

# Moab

## Syncing Job IDs between Moab and SLURM

**Problem:** How do Moab and SLURM job ID mechanism work?

**Solution:**

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Syncing job IDs

With moab.cfg

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SCHEDCFG[Moab] MAXJOBID=499999 MINJOBID=1000

RMCFG[slurm] SYNCJOBID=TRUE EPORT=10777

RMCFG[internal] JOBIDFORMAT=integer

slurm.conf

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FirstJobId=500000

MaxJobId=1000000

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In the above example, we set the SLURM job ID and Moab job ID based off Moab. The only exception is if you directly submit to SLURM via sbatch or salloc.

**Note:** Without "SYNCJOBID=TRUE", we use the SLURM job ID. With "SYNCJOBID=TRUE" Moab will use its own job IDs for batch jobs, and SLURM's job IDs for interactive jobs.

# Moab

Without SYNCJOBID=TRUE, there is a problem. If your site does interactive jobs, then it's possible to have an interactive job get the next SLURM job ID at the same time Moab assigns a job ID, causing a job ID collision. It's recommended to split Moab and SLURM job IDs, and use Moab's IDs for msub and SLURM IDs for sallaoc.

**Affected Versions:** ALL

Unique solution ID: #1002

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