

# Gaea FAQ

From GFDL

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## Moab option -V not supported

Users may have trouble using the moab option -V for msubs while working within a FreeNX interactive environment. Please refer to the Known Issues page at the following link for the solution, which shortly is to disable the GNOME Keyring Daemon by running the 'gnome-session-properties' command and unchecking its box. [Known\\_Issues#msub\\_-V\\_failure\\_on\\_Gaea](#)

This option is not needed while using FreeNX but doing so will prevent the msub from being submitted as expected. For instance you will get an error such as the following:

```
-----  
msub -X -I -V -q debug -l walltime=2:00:00,size=912  
Entity: line 2: parser error : Premature end of data in tag Environment line 1  
^  
Entity: line 2: parser error : Premature end of data in tag job line 1  
^  
Exit 1  
-----
```

## X-windows from Gaea is really slow. [Last updated 10/7]

There is an "X-window" accelerator that is available on Gaea. Documentation to come.

- Interactive X-windows (and shell windows) have been freezing on Gaea.
  - The problem seems to appear after the X-window has been idle for about 10-15 minutes.
- Chan Wilson seems to have put in a fix.
  - Some users have reported that they are not longer seeing the problem.
  - If you are seeing the problem still, please open a help desk ticket.

## **\$PBS\_JOBNAME Not Set Correctly**

There was an intermittent problem discovered in the beginning of June, 2011 on gaea related to the \$PBS\_JOBNAME variable. In some cases, it was set incorrectly which was impacting stdout files and dependent jobs, such as post-processing. Our reproducible test case what displaying this error about 30% of the time. ORNL narrowed down the issue to 3 specific LDTN's and took them offline in order further investigate. Our test case has not reproduced this issue since the 3 nodes were removed from service.

There is no update as to what exactly caused these three specific LDTN's to have a misconfiguration. If users should experience this behavior again, please create a help desk ticket. Tara.mcqueen 13:03, 24 June 2011 (EDT)

## **FS File system filling up**

Most file systems degrade in performance the more they are filled. Lustre, the type of file system on Gaea's FS and LTS, is no different. We expect that performance degradation on the lustre file systems to start when they exceed a capacity of 65%. Today, June 14, 2011, the FS utilization is 28% of its capacity and the fs sweepers are on.

Users are reminded to clean up their legacy files. The LTFS has a larger allocation and is meant as a place to store intermediate files.

Frank sent the following email on 6/1/2011:

Hello Everyone,

ORNL has requested to turn on the file sweepers on Gaea on Tuesday, June 7th at 8:00am. We were expected to start on June 13-14. We wanted a delay after the May 20th update to address the file synchronization issues. We are currently reviewing their plan and will discuss the revised dates with CUAB. ORNL has indicated that the sweepers should take about 2-4 hours and should not create any run-time variability off the jobs - they are based on our experience from running sweeps on Jaguar.

As a reminder the current sweep policy is as follows:

fs: all files will be swept after aging 2 weeks, based on access time.  
ltfs: all files in /lustre/ltfs/stage/ will be swept after aging two weeks, based on access time.

ORNL has indicated that a list of files that would be removed from the fs and ltfs will be available. It is important to note, that this list of files will be as if the sweep were to run on Saturday (not a complete list of files to be deleted on Tuesday). Instructions on how to access this list will be sent out after the list becomes available. If you feel that you need to be excluded from this round of sweeping, please let me know as soon as possible.

As a reminder, the Lustre file systems (ltfs and fs on Gaea) start to see performance degradation after 65% utilization. This is a potential cause of some of the I/O variability on Gaea. Sweeping the file systems will help maintain the overall system health on Gaea.

Thanks,  
Frank

On June 3rd, Frank Indiviglio announced via email:

```
-----  
Hello Everyone,  
If you'd like to see what files(as of this morning) are being marked for removal by the sweeper, you  
script to output a list of impacted files that belong to you:  
/lustre/fs/scratch/Frank.Indiviglio/sweeper_list.  
If you feel that you need to be excluded from this round of sweeping, please let me know as soon as  
Thanks,  
Frank  
-----
```

Users excluded from the initial sweeps include: Yalin Fan, Alistair.Adcroft.

As of 6/14/2011, the lustre/ltfs/stage/ sweepers have not been turned on. The earliest date in which the ltfs will be expected to start is June 21. Tara.mcqueen 09:23, 14 June 2011 (EDT)

**FS SWEEPS ARE CURRENTLY ON** Tara.mcqueen 13:00, 24 June 2011 (EDT)

## Error writing to stdout file on Gaea

When a MOAB job completes on Gaea, the system is sometimes unable to rename the stdout file from its temporary name/location when the job is running (\*.OU) to the final stdout filename/location. The cause for this error is unknown. In the event of such an error, the user gets an email notification such as:

```
-----  
Date: Wed, 09 Feb 2011 00:27:31 +0000 (UTC)  
From: root <adm@ncrc.gov>  
To: Larry.Horowitz@ncrc.gov  
Subject: PBS JOB 234697.moab01.ncrc.gov  
-----  
PBS Job Id: 234697.moab01.ncrc.gov  
Job Name: CM3Z_Control-1860_d1_Control-1990-initCond__1.o111936.output_stager.08570101  
Exec host: gaea-ldtn5/7+gaea-ldtn5/6+gaea-ldtn5/5+gaea-ldtn5/4+gaea-ldtn5/3+gaea-ldtn5/2+gaea-ldtn5/1  
An error has occurred processing your job, see below.  
Post job file processing error; job 234697.moab01.ncrc.gov on host gaea-ldtn5/7+gaea-ldtn5/6+gaea-ldtn5/5+gaea-ldtn5/4+gaea-ldtn5/3+gaea-ldtn5/2+gaea-ldtn5/1  
-----  
Failed to expand destination path in data staging: Larry.Horowitz@moab01.ncrc.gov:(null):/ncrc/home1  
-----
```

--Larry.Horowitz 13:49, 28 March 2011 (EDT)

To help mitigate Torque pbs\_mom and autofs daemon LDAP reconnects to the intermittent errors involving post job processing of spooled stdout/stderr logs, ORNL is going to change the LDAP bind policy from soft to hard on the esLogin and LDTNs (Local Data Transfer Nodes) by Close of Business (COB) today. We are expecting to see fewer autofs and pbs\_mom LDAP reconnects in the days to come on the esLogins. If these LDAP reconnects are involved, then the quantity

of reported "es" partition jobs cases with stdout post processing errors should drop. ORNL is working with Frank Indiviglio on this problem. Please continue to contact Frank (or enter a help desk ticket) with any updates. --Bewtra 22:10, 12 April 2011 (EDT)

In addition to escalating this issue to the vendor, we are testing having stdout written directly to it's final destination at the beginning of the job. Testing will be conducted over the next week. --Frank 14:31, 20 April 2011 (EDT)

Stdout files are now being written directly to their final destination, rather than initially being written to a \*.OU file during the job execution. --Larry.Horowitz 23:21, 17 May 2011 (EDT)

Users need to use a concluding / when specifying an output directory with PBS -o option.

## **Interactive limits on Gaea**

There have been recent complaints of users tying up a large portion of the interactive cores on Gaea for most of the day. Frank Indiviglio and Tim Yeager have come up with the following recommended interactive limits (that has been subsequently modified by the Research Council/IT-Issues group):

<= 3 nodes/ 72 cores	12 hour limit
<= 21 nodes/504 cores	6 hour limit
>= 22 nodes/528 cores	4 hour limit

We had a similar type of limits on the Altixes. As a reminder, during weekday work hours we have about 10% (~3000 cores) of Gaea set aside for interactive work. Users can only make requests in 24-core increments.

Also, it is our intention to give Operations the ability to "re-run" windfall jobs (and if need be allocated jobs - but not priority jobs) to make way for additional interactive work. Users will have to call Operations for this service.

The CM ticket for this was approved in last weeks meeting, implementation notification will be sent via it-notify. --Frank 14:31, 20 April 2011 (EDT)

Email was sent out to gaea-notify stating the following: Hello Everyone,

The following time limits have been implemented on gaea:	
Interactive jobs requiring 72 or less processors =	12 hours
Interactive jobs requiring 504 or less processors =	6 hours
Interactive jobs requiring 528 or more processors =	4 hours

Thanks, Frank

Please contact Frank Indiviglio, Tim Yeager, or Ron Bewtra with concerns or questions. Tara.mcqueen 09:27, 14 June 2011 (EDT)

## **Lustre FS file synchronization bug**

### **Description**

There seem to be issues on the fast scratch filesystem: files not getting properly synced to disk on close. This shows up sometimes as "file changed as we read it" issues while making a tarfile. It's also been seen as an issue in CM3 where some land files are written, closed and read back in a running model. This bug can also create stale directory listings on the FS.

The issue has been traced to a lustre bug in the file locking mechanism. On May 3, 2011, ORNL rolled back the version of Lustre (server-side, not the client-side) to address this issue. This decreased the incident rate of the problem when running Frank Indiviglio's test case, which was designed to tickle this problem. Frank's test case still showed the problem .125% of the time. Users should be vigilant about checking their data sets for sparse files (files with wholes in it). --Bewtra 00:14, 11 May 2011 (EDT)

### **Current plan**

The latest plan discussed with ORNL is:

1. Use Frank Indiviglio's test case to determine incident rates and to find new test cases.
2. ORNL has received a patch to specifically address this problem. It is currently be tested by ORNL on separate hardware at ORNL.
3. Once the patch is validated, determine a deployment and NOAA validation plan.
  - If anyone has a status update on this issue please post them here. But remember to also report them to the help desk/Frank Indiviglio. Frank is working on this problem with ORNL.

--Bewtra 00:14, 11 May 2011 (EDT)

Patches for this issue were installed on Gaea on Saturday May 20th. This patch was tested on independent hardware to thousands of testing iterations without reproducing the issue. Since patching we have had a report of this issue on Gaea. Please alert the Help Desk or Frank Indiviglio if you encounter this issue in any of your runs after the 20th of May. --Frank 7:30, 1 June 2011 (EDT)

### **Reported instances of file synchronization problem**

- I have detected 13 instances of this type of file corruption. All have affected history tar files, and show up as tar files of the wrong length with an error message of "tar: <netCDF filename>: file changed as we read it" in the output\_stager stdout files. The corrupted tar files were produced between March 16 and March 23. --Larry.horowitz 13:33, 24 March 2011 (EDT)
- As of Mon Apr 4 20:40:57 EDT 2011 I have 25 instances of this issue, in three different experiments. The issue first started to appear on March 16th 2011, with history files being shorter than the rest, and the file "changed as we read it" in the output\_stager stdout files --Sergey.malyshev 20:47, 4 April 2011 (EDT)
- I have had the same issue with my history tar files. I am dual-running a simulation and I continue to see the same problem in my second run. --Vaishali.naik 15:47, 24 March 2011 (EDT)
- I got the same problem. The symptom is "file changed as we read it" in \*.output\_stager.{YYYY}0101.o\* files in your stdout directory. If you find this, the history file is corrupt. I have multiple corrupt files. Check this output:

```
-----
/lustre/fs/scratch/Jingqiu.Mao/fms/testing_20100920/c48L48_am3p9_isop/ncrc.intel-prod/stdout/run/c48L48_0101.o
-----
```

--Jingqiu.mao 17:31, 24 March 2011 (EDT)

- This weekend, I started getting a new set of errors related to this issue. A production job finishes running a segment and moves the (uncombined) history file output to a newly-created directory in FS. Then, it launches an output\_stager job. When the output stager job starts, it fails with an error message such as:

```
-----
ERROR: datedir
'/lustre/fs/scratch/Larry.Horowitz/archive/riga/CM3Z_Control-1860_d1_dynVeg/ncrc.intel-prod/history/'
is not a directory
-----
```

even though the directory has just been created. --Larry.Horowitz 12:17, 28 March 2011 (EDT)

- Restart file combines are also giving similar errors:

```
tar: ./xxxx: file changed as we read it
Error: cannot allocate 616320000 bytes for entire variable "o2"'s values!
Error: cannot allocate 616320000 bytes for entire variable "sio4"'s values!
Error: cannot allocate 8560 bytes for entire variable "yaxis_1"'s values!
Error: cannot allocate 11520 bytes for entire variable "xaxis_1"'s values!
mppnccombine: putget.c:2351: putNCvx_double_double: Assertion `value != ((void *)0)' failed.
Abort (core dumped)
if ( 134 ) then
unset echo
ERROR: in execution of mppnccombine on restarts
exit 1
```

- In addition, output\_stager stdout file contains many lines such as:

```
egrep: write error: Broken pipe
egrep: writing output: Broken pipe
```

See the following stdout files

```
/lustre/fs/scratch/Jasmin.John/fre/riga_201012/MOM4p1_SIS_p25/mar022011/MOM4p1_SIS_TOPAZ_p25_test/
MOM4p1_SIS_TOPAZ_p25_test_1x0m31d_642pe2.o131095
MOM4p1_SIS_TOPAZ_p25_test_1x0m31d_642pe2.o131095.output_stager.00010101.o502305
```

--Jasmin.john 15:25, 28 March 2011 (EDT)

I have still been seeing many of these errors, even after the lustre upgrade on 4/21. --Larry.Horowitz 14:26, 3 May 2011 (EDT)

George Vandenberghe reported:

```
'At about 1520EDT 5/10 I encountered a few "file changed as we read it" messages when
tarring up /lustre/fs/scratch/George.Vandenberghe/moorthipara/sorc.gww
```

--Bewtra 00:14, 11 May 2011 (EDT)

## Job State Removed, exit code R -9

Users who are running scripts with #PBS -o /path/for/output/file/ must use the ending / in order for the job to run properly. Prior to 5/3/11 this was not the case. Users who do not have this ending / will get an email like the following:

```
'PBS Job Id: 661772.moab01.ncrc.gov
'Job Name: HURMOD_STAGE
'Exec host: gaea4/3
'Aborted by PBS Server
'Job cannot be executed
'See Administrator for help
```

They will have no stdout to reference and when they do a checkjob -v they will see information like this:

```
-----  
|job gaea.765025 (RM job '661772.moab01.ncrc.gov')  
|AName: TEST_FILE  
|State: Removed  
|Completion Code: -9 Time: Mon May 9 19:26:49  
|Creds: user:Tara.McQueen group:gfdl account:gfdl_f class:eslogin  
|WallTime: 00:00:00 of 2:00:00  
|SubmitTime: Mon May 9 19:25:06  
| (Time Queued Total: 00:00:31 Eligible: 00:00:00)  
|  
|showq -u $USER -c will show:  
|gaea.764970 R -9 es ----- 1.0 - Tara.McQu gfdl gaea4 1|  
|gaea.764992 R -9 es ----- 1.0 - Tara.McQu gfdl gaea4 1|  
|gaea.765025 R -9 es ----- 1.0 - Tara.McQu gfdl gaea4 1|  
|-----
```

--Tara.mcqueen 15:47, 9 May 2011 (EDT)

## Windfall prevention

If your jobs are running in windfall you need to remove the #PBS -A from you scripts. To see if you jobs are running in windfall you can do a *showq -u \$USER -i* and the class will specify if the job is in windfall or batch. Updated 3/22

## Scrubbing Policies

The FS scratch directory has a scrubbing policy that kicks in once the FS utilization reaches 60%. Users will be notified when this threshold is reached and before the scrubbing starts. Once the scrubbers are initiated, all files over 2 weeks old will be deleted. This means files that have not been accessed or used in at least 2 weeks will be scrubbed. FS is NOT backed up. Users are responsible for monitoring their files and transferring what they do not want to lose to a location without a scrubbing policy. LTFS stage directory is also scrubbed of all files over 2 weeks old when it reaches a 60% utilization. Updated 3/22

Per Frank Indiviglio's email on 5/19/2011:

```
-----  
|Tentatively, sweeps are scheduled to start on Monday June 13th at 8am.  
|-----
```

--Bewtra 20:23, 21 May 2011 (EDT)

## Pushing an X window from Gaea batch node back to local display

In order to do this, users need to add -X option to their msub command. The job should be submitted using the following:

```
msub -X -I
```

This will be needed for users who are using Totalview, Allinea DDT, nedit, xemacs, etc.

## Restore file(s) in Home directory on Gaea

Users can use the path:

```
/ncrc/home1|2/.snapshot/nightly.0/$USER
```

to restore any files or sub-directories that are contained within that directory from last night. Use nightly.1 for files from 2 nights ago. All files and sub-directories contained there will carry the same permissions as the originals. Users can simply copy from that location to any destination.

## Cron jobs on Gaea? -NO [Last updated 1/10]

If you think you need cron jobs please submit a help desk ticket or see Tara. From Q&A 1/10

## Using software and/or Modules

Gaea uses modules.

To view whats available:

```
module avail
```

To load a module:

```
module load modulename
```

To view what is loaded:

```
module list
```

## Insufficient Matlab licenses

When trying to use Matlab on gaea, you may see an error similar to this:

License checkout failed. License Manager Error -4 Maximum number of users for MATLAB reached. Try again later. To see a list of current users use the lmstat utility or contact your License Administrator.

Troubleshoot this issue by visiting: <http://www.mathworks.com/support/lme/R2010a/4>

Diagnostic Information: Feature: MATLAB License path: /ncrc/home1/Alistair.Adcroft/.matlab/R2010a\_licenses:/autofs/na1\_sw/eslogin/matlab/licenses/license.dat:/autofs/na1\_sw/eslogin/matlab/licenses/network.lic FLEXnet Licensing error: -4,132.

There is currently only 1 permanent license on gaea and 3 temporary licenses which all provide full functionality. The 3 temporary licenses are in the process of being purchased. Users are reminded that the 4 licenses are to be shared. If all four licenses are in use, this error will occur. You will need to wait until one is available.

ORNL is working to acquire a total of 3-5 licenses of Matlab on Gaea. The total number will be determined by the funds that can be made available for the cmrs.2 upgrade (due in October). On May 19, 2011, CUAB asserted that the number of matlab licenses can be limited if gcp were easier to use by non-fre users. As a result, Tara and Paida will be working with Bob Hallberg and Alistair Adcroft on identifying any easy enhancements that can be made to gcp before version 2 comes out late this summer. CUAB also suggested that more licenses (such as the target of 3-5) Matlab licenses total on Gaea would still be useful.  
--Bewtra 20:28, 21 May 2011 (EDT)

ORNL is acquiring 3 additional licenses of matlab. As an fyi, this is to aid with some quick analysis of output at ORNL. Analysis should happen at GFDL. GFDL's matlab licenses are:

```
-----  
| MATLAB - 22 licenses  
| Curve Fitting Toolbox (formerly Spline Toolbox) - 1 license  
| Mapping Toolbox - 3 licenses  
| Optimization Toolbox - 1 license  
| Signal Processing Toolbox - 4 licenses  
| Statistics Toolbox - 6 licenses  
|-----
```

--Bewtra 14:08, 21 June 2011 (EDT)

## **PASSCODE**

If you are in the process of logging onto Gaea and it ever asks you for a PASSCODE then your certificate is not signed. This usually occurs for users who

just generated a certificate for their initial log on.

## **Certificate Passphrase**

If you forget your certificate passphrase and it comes time enter, you may try 5 or 6 times before it will ask you to regenerate. When you regenerate your certificate will go through the same initial signature process as it did when you first logged on. Certificates are renewed everytime you log into a new session on gaea. They are good for 30 days.

## **BASH**

Bash is not currently supported. The recommended shell is tcsh. Users who choose to use Bash will need to find work arounds for certain cases

## **cwd/pwd reports "unknown" or incorrect location on Gaea**

Due to a reported RedHat bug, there are occasions on Gaea where cwd/pwd reports "unknown" or an incorrect location.

Eg:

```
gaea3-~[474]; pwd
```

Chandin.Wilson

```
gaea3-~[476]; cd
```

~

```
gaea3-~[477]; pwd
```

```
/autofs/na1_home1/Chandin.Wilson
```

This bug is in the process of being fixed.

## **When Gaea needs to be shut down, will jobs be re-run or continue to be killed? [Last updated 3/22]**

- use the re-run flag (-r y) - this is set by default in Arkansas-11 From Q&A 1/3 - the latest torque patches have been put in place on gaea. This is expected to allow all jobs with re-run flag re-run after an outage. This fix will be verified during the next scheduled PM which is set for April 2.

## **When will group allocations and storage allocations be in place?**

## **[Last updated 3/22]**

Group allocations are in place, but the reporting is currently being implemented. As of now, group heads can access the latest usages reports. From Q&A 1/3

The following directories have been created.

```
gaea-ldtn16:/lustre/ltfs/archive # ls -altr | grep oar
drwxr-xr-x 2 oar.gfdl.esm2m      gfdl 4096 Mar  3 20:10 esm2m
drwxr-xr-x 2 oar.gfdl.esm2g      gfdl 4096 Mar  3 20:10 esm2g
drwxr-xr-x 2 oar.gfdl.cm3        gfdl 4096 Mar  3 20:10 cm3
drwxr-xr-x 2 oar.gfdl.ccsp-users gfdl 4096 Mar  3 20:10 ccsp
```

## **Can Operations manipulate the queue, change the status of jobs, etc...? [Last updated 3/22]**

For example, can Operations free up space to let an interactive job run?

Operations is still being trained. They have the ability to make some changes and access to the support teams to get this done, please continue to reach out to Operations for your needs. From Q&A 1/3

## **What is the blocked queue in Moab? [Last updated 3/22]**

All jobs are initially put in the "blocked" queue. The job will remain "blocked" until it becomes "eligible" to run.

Moab uses fairshare so there is no limit as to how many eligible slots a user can use. Before group allocations were set, the limit was four.

Jobs that the system finds a problem with are automatically put in the "blocked" queue. If you find your jobs are blocked and you do not know why, please call Operations (609) 452-6560. For more Moab Tips, please see: MOAB Tips.

## **Will users be able to check the status of other users' jobs? [Last updated 3/22]**

This has been implemented and is currently working. From Q&A 1/3

```
checkjob -v jobnumber
```

## **How long after a job completes can you still check jobs that ran**

## on Gaea? [Last updated 3/22]

Its currently available for 12 hours after a job completes. Please let us know if you would like it increased. From Q&A 1/10

## What is the scrubbing policy of the file systems? [Last updated 1/10]

Gaea: Files will be scrubbed in 2-weeks on the Fast Scratch (/lustre/fs/scratch/\$USER/) directories and the Long Term Scratch data staging area (/lustre/lufs/stage/\$USER). User Long Term Scratch is not scrubbed but is subject to group quotas. From Q&A 1/10

## How do I work with large cpio files?

he version of cpio that can deal with big files is called Heirloom Cpio. You can load it into your environment with "module load heirloom-cpio".

## Failure to create a directory on FS

On March 28, 2011, Aleksey Yakovlev noted the following on the "known issues" page. As the problem has been resolved it has been moved here.

```
One of my test scripts contains following lines:
```

```
set -r srcDir = /lustre/fs/scratch/Aleksey.Yakovlev/test
set -r tmpDir = $srcDir/$PBS_JOBID
mkdir -p $tmpDir
```

```
The last line failed with the diagnostics like:
```

```
mkdir -p /lustre/fs/scratch/Aleksey.Yakovlev/test/490540.moab01.ncrc.gov
mkdir: cannot create directory `/lustre/fs/scratch': Permission denied
```

```
This happened 53 times (!) from 100 submissions of the test script on Friday March 25th
--Aleksey 15:49, 28 March 2011 (EDT)
```

This problem was the result of a failed LDTN (Local Data Transfer Node). This was a discrete event that has been resolved. Users who see similar issues should report them to the help desk.

--Bewtra 12:44, 12 April 2011 (EDT)

## **FS / Batch / ALPS issues**

ORNL was notified of FS issues at 9:16pm on 8/24. A few minutes later at 9:26pm the queues were reported as being paused. There were reported hardware issues at the time and failed parts were replaced. FS was available again at 11:25pm and the Gaea queues resumed by midnight. Please notify operations or enter a help desk ticket if you experience any further issues. Tara.mcqueen 08:50, 25 August 2011 (EDT)

Come one, come all...

As of the morning of 8/25, there were reported batch and ALPS issues. This has lead to the pausing Moab sometime before noon for the entire Gaea system. Around 12:59PM, moab was resumed for non-c1ms partitions such as es and t1ms. Prior to pausing the queues, several jobs went into a deferred state or where clocking time without actually doing anything. ORNL was notified of this this morning. Currently, all partitions and moab on Gaea are up and running. Tara.mcqueen 15:28, 25 August 2011 (EDT)

## **module issues on batch nodes**

This is now corrected Tara.mcqueen 11:57, 18 August 2011 (EDT)

There have been a few tickets opened up regarding the inability to load certain modules on a Gaea interactive session. .login and .cshrc/.tschrc are not being run when opening a session as they should. A ticket has been called in with ORNL and they are looking into the issue. As of now, users need to do a module use -a /ncrc/home2/fms/local/modulefiles in order to load fre.

The following message is produced after initiating an interactive session:

```
ModuleCmd_Load.c(200):ERROR:105: Unable to locate a modulefile for  
'TimeZoneEDT' ModuleCmd_Load.c(200):ERROR:105: Unable to locate a  
modulefile for 'CmrsEnv'
```

Tara.mcqueen 14:30, 16 August 2011 (EDT)

## **NID0152**

```
-----  
[NID 01052] Cannot send after transport endpoint shutdown  
-----
```

Today there were several reports concerning node 1052 - NID0152. This node encountered an error during reboot that caused failures in fs access. The node was been repaired, tested and returned to the cluster. Please let Frank Indiviglio or operations know if you continue to see an issue with this node.

An emergency fix to gcp will temporarily correct one of the network environment issues.

--Frank.indiviglio 16:57, 20 July 2011 (EDT)

## **Gaea/"deferred" state July, 18, 2011**

Interactive job submittals go into "deferred" state - ORNL is looking into the problem

UPDATE - This issue has been resolved as of noon today (July 18th). Please notify Ops if you are still experiencing this issue.--Justin.bowers 18:18, 18 July 2011 (EDT)

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