Bursting Configurations that Bring the Fastest Time to Results at the Lowest Possible Cost

“Only Pay for What is in Use”

Bursting Service Enabled

- **Min Burst**
  Spins up the minimum number of compute nodes required to complete all jobs in the queue. This is ideal for budgeting and controlling cloud costs.

- **Max Burst**
  Spins up enough compute nodes to complete all the jobs in the queue immediately. Gets results as fast as possible.

Bursting Service Off

- **Persistent**
  Spins up all or a portion of the licensed instances in a cluster that remains persistent.

- **On-demand**
  Spins up all or a portion of the licensed instances in a cluster.

- **A**
  Head node stays active, compute nodes are destroyed.

- **B**
  Head node stays active, compute nodes go off-line.

- **C**
  Full cluster is destroyed including the head node.

The ODDC bursting function detects what jobs are in the queue and automatically spins up, takes off-line, or shuts down nodes depending on the total requirements for the queue. If there are not enough on-line nodes to run all jobs, bursting will bring on as many nodes as needed. If there are more nodes than needed, the excess nodes will be taken off-line.