Omnibond

DOCUMENTATION

# projectEureka

## Admin guides

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PROJECTEUREKA · SECTION

# Admin guides

ADMIN GUIDES › ADMIN SETTINGS

# Admin settings

System-wide settings on the Feature Administration page.

System admins open **Feature Administration** in the side bar. Each section has its own Save button.


Feature Administration with the Flow steps, AI services, and Quantum sections

| Section | What it sets |
|---|---|
| **Flow steps** | **Flows** turns the flow editor on or off (off hides **Flows** in every project). **Language model** and **ML training** turn those steps on. Select **Save steps**. |
| **AI services** | Language-model services, their keys, and models. See Providers and connectors. |
| **Quantum** | IonQ and Braket, the simulator and QPU switches. |
| **Time limits** | **Hard ceiling**, **Max**, and **Default**. Select **Save time limits**. See Time limits. |
| **Delete stopped disks after** | Days before a stopped disk is deleted. **Never** keeps them. A project can only make this shorter. The owner is warned the day before. |
| **Project accounts** | **Project user prefix** for project Unix accounts. The default is `_pe_`. |

Project delete is not built yet. See Project delete.

ADMIN GUIDES › USERS

# Manage users

Add and edit users, allow project creation, and make system admins.

Requires: Site admin

## Add a user

1. In the admin side bar, open **Users**.
2. Select **New User**.
3. Enter **First Name**, **Last Name**, **Username**, **Password**, and **Email**. **Phone** is optional.
4. Turn on **Project create** to let the user create projects.
5. Select **Add**.

To make someone a system admin or give them a **Default project**, select **Edit** on their row, change the settings, and select **Save**.
To change or remove a user, use **Edit** or **Delete** in the row's **Actions**.

## Projects

The admin **Projects** page lists every project, with an **Archived** column and filter.

ADMIN GUIDES › APPS

# Manage apps

Add apps that launchers and flows can use.

**App Administration** has three tabs:

- **Apps**: apps on this environment. Select **New App**, fill in **Display Name**, **Host Image** or **Container Image / FilePath**, **Container Arguments**, **Binds**, **Environment**, and **App Connect Path**, then select **Create app**. Use **Edit** or **Delete** on a row.
- **Catalog**: apps available to download. **Refresh** updates the list.
- **Library**: container images (SIFs) already on this environment.

An app can be for launchers (**Launch**), flows (**Flow**), or **All uses**.

App Administration with the Apps, Library, and Catalog tabs and the New App button

ADMIN GUIDES › LAUNCHERS

# Manage launchers

See and remove launchers and sessions across all projects.

**Launcher Administration** lists launchers and sessions in every project, with **Person**, **Project**, and **App**.
Filter by **Active**, **Stopped**, or **Finished**, and show practice runs.
To remove one, select **Delete** in **Actions**.
Launchers are created by project Editors and Owners on the project's **Apps** page. See Add an app.

ADMIN GUIDES › STORAGE SETTINGS

# Storage settings

Managed and external buckets, and when a bucket is really deleted.

Requires: Site admin

Each project has **Storage Settings**, where Editors, Owners, and admins manage buckets.

## Managed and external

| | Managed bucket | External bucket |
|---|---|---|
| Created by | projectEureka, in this cloud account | Someone else |
| Delete removes the cloud bucket | Only when it is empty | Never |
| Delete removes the projectEureka entry | Yes | Yes |

Project directories (`prj-storage`) and homes are mounted storage, not buckets.

## Create a managed bucket

See Use buckets. The bucket shows as **Creating…** until it is ready. A failed create shows the reason on the row.

## Delete a bucket

1. On the row, select **Actions** > **Delete**, and confirm.
2. Read the message:
   - **The empty cloud bucket and the projectEureka entry were removed.**
   - **The cloud bucket was already gone. The projectEureka entry was removed.**
   - **This bucket was not removed** when it still has files. Empty it first, or select **Remove projectEureka entry** to keep the bucket and files and remove only the entry.

projectEureka never deletes files in a bucket to empty it.

ADMIN GUIDES › FILESYSTEMS

# External filesystems and clusters

Add NFS or OrangeFS mounts and external Slurm clusters.

## External filesystems

**External filesystems** lists **Mounts** and **Other mounts**.

1. Under **Other mounts**, select **Add**, and fill in **Server** (host name or address of the NFS or OrangeFS server), **Export path**, **NFS version**, and **Local path** (where it is mounted on the login node).
2. Choose **Projects that may use it**.
3. Save.

Under **Mounts**, **Switch** moves a standard tree (homes, projects) to another mount. The login node's copy of that directory is hidden. The operation keeps running if you close the dialog or the page.

## External clusters

**External clusters** registers a Slurm cluster flows can submit to. Select **Add** and fill in **Name**, **SSH host**, **Port**, **Remote base directory**, and **Partitions, one per line**. Select **Check** to test it. The private key is not stored here.

ADMIN GUIDES › PROVIDERS & CONNECTORS

# Providers and connectors

Set up AI services, models, and quantum providers that flows and credentials use.

Connectors let flow stages call outside services: language models, ML training, and quantum.

## AI services

1. In **Feature Administration**, under **AI services**, select **Add a service**.
2. Choose the service, enter the **API key**, and select **Save service**.
3. Pick the models projects may use, and select **Save models**. Use **Add a model not listed** for models not yet in the nightly catalog.

**This cloud** lists models from the cloud's own service (Vertex on Google Cloud, Bedrock on AWS), which use the cloud login instead of a key.
The services you add here are the **Provider** choices when a project adds a credential.

## Quantum

Add IonQ with **Add IonQ** and an API key. Braket uses the AWS login and only runs in regions that offer it. Turn on **Quantum Simulator** before **Quantum QPU**.

## Projects

A project can turn off connectors and limit models in **Project Settings** > **Connectors**. It cannot turn on what the environment has off.

ADMIN GUIDES › TIME LIMITS

# Time limits

Set the hard ceiling, default max, and default run time.

In **Feature Administration** > **Time limits**:

- **Hard ceiling** is the longest anything may run. A project, a launcher, and scontrol cannot go above it.
- **Max** is the longest one launch may request. A project sets its own max, or uses the system default max.
- **Default** is the time a launch uses when none is typed. A stage default wins, then the launcher, then the project, then the system default.

Each level can only be shorter than the one above it. Blank means no limit. Use minutes, hours, or days.

**This does not stop the work:** for a model, quantum, Vertex, Bedrock, or SageMaker call, and for copies or scripts on the login node or jobs submitted to an external cluster, the stage is marked timed out but the remote work is not cancelled.

At the limit, a launcher's **At the time limit** setting decides: **Stop** keeps the disk, **Delete** removes the machine and disk. Slurm jobs are deleted at the limit.

ADMIN GUIDES › COSTS

# Costs

Where projectEureka shows estimated costs.

projectEureka shows estimates, not bills.

- **Home** project cards show a cost per hour and a total so far for running apps and flows.
- The flow editor shows a **Cost estimate** for each stage.
- **Instance Types** sets which machine types are enabled and the CPU, memory, and GPU maps. Prices shown there are list prices.

Prices marked ∗ are estimated retail on-demand list prices in this region. They do not include storage, network, or discounts.

**Job Administration** and **Flow Administration** list jobs and flows in all projects.

There is no cost report and no export. For billing, use your cloud provider's billing console.