

WLCG Primary Information Sources

	Attributes vs Information Sources	Resource BDII	Site BDII	Top BDII	GOCDDB	OIM	MyOSG	REBUS	Manual modifications?
ALICE	Status of CEs	D/C (CREAM)	D/C (ARC)						NO
	Number of Waiting Jobs								
	Number of Running Jobs								
ATLAS	List of services and associated information: • SEs • CEs • PerfSonars				D/C	D/C			YES
	Queue name	D		C					
	MaxCPUTime	D		C					
	MaxWallClockTime	D		C					
	List of sites and associated information				D/C	D/C			
	Site properties (Lat, Long)	D		C					
	Site downtimes					D/C	D/C		NO
HS06	D (EGI)						D (OSG)	C	YES
Logical CPUs	D							C	
CMS	List of CEs	D		C					NO
	Queue name	D		C					YES
	MaxCPUTime	D		C					
	MaxWallClockTime	D		C					
	Logical CPUs	D		C					
Site downtimes					D/C	D/C			NO
LHCb	List of CEs	D		C					NO
	MaxCPUTime	D		C					
	CPUScalingReference	D		C					
	Site properties (Lat, Long)	D		C					
	Site downtimes					D/C			

	Dynamic: it changes very frequently
	Static or semi-static information: it changes very rarely
D	Defined: where the information is defined by the sites
C	Consumed: where the information is consumed by the experiments

Freshness

	Attributes	Query Frequency
ALICE	Status of CEs	Once per minute
	Number of Waiting Jobs	
	Number of Running Jobs	
ATLAS	List of services and associated information: <ul style="list-style-type: none"> • SEs • CEs • PerfSonars 	Every 6h
	CE service details <ul style="list-style-type: none"> • Queue name • MaxCPUTime • MaxWallClockTime • ... 	Every 2h
	List of sites and associated information	Every 6h
	Site properties (Lat, Long)	Every 2h
	Site downtimes	Every 30min
	HS06	Every 24h
	LogicalCPUs	
	CMS	List of CEs
CEs service details <ul style="list-style-type: none"> • Queue name • Number of cores • MaxCPUTime • MaxWallClockTime • etc 		
	Site downtimes	?
LHCb	List of CEs	Every 12h
	CEs service details <ul style="list-style-type: none"> • MaxCPUTime • CPUScalingReference • ... 	
	Site properties (Lat, Long)	
	Site downtimes	?
REBUS	HS06	Every 1h
	Logical CPUs	
	Installed Capacities	