

NOTS Available Accounts, QOS, and Partitions in SLURM



QOSGrpCpuLimit

QOSGrpCpuLimit means that the limit for number of CPUs allocated within a given QOS has been reached. By default everyone belongs to the nots_commons QOS, however, those groups that have purchased condos have access to additional resources via different QOSes which is why you may still see idle nodes in the cluster. When a QOS fills up the rest of the jobs submitted to the same QOS will hold with the QOSGrpCpuLimit message until more CPUs are freed up.



QOSGrpMemoryLimit

QOSGrpMemoryLimit means that the limit for amount of memory allocated within a given QOS has been reached. By default everyone belongs to the nots_commons QOS, however, those groups that have purchased condos have access to additional resources via different QOSes which is why you may still see idle nodes in the cluster. Your jobs will start running as soon as there are available resources within your QOS.

Available Partitions and System Load

Account Name	Partition Name	Maximum nodes Per Job	Minimum threads Per Job	Maximum threads Per Job	Maximum jobs running per user	Maximum run time
commons	commons	1	1	32	78	24:00:00
commons	interactive	1	1	32	1	00:30:00
	scavenge	1	1	32	1	04:00:00

The definition of the queues are as follows:

commons - intended for jobs that need one node for up to 24 hours.

interactive - intended for short jobs or the purpose of debugging sessions and interactive jobs. See our [FAQ](#) for information on interactive jobs.

scavenge - intended for jobs that need one node for up to 4 hours whereby taking advantage of idle nodes and possibly shortening your wait time.

Use the following command to determine the partitions with which you have access. Please note in the output the *Account* column information needs to be provided to your batch script in addition to the partition information.

```
# sacctmgr show assoc cluster=nots user=netID
```