users and may also be reported individually for recently active users by increasing the verbosity level STATISTICS_TO_PUBLISH = TRANSFER:2. Each of the per-user statistics is prefixed by a user name in the form Owner_<username>_FileTransferUploadBytes. In this case, the attribute represents activity by the specified user. The published user name is actually the file transfer queue name, as defined by configuration variable TRANSFER_QUEUE_USER_EXPR. This expression defaults to Owner_ followed by the name of the job owner. The attributes that are rates have a suffix that specifies the time span of the exponential moving average. By default the time spans that are published are 1m, 5m, 1h, and 1d. This can be changed by configuring configuration variable TRANSFER_IO_REPORT_TIMESPANS. These attributes are only reported once a full time span has accumulated.

FileTransferDiskThrottleExcess_<timespan> The exponential moving average of the disk load that exceeds the upper limit set for the disk load throttle. Periods of time in which there is no excess and no waiting transfers do not contribute to the average. This attribute is published only if configuration variable FILE_TRANSFER_DISK_LOAD_THROTTLE is defined.

FileTransferDiskThrottleHigh The desired upper limit for the disk load from file transfers, as configured by FILE_TRANSFER_DISK_LOAD_THROTTLE. This attribute is published only if configuration variable FILE_TRANSFER_DISK_LOAD_THROTTLE is defined.

FileTransferDiskThrottleLevel The current concurrency limit set by the disk load throttle. The limit is applied to the sum of uploads and downloads. This attribute is published only if configuration variable FILE_TRANSFER_DISK_LOAD_THROTTLE is defined.

FileTransferDiskThrottleLow The lower limit for the disk load from file transfers, as configured by FILE_TRANSFER_DISK_LOAD_THROTTLE. This attribute is published only if configuration variable FILE_TRANSFER_DISK_LOAD_THROTTLE is defined.

FileTransferDiskThrottleShortfall_<timespan> The exponential moving average of the disk load that falls below the upper limit set for the disk load throttle. Periods of time in which there is no excess and no waiting transfers do not contribute to the average. This attribute is published only if configuration variable FILE_TRANSFER_DISK_LOAD_THROTTLE is defined.

FileTransferDownloadBytes Total number of bytes downloaded as output from jobs since this condor_schedd was started. If STATISTICS_TO_PUBLISH contains TRANSFER:2, for each active user, this attribute is also published prefixed by the user name, with the name Owner_<username>_FileTransferDownloadBytes. The published user name is actually the file transfer queue name, as defined by configuration variable TRANSFER_QUEUE_USER_EXPR.

FileTransferDownloadBytesPerSecond_<timespan> Exponential moving average over the specified time span of the rate at which bytes have been downloaded as output from jobs. The time spans that are published are configured by TRANSFER_IO_REPORT_TIMESPANS, which defaults to 1m, 5m, 1h, and 1d. When less
than one full time span has accumulated, the attribute is not published. If \texttt{STATISTICS\_TO\_PUBLISH} contains \texttt{TRANSFER:2}, for each active user, this attribute is also published prefixed by the user name, with the name \texttt{Owner\_<username\_FileTransferDownloadBytesPerSecond\_<timespan>}. The published user name is actually the file transfer queue name, as defined by configuration variable \texttt{TRANSFER\_QUEUE\_USER\_EXPR}.

**FileTransferFileReadLoad\_<timespan>** Exponential moving average over the specified time span of the rate at which submit-side file transfer processes have spent time reading from files to be transferred as input to jobs. One file transfer process spending nearly all of its time reading files will generate a load close to 1.0. The time spans that are published are configured by \texttt{TRANSFER\_IO\_REPORT\_TIMESPANS}, which defaults to 1m, 5m, 1h, and 1d. When less than one full time span has accumulated, the attribute is not published. If \texttt{STATISTICS\_TO\_PUBLISH} contains \texttt{TRANSFER:2}, for each active user, this attribute is also published prefixed by the user name, with the name \texttt{Owner\_<username\_FileTransferFileReadLoad\_<timespan>}. The published user name is actually the file transfer queue name, as defined by configuration variable \texttt{TRANSFER\_QUEUE\_USER\_EXPR}.

**FileTransferFileReadSeconds** Total number of submit-side transfer process seconds spent reading from files to be transferred as input to jobs since this \texttt{condor\_schedd} was started. If \texttt{STATISTICS\_TO\_PUBLISH} contains \texttt{TRANSFER:2}, for each active user, this attribute is also published prefixed by the user name, with the name \texttt{Owner\_<username\_FileTransferFileReadSeconds}. The published user name is actually the file transfer queue name, as defined by configuration variable \texttt{TRANSFER\_QUEUE\_USER\_EXPR}.

**FileTransferFileWriteLoad\_<timespan>** Exponential moving average over the specified time span of the rate at which submit-side file transfer processes have spent time writing to files transferred as output from jobs. One file transfer process spending nearly all of its time writing to files will generate a load close to 1.0. The time spans that are published are configured by \texttt{TRANSFER\_IO\_REPORT\_TIMESPANS}, which defaults to 1m, 5m, 1h, and 1d. When less than one full time span has accumulated, the attribute is not published. If \texttt{STATISTICS\_TO\_PUBLISH} contains \texttt{TRANSFER:2}, for each active user, this attribute is also published prefixed by the user name, with the name \texttt{Owner\_<username\_FileTransferFileWriteLoad\_<timespan>}. The published user name is actually the file transfer queue name, as defined by configuration variable \texttt{TRANSFER\_QUEUE\_USER\_EXPR}.

**FileTransferFileWriteSeconds** Total number of submit-side transfer process seconds spent writing to files transferred as output from jobs since this \texttt{condor\_schedd} was started. If \texttt{STATISTICS\_TO\_PUBLISH} contains \texttt{TRANSFER:2}, for each active user, this attribute is also published prefixed by the user name, with the name \texttt{Owner\_<username\_FileTransferFileWriteSeconds}. The published user name is actually the file transfer queue name, as defined by configuration variable \texttt{TRANSFER\_QUEUE\_USER\_EXPR}.

**FileTransferNetReadLoad\_<timespan>** Exponential moving average over the specified time span of the rate at which submit-side file transfer processes have spent time reading from the network when transferring output from jobs. One file transfer process spending nearly all of its time reading from the network will generate a load close to 1.0. The reason a file transfer process may spend a long time writing to the network could be a network bottleneck on the path between the submit and execute machine. It could also be caused by slow reads from the disk on the execute side. The time spans that are published are configured by \texttt{TRANSFER\_IO\_REPORT\_TIMESPANS}, which defaults to 1m, 5m, 1h, and 1d. When less than one full time span has accumulated, the attribute is not published. If \texttt{STATISTICS\_TO\_PUBLISH} contains
TRANSFER:2, for each active user, this attribute is also published prefixed by the user name, with the name Owner_<username>_FileTransferNetReadLoad_<timespan>. The published user name is actually the file transfer queue name, as defined by configuration variable TRANSFER_QUEUE_USER_EXPR.

**FileTransferNetReadSeconds** Total number of submit-side transfer process seconds spent reading from the network when transferring output from jobs since this *condor_schedd* was started. The reason a file transfer process may spend a long time reading to the network could be a network bottleneck on the path between the submit and execute machine. It could also be caused by slow reads from the disk on the execute side. If STATISTICS_TO_PUBLISH contains TRANSFER:2, for each active user, this attribute is also published prefixed by the user name, with the name Owner_<username>_FileTransferNetReadLoad_<timespan>. The published user name is actually the file transfer queue name, as defined by configuration variable TRANSFER_QUEUE_USER_EXPR.

**FileTransferNetWriteLoad_<timespan>** Exponential moving average over the specified time span of the rate at which submit-side file transfer processes have spent time writing to the network when transferring input to jobs. One file transfer process spending nearly all of its time writing to the network will generate a load close to 1.0. The reason a file transfer process may spend a long time writing to the network could be a network bottleneck on the path between the submit and execute machine. It could also be caused by slow writes to the disk on the execute side. The time spans that are published are configured by TRANSFER_IO_REPORT_TIMESPANS, which defaults to 1m, 5m, 1h, and 1d. When less than one full time span has accumulated, the attribute is not published. If STATISTICS_TO_PUBLISH contains TRANSFER:2, for each active user, this attribute is also published prefixed by the user name, with the name Owner_<username>_FileTransferNetWriteLoad_<timespan>. The published user name is actually the file transfer queue name, as defined by configuration variable TRANSFER_QUEUE_USER_EXPR.

**FileTransferNetWriteSeconds** Total number of submit-side transfer process seconds spent writing to the network when transferring input to jobs since this *condor_schedd* was started. The reason a file transfer process may spend a long time writing to the network could be a network bottleneck on the path between the submit and execute machine. It could also be caused by slow writes to the disk on the execute side. The time spans that are published are configured by TRANSFER_IO_REPORT_TIMESPANS, which defaults to 1m, 5m, 1h, and 1d. When less than one full time span has accumulated, the attribute is not published. If STATISTICS_TO_PUBLISH contains TRANSFER:2, for each active user, this attribute is also published prefixed by the user name, with the name Owner_<username>_FileTransferNetWriteLoad_<timespan>. The published user name is actually the file transfer queue name, as defined by configuration variable TRANSFER_QUEUE_USER_EXPR.

**FileTransferUploadBytes** Total number of bytes uploaded as input to jobs since this *condor_schedd* was started. If STATISTICS_TO_PUBLISH contains TRANSFER:2, for each active user, this attribute is also published prefixed by the user name, with the name Owner_<username>_FileTransferUploadBytes. The published user name is actually the file transfer queue name, as defined by configuration variable TRANSFER_QUEUE_USER_EXPR.

**FileTransferUploadBytesPerSecond_<timespan>** Exponential moving average over the specified time span of the rate at which bytes have been uploaded as input to jobs. The time spans that are published are configured by TRANSFER_IO_REPORT_TIMESPANS, which defaults to 1m, 5m, 1h, and 1d. When less than one full time span has accumulated, the attribute is not published. If STATISTICS_TO_PUBLISH contains TRANSFER:2, for each active user, this attribute is also published prefixed by the user name, with the name Owner_<username>_FileTransferUploadBytesPerSecond_<timespan>. The published user name is actually the file transfer queue name, as defined by configuration variable TRANSFER_QUEUE_USER_EXPR.
name, with the name Owner_<username>_FileTransferUploadBytesPerSecond_<timespan>. The published user name is actually the file transfer queue name, as defined by configuration variable TRANSFER_QUEUE_USER_EXPR.

TransferQueueMBWaitingToDownload Number of megabytes of output files waiting to be downloaded.
TransferQueueMBWaitingToUpload Number of megabytes of input files waiting to be uploaded.
TransferQueueNumWaitingToDownload Number of jobs waiting to transfer output files.
TransferQueueNumWaitingToUpload Number of jobs waiting to transfer input files.

A.6 Negotiator ClassAd Attributes

CondorVersion: A string containing the HTCondor version number, the release date, and the build identification number.

DaemonStartTime: The time that this daemon was started, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970).

DaemonLastReconfigTime: The time that this daemon was configured, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970).

LastNegotiationCycleActiveSubmitterCount<X>: The integer number of submitters the condor_negotiator attempted to negotiate with in the negotiation cycle. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCycleCandidateSlots<X>: The number of slot ClassAds after filtering by NEGOTIATOR_SLOT_POOLSIZE_CONSTRAINT. This is the number of slots actually considered for matching. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCycleDuration<X>: The number of seconds that it took to complete the negotiation cycle. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCycleEnd<X>: The time, represented as the number of seconds since the Unix epoch, at which the negotiation cycle ended. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCycleMatches<X>: The number of successful matches that were made in the negotiation cycle. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCycleMatchRate<X>: The number of matched jobs divided by the duration of this cycle giving jobs per second. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.
LastNegotiationCycleMatchRateSustained<X>: The number of matched jobs divided by the period of this cycle giving jobs per second. The period is the time elapsed between the end of the previous cycle and the end of this cycle, and so this rate includes the interval between cycles. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCycleNumIdleJobs<X>: The number of idle jobs considered for matchmaking. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCycleNumJobsConsidered<X>: The number of jobs requests returned from the schedulers for consideration. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCycleNumSchedulers<X>: The number of individual schedulers negotiated with during matchmaking. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCyclePeriod<X>: The number of seconds elapsed between the end of the previous negotiation cycle and the end of this cycle. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCyclePhase1Duration<X>: The duration, in seconds, of Phase 1 of the negotiation cycle: the process of getting submitter and machine ClassAds from the condor_collector. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCyclePhase2Duration<X>: The duration, in seconds, of Phase 2 of the negotiation cycle: the process of filtering slots and processing accounting group configuration. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCyclePhase3Duration<X>: The duration, in seconds, of Phase 3 of the negotiation cycle: sorting submitters by priority. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCyclePhase4Duration<X>: The duration, in seconds, of Phase 4 of the negotiation cycle: the process of matching slots to jobs in conjunction with the schedulers. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCycleRejections<X>: The number of rejections that occurred in the negotiation cycle. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCycleSlotShareIter<X>: The number of iterations performed during the negotiation cycle. Each iteration includes the reallocation of remaining slots to accounting groups, as defined by the implementation of hierarchical group quotas, together with the negotiation for those slots. The maximum number of iterations is limited by the configuration variable GROUP_QUOTA_MAX_ALLOCATION_ROUNDS. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

LastNegotiationCycleSubmittersFailed<X>: A string containing a space and comma-separated list of the names of all submitters who failed to negotiate in the negotiation cycle. One possible cause of failure is a communication timeout. This list does not include submitters who ran out of time due to NEGOTIATOR_MAX_TIME_PER_SUBMITTER. Those are listed separately in LastNegotiationCycleSubmittersOutOfTime<X>. The number <X> appended to the attribute name indicates how many negotiation cycles ago this cycle happened.
**LastNegotiationCycleSubmittersOutOfTime<X>**: A string containing a space and comma separated list of the names of all submitters who ran out of time due to `NEGOTIATOR_MAX_TIME_PER_SUBMITTER` in the negotiation cycle. The number `<X>` appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

**LastNegotiationCycleSubmittersShareLimit**: A string containing a space and comma separated list of names of submitters who encountered their fair-share slot limit during the negotiation cycle. The number `<X>` appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

**LastNegotiationCycleTime<X>**: The time, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970), at which the negotiation cycle started. The number `<X>` appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

**LastNegotiationCycleTotalSlots<X>**: The total number of slot ClassAds received by the `condor_negotiator`. The number `<X>` appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

**LastNegotiationCycleTrimmedSlots<X>**: The number of slot ClassAds left after trimming currently claimed slots (when enabled). The number `<X>` appended to the attribute name indicates how many negotiation cycles ago this cycle happened.

**Machine**: A string with the machine’s fully qualified host name.

**MyAddress**: String with the IP and port address of the `condor_negotiator` daemon which is publishing this ClassAd.

**MyCurrentTime**: The time, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970), at which the `condor_schedd` daemon last sent a ClassAd update to the `condor_collector`.

**Name**: The name of this resource; typically the same value as the `Machine` attribute, but could be customized by the site administrator. On SMP machines, the `condor_startd` will divide the CPUs up into separate slots, each with with a unique name. These names will be of the form `slot#@full.hostname`, for example, `slot1@vulture.cs.wisc.edu`, which signifies slot number 1 from `vulture.cs.wisc.edu`.

**NegotiatorIpAddr**: String with the IP and port address of the `condor_negotiator` daemon which is publishing this Negotiator ClassAd.

**PublicNetworkIpAddr**: Description is not yet written.

**UpdateSequenceNumber**: An integer, starting at zero, and incremented with each ClassAd update sent to the `condor_collector`. The `condor_collector` uses this value to sequence the updates it receives.

### A.7 Submitter ClassAd Attributes

**CondorVersion**: A string containing the HTCondor version number, the release date, and the build identification number.

**FlockedJobs**: The number of jobs from this submitter that are running in another pool.

**HeldJobs**: The number of jobs from this submitter that are in the hold state.
**IdleJobs**: The number of jobs from this submitter that are now idle. Scheduler and Local universe jobs are not included in this count.

**LocalJobsIdle**: The number of Local universe jobs from this submitter that are now idle.

**LocalJobsRunning**: The number of Local universe jobs from this submitter that are running.

**MyAddress**: The IP address associated with the *condor_schedd* daemon used by the submitter.

**Name**: The fully qualified name of the user or accounting group. It will be of the form `name@submit.domain`.

**RunningJobs**: The number of jobs from this submitter that are running now. Scheduler and Local universe jobs are not included in this count.

**ScheddIpAddr**: The IP address associated with the *condor_schedd* daemon used by the submitter. This attribute is obsolete. Use MyAddress instead.

**ScheddName**: The fully qualified host name of the machine that the submitter submitted from. It will be of the form `submit.domain`.

**SchedulerJobsIdle**: The number of Scheduler universe jobs from this submitter that are now idle.

**SchedulerJobsRunning**: The number of Scheduler universe jobs from this submitter that are running.

**SubmitterTag**: The fully qualified host name of the central manager of the pool used by the submitter, if the job flocked to the local pool. Or, it will be the empty string if submitter submitted from within the local pool.

**WeightedIdleJobs**: A total number of requested cores across all Idle jobs from the submitter, weighted by the slot weight. As an example, if `SLOT_WEIGHT = CPUS`, and a job requests two CPUs, the weight of that job is two.

**WeightedRunningJobs**: A total number of requested cores across all Running jobs from the submitter.

### A.8 Defrag ClassAd Attributes

**AvgDrainingBadput**: Fraction of time CPUs in the pool have spent on jobs that were killed during draining of the machine. This is calculated in each polling interval by looking at `TotalMachineDrainingBadput`. Therefore, it treats evictions of jobs that do and do not produce checkpoints the same. When the *condor_startd* restarts, its counters start over from 0, so the average is only over the time since the daemons have been alive.

**AvgDrainingUnclaimedTime**: Fraction of time CPUs in the pool have spent unclaimed by a user during draining of the machine. This is calculated in each polling interval by looking at `TotalMachineDrainingUnclaimedTime`. When the *condor_startd* restarts, its counters start over from 0, so the average is only over the time since the daemons have been alive.

**DaemonStartTime**: The time that this daemon was started, represented as the number of seconds elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970).

**DaemonLastReconfigTime**: The time that this daemon was configured, represented as the number of seconds elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970).
**DrainedMachines**: A count of the number of fully drained machines which have arrived during the run time of this `condor_defrag` daemon.

**DrainFailures**: Total count of failed attempts to initiate draining during the lifetime of this `condor_defrag` daemon.

**DrainSuccesses**: Total count of successful attempts to initiate draining during the lifetime of this `condor_defrag` daemon.

**Machine**: A string with the machine’s fully qualified host name.

**MachinesDraining**: Number of machines that were observed to be draining in the last polling interval.

**MachinesDrainingPeak**: Largest number of machines that were ever observed to be draining.

**MeanDrainedArrived**: The mean time in seconds between arrivals of fully drained machines.

**MonitorSelfAge**: The number of seconds that this daemon has been running.

**MonitorSelfCPUUsage**: The fraction of recent CPU time utilized by this daemon.

**MonitorSelfImageSize**: The amount of virtual memory consumed by this daemon in KiB.

**MonitorSelfRegisteredSocketCount**: The current number of sockets registered by this daemon.

**MonitorSelfResidentSetSize**: The amount of resident memory used by this daemon in KiB.

**MonitorSelfSecuritySessions**: The number of open (cached) security sessions for this daemon.

**MonitorSelfTime**: The time, represented as the number of seconds elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970), at which this daemon last checked and set the attributes with names that begin with the string `MonitorSelf`.

**MyAddress**: String with the IP and port address of the `condor_defrag` daemon which is publishing this ClassAd.

**MyCurrentTime**: The time, represented as the number of seconds elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970), at which the `condor_defrag` daemon last sent a ClassAd update to the `condor_collector`.

**Name**: The name of this daemon; typically the same value as the `Machine` attribute, but could be customized by the site administrator via the configuration variable `DEFRAG_NAME`.

**RecentDrainFailures**: Count of failed attempts to initiate draining during the past `RecentStatsLifetime` seconds.

**RecentDrainSuccesses**: Count of successful attempts to initiate draining during the past `RecentStatsLifetime` seconds.

**RecentStatsLifetime**: A Statistics attribute defining the time in seconds over which statistics values have been collected for attributes with names that begin with `Recent`.

**UpdateSequenceNumber**: An integer, starting at zero, and incremented with each ClassAd update sent to the `condor_collector`. The `condor_collector` uses this value to sequence the updates it receives.

**WholeMachines**: Number of machines that were observed to be defragmented in the last polling interval.

**WholeMachinesPeak**: Largest number of machines that were ever observed to be simultaneously defragmented.
A.9 Collector ClassAd Attributes

**ActiveQueryWorkers**: Current number of forked child processes handling queries.

**ActiveQueryWorkersPeak**: Peak number of forked child processes handling queries since collector startup or statistics reset.

**PendingQueries**: Number of queries pending that are waiting to fork.

**PendingQueriesPeak**: Peak number of queries pending that are waiting to fork since collector startup or statistics reset.

**DroppedQueries**: Total number of queries aborted since collector startup (or statistics reset) because `COLLECTOR_QUERY_WORKERS_PENDING` exceeded, or `COLLECTOR_QUERY_MAX_WORKTIME` exceeded, or client closed TCP socket while request was pending. This statistic is also available as `RecentDroppedQueries` which represents a count of recently dropped queries that occurred within a recent time window (default of 20 minutes).

**CollectorIpAddr**: String with the IP and port address of the `condor_collector` daemon which is publishing this ClassAd.

**CondorVersion**: A string containing the HTCondor version number, the release date, and the build identification number.

**CondorVersion**: The current number of active forks of the Collector. The Windows version of the Collector does not fork and will not have this statistic.

**CurrentJobsRunningAll**: An integer value representing the sum of all jobs running under all universes.

**CurrentJobsRunning<universe>**: An integer value representing the current number of jobs running under the universe which forms the attribute name. For example

```
CurrentJobsRunningVanilla = 567
```

identifies that the `condor_collector` counts 567 vanilla universe jobs currently running. `<universe>` is one of Unknown, Standard, Vanilla, Scheduler, Java, Parallel, VM, or Local. There are other universes, but they are not listed here, as they represent ones that are no longer used in Condor.

**DaemonStartTime**: The time that this daemon was started, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970).

**DaemonLastReconfigTime**: The time that this daemon was configured, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970).

**HandleLocate**: Number of locate queries the Collector has handled without forking since it started.

**HandleLocateRuntime**: Total time spent handling locate queries without forking since the Collector started. This attribute also has minimum, maximum, average and standard deviation statistics with Min, Max, Avg and Std suffixes respectively.
**HandleLocateForked**: Number of locate queries the Collector has handled by forking since it started. The Windows operating system does not fork and will not have this statistic.

**HandleLocateForkedRuntime**: Total time spent forking to handle locate queries since the Collector started. This attribute also has minimum, maximum, average and standard deviation statistics with Min, Max, Avg and Std suffixes respectively. The Windows operating system does not fork and will not have this statistic.

**HandleLocateMissedFork**: Number of locate queries the Collector received since the Collector started that could not be handled immediately because there were already too many forked child processes. The Windows operating system does not fork and will not have this statistic.

**HandleLocateMissedForkRuntime**: Total time spent queueing pending locate queries that could not be immediately handled by forking since the Collector started. This attribute also has minimum, maximum, average and standard deviation statistics with Min, Max, Avg and Std suffixes respectively. The Windows operating system does not fork and will not have this statistic.

**HandleQuery**: Number of queries that are not locate queries the Collector has handled without forking since it started.

**HandleQueryRuntime**: Total time spent handling queries that are not locate queries without forking since the Collector started. This attribute also has minimum, maximum, average and standard deviation statistics with Min, Max, Avg and Std suffixes respectively.

**HandleQueryForked**: Number of queries that are not locate queries the Collector has handled by forking since it started. The Windows operating system does not fork and will not have this statistic.

**HandleQueryForkedRuntime**: Total time spent forking to handle queries that are not locate queries since the Collector started. This attribute also has minimum, maximum, average and standard deviation statistics with Min, Max, Avg and Std suffixes respectively. The Windows operating system does not fork and will not have this statistic.

**HandleQueryMissedFork**: Number of queries that are not locate queries the Collector received since the Collector started that could not be handled immediately because there were already too many forked child processes. The Windows operating system does not fork and will not have this statistic.

**HandleQueryMissedForkRuntime**: Total time spent queueing pending non-locate queries that could not be immediately handled by forking since the Collector started. This attribute also has minimum, maximum, average and standard deviation statistics with Min, Max, Avg and Std suffixes respectively. The Windows operating system does not fork and will not have this statistic.

**HostsClaimed**: Description is not yet written.

**HostsOwner**: Description is not yet written.

**HostsTotal**: Description is not yet written.

**HostsUnclaimed**: Description is not yet written.

**IdleJobs**: Description is not yet written.

**Machine**: A string with the machine’s fully qualified host name.
**MaxJobsRunning<universe>**: An integer value representing the sum of all MaxJobsRunning<universe> values.

**MaxJobsRunning<universe>**: An integer value representing largest number of currently running jobs ever seen under the universe which forms the attribute name, over the life of this condor_collector process. For example

\[ \text{MaxJobsRunningVanilla = 401} \]

identifies that the condor_collector saw 401 vanilla universe jobs currently running at one point in time, and that was the largest number it had encountered. \(<\text{universe}>\) is one of Unknown, Standard, Vanilla, Scheduler, Java, Parallel, VM, or Local. There are other universes, but they are not listed here, as they represent ones that are no longer used in Condor.

**MyAddress**: String with the IP and port address of the condor_collector daemon which is publishing this ClassAd.

**MyCurrentTime**: The time, represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970), at which the condor_schedd daemon last sent a ClassAd update to the condor_collector.

**Name**: The name of this resource; typically the same value as the Machine attribute, but could be customized by the site administrator. On SMP machines, the condor_startd will divide the CPUs up into separate slots, each with with a unique name. These names will be of the form “slot#@full.hostname”, for example, “slot1@vulture.cs.wisc.edu”, which signifies slot number 1 from vulture.cs.wisc.edu.

**CondorVersion**: The maximum number of active forks of the Collector at any time since the Collector started. The Windows version of the Collector does not fork and will not have this statistic.

**RunningJobs**: Definition not yet written.

**StartdAds**: The integer number of unique condor_startd daemon ClassAds counted at the most recent time the condor_collector updated its own ClassAd.

**StartdAdsPeak**: The largest integer number of unique condor_startd daemon ClassAds seen at any one time, since the condor_collector began executing.

**SubmitterAds**: The integer number of unique submitters counted at the most recent time the condor_collector updated its own ClassAd.

**SubmitterAdsPeak**: The largest integer number of unique submitters seen at any one time, since the condor_collector began executing.

**UpdateInterval**: Description is not yet written.

**UpdateSequenceNumber**: An integer that begins at 0, and increments by one each time the same ClassAd is again advertised.

**UpdatesInitial**: A Statistics attribute representing a count of unique ClassAds seen, over the lifetime of this condor_collector. Counts per ClassAd are advertised in attributes named by ClassAd type as UpdatesInitial_<ClassAd-Name>. <ClassAd-Name> is each of CkptSrvr, Collector, Defrag, Master, Schedd, Start, StartdPvt, and Submitter.
UpdatesLost: A Statistics attribute representing the count of updates lost, over the lifetime of this condor_collector. Counts per ClassAd are advertised in attributes named by ClassAd type as UpdatesLost_<ClassAd-Name>. <ClassAd-Name> is each of CkptSrvr, Collector, Defrag, Master, Schedd, Start, StartdPvt, and Submittor.

UpdatesLostMax: A Statistics attribute defining the largest number of updates lost at any point in time, over the lifetime of this condor_collector. ClassAd sequence numbers are used to detect lost ClassAds.

UpdatesLostRatio: A Statistics attribute defining the floating point ratio of the total number of updates to the number of updates lost over the lifetime of this condor_collector. ClassAd sequence numbers are used to detect lost ClassAds. A value of 1 indicates that all ClassAds have been lost.

UpdatesTotal: A Statistics attribute representing the count of the number of ClassAd updates received over the lifetime of this condor_collector. Counts per ClassAd are advertised in attributes named by ClassAd type as UpdatesTotal_<ClassAd-Name>. <ClassAd-Name> is each of CkptSrvr, Collector, Defrag, Master, Schedd, Start, StartdPvt, and Submittor.

A.10 ClassAd Attributes Added by the condor_collector

AuthenticatedIdentity: The authenticated name assigned by the condor_collector to the daemon that published the ClassAd.

AuthenticationMethod: The authentication method used by the condor_collector to determine the AuthenticatedIdentity.

LastHeardFrom: The time inserted into a daemon’s ClassAd representing the time that this condor_collector last received a message from the daemon. Time is represented as the number of second elapsed since the Unix epoch (00:00:00 UTC, Jan 1, 1970). This attribute is added if COLLECTOR_DAEMON_STATS is True.

UpdatesHistory: A bitmap representing the status of the most recent updates received from the daemon. This attribute is only added if COLLECTOR_DAEMON_HISTORY_SIZE is non-zero. See page 289 for more information on this setting. This attribute is added if COLLECTOR_DAEMON_STATS is True.

UpdatesLost: An integer count of the number of updates from the daemon that the condor_collector can definitively determine were lost since the condor_collector started running. This attribute is added if COLLECTOR_DAEMON_STATS is True.

UpdatesSequenced: An integer count of the number of updates received from the daemon, for which the condor_collector can tell how many were or were not lost, since the condor_collector started running. This attribute is added if COLLECTOR_DAEMON_STATS is True.

UpdatesTotal: An integer count started when the condor_collector started running, representing the sum of the number of updates actually received from the daemon plus the number of updates that the condor_collector determined were lost. This attribute is added if COLLECTOR_DAEMON_STATS is True.
A.11 DaemonCore Statistics Attributes

Every HTCondor daemon keeps a set of operational statistics, some of which are common to all daemons, others are specific to the running of a particular daemon. In some cases, the statistics can reveal buggy or slow performance of the HTCondor system. The following statistics are available for all daemons, and can be accessed directly with the `condor_status` command with a direct query, such as

```
condor\_status -direct somehostname.example.com -schedd -statistics DC:2 -l
```

**DCUdpQueueDepth:** This attribute is the number of bytes in the incoming UDP receive queue for this daemon, if it has a UDP command port. This attribute is polled once a minute by default, so may be out of date. The attribute DCUdpQueueDepthPeak records the peak depth since the daemon has started.

**DebugOuts:** This attribute is the count of debugging messages printed to the daemon’s debug log, such as the ScheddLog. There is a moderate cost to writing these logging messages, if the debug level is very high for an active daemon, the logging will slow performance. The corresponding attribute RecentDebugOuts is the count of the messages in the last 20 minutes.

**PipeMessages:** This attribute is the number of messages received on a Unix pipe by this daemon since start time. The corresponding attribute RecentPipeMessages is the count of message in the last 20 minutes.

**PipeRuntime:** This attribute represents the total number of wall clock seconds this daemon has spent processing pipe message since start. The corresponding attribute RecentPipeRuntime is the total time in the last 20 minutes.

**SelectWaittime:** This attribute represents the total number of wall clock seconds this daemon has spent completely idle, waiting to process incoming requests or internal timers. The attribute DaemonCoreDutyCycle, which may be easier to write policy around, is based off of this.

**SignalRuntime:** This attribute represents the total number of wall clock time seconds this daemon has spent processing signals since start. The corresponding attribute RecentSignalRuntime is the total time in the last 20 minutes.

**Signals:** This attribute is the number of signals, either Unix signals, or HTCondor simulated signals received by this daemon since start time. The corresponding attribute RecentSignals is the number of signals in the last 20 minutes.

**SocketRuntime:** This attribute represents the total number of wall clock time seconds this daemon has spent processing socket messages since start. The corresponding attribute RecentTimerRuntime is the total time in the last 20 minutes.

**SockMessages:** This attribute is the number of messages received on socket by this daemon since start time. The corresponding attribute RecentSockMessages is the count of message in the last 20 minutes.

**TimerRuntime:** This attribute represents the total number of wall clock time seconds this daemon has spent processing timers since start. The corresponding attribute RecentTimerRuntime is the total time in the last 20 minutes.

**TimersFired:** This attribute is the number of internal timers which have fired, in this daemon since start time. The corresponding attribute RecentTimersFired in the number of timers fired in the last 20 minutes.
Appendix B

Codes and Other Needed Values

B.1  *condor_shadow* Exit Codes

When a *condor_shadow* daemon exits, the *condor_shadow* exit code is recorded in the *condor_schedd* log, and it identifies why the job exited. Prose in the log appears of the form

Shadow pid XXXXX for job XX.X exited with status YYY

where YYY is the exit code, or

Shadow pid XXXXX for job XX.X reports job exit reason 100.

where the exit code is the value 100. Table B.1 lists these codes.
## B.1. condor_shadow Exit Codes

<table>
<thead>
<tr>
<th>Value</th>
<th>Error Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>JOB_EXCEPTION</td>
<td>the job exited with an exception</td>
</tr>
<tr>
<td>44</td>
<td>DPRINTF_ERROR</td>
<td>there was a fatal error with dprintf()</td>
</tr>
<tr>
<td>100</td>
<td>JOB_EXITED</td>
<td>the job exited (not killed)</td>
</tr>
<tr>
<td>101</td>
<td>JOB_CKPTED</td>
<td>the job did produce a checkpoint</td>
</tr>
<tr>
<td>102</td>
<td>JOB_KILLED</td>
<td>the job was killed</td>
</tr>
<tr>
<td>103</td>
<td>JOB_COREDUMPED</td>
<td>the job was killed and a core file was produced</td>
</tr>
<tr>
<td>105</td>
<td>JOB_NO_MEM</td>
<td>not enough memory to start the condor_shadow</td>
</tr>
<tr>
<td>106</td>
<td>JOB_SHADOW_USAGE</td>
<td>incorrect arguments to condor_shadow</td>
</tr>
<tr>
<td>107</td>
<td>JOB_NOT_CKPTED</td>
<td>the job vacated without a checkpoint</td>
</tr>
<tr>
<td>108</td>
<td>JOB_SHOULD_REQUEUE</td>
<td>same number as JOB_NOT_CKPTED, to achieve the same behavior. This exit code implies that we want the job to be put back in the job queue and run again.</td>
</tr>
<tr>
<td>109</td>
<td>JOB_BAD_STATUS</td>
<td>job status != RUNNING on start up</td>
</tr>
<tr>
<td>110</td>
<td>JOB_EXEC_FAILED</td>
<td>exec failed for some reason other than ENOMEM</td>
</tr>
<tr>
<td>111</td>
<td>JOB_NO_CKPT_FILE</td>
<td>there is no checkpoint file (as it was lost)</td>
</tr>
<tr>
<td>112</td>
<td>JOB_SHOULD_HOLD</td>
<td>the job should be put on hold</td>
</tr>
<tr>
<td>113</td>
<td>JOB_SHOULD_REMOVE</td>
<td>the job should be removed</td>
</tr>
<tr>
<td>114</td>
<td>JOB_MISSED_DEFERRAL_TIME</td>
<td>the job goes on hold, because it did not run within the specified window of time</td>
</tr>
<tr>
<td>115</td>
<td>JOB_EXITED_ANDCLAIM_CLOSING</td>
<td>the job exited (not killed) but the condor_startd is not accepting any more jobs on this claim</td>
</tr>
</tbody>
</table>
B.2 Job Event Log Codes

Table B.2 lists codes that appear as the first field within a job event log file. See more detailed descriptions of these values in section 2.6.7.
### Table B.2: Event Codes in a Job Event Log

<table>
<thead>
<tr>
<th>Event Code</th>
<th>Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>000</td>
<td>SUBMIT</td>
<td>Submit</td>
</tr>
<tr>
<td>001</td>
<td>EXECUTE</td>
<td>Execute</td>
</tr>
<tr>
<td>002</td>
<td>EXECUTABLE_ERROR</td>
<td>Executable error</td>
</tr>
<tr>
<td>003</td>
<td>CHECKPOINTED</td>
<td>Checkpointed</td>
</tr>
<tr>
<td>004</td>
<td>JOB_EVICTED</td>
<td>Job evicted</td>
</tr>
<tr>
<td>005</td>
<td>JOB_TERMINATED</td>
<td>Job terminated</td>
</tr>
<tr>
<td>006</td>
<td>IMAGE_SIZE</td>
<td>Image size</td>
</tr>
<tr>
<td>007</td>
<td>SHADOW_EXCEPTION</td>
<td>Shadow exception</td>
</tr>
<tr>
<td>008</td>
<td>GENERIC</td>
<td>Generic</td>
</tr>
<tr>
<td>009</td>
<td>JOB_ABORTED</td>
<td>Job aborted</td>
</tr>
<tr>
<td>010</td>
<td>JOB_SUSPENDED</td>
<td>Job suspended</td>
</tr>
<tr>
<td>011</td>
<td>JOB_UNSUSPENDED</td>
<td>Job unsuspended</td>
</tr>
<tr>
<td>012</td>
<td>JOB_HELD</td>
<td>Job held</td>
</tr>
<tr>
<td>013</td>
<td>JOB_RELEASED</td>
<td>Job released</td>
</tr>
<tr>
<td>014</td>
<td>NODE_EXECUTE</td>
<td>Node execute</td>
</tr>
<tr>
<td>015</td>
<td>NODE_TERMINATED</td>
<td>Node terminated</td>
</tr>
<tr>
<td>016</td>
<td>POST_SCRIPT_TERMINATED</td>
<td>Post script terminated</td>
</tr>
<tr>
<td>017</td>
<td>GLOBUS_SUBMIT</td>
<td>Globus submit (no longer used)</td>
</tr>
<tr>
<td>018</td>
<td>GLOBUS_SUBMIT_FAILED</td>
<td>Globus submit failed</td>
</tr>
<tr>
<td>019</td>
<td>GLOBUS_RESOURCE_UP</td>
<td>Globus resource up (no longer used)</td>
</tr>
<tr>
<td>020</td>
<td>GLOBUS_RESOURCE_DOWN</td>
<td>Globus resource down (no longer used)</td>
</tr>
<tr>
<td>021</td>
<td>REMOTE_ERROR</td>
<td>Remote error</td>
</tr>
<tr>
<td>022</td>
<td>JOB_DISCONNECTED</td>
<td>Job disconnected</td>
</tr>
<tr>
<td>023</td>
<td>JOB_RECONNECTED</td>
<td>Job reconnected</td>
</tr>
<tr>
<td>024</td>
<td>JOB_RECONNECT_FAILED</td>
<td>Job reconnect failed</td>
</tr>
<tr>
<td>025</td>
<td>GRID_RESOURCE_UP</td>
<td>Grid resource up</td>
</tr>
<tr>
<td>026</td>
<td>GRIDRESOURCE_DOWN</td>
<td>Grid resource down</td>
</tr>
<tr>
<td>027</td>
<td>GRID_SUBMIT</td>
<td>Grid submit</td>
</tr>
<tr>
<td>028</td>
<td>JOB_AD_INFORMATION</td>
<td>Job ClassAd attribute values added to event log</td>
</tr>
<tr>
<td>029</td>
<td>JOB_STATUS_UNKNOWN</td>
<td>Job status unknown</td>
</tr>
<tr>
<td>030</td>
<td>JOB_STATUS_KNOWN</td>
<td>Job status known</td>
</tr>
<tr>
<td>031</td>
<td>JOB_STAGE_IN</td>
<td>Grid job stage in</td>
</tr>
<tr>
<td>032</td>
<td>JOB_STAGE_OUT</td>
<td>Grid job stage out</td>
</tr>
<tr>
<td>033</td>
<td>ATTRIBUTE_UPDATE</td>
<td>Job ClassAd attribute update</td>
</tr>
<tr>
<td>034</td>
<td>PRESKIP</td>
<td>DAGMan PRE_SKIP defined</td>
</tr>
<tr>
<td>035</td>
<td>CLUSTER_SUBMIT</td>
<td>Cluster submitted</td>
</tr>
<tr>
<td>036</td>
<td>CLUSTER_REMOVE</td>
<td>Cluster removed</td>
</tr>
<tr>
<td>037</td>
<td>FACTORY_PAUSED</td>
<td>Factory paused</td>
</tr>
<tr>
<td>038</td>
<td>FACTORY_RESUMED</td>
<td>Factory resumed</td>
</tr>
<tr>
<td>039</td>
<td>NONE</td>
<td>No event could be returned</td>
</tr>
</tbody>
</table>
## B.3 Well-known Port Numbers

<table>
<thead>
<tr>
<th>Server</th>
<th>Port Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>condor_negotiator</td>
<td>9614 (obsolete, now dynamically allocated)</td>
</tr>
<tr>
<td>condor_collector</td>
<td>9618</td>
</tr>
<tr>
<td>GT2 gatekeeper</td>
<td>2119</td>
</tr>
<tr>
<td>gridftp</td>
<td>2811</td>
</tr>
<tr>
<td>GT4 web services</td>
<td>8443</td>
</tr>
</tbody>
</table>
### B.4 DaemonCore Command Numbers

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>60000</td>
<td>DC_RAISESIGNAL</td>
</tr>
<tr>
<td>60001</td>
<td>DC_PROCESSEXIT</td>
</tr>
<tr>
<td>60002</td>
<td>DC_CONFIG_PERSIST</td>
</tr>
<tr>
<td>60003</td>
<td>DC_CONFIG_RUNTIME</td>
</tr>
<tr>
<td>60004</td>
<td>DC_RECONFIG</td>
</tr>
<tr>
<td>60005</td>
<td>DC_OFF_GRACEFUL</td>
</tr>
<tr>
<td>60006</td>
<td>DC_OFF_FAST</td>
</tr>
<tr>
<td>60007</td>
<td>DC_CONFIG_VAL</td>
</tr>
<tr>
<td>60008</td>
<td>DC_CHILDALIVE</td>
</tr>
<tr>
<td>60009</td>
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B.5 DaemonCore Daemon Exit Codes

Table B.5: DaemonCore Daemon Exit Codes

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