

Updates from JAliEn

Site services on v2.0.0, GPU and new features

Maxim Storetvedt | US-ALICE Grid Operations Review | Sept.17, 2025



Evolving JAliEn

- Milestone release, JAliEn 2.0.0, tagged on 14th of April 2025
- Stark contrast to original 1.0.0 tag from 14th of June 2018
 - Full role / permission separation via authentication tokens
 - Multi-layered, sandboxed, execution via containers
 - Compatibility matching
 - Sanity checks and execution protections
 - Isolation mechanisms, cgroups v2
 - 64bit, GPUs, multiarch
 - Fully migrated central services
- And several larger changes leading up to v2.0







- Previously
 - Source target: JDK 11
 - Runtime: **JDK 17** (LTS)
- Changes for v2.0 series:
 - Source target: JDK 15
 - Runtime: **JDK 21** (LTS)
- Source target needs to remain < JDK 17 for
 - To remain binary compatible when embedded with other applications
 - Some still depend on feature removed by Oracle (RMI) in JDK17
- All runtimes taken directly from CVMFS, independent of alienv:

/cvmfs/alice.cern.ch/java/JDKs/<arch>/jdk-latest



Changes to Java and the JDK



Previously

Source target: JDK 11

• Runtime: JDK 17 (LTS)

Changes for v2.0 series:

Source target: JDK 15

• Runtime: JDK 21 (LTS)



To remain binary compatible when embed

Some still depend on feature removed by

All runtimes taken directly from CVMFS, i

/cvmfs/alice.cern.c



.... and now subscribed to Azul's JDK reports to quickly catch CVEs

Current production JDK: zulu21.44.17-ca-jdk21.0.8-linux_x64

Removal of Docker

- No longer any Docker dependencies in production
- VOBox now available as a self-contained Apptainer instance
 - Also compatible with **Podman**

https://gitlab.cern.ch/jalien/jalien-jobcontainer

- May also run directly from CVMFS, using the same binaries as for Jobs
 /cvmfs/alice.cern.ch/containers/bin/apptainer
- Note: Apptainer version remains at v1.3.2 for now
 - Last version to also support EL7
 - To be updated once last EL7 sites migrate, or if later security patch needed

Removal of Docker

No longer any Docker dependencies in production

VOBox now available as a self-contained Apptainar instance
 Also compatible with Pool
 Red Hat Enterprise Linux 8.10 (Ootpa) (3.02%)
 AlmaLinux 9.2 (Turquoise Kodkod) (3.21%)

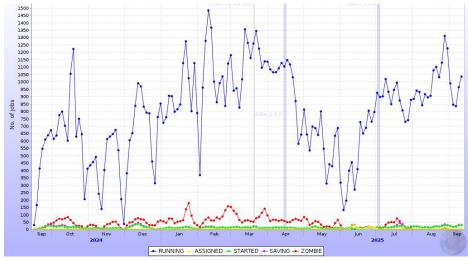
 May also run directly from
 /cvmfs/a

 Note: Apptainer version re
 Last version to also supp
 To be updated once last is

EL7 is now at <4%!

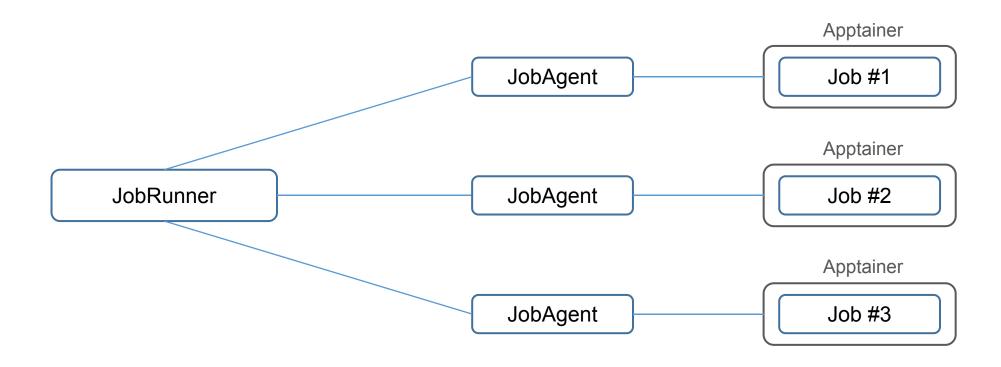
Towards running jobs in Podman

For ~1 year, KISTI was plagued by jobs constantly going to ZOMBIE

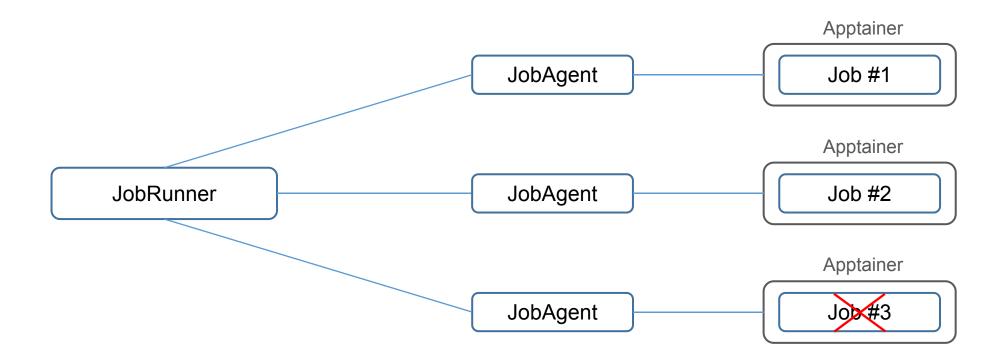


- Investigations revealed connection issues, but also misbehaving jobs
 - Several production jobs were calling kill -9 0 when terminating
 - The signal would propagate down the process tree, and eventually reach the JobRunner
 - Forcing not only the JobRunner to abruptly exit, but also all other jobs in the slot
- Reason: apptainer runs every jobs in the same PGID, despite containall being set

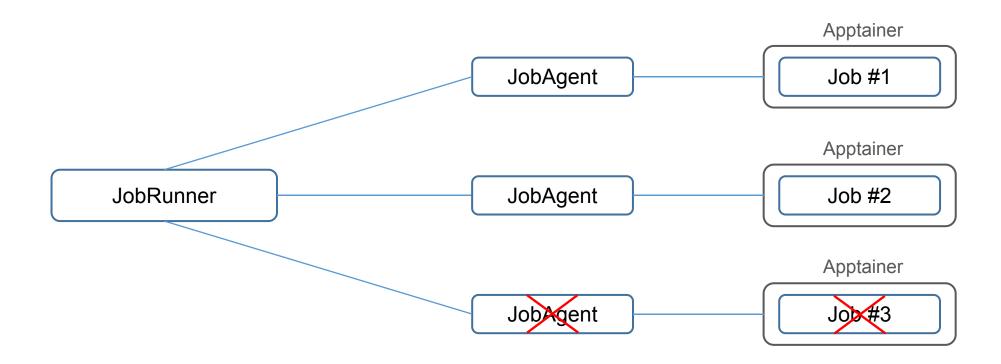




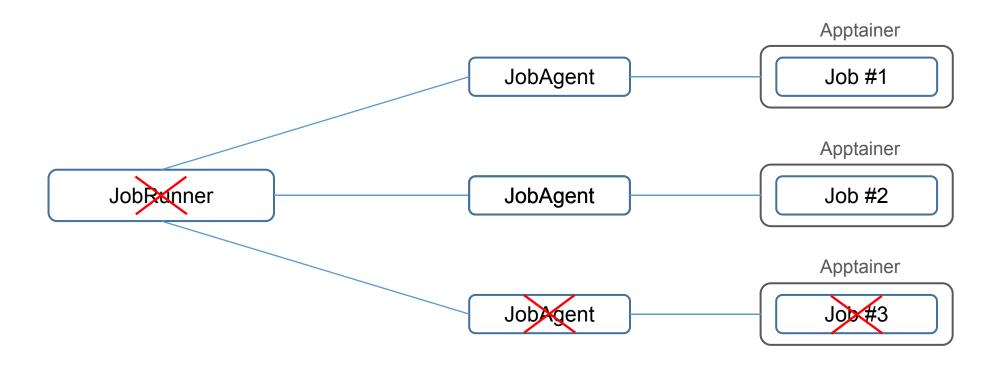




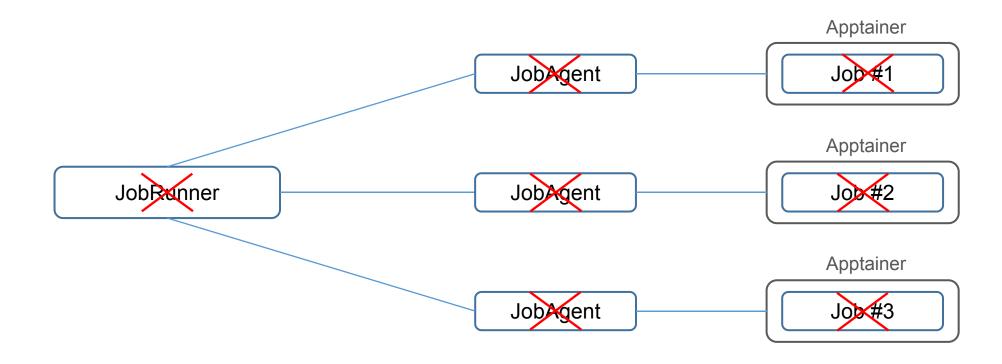






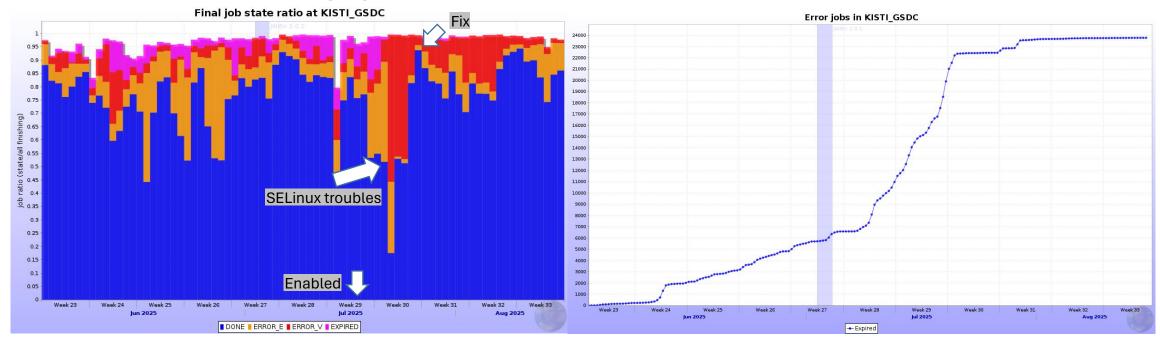






Towards running jobs in Podman (2)

Problem solved by changing containers to Podman



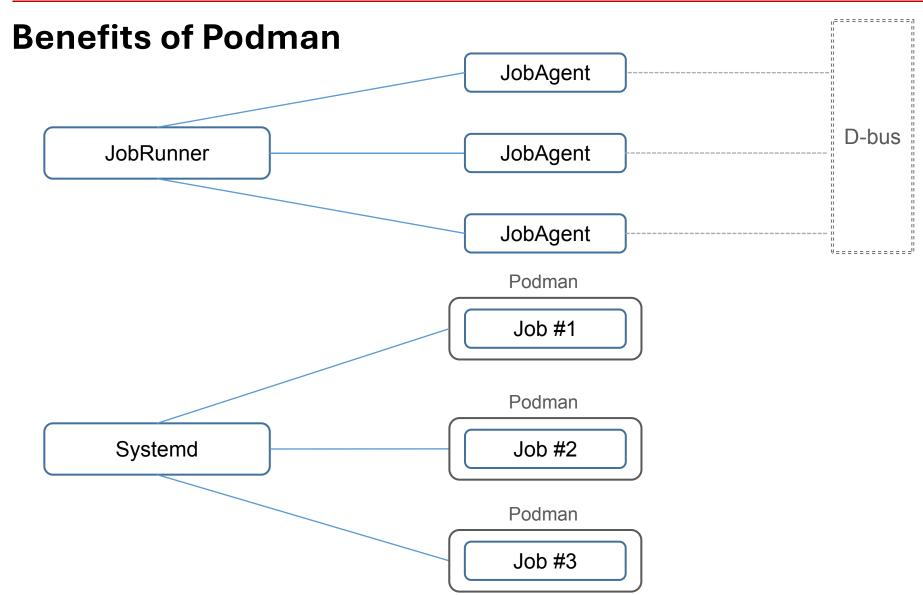
- Improved support for Podman coming in JAliEn 2.0.3
 - Includes fixes for shared memory, SELinux and monitoring

Benefits of Podman

- Unlike Apptainer, Podman provides proper PGID isolation
 - kill -9 signals unable to propagate up the tree
- Podman has also an *additional* protection
 - The container/child process are not owned by the JobRunner/JobAgent!











- Unlike Apptainer, Podman provides proper PGID isolation
 - kill -9 signals unable to propagate up the tree
- Podman has also an additional protection
 - The container/child process are not owned by the JobRunner/JobAgent!
 - Kill signals will never reach the JobRunner
- Switching other sites have shown similar decrease in ZOMBIE/EXPIRED jobs
 - Hiroshima switched a few weeks after KISTI
- LBL/ORNL next potential candidates
 - Receive many of the same jobs with similar behaviour
 - Note: SLURM has limited Systemd integration, and requires lingering to be enabled
- Still not giving up on Apptainer completely
 - To be retried on latest upstream once no more CentOS 7 sites



Support for cgroups v2 on Slurm



- Alternative approach discussed during T1/T2 in Seoul
 - Puts the Slurm slot cgroup in user.slice
 - Still requires lingering enabled for the running user
 - But no additional software/plugins/hacks needed!
- Included directly within JAliEn since 1.9.7
 - Initially for whole node and Slurm 22.05+ only
 - Non-whole sites from JAliEn 2.0.1
- Derived from previous workaround on VOBox (now fully in CE):

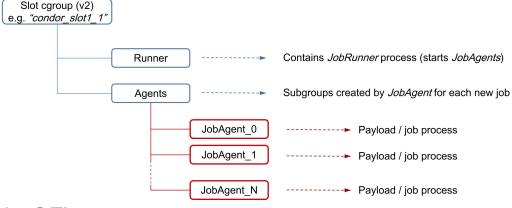
```
export XDG_RUNTIME_DIR=/run/user/$(id -u)
export DBUS_SESSION_BUS_ADDRESS="unix:path=${XDG_RUNTIME_DIR}/bus"

export DISABLE_NESTED_CONTAINERS=true
export META_VARIABLES='DISABLE_NESTED_CONTAINERS'

export JALIEN_JOBAGENT_CMD='/cvmfs/alice.cern.ch/java/JDKs/x86_64/jdk-latest/bin/java -client -Xms16M -Xmx128M
-Djdk.lang.Process.launchMechanism=vfork -Dalien.config.ConfigUtils.loggingConfigFile=remote_logging -XX:
+UseSerialGC -cp /cvmfs/alice.cern.ch/java/jar/jalien/alien-users-20240924-1554.jar alien.site.JobRunner'

export JALIEN_JOBAGENT_CMD_FULL="/cvmfs/alice.cern.ch/containers/bin/apptainer/current/bin/apptainer run -B /
cvmfs:/cvmfs,/tmp:/tmp,/sys:/sys,/scratch:/scratch --memory 700G /cvmfs/alice.cern.ch/containers/fs/
singularity/el9 /bin/bash -c $JALIEN_JOBAGENT_CMD"

eval $JALIEN_JOBAGENT_CMD_FULL
exit $?
```



Support for cgroups v2 on Slurm (2)

- Additional improvements (included in 2.0.1)
 - Startup needs to connect to dbus for moving processes to user.slice
 - May occasionally fail

```
(output: "Failed to connect to bus: No such file or directory\n"): exit status 1
```

- Needs to be more reliable as monitoring has shifted to cgroups v2
 - More on this in Marta's talk
- Fallbacks to v1 mode exist for now, but will not be maintained forever
- Solution: will now instead retry if initial call fails
 - Solved issue on UiB where it was first observed

Running jobs with cgroups v2 on ORNL

- Lingering now **enabled** on ORNL, allowing cgroups v2 partitioning on Slurm
 - First v2 jobs started August 19

```
Trace of job 3393853519

Aug 19 21:10:01 [trace ]: Job inserted by aliendb7.cern.ch [Masterjob is 3393853223]
Aug 19 21:10:01 [state ]: Job state transition to WAITING
Aug 19 22:06:13 [state ]: Job ASSIGNED to: ALICE::ORNL::ORNL
Aug 19 22:06:13 [trace ]: This job has requested packages available on the following platforms: [el9-x86_64].

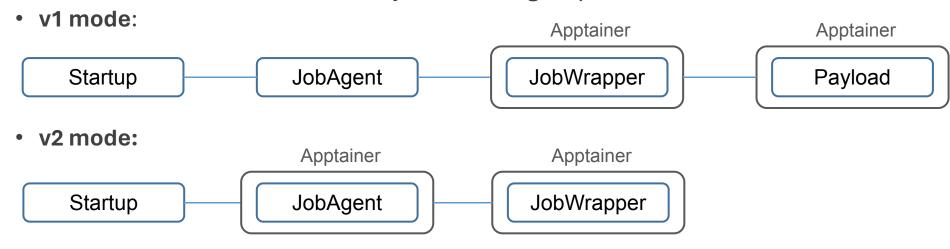
Aug 19 22:06:13 [trace ]: Slot memory hard limit set to 3.94318848E8 kB memsw hard limit set to 0.0 kB by cgroup configuration.
Parsed cgroupV2: /sys/fs/cgroup/user.slice/user-501.slice/user@501.service/user.slice/apptainer-1852825.scope
Aug 19 22:06:13 [trace ]: BatchId CONDOR_PARENT_ID: slurm9r:2214:1754601796
```

• But had to be **disabled** again before long, as the site was operating at only "half" capacity



Running jobs with cgroups v2 on ORNL (2)

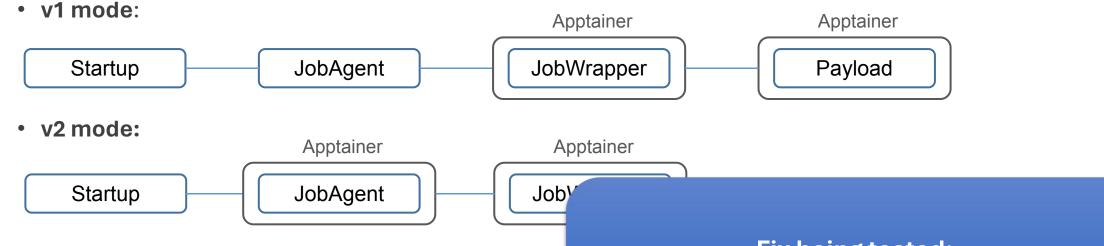
- From debug: many jobs were no longer matching due to insufficient **storage** (workdir size)
- Comes from the container hierarchy when on cgroups v2 in Slurm:



- In other words jobmatching happens from **inside** the container
 - But the working directory changes after Apptainer starts!
 - And it is the size of this directory that is passed for matching
 - Even if the correct directory is used when the job finally starts

Running jobs with cgroups v2 on ORNL (2)

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 - But the working directory changes after Apptainer s
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Fix being tested:

Explicitly set workdir in Apptainer to match that of LDAP

Running jobs with cgroups v2 on ORNL (3)

- Potential fix: explicitly set Apptainer cwd to match that of LDAP
 - But containers seemingly failed to start when including the appropriate flag
 - SELinux complaint or invalid dir(?)
 - No logs available
 - Manually retried at ACAT with Irakli
 - ...but this time, it worked(?!)
 - Correct storage size and working directory reported by SiteMap
 - Cgroups v2 to be re-enabled at ORNL under supervision for a new test run
- Side-note: status on LBL
 - Majority of site down due to earlier power work
 - But should have **lingering** enabled once back
 - Should be possible to enable running with cgroups v2 for the site
 - **EL8**, but v2 is enabled. Slurm also 22.05+

Improving cleanup



- Process cleanup
 - Attempts kill using Java → fallback to script in CVMFS if fails
 - Allows separating between SIGKILL/SIGTERM
 - Several safeguards in place against "kill loops", in case wrong process is attempted killed
 - Will trigger payloads own cleanup first
 - 60s wait before forcibly killing
 - Default value can be extended in JDL up to 10 minutes (if needed)
 - Via ForcedKillTimeout
- File cleanup
 - Attempted file cleanup using Java
 - Fallback to cmd in case of IO errors
 - Always fallback in case of errors
 - Cleanup directories added to trace

```
Oct 29 13:19:11 [trace]: JobWrapper exit code: 0
Oct 29 13:19:11 [trace]: Cleaning up after execution...
Oct 29 13:19:11 [trace]: Deleting directory /var/lib/condor/execute/dir_1819317/alien-job-3193729
Oct 29 13:19:12 [trace]: Done!
```



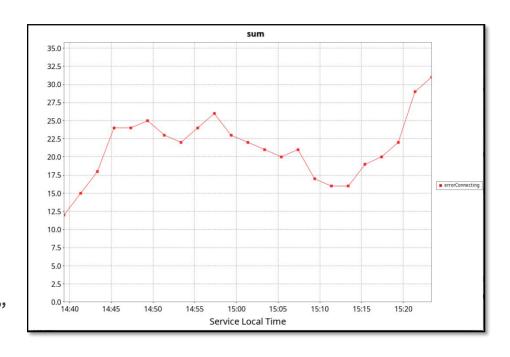


- Mixed clusters are now supported
 - One site for multiple architectures (e.g. x86_64, aarch64)
 - Binaries checked/matched on the agent side instead of VOBox
- Support for additional architectures (riscv64)
 - Others can be "slot-in" as needed by providing compatible JDK/container in CVMFS
- Stability improvements
 - Prevent crash attempting x86 specifics on aarch64
- No more MacOS on x86_64



Heartbeat monitor "2.0"

- Originally, separate process monitoring the main loop
 - Warns in case something on the host is blocking its execution
- Extended to warn when connection is failing
 - Also report to ML (via the VOBox) in case traces are lost
 - Flagged as "errorConnecting"
- Additionally, warn if specific hosts have problems executing jobs
 - Avoid WNs occupying slot while idling
 - In this case WN flagged and reported to ML as "nodeBad"
 - Includes check if CVMFS is falling behind on individual workers





Towards GPU brokering and resource controls

- Currently required to match against **site** if needing GPU resources
- Should be changed to match on GPU resources just as for CPU
 - With possibility to match against specific GPU model via JDL
 - E.g. GPU="Radeon Instinct MI50 32GB"
- Also, introduce resource control for GPUs on whole-node slots
 - Avoid multiple jobs claiming the same GPU
 - Block access if already claimed by another job
- However...
 - Compatibility remains recurring issue, e.g. EL8 -> EL9 containers not supported
 - Not to mention there is no standardised way for reading GPU information across vendors





Towards GPU brokering and resource controls (2)

New SiteSonar probe added to list GPUs on system across vendors:

/cvmfs/alice.cern.ch/sitesonar/sitesonar.d/gpu.sh

• Uses **lspci** and vendor ID classes to list all relevant devices

- Fallback to Ispci via Apptainer if unavailable on system
 - And use Apptainer to block other jobs from accessing GPU resources...

A GPU controller for JAliEn



- Now that we have a universal way of reading system GPU info, let's use it!
- Introduction of a new GPU controller extension to JAliEn
 - Provides GPU information for brokering decisions alongside the existing resource monitoring
 - Additionally, track and allocate GPU resources on each WN to jobs requesting them
 - Performs a "sanity check" before assigning a device, to ensure the GPU workload is compatible
 with the available drivers / host OS
 - Uses **containers** to expose GPU resources only to jobs assigned to them

Match fields

Vendor

Device model

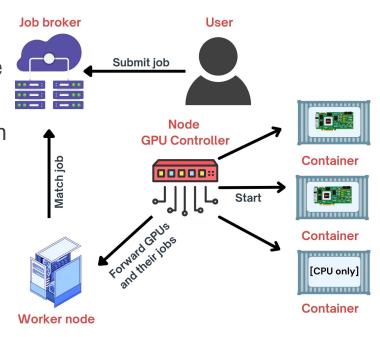
GPU Architecture

Availability





- Workflow:
 - User jobs are **centrally brokered** to match suitable nodes
 - Broker examines SiteSonar, alongside **SiteMap** provided by each node
 - Each map is supplied with information by the GPU Controller
 - Controller maintains which jobs, if any, have reserved GPU(s), and on which WN
 - Once a job is assigned, a container instance exposing only the given
 GPU is provided, blocking other jobs from accessing it
 - Provides all libraries needed, and runs a sanity check within the container before job execution
 - If no more GPU resources, remaining job containers will be CPU only







- The new GPU controller will be able to pick up Perlmutter's **Nvidia GPUs**
 - If there are GPU slots available
- Users can specify vendor in JDL, or match on GPU architecture
- Initial tests by David successful using O2 GPU builds
 - Sanity checks will pass, despite EL9 builds + container on top of SUSE Enterprise 15
 - Tested on 1GPU+64core+220GB with 2024 Pb-Pb async reco
 - Similar GPU speedup expected as on EPNs, since same fraction of CPU workload can be offloaded and A100 GPU fast enough
 - Universal EPN + Perlmutter builds possible



More to come...

- Initial GPU brokering set for JAliEn 2.0.4
- With GPU monitoring to come after
 - Relies on amdgpu_top/nvidia-smi/nvtop
- Also still to come
 - Display more fine grained codes beyond current killReason set
 - Less time needed to dig through logs for common issues
 - In some cases, log access may be limited
 - Additionally, the following job states are still unused:
 - FAULTY
 - INCORRECT
 - ERROR_VER

```
OK(0, "Finished OK or no kill decision taken"),
00M(10, "JW JVM out of memory"),
TTL(20, "Job running for longer than the TTL"),
KILLED(30, "Job was killed"),
OOM_PREEMPTED(40, "Killed by JAliEn due to overuse of memory"),
IDLE_CPU(50, "Payload idling for more than 15 minutes"),
CORE DUMP(60, "Core file detected"),
DISK_USAGE(70, "Too much disk space used"),
MEMORY USAGE(80, "Too much memory used"),
00M SYSTEM(90, "Killed by executing system due to overuse of
memory"),
SANDBOX_CREATE(201, "Cannot create the sandbox directory"),
INPUT FILES(202, "Failed to download input files"), or it
returns an error
PACKAGES(203, "Cannot set up the packages environment"),
JOBBROKER(301, "Cannot assign the job");
```

Other key changes in the meantime



General improvements

- Remove timestamp duplicates
- Switch to 'localhost' instead of '127.0.0.1'
 - For IPv6 only
- Use WN memsize as Slurm top limit, instead of hardcoding
 - · Otherwise interferes with monitoring
- Bump dependencies (TomCat, LazyJ, BouncyCastle)
- Bump test images to include JDK17
 - And avoid Docker Hub
- Remove deprecated methods for JDK11 --> JDK15
- Adjust monitoring clock based on CS
- Do not attempt upload for killed jobs / abort immediately
 - Would otherwise start preparing upload
- Tuned upstream idle connection timeout for JBox / Wrapper
- Central fixes for DB queries to reduce contention and recovery from it

New features

- Allow disabling checking for core files via JDL
 - Via AbortOnCore=true/false
- Option to temporarily disable cgroups v2
 - For debugging only, as upcoming monitoring will depend on it
- · Oversubscribed cores computation merged
 - From Marta's branch

Fixes

- Prevent some trace strings from being flagged as errors
- Fix potential NPE when fetching JDL flag
- Fix memory leak on long-running connections
- Fix leak on long running clients
- Fix potentially stuck agent when large masterjobs killed centrally
 - · Issue seen on ORNL
- Fix for moving oversubscribed job to regular pool
- Fix JW reporting to the correct cluster name
- Use correct timeout value for killed jobs
- Fixes to the split-by-input-size constraint
- Fix bug reading from broken field on Slurm sites
- Remove misleading message in case of OOM kill
- Prevent LDAP returning multiple values from voboxes with extended names
- Central fixes for DB queries to reduce contention and recovery from it
- Fix CE bug where certificates would be renewed too late
 - Persistent connection preventing cert reload, despite <48hrs remaining
- Workaround Slurm dbus issues on Apptainer

Summary

- JAliEn has reached milestone release 2.0
 - Major changes since its initial 1.0 tag in 2018
 - Complete independence from **Docker**
- Includes several JDK upgrades
 - Source target will remain at <JDK17 for now
- Further improvements to **cgroups v2** support
 - Whole-node no longer requirement for Slurm
 - More reliability fixes for 2.0.1
- Further improvements to multiarch support
 - With support for **mixed resource** clusters
- Cleanup allowing for graceful shutdown of payloads
- Heartbeat monitoring for connection
 - With ML integration and tagging of bad WNs
- With more changes on the way
 - Fine-grained error codes
 - GPU Brokering
 - But more reliable means for identifying GPU resources needed
 - Dedicated GPUController class(?)