Welcome

- Please sign in on the attendance sheet.
- Please give your online feedback at the end of the course: http://feedback.training.cam.ac.uk/ucs/form.php
- Keep your belongings with you.
- Please ask questions and let us know if you need assistance.

Plan of the Course

- Part 1: Basics
- Part 2: Research Computing Services HPC
- Part 3: Using HPC
Your trainers for today will be:
- **Stuart Rankin**  
  Head of Research Computing User Services
- **Mark Sharpley**  
  Research Computing Platforms

### Basics: Training accounts

- For our practical exercises we will use HPC training accounts. These are distinct from the MCS desktop training accounts.
- You will find HPC training account details on your desk.
- Your HPC training account is valid only for today.
- The name of the HPC account will be the same as your MCS desktop account: z4XY (where XY is the station number).
- Please check your MCS workstation is booted into Ubuntu Linux, and logged in, ask if you need help with this.
- PDFs of the course notes and the exercises can be found in your MCS filespace.

### Basics: Login nodes

- For our practical exercises we will use the login nodes login.hpc.cam.ac.uk.
- We will be using the skylake nodes which are part of the CPU cluster.
- We also have knl (specialised CPU) and pascal (GPU) nodes.

### Basics: About names

- Earlier versions of this course referred to the Darwin and Wilkes clusters, but these have retired. In 2017 they were superseded by new clusters Peta4 and Wilkes2 (collectively part of CSD3).
- After the most recent hardware upgrade in October 2018, the facility will be re-branded Cumulus. This is a cosmetic change only and affects none of the details of actually using the system.
- To submit jobs, the important choice is skylake, knl or pascal.
Basics: Security

- Boring but very, very important...
- Cambridge IT is under constant attack by would-be intruders.
- Your data and research career are potentially threatened by intruders.
- Cambridge systems are high profile and popular targets (be paranoid, because they are out to get you).
- Don’t be the weakest link.

Basics: Security

1. Keep your password (or private key passphrase) safe.
2. Don’t leave your training password sheets on the desk.
3. Always choose strong passwords.
4. Your UIS password is used for multiple systems so keep it secure!
5. Keep the software on your laptops/tablets/PCs up to date — this includes home computers.
6. Don’t share accounts (this is against the rules anyway, and your friends can get their own).

Prerequisites

- Basic Unix/Linux command line experience:
  Unix: Introduction to the Command Line Interface (self-paced)
  https://www.training.cam.ac.uk/ucs/Course/ucs-unixintro1
- Shell scripting experience is desirable:
  Unix: Simple Shell Scripting for Scientists
  https://www.training.cam.ac.uk/ucs/Course/ucs-scriptsci

Basics: Why Buy a Big Computer?

What types of big problem might require a “Big Computer”?

- **Compute Intensive**: A single problem requiring a large amount of computation.
- **Memory Intensive**: A single problem requiring a large amount of memory.
- **Data Intensive**: A single problem operating on a large amount of data.
- **High Throughput**: Many unrelated problems to be executed in bulk.
Basics: Compute Intensive Problems

- Distribute the work for a single problem across multiple CPUs to reduce the execution time as far as possible.
- Program workload must be parallelised:
  - Parallel programs split into copies (processes or threads).
  - Each process/thread performs a part of the work on its own CPU, concurrently with the others.
  - A well-parallelised program will fully exercise as many CPUs as there are processes/threads.
- The CPUs typically need to exchange information rapidly, requiring specialized communication hardware.
- Many use cases from Physics, Chemistry, Engineering, Astronomy, Biology...
- The traditional domain of HPC and the Supercomputer.

Basics: Scaling & Amdahl’s Law

- Using more CPUs is not necessarily faster.
- Typically parallel codes have a scaling limit.
- Partly due to the system overhead of managing more copies, but also to more basic constraints;
- Amdahl’s Law (idealized):
  \[ S(N) = \frac{1}{(1 - \rho + \frac{\rho}{N})} \]
  where
  - \( S(N) \) is the fraction by which the program has sped up relative to \( N = 1 \)
  - \( \rho \) is the fraction of the program which can be parallelized
  - \( N \) is the number of CPUs.

Basics: Amdahl’s Law

The Bottom Line

- Parallelisation requires effort:
  - There are libraries to help (e.g. OpenMP, MPI).
  - Aim to make both \( \rho \) and performance per CPU as large as possible.
- The scaling limit: eventually using more CPUs becomes detrimental instead of helpful.
Basics: Data Intensive Problems

- Distribute the data for a single problem across multiple CPUs to reduce the overall execution time.
- The same work may be done on each data segment.
- Rapid movement of data to and from disk is more important than inter-CPU communication.
- Big Data problems of great current interest -
  - Hadoop/MapReduce
  - Life Sciences (genomics) and elsewhere.

Basics: High Throughput

- Distribute independent, multiple problems across multiple CPUs to reduce the overall execution time.
- Workload is trivially (or embarrassingly) parallel:
  - Workload breaks up naturally into independent pieces.
  - Each piece is performed by a separate process/thread on a separate CPU (concurrently).
  - Little or no inter-CPU communication.
- Emphasis is on throughput over a period, rather than on performance on a single problem.
- Compute intensive capable ⇒ high throughput capable (not conversely).
- If you are using lots of R or python, you are probably high throughput, maybe data intensive, and possibly compute intensive.

Basics: Memory Intensive Problems

- Require aggregation of large memory, rather than many CPUs.
  - NB Memory (fast, volatile) not disk (slow, non-volatile).
- Performance optimisation is harder (memory layout tends to be highly nonuniform).
- More technically difficult and expensive to scale beyond a single box.
- If you think you have a memory intensive problem, are you sure it needs to be?

Basics: Putting it All Together

- Each of these types of problem requires combining many CPUs and memory modules.
- Nowadays, there can be many CPUs and memory modules inside a single commodity PC or server.
- HPC involves combining many times more than this.
Today’s commodity servers already aggregate both CPUs and memory to make a single system image in a single box.

Even small computers now have multiple CPU cores per socket ⇒ each socket is a Symmetric Multi-Processor (SMP).

Larger computers have multiple sockets (each with local memory): all CPU cores (unequally) share the node memory ⇒ the node is a shared memory multiprocessor with Non-Uniform Memory Architecture (NUMA) but users still see a single computer (single system image).

A supercomputer aggregates contemporary CPUs and memory to obtain increased computing power.

Usually today these are clusters.

1. Take some (multicore) CPUs plus some memory.
   - Could be an off-the-shelf server, or something more special.
   - A NUMA, shared memory, multiprocessor building block: a node.

2. Connect the nodes with one or more networks. E.g.
   - Gbit Ethernet: 100 MB/sec
   - Omni-Path: 10 GB/sec

Faster network is for inter-CPU communication across nodes. Slower network is for management and provisioning. Storage may use either.
3. Logically bind the nodes
   ▶ Clusters consist of distinct nodes (i.e. separate Linux computers) on common private network(s) and controlled centrally.
     * Private networks allow CPUs in different nodes to communicate.
     * Clusters are distributed memory machines:
       Each process/thread sees only its local node’s CPUs and memory (without help).
     * Each process/thread must fit within a single node’s memory.
   ▶ More expensive machines logically bind nodes into a single system i.e. CPUs and memory.
     * E.g. SGI UV.
     * Private networks allow CPUs to see CPUs and memory in other nodes, transparently to the user.
     * These are shared memory machines.
     * Logically a single system - 1 big node - but very non-uniform.
     * A single process can span the entire system.
   ▶ Non-parallel (serial) code
     * For a single node as for a workstation.
     * Typically run as many copies per node as CPUs, assuming node memory is sufficient.
     * Replicate across multiple nodes.
   ▶ Parallel code
     * Shared memory methods within a node.
       E.g. pthreads, OpenMP. Intra-node only.
     * Distributed memory methods spanning one or more nodes.
       Message Passing Interface (MPI). Both intra and inter-node.
     * Some codes use both forms of parallel programming.

Basics: Programming a Multiprocessor Machine

Why have a supercomputer?
   ▶ Single problems requiring great time or big data; many problems.
   ▶ Most current supercomputers are clusters of separate nodes.
   ▶ Each node has multiple CPUs and non-uniform shared memory.
   ▶ Parallel code uses shared memory (pthreads/OpenMP) within a node, distributed memory (MPI) spanning multiple nodes.
   ▶ Non-parallel code uses the memory of one node, but may be copied across many.
Early History: EDSAC (1949–1958)

- **Electronic Delay Storage Automatic Calculator**
- The second general use, electronic digital (Turing complete) stored program computer
- 3,000 valves
- 650 instructions per second
- 2KB memory in mercury ultrasonic delay lines
- One program at a time!
- Used in meteorology, genetics, theoretical chemistry, numerical analysis, radioastronomy.
- “On a few occasions it worked for more than 24 hours.”

Early History: Mainframes (1958–1995)

- **EDSAC 2 (1958–1965)** Complete redesign in-house: 10x faster, 80KB memory.
- **TITAN (1964–1973)** Multiuser system, designed with Ferranti.
  - Mainframe service morphs into distributed research computing support with central services.
  - Specialised research computing needs remain!

Central HPC in Cambridge

- **Created:** 1996 (as the HPCF).
- **Mission:** Delivery and support of a large HPC resource for use by the University of Cambridge research community.
- **Self-funding:** Paying and non-paying service levels.
- **User base:** Includes external STFC & EPSRC plus industrial users.
  - **Plus:** Dedicated group nodes and research projects.
- **2017** Research Computing Service (within the UIS).
History of Performance

http://www.top500.org

1997 76.8 Gflop/s
2002 1.4 Tflop/s
2006 18.27 Tflop/s
2010 30 Tflop/s
2012 183.38 Tflop/s
2013 183.38 CPU + 239.90 GPU Tflop/s
2017 1.697 CPU + 1.193 GPU Pflop/s
2018 2.271 CPU + 1.193 GPU Pflop/s

Darwin1 (2006–2012)


Skylake

- Each compute node:
  - 2x16 cores, Intel Skylake 2.6 GHz 32 CPUs
  - 192 GB or 384 GB RAM 6 GB or 12 GB per CPU
  - 100 Gb/sec Omni-Path 10 GB/sec (for MPI and storage)
- 1152 compute nodes.
- 8 login nodes (login-cpu.hpc.cam.ac.uk).

Coprocessors — GPUs etc

- CPUs are general purpose
- Some types of parallel workload fit vector processing well:
  - Single Instruction, Multiple Data (SIMD)
  - Think pixels on a screen
  - GPUs specialise in this type of work
  - Also competitor many-core architectures such as the Intel Phi

Pascal

- Each compute node:
  - 4 NVIDIA P100 GPU 4 GPUs
  - 1x12 cores, Intel Broadwell 2.2 GHz 12 CPUs
  - 96 GB RAM 96 GB RAM
  - 100 Gb/sec (4X EDR) Infiniband 10 GB/sec (for MPI and storage)
- 90 compute nodes.
- 8 login nodes (login-gpu.hpc.cam.ac.uk).

KNL (Intel Phi)

- Each compute node:
  - 64 cores, Intel Phi 7210256 CPUs
  - 96 GB RAM 96 GB RAM
  - 100 Gb/sec Omni-Path 10 GB/sec (for MPI and storage)
- 342 compute nodes
- Shared login nodes with Skylake
Cluster Storage

- Lustre cluster filesystem:
  - Very scalable, high bandwidth.
  - Multiple RAID6 back-end disk volumes.
  - Multiple object storage servers.
  - Single metadata server.
  - Tape-backed HSM on newest filesystems.
  - 12 GB/sec overall read or write.
  - Prefers big read/writes over small.

Obtaining an Account and Support

- https://www.hpc.cam.ac.uk/applications-access-research-computing-services
- Email support@hpc.cam.ac.uk

Using HPC: Connecting to the RCS Clusters

- SSH secure protocol only.
  - Supports login, file transfer, remote desktop...
- SSH access is allowed from anywhere.
  - Fail2Ban will ban repeatedly failing clients for 20 minutes.
- Policies for other clusters may differ.
Connecting: Windows Clients

- putty, pscp, psftp
  http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html
- WinSCP
  http://winscp.net/eng/download.php
- TurboVNC (remote desktop, 3D optional)
  http://sourceforge.net/projects/turbovnc/files/
- Cygwin (provides an application environment similar to Linux)
  http://cygwin.com/install.html
  Includes X server for displaying graphical applications running remotely.
- MobaXterm
  http://mobaxterm.mobatek.net/

Connecting: Linux/MacOSX/UNIX Clients

- ssh, scp, sftp, rsync
  Installed (or installable).
- TurboVNC (remote desktop, 3D optional)
  http://sourceforge.net/projects/turbovnc/files/
- On MacOSX, install XQuartz to display remote graphical applications.
  http://xquartz.macosforge.org/landing/

Connecting: Login

- From Linux/MacOSX/UNIX (or Cygwin):
  `ssh -Y abc123@login-cpu.hpc.cam.ac.uk`
- From graphical clients:
  Host: login-cpu.hpc.cam.ac.uk
  Username: abc123 (your UCAM account name)
  `login-cpu.hpc` will map to a random login node
  i.e. one of login-e-9, login-e-10, ..., login-e-16

Connecting: First time login

- The first connection to a particular hostname produces the following:
  The authenticity of host 'login-cpu (128.232.224.50)' can't be established.
  ECDSA key fingerprint is SHA256:HsiY1Oe0M8tS6JwR76PeQQA/VB7r8675BzG5OYQ4h34.
  Are you sure you want to continue connecting (yes/no)? yes
  Warning: Permanently added 'login-cpu,128.232.224.50' (ECDSA) to the list of known hosts.
- One should always check the fingerprint before typing "yes".
- Graphical SSH clients should ask a similar question.
- Designed to detect fraudulent servers.
Connecting: First time login

- Exercise 1 - Log into your RCS training account.
- Exercise 2 - Simple command line operations.

Connecting: File Transfer

- With graphical clients, connect as before and drag and drop.
- From Linux/MacOSX/UNIX (or Cygwin):
  
  rsync -av old_directory/
  abc12@login-cpu.hpc.cam.ac.uk:rds/hpc-work/new_directory
  copies contents of old_directory to˜ /rds/hpc-work/new_directory.

  rsync -av old_directory
  abc12@login-cpu.hpc.cam.ac.uk:rds/hpc-work/new_directory
  copies old_directory (and contents) to
 ˜ /rds/hpc-work/new_directory/old_directory.
  
  ∗ Rerun to update or resume after interruption.
  ∗ All transfers are checksummed.
  ∗ For transfers in the opposite direction, place the remote machine as
  the first argument.

- Exercise 3 - File transfer.

Connecting: Remote Desktop

- First time starting a remote desktop:

  [sjr20@login-e-1 ~]$ vncserver

  You will require a password to access your desktops.

  Password:
  Verify:
  Would you like to enter a view-only password (y/n)? n

  New ‘login-e-1:99 (sjr20)’ desktop is login-e-1:99

  Starting applications specified in /home/sjr20/.vnc/xstartup
  Log file is /home/sjr20/.vnc/login-e-1:99.log

  NB Choose a different password for VNC.
  The VNC password protects your desktop from other users.
  Remember the unique host and display number (login-e-1 and 99 here) of your desktop.

- Remote desktop already running:

  [sjr20@login-e-1 ~]$ vncserver -list

  TigerVNC server sessions:

  X DISPLAY   PROCESS ID

  :99          130655

  Kill it:

  [sjr20@login-e-1 ~]$ vncserver -kill :99
  Killing Xvnc process ID 130655

  Typically you only need one remote desktop.
  Keeps running until killed, or the node reboots.
Connecting: Remote Desktop

- To connect to the desktop from Linux:
  ```
  vncviewer -via abc12@login-e-1.hpc.cam.ac.uk localhost:99
  ```
- The display number 99 will be different in general and unique to each desktop.
- You will be asked firstly for your cluster login password, and secondly for your VNC password.
- Press F8 to bring up the control panel.

Using HPC: User Environment

- Scientific Linux 7.x (Red Hat Enterprise Linux 7.4 rebuild)
  - bash shell
  - Gnome or XFCE4 desktop (if you want)
  - GCC, Intel, PGI compilers and other development software.
- But you don’t need to know that.

User Environment: Filesystems

- `/home/abc123`
  - 40GB quota.
  - Visible equally from all nodes.
  - Single storage server.
  - Hourly, daily, weekly snapshots copied to tape.
  - Not intended for job outputs or large/many input files.
- `/rds/user/abc123/hpc-work a.k.a. /home/abc123/rds/hpc-work`
  - Visible equally from all nodes.
  - Larger and faster (1TB initial quota).
  - Intended for job inputs and outputs.
  - Not backed up.
  - Research Data Storage
  - [https://www.hpc.cam.ac.uk/research-data-storage-services](https://www.hpc.cam.ac.uk/research-data-storage-services)

Filesystems: Quotas

- `quota`
  ```
  [abc123@login-e-1 ~]$ quota
  Filesystem GiBytes quota limit grace files quota limit grace User/group
  /home 10.6 40.0 40.0 0 ----- No ZFS File Quotas ----- U:abc123
  /rds-d2 1.0 1024.0 1126.4 - 8 1048576 1048576 - G:abc123
  ```
- Aim to stay below the soft limit (`quota`).
- Once over the soft limit, you have 7 days grace to return below.
  - When the grace period expires, or you reach the hard limit (`limit`), no more data can be written.
- It is important to rectify an out of quota condition ASAP.
Filesystems: Quotas

▶ quota

```
[abc123@login-e-1 ~]$ quota
```

<table>
<thead>
<tr>
<th>Filesystem</th>
<th>GiBytes</th>
<th>quota</th>
<th>limit</th>
<th>grace</th>
<th>files</th>
<th>quota</th>
<th>limit</th>
<th>grace</th>
<th>User/group</th>
</tr>
</thead>
<tbody>
<tr>
<td>/home</td>
<td>10.6</td>
<td>40.0</td>
<td>40.0</td>
<td>0</td>
<td>-----</td>
<td>No</td>
<td>ZFS File Quotas</td>
<td>---</td>
<td>U:abc123</td>
</tr>
<tr>
<td>/rds-d2</td>
<td>1.0</td>
<td>1024.0</td>
<td>1126.4</td>
<td>-</td>
<td>8</td>
<td>1048576</td>
<td>1048576</td>
<td>-</td>
<td>G:abc123</td>
</tr>
</tbody>
</table>

▶ Aim to stay below the soft limit (`quota`).
▶ Once over the soft limit, you have 7 days grace to return below.
▶ When the grace period expires, or you reach the hard limit (`limit`), no more data can be written.
▶ It is important to rectify an out of quota condition ASAP.

Filesystems: Automounter

▶ Directories under /rds/user and /rds/project are automounted.
▶ They only appear when explicitly referenced.
▶ Thus when browsing these directories may appear too empty — use `ls` or `cd` to reference `/rds/user/abc123` explicitly.
▶ We create convenience symlinks (shortcuts) under `~`/rds.

Filesystems: Permissions

▶ Be careful and if unsure, please ask support.
  ▶ Can lead to accidental destruction of your data or account compromise.
▶ Avoid changing the permissions on your home directory.
  ▶ Files under /home are particularly security sensitive.
  ▶ Easy to break passwordless communication between nodes.

User Environment: Software

▶ Free software accompanying Red Hat Enterprise Linux is (or can be) provided.
▶ Other software (free and non-free) is available via modules.
▶ Some proprietary software may not be generally accessible.
▶ New software may be possible to provide on request.
▶ Self-installed software should be properly licensed.
▶ `sudo will not work`. (You should be worried if it did.)
▶ Docker-compatible containers can now be downloaded and used via singularity.
- Modules load or unload additional software packages.
- Some are required and automatically loaded on login.
- Others are optional extras, or possible replacements for other modules.
- Beware unloading default modules in `/bashrc`.
- Beware overwriting environment variables such as PATH and LD_LIBRARY_PATH in `/bashrc`. If necessary append or prepend.

```
- Module list
Currently Loaded Modulefiles:
1) dot
2) sllum
3) turbovnc/2.0.1
4) vgl/2.5.1/64
5) singularity/current
6) rhel7/global
7) intel/compilers/2017.4
8) intel/ssl/2017.4
```

```
- Available:
module av
```

```
- What is:
module whatis openmpi-1.10.7-gcc-5.4.0-jdc7f4f
openmpi-1.10.7-gcc-5.4.0-jdc7f4f: The Open MPI Project is an open source...
```

```
- Load:
module load openmpi-1.10.7-gcc-5.4.0-jdc7f4f
```

```
- Unload:
module unload openmpi-1.10.7-gcc-5.4.0-jdc7f4f
```

```
- Matlab
module load matlab/r2017b
```

```
- Invoking matlab in batch mode:
  `matlab -nodisplay -nojvm -nosplash command`
  where the file `command.m` contains your matlab code.
- The University site license contains the Parallel Computing Toolbox.
```
User Environment: Environment Modules

- Purge:
  module purge

- Defaults loaded on login (vary by cluster):
  module show rhel7/default-peta4
  module load rhel7/default-peta4

- Run time environment must match compile time environment.

User Environment: Compilers

Intel: icc, icpc, ifort (recommended)

```bash
icc -O3 -xHOST -ip code.c -o prog
mpicc -O3 -xHOST -ip mpi_code.c -o mpi_prog
```

GCC: gcc, g++, gfortran

```bash
gcc -O3 -mtune=native code.c -o prog
mpicc -cc=gcc -O3 -mtune=native mpi_code.c -o mpi_prog
```

PGI: pgcc, pgCC, pgf90

```bash
pgcc -O3 -tp=skylake code.c -o prog
mpicc -cc=pgcc -O3 -tp=skylake mpi_code.c -o mpi_prog
```

Exercise 4: Modules and Compilers

Using HPC: Job Submission

- Compute resources are managed by a scheduler:
  SLURM/PBS/SGE/LSF/...
- Jobs are submitted to the scheduler
  — analogous to submitting jobs to a print queue
  — a file (submission script) is copied and queued for processing.
Jobs are submitted from the login node— not itself managed by the scheduler.

Jobs may be either non-interactive (batch) or interactive.

Batch jobs run a shell script on the first of a list of allocated nodes.

Interactive jobs provide a command line on the first of a list of allocated nodes.

Jobs may use part or all of one or more nodes— the owner can specify --exclusive to force exclusive node access (automatic on KNL).

Template submission scripts are available under /usr/local/Cluster-Docs/SLURM.

Prepare a shell script and submit it to SLURM:

```
[abc123@login-e-1]$ sbatch slurm_submission_script
Submitted batch job 790299
```

Submitted job scripts are copied and stored in a queue:

```
[abc123@login-e-1]$ squeue -u abc123

+ JobID PARTITION NAME USER ST TIME NODES NODELIST(Reason)
  790299 skylake Test3 abc123 PD 0:00 2 (PriorityResourcesAssocGrpCPUMinsLimit)
  790290 skylake Test2 abc123 R 27:56:10 2 cpu-e-[1,10]
```
Job Submission: Monitor Job

- Examine a particular job:
  
  
  [abc123@login-1]$ scontrol show job=790290

Job Submission: Cancel Job

- Cancel a particular job:
  
  
  [abc123@login-1]$ scancel 790290

Job Submission: Scripts

- SLURM
  
  In /usr/local/Cluster-Docs/SLURM, see examples: slurm_submit.peta4-skylake, slurm_submit.wilkes2.

  
  ```bash
  #!/bin/bash
  # Name of the job:
  #SBATCH -J myjob
  # Which project should be charged:
  #SBATCH -A CHANGEME
  # How many whole nodes should be allocated?
  #SBATCH --nodes=1
  # How many tasks will there be in total? (<= nodes*32)
  #SBATCH --ntasks=116
  # How much wallclock time will be required?
  #SBATCH --time=02:00:00
  # Select partition:
  #SBATCH -p skylake
  ...
  
  #SBATCH lines are structured comments
  — correspond to sbatch command line options.
  
  The above job will be given 1 cpu16 cpus on 1 node for 2 hours
  (by default there is 1 task per node, and 1 cpu per task).
```

Job Submission: Accounting Commands

- How many core hours available do I have?

  
  `sbalance`

  ```
  #
  User | Usage | Account | Limit Available (hours)
  -----------------
  sjr20 3 | SUPPORT-CPU 2,929 | 22,425,600 22,422,671
  sjr20 0 | SUPPORT-GPU 0 | 87,600 87,600
  ```

- How many core hours does some other project or user have?

  `gbalance -p SUPPORT-CPU`

  ```
  #
  User | Usage | Account | Limit Available (hours)
  -----------------
  pfb29 2,925 | SUPPORT-CPU 2,929 | 22,425,600 22,422,671
  sjr20 * 3 | SUPPORT-CPU 2,929 | 22,425,600 22,422,671
  ```

  (Use `-u` for user.)

- List all jobs charged to a project/user between certain times:

  `gstatement -p SUPPORT-CPU -u xyz10 -s "2018-04-01-00:00:00" -e "2018-04-30-00:00:00"`

  ```
  #
  JobID | User | Account | Partition | End | ExitCode | State | CompHrs
  ---------------------
  263 | xyz10 | support-c+ | _interact+ | skylake 2018-04-18T19:44:40 0:0 TIMEOUT 1.0
  264 | xyz10 | support-c+ | _interact+ | skylake 2018-04-18T19:48:07 0:0 CANCELLED 0.1
  ```
Serial jobs requiring large memory, or OpenMP codes.

```bash
#!/bin/bash
...
#SBATCH --nodes=1
#SBATCH --ntasks=1
# Default is 1 task per node
#SBATCH --cpus-per-task=1
#SBATCH --mem=5990
# Memory per node in MB - default is pro rata by cpu number
# Increasing --mem or --cpus-per-task implicitly increases the other
...
export OMP_NUM_THREADS=32 # For OpenMP across 32 cores
$application $options
...
```
Job Submission: Single Node Jobs

- Serial jobs requiring large memory, or OpenMP codes.

```bash
#!/bin/bash
...
#SBATCH --nodes=1
#SBATCH --ntasks=1
#SBATCH --cpus-per-task=32 # Whole node
#SBATCH --mem=5990
# Memory per node in MB - default is pro rata by cpu number
# Increasing --mem or --cpus-per-task implicitly increases the other
...
export OMP_NUM_THREADS=16 # For OpenMP across 16 cores (using all memory)
$application $options
...
```

Job Submission: MPI Jobs

- Parallel job across multiple nodes.

```bash
#!/bin/bash
...
#SBATCH --nodes=4
#SBATCH --ntasks=128 # i.e. 32x4 MPI tasks in total.
#SBATCH --cpus-per-task=2
...
mpirun -np 128 $application $options
...
```

- SLURM-aware MPI launches remote tasks via SLURM (doesn’t need a list of nodes).

Job Submission: Hybrid Jobs

- Parallel jobs using both MPI and OpenMP.

```bash
#!/bin/bash
...
#SBATCH --nodes=4
#SBATCH --ntasks=64 # i.e. 16x4 MPI tasks in total.
#SBATCH --cpus-per-task=2
...
mpirun -ppn 16 -np 64 $application $options
...
```

- SLURM-aware MPI launches remote tasks via SLURM (doesn’t need a list of nodes).

- This job uses 128 CPUs (each MPI task splits into 2 OpenMP threads).
Job Submission: High Throughput Jobs

- Multiple serial jobs across multiple nodes.
- Use `srun` to launch tasks (job steps) within a job.

```bash
#!/bin/bash
... #SBATCH --nodes=2
... cd directory

for job1
  srun --exclusive -N 1 -n 1 $application $options > output 2> err &
  cd directory
for job2
  srun --exclusive -N 1 -n 1 $application $options > output 2> err &
  cd directory
... cd directory
for job64
  srun --exclusive -N 1 -n 1 $application $options_for_job64 > output 2> err &
  wait
```

- Exercise 5 - Submitting Jobs.

Job Submission: Interactive

- Compute nodes are accessible via SSH while you have a job running on them.
- Alternatively, submit an interactive job:
  ```bash
  sinit -A TRAINING-CPU -N1 -n8 -t 2:0:0
  ```
- Within the window (screen session):
  - Launches a shell on the first node (when the job starts).
  - Graphical applications should display correctly (if they did from the login node).
  - Create new shells with `ctrl-a c`, navigate with `ctrl-a n` and `ctrl-a p`.
  - `ssh` or `srun` can be used to start processes on any nodes in the job.
  - SLURM-aware MPI will do this automatically.

Job Submission: Array Jobs

- [http://slurm.schedmd.com/job_array.html](http://slurm.schedmd.com/job_array.html)
- Used for submitting and managing large sets of similar jobs.
- Each job in the array has the same initial options.
- SLURM

```bash
[abc123@login-e-1]$ sbatch --array=1-7:21,3,5,7 -A TRAINING-CPU submit_script
Submitted batch job 791609

[abc123/login-e-1]$ squeue -u abc123
```

<table>
<thead>
<tr>
<th>JOBID</th>
<th>PARTITION</th>
<th>NAME</th>
<th>USER</th>
<th>ST</th>
<th>TIME</th>
<th>NODES</th>
<th>Nodelist(Reason)</th>
</tr>
</thead>
<tbody>
<tr>
<td>791609_1</td>
<td>skylake</td>
<td>bpl</td>
<td>abc123</td>
<td>X</td>
<td>0:06</td>
<td>1 cpu=a-6</td>
<td></td>
</tr>
<tr>
<td>791609_2</td>
<td>skylake</td>
<td>bpl</td>
<td>abc123</td>
<td>X</td>
<td>0:06</td>
<td>1 cpu=a-16</td>
<td></td>
</tr>
<tr>
<td>791609_3</td>
<td>skylake</td>
<td>bpl</td>
<td>abc123</td>
<td>X</td>
<td>0:06</td>
<td>1 cpu=a-7</td>
<td></td>
</tr>
<tr>
<td>791609_5</td>
<td>skylake</td>
<td>bpl</td>
<td>abc123</td>
<td>X</td>
<td>0:06</td>
<td>1 cpu=a-7</td>
<td></td>
</tr>
</tbody>
</table>

791609_1, 791609_3, 791609_5, 791609_7

i.e. `$SLURM_ARRAY_JOB_ID`, `$SLURM_ARRAY_TASK_ID`

SLURM_ARRAY_JOB_ID = SLURM_JOBID for the first element.

Job Submission: Array Jobs (ctd)

- Updates can be applied to specific array elements using
  `{$SLURM_ARRAY_JOB_ID},{$SLURM_ARRAY_TASK_ID}`
- Alternatively operate on the entire array via
  `$SLURM_ARRAY_JOB_ID`.
- Some commands still require the SLURM_JOBID (sacct, sreport, sshare, sstat and a few others).
- Exercise 7 - Array Jobs.
Scheduling

▶ SLURM scheduling is multifactor:
  ▶ QoS — payer or non-payer?
  ▶ Age — how long has the job waited?
    Don’t cancel jobs that seem to wait too long.
  ▶ Fair Share — how much recent usage?
    Payers with little recent usage receive boost.
  ▶ sprio -j jobid

▶ Backfilling
  ▶ Promote lower priority jobs into gaps left by higher priority jobs.
  ▶ Demands that the higher priority jobs not be delayed.
  ▶ Relies on reasonably accurate wall time requests for this to work.
  ▶ Jobs of default length will not backfill readily.

Wait Times

▶ 36 hour walltimes are permitted.
▶ This sets the timescale at busy times (without backfilling).
▶ Use backfilling when possible.
▶ Short (1 hour or less) jobs have higher throughput.

Checkpointing

▶ Insurance against failures during long jobs.
▶ Restart from checkpoints to work around finite job length.
▶ Application native methods are best. Failing that, one can try DMTCP:
  http://dmtcp.sourceforge.net/index.html

Job Submission: Scheduling Top Dos & Don’ts

▶ Do . . .
  ▶ Give reasonably accurate wall times (allows backfilling).
  ▶ Check your balance occasionally (mybalance).
  ▶ Test on a small scale first.
  ▶ Implement checkpointing if possible (reduces resource wastage).

▶ Don’t . . .
  ▶ Request more than you need
    — you will wait longer and use more credits.
  ▶ Cancel jobs unnecessarily
    — priority increases over time.