Arvados - Bug #11222

Docker load time on compute node is too long

03/07/2017 09:30 PM - Bryan Cosca

Status:	New		**Start date:**	03/07/2017
Priority:	Normal		**Due date:**	
Assigned To:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				

Description

using a-c-r --local, it took 10 minutes to load a 3GB Docker image

```
2017-03-07_20:59:33 e51c5-8i9sb-th04z0sonfpxwma
 59269  stderr starting: ['srun','--nodelist=compute1','/bin/bash','-o','pipefail','-ec',' if /usr
/bin/docker.io images -q --no-trunc --all | grep -xF 9df946de46be6418fa9b82e906981677b24ea3206bc75
61c517d1a7dbdbeebca >/dev/null; then    exit 0 fi declare -a exit_codes=("${PIPESTATUS[@]}") if [
 0 != "${exit_codes[0]}" ]; then   exit "${exit_codes[0]}"  # `docker images` failed elif [ 1 !=
"${exit_codes[1]}" ]; then   exit "${exit_codes[1]}"  # `grep` encountered an error else    # Eve
rything worked fine, but grep didn\'t find the image on this host.   arv-get 62925a53810ef8a5d57b
54e49f6628c4\\+2058\\/9df946de46be6418fa9b82e906981677b24ea3206bc7561c517d1a7dbdbeebca\\.tar | /us
r/bin/docker.io load fi ']
2017-03-07_21:09:03 e51c5-8i9sb-th04z0sonfpxwma 59269  load docker image: exit 0
```

I don't really have an idea for a long term fix, but I think having the compute nodes up for ~ 15 minutes instead of shutting them down immediately would really help since the docker image would already be loaded on it.

History

#1 - 03/07/2017 09:33 PM - Bryan Cosca

- Project changed from Support to Arvados Private

#2 - 03/07/2017 09:33 PM - Bryan Cosca

- Project changed from Arvados Private to Arvados

#3 - 08/28/2017 09:41 PM - Tom Morris

- Target version set to Arvados Future Sprints

#4 - 07/06/2021 09:24 PM - Peter Amstutz

- Target version deleted (Arvados Future Sprints)