

Job States

Every Slurm job moves through a series of states from submission to completion. The current state is shown in the **State** column on the Jobs page.

Common states

State	Meaning
PENDING	Waiting in the queue. The job has not started yet. See below for common reasons.
RUNNING	Executing on a compute node.
COMPLETING	The job has finished but Slurm is still cleaning up (collecting exit codes, releasing nodes). Transient — usually lasts a few seconds.
COMPLETED	Finished successfully (exit code 0).
FAILED	Finished with a non-zero exit code. Check the output and error files for details.
CANCELLED	Cancelled by the user or an administrator before or during execution.
TIMEOUT	Reached the time limit and was killed by Slurm.
OUT_OF_MEMORY	Exceeded the memory limit and was killed. Resubmit with a higher memory allocation.
NODE_FAIL	The allocated node failed during the job. Resubmit; consider using Exclude nodes to avoid the failed node.

Why is my job PENDING?

A pending job is waiting for one of the following reasons:

- **Resources** — not enough free CPUs, memory, or nodes in the partition right now. The job will start automatically when resources become available.
- **Priority** — other jobs have higher fair-share priority. Your priority increases the longer you wait.

- **QOS or account limits** — you have reached a per-user or per-account job or CPU limit set by the QOS. Wait for a running job to finish.
- **Time limit** — your requested time limit exceeds the partition maximum. Lower the time limit or switch partitions.

Terminal states

COMPLETED, FAILED, CANCELLED, TIMEOUT, and OUT_OF_MEMORY are terminal — the job will not change state again. The detail panel stops polling once a terminal state is detected.

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