

## Arvados - Feature #16106

### [arvados-dispatch-cloud] Azure driver support for preemptible instances

01/30/2020 09:24 PM - Tom Clegg

<b>Status:</b>	Resolved	<b>Start date:</b>	01/07/2021
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assigned To:</b>	Ward Vandewege	<b>% Done:</b>	100%
<b>Category:</b>	Crunch	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2021-01-20 Sprint		
<b>Description</b>			
When creating instances, <a href="#">source:lib/cloud/azure</a> should create a preemptible instance if the instance type's Preemptible flag is set.  arvados-dispatch-cloud already knows how to choose a preemptible type if the container's scheduling_constraints want one; see ChooseInstanceType() in <a href="#">source:lib/dispatchcloud/node_size.go</a>			
<b>Subtasks:</b>			
Task # 16960: Review 16106-azure-spot-instance-support			<b>Resolved</b>
<b>Related issues:</b>			
Related to Arvados - Story #13908: [Epic] Replace SLURM for cloud job schedul...		<b>Resolved</b>	
Related to Arvados - Feature #17249: Make costanalyzer aware of preemptable i...		<b>Resolved</b>	<b>02/04/2021</b>

#### Associated revisions

##### Revision 2df04c08 - 01/11/2021 02:18 PM - Ward Vandewege

Merge branch '16106-azure-spot-instance-support'

closes #16106

Arvados-DCO-1.1-Signed-off-by: Ward Vandewege <[ward@curii.com](mailto:ward@curii.com)>

#### History

##### #1 - 01/30/2020 09:24 PM - Tom Clegg

- Related to Story #13908: [Epic] Replace SLURM for cloud job scheduling/dispatching added

##### #2 - 06/30/2020 11:07 AM - Ward Vandewege

- Target version set to To Be Groomed

##### #3 - 06/30/2020 11:08 AM - Ward Vandewege

- Target version deleted (To Be Groomed)

##### #4 - 09/28/2020 05:47 PM - Peter Amstutz

- Target version set to 2020-10-21 Sprint

##### #5 - 09/28/2020 05:51 PM - Peter Amstutz

- Target version changed from 2020-10-21 Sprint to 2020-11-04 Sprint

##### #6 - 10/07/2020 02:00 PM - Peter Amstutz

- Target version changed from 2020-11-04 Sprint to 2020-10-21 Sprint

##### #7 - 10/07/2020 02:02 PM - Peter Amstutz

- Status changed from New to In Progress

##### #8 - 10/07/2020 03:56 PM - Peter Amstutz

- Assigned To set to Ward Vandewege

##### #9 - 10/21/2020 04:02 PM - Ward Vandewege

- Target version changed from 2020-10-21 Sprint to 2020-11-04 Sprint

**#10 - 11/04/2020 05:08 PM - Peter Amstutz**

- Target version changed from 2020-11-04 Sprint to 2020-11-18

**#11 - 11/18/2020 04:36 PM - Peter Amstutz**

- Target version changed from 2020-11-18 to 2020-12-02 Sprint

**#12 - 12/02/2020 04:40 PM - Peter Amstutz**

- Target version changed from 2020-12-02 Sprint to 2020-12-16 Sprint

**#13 - 12/16/2020 05:27 PM - Peter Amstutz**

- Target version changed from 2020-12-16 Sprint to 2021-01-06 Sprint

**#14 - 01/06/2021 05:00 PM - Peter Amstutz**

- Target version changed from 2021-01-06 Sprint to 2021-01-20 Sprint

**#15 - 01/07/2021 06:42 PM - Ward Vandewege**

Ready for review at [c1a84bf6f6c570cc632a5ba8c6406543e2206e3a](https://github.com/c1a84bf6f6c570cc632a5ba8c6406543e2206e3a) on branch 16106-azure-spot-instance-support. In addition to the automated tests, also tested on ce8i5.

**#16 - 01/07/2021 06:48 PM - Ward Vandewege**

- Related to Feature #17249: Make costanalyzer aware of preemptable instances added

**#17 - 01/08/2021 09:39 PM - Tom Clegg**

Preemptible is misspelled "[Pp]reemptable" a couple of times on doc page.

Nit: In [source:lib/cloud/azure/azure.go](https://source.libcloud.azure.azure.go) I think it would be good form to put the maxPrice var inside the if{} block ("var maxPrice float64 = 1" or "~~maxPrice := float64(1)~~") especially since we're storing a pointer to it, using it later would be wrong (and admittedly unlikely).

Rest LGTM. Thanks!

**#18 - 01/11/2021 02:19 PM - Ward Vandewege**

Tom Clegg wrote:

Preemptible is misspelled "[Pp]reemptable" a couple of times on doc page.

Nit: In [source:lib/cloud/azure/azure.go](https://source.libcloud.azure.azure.go) I think it would be good form to put the maxPrice var inside the if{} block ("var maxPrice float64 = 1" or "~~maxPrice := float64(1)~~") especially since we're storing a pointer to it, using it later would be wrong (and admittedly unlikely).

Rest LGTM. Thanks!

Great, nice catch, both changes made, and merged.

**#19 - 01/11/2021 02:24 PM - Ward Vandewege**

- Status changed from In Progress to Resolved

Applied in changeset [arvados|2df04c08ce5a0c4e82345d3e57404c040bb6eee4](https://github.com/arvados/2df04c08ce5a0c4e82345d3e57404c040bb6eee4).

**#20 - 02/02/2021 06:50 PM - Ward Vandewege**

- Release set to 37