

Platform LSF  
Version 9 Release 1

*Release Notes for IBM Platform  
License Scheduler*





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**Note**

Before using this information and the product it supports, read the information in “Notices” on page 7.

**First edition**

This edition applies to version 9, release 1 of IBM Platform LSF (product number 5725G82) and to all subsequent releases and modifications until otherwise indicated in new editions.

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# Release Notes for IBM Platform License Scheduler

Version: 9.1

Release date: March 2013

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Support: [www.ibm.com/support](http://www.ibm.com/support)

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## Upgrade and Compatibility Notes

### LSF compatibility

IBM Platform License Scheduler (License Scheduler) 9.1 is fully compatible with LSF 7.0.6, 8.0, 8.0.1, 8.3, and 9.1.

### System requirements

Operating system support:

- AIX 6 and AIX 7 on POWER
- Solaris 10 and 11 on Sparc
- Linux on x86-64 Kernel 2.6 and 3.0
- Windows 2003/2008/XP/7 32-bit (client only)

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## Scalability

### Functional limits

- 200 projects associated with each feature, 250 features simultaneously
- 1 **blcollect** can pull 400 features from a single license server

### Non-functional limits

- 2000 features per license server, 60 license servers, 20 projects per feature
- 2000 features per license server, 1 license server, 200 projects per feature
- 400 features per collector

You can use an alternate executable that wraps the **lmstat** command. These wrappers can do several things including:

- Run **lmstat** with additional switches to isolate output required for License Scheduler management.
- Run **lmstat** and modify the output format to avoid **blcollect** errors.
- Run **lmstat** and modify the license count to take some licenses out of the control of License Scheduler.

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## What's Changed in License Scheduler Version 9.1

### Licensing features obsolete

None yet

## New platform support

License Scheduler is now available on the following platforms:

None yet

## Fast dispatch project mode

Fast dispatch project mode is a new approach to license distribution that increases license utilization for project licenses. Fast dispatch project mode has the scheduling performance of cluster mode with the functionality of project mode.

In fast dispatch project mode, License Scheduler does not have to run the FlexNet command **lmstat** to verify that a license is free before each job dispatch. As soon as a job finishes, the cluster can reuse its licenses for another job of the same project, which keeps gaps between jobs small. However, because License Scheduler does not run **lmstat** to verify that the license is free, there is an increased chance of a license checkout failure for jobs if the license is already in use by a job in another project.

## Hierarchical project group paths

By default, hierarchical project groups in fast dispatch project mode are the same as hierarchical project groups in project mode. Fast dispatch project mode also supports the use of hierarchical project group paths, which helps License Scheduler dispatch more jobs in fast dispatch project mode.

Enabling hierarchical project group paths enables the following:

- Features can use hierarchical project groups with project and project group names that are not unique, as long as the projects or project groups do not have the same parent. That is, you can define projects and project groups in more than one hierarchical project group.

For example, the p4 project can be defined for project groups g4 and g6, each with its specific resource allocation within the project groups.

- When specifying `-Lp license_project`, you can use paths to describe the project hierarchy without specifying the root group.

For example, if you have topgrp as your root group, which has a child project group named g1 with a child project group named g3, which has a project named p1, you can use `-Lp /g1/g3/p1` to specify this project.

- Hierarchical project groups have a default project named others with a default share value of 0. Any projects that do not match the defined projects in a project group are assigned into the others project. If the others project has a share value of 0, this project can still use licenses if the defined projects with shares are not using the licenses. Therefore, by default, the others project has the lowest priority within a project group.

If there is already a project named others, the preexisting others project specification overrides the default project.

Defining hierarchical project groups for fast dispatch project mode is the same as for project mode, allowing for project and project group names that are not unique.

You can also specify different project groups with different root groups. Different features can use different root groups (as defined by the `GROUP_DISTRIBUTION` parameter), each with its own project group hierarchy and share policies.



## Merge multiple user@host keys for parallel jobs

When LSF dispatches a parallel job, License Scheduler attempts to check out user@host keys in the parallel job constructed using the user name and all execution host names, and merges the corresponding checkout information on the service domain if found.

For example, in project mode, for feature F1 with two projects (P1 and P2) in service domain sd1, with ten tokens, a parallel job is dispatched to four execution hosts using the following command:

```
bsub -n 4 -Lp P1 -R "rusage[F1=4]" mycmd
```

The job on each execution host checks out one F1 license from the sd1 service domain. If the four execution hosts are hostA, hostB, hostC, and hostD, there are checkout keys for user@hostA, user@hostB, user@hostC, and user@hostD, and each entry contributes corresponds with one token checked out. These tokens all merge into data for the P1 project in the F1 feature.

If MERGE\_BY\_SERVICE\_DOMAIN=Y is defined, License Scheduler also merges multiple user@host data for parallel jobs across different service domains.

If CHECKOUT\_FROM\_FIRST\_HOST\_ONLY=Y is defined, License Scheduler only considers user@host information for the first execution host of a parallel job when merging the license usage data. Setting in individual Feature sections overrides the global setting in the Parameters section. If a feature has multiple Feature sections (using LOCAL\_TO), each section must have the same setting for CHECKOUT\_FROM\_FIRST\_HOST\_ONLY.

## Releasing resources for suspended jobs

Enabling the LSF\_LIC\_SCHED\_PREEMPT\_SLOT\_RELEASE parameter in lsf.conf now allows you to release memory and slot resources of a License Scheduler job that is suspended. These resources are only available to pending License Scheduler jobs that request at least one license that is the same as the suspended job. Previously, enabling this parameter only released slots of suspended License Scheduler jobs, which can then be used by pending jobs even if they do not request License Scheduler resources.

By default, the job slots are the only resources available after a job is suspended. You can also specify that memory resources are available by enabling preemption for memory resources. To enable memory resource preemption, specify PREEMPTABLE\_RESOURCES = mem in lsb.params.

## Changed commands

License Scheduler 9.1 features the following changes to the following commands:

**blstat** In cluster mode, **blstat** also displays the ideal number of tokens allocated to the cluster in the TARGET column.

In fast dispatch project mode, **blstat -c** also displays the actual and ideal number of tokens allocated to the cluster in the ALLOC and TARGET columns.

### **blusers**

In cluster mode, **blusers -J** displays tokens for CLASS-C features, which are tokens that are checked out to features that a job did not explicitly request. These features have an INUSE value, but no RUSAGE value.

### **taskman**

You can now use the logical OR operator (||) to separate rusage string siblings, in addition to the logical AND operator (:) that is already supported.

For example,

```
taskman -Lp P1 -R "rusage[f1=1:f2=1||f1=5:f3=1||f4=1]" myjob
```

---

## **Known Issues and Limitations**

### **Jobs using more than one feature triggering preemption**

In project mode, when a job that uses more than one feature triggers a preemption, an over-preemption may occur. For example, only one job needs to be preempted, but **bld** preempts two or more jobs.

To work around this issue, use fast dispatch project mode instead of project mode.

### **Released license tokens are reserved again after restart**

For dynamic license features with duration specified in rusage, after restarting **bld** or **mbatchd** (with **badmin reconfig**, **badmin mbdrestart** or **bladmin reconfig**), released licenses are reserved again for the specified duration.

### **When single job requires more tokens than the allocation buffer**

In cluster mode, you must make sure that you set the allocation buffer for dynamic distribution of licenses greater than the expected maximum number of license tokens required by any single job.

### **Set file descriptor limit large enough**

Make sure the operating system file descriptor limit is large enough to support all **taskman** tasks, License Scheduler (**bl\***) commands, and connections between License Scheduler and LSF. Use `LS_MAX_TASKMAN_SESSIONS` in `lsf.licensescheduler` to define the maximum number of taskman jobs that can run simultaneously.

### **blusers -J shows only tokens and features requested by the job**

In project mode, **blusers -J** does not display additional tokens checked out by the job or features not originally requested by the job.

## **Installation**

When installing License Scheduler standalone, the installer removes EGO environment variables from `cshrc.lsf` and `profile.lsf`. Specify a different `LSF_TOP` from the LSF installation to install standalone License Scheduler.

## **Preemption**

If the LSF administrator has defined `JOB_CONTROLS` in `lsb.queues` so that job controls (such as the signal `SIGTSTP`) take effect when License Scheduler preemption occurs, `LIC_SCHED_PREEMPT_STOP=Y` in `lsf.conf` must also be defined for License Scheduler preemption to work.

## Theoretical limit for license utilization

License Scheduler is often held up as a license utilization optimization engine. Unfortunately application behavior and interaction with a license server can limit the maximum theoretical utilization a business can meet.

Managing licenses has complex interdependencies and behaviors. When a job launches, it does NOT immediately check out a license and hold that license for the duration of the job execution. Applications frequently check out a license after the application is launched and do not keep it until the job terminates. Some applications even do multiple license checkout/in during a single run.

If you are not using the **DURATION** and **DYNAMIC** parameters in License Scheduler, the time an application is running without a license checked out is lost license utilization because LSF/License Scheduler holds the licenses in a **RESERVED** state. When checking the license server state using **lmstat**, it appears as though there are unallocated keys but no additional jobs being dispatched.

Due to unpredictably and license model complexity, loss of license utilization is a fact of managing licenses using License Scheduler when license checkout time is not identical to application execution time.

## feature.servicedomain.dat file grows too big with large scale configuration

If, for example, you configure License Scheduler with 500 features, 100 projects, and 50 service domains, License Scheduler records information into data files every minute, causing potential performance issues.

## License Scheduler preempted job not redispached before pending jobs

Fairshare policy is based in part on accumulated in use tokens. Since preempted jobs may already have accumulated in use time, new pending jobs may be dispatched first.

## brun job is preempted by License Scheduler and resumed by mbschd

License Scheduler sends a preemption command to the **mbatchd** to preempt a **brun** job. The job is preempted but then runs again. This repeats until the job is done.

## Incorrect output for hierarchical fairshare among Project Groups

When License Scheduler hierarchical fairshare is configured, running **blinfo** without the **-G** flag displays incorrect share information. The same error occurs in output from **blparams** and **blinfo -p**.

## Same class-C features cannot be merged to the tasks

In project mode, when there is more than one job in the system submitted by the same user and on the same host, License Scheduler distributes them to each job in a round robin fashion giving each job at most one class-C license.

## The job suspended unnecessarily on the specific condition involving hierarchical fairshare

This bug only impacts on batch jobs in project mode. Assume **LM\_STAT\_INTERVAL** is set to a low value (for example, 10) in `lsf.licensescheduler`. The **mbatchd** updates license request every 15 seconds. This combination means that a running job can be preempted in the next scheduling session if there is ownership defined.

## Freed licenses are reserved after bladmin reconfig

After taskman reconnects to **bld** (after running **bladmin reconfig**), a taskman job start time is the current time not the previous taskman started time. The **bld** reserves token for the duration.

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## Install License Scheduler 9.1

Installing License Scheduler involves the following steps:

1. Get an entitlement file.
2. Run the installation program.

### Run the License Scheduler installation

See *Using IBM Platform License Scheduler* for installation and configuration steps.

## IBM Platform Application Center 9.1

IBM Platform Application Center provides a web-based user interface for job submission, job and LSF host monitoring, and reporting. License Scheduler monitoring and reporting is now included in IBM Platform Application Center.

You must install LSF before installing IBM Platform Application Center. See *Installing IBM Platform Application Center* for installation and configuration steps.

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