Health and Safety
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.
Your trainers for today will be:

- **Stuart Rankin**  
  Research Computing User Services

- **Joe Stankiewicz**  
  Research Computing Platforms

- We are generalists, but there is also the Research Software Engineering team.
You may be . . .

- Programmers (or not).
  - UNIX power users (or not).
- Researchers wishing to run large, parallel code.
- Researchers wishing to run many, non-parallel cases.
- Researchers interested in big data, machine learning, AI.
- Researchers requiring slightly more than an ordinary workstation.
- Many different disciplines and requirements.
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Plan of the Course

Part 1: Basics
Part 2: Research Computing Services HPC
Part 3: Using HPC

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11:00-11:15 Break
12:30-13:30 LUNCH
15:30-15:45 Break
16:30    CLOSE
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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
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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).
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Choose strong passwords and keep it (or private key passphrase) safe.

Your UIS password is used for multiple systems so keep it secure!

Keep the software on your laptops/tablets/PCs up to date — this includes home computers.

Check out and install free anti-malware software available for work and home:
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Part I: Basics
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.
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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.
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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):

\[ S(N) = \frac{1}{(1 - p + \frac{p}{N})} \]

where

- \( S(N) \) is the fraction by which the program has sped up relative to \( N = 1 \)
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Parallelisation requires effort:
  - There are libraries to help (e.g. OpenMP, MPI).
  - Aim to make both $p$ and performance per CPU as large as possible.

The scaling limit: eventually using more CPUs becomes detrimental instead of helpful.
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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.
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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 $\Rightarrow$ high throughput capable (not conversely).
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If you are using lots of R or python, you are probably high throughput, and possibly data intensive or compute intensive.
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.

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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 cores (fully functional CPUs) per socket

$$\Rightarrow$$ each socket (plus its local memory) is a Symmetric Multi-Processor (SMP).

Larger computers have multiple sockets (each with their own local memory):

all CPUs (unequally) share the node memory

$$\Rightarrow$$ the node is a NUMA, shared memory multiprocessor (NUMA = Non-Uniform Memory Architecture).
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Basics: How to Build a Supercomputer

- A supercomputer aggregates contemporary CPUs and memory to obtain increased computing power.
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1. Take some (multicore) processors plus some memory to make a node.
   ▶ Could be an off-the-shelf server, or something more special.
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2. Connect similar 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.
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3. Allocate CPUs & memory to workload
   ▶ Clusters consist of distinct nodes (i.e. separate Linux computers), networked together and controlled centrally by a scheduler.
      * Each process/thread can see only its local node's CPUs and memory (without help from e.g. MPI).
      * Each process/thread must fit within a single node's memory.
   ▶ More expensive machines logically bind nodes into a single system.
      * Logically one big node.
      * A single process can see the entire system.
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Parallel code

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  E.g. pthreads, OpenMP.
- MPI parallelism works both intra- and inter-node.
- Some hybrid codes use both forms of parallel programming.
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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.
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Login to the CSD3 Cluster

- Exercise 1 - Log into your RCS training account.
- Exercise 2 - Simple command line operations.
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Part II: Research Computing Services HPC
Early History: EDSAC (1949–1958)
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- **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.”
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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.

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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
2018  2.271 CPU + 1.193 GPU Pflop/s
Darwin1 (2006–2012)
Each compute node:
- 2x16 cores, Intel Skylake 2.6 GHz
- 192 GB or 384 GB RAM
- 100 Gb/sec Omni-Path

1152 compute nodes.

8 login nodes (login-cpu.hpc.cam.ac.uk).
Each compute node:

- 32 CPUs
- 6 GB or 12 GB per CPU
- 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
CPU are general purpose

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Each compute node:

- 4 × NVIDIA P100 GPU
- 1x12 cores, Intel Broadwell 2.2 GHz
- 96 GB RAM
- 100 Gb/sec (4X EDR) Infiniband.

90 compute nodes.

8 login nodes (login-gpu.hpc.cam.ac.uk).
Each compute node:
- 4 GPUs
- 12 CPUs
- 96 GB RAM
- 10 GB/sec (for MPI and storage)

90 compute nodes.

8 login nodes (login-gpu.hpc.cam.ac.uk).
Each compute node:
- 64 cores, Intel Phi 7210
- 96 GB RAM
- 100 Gb/sec Omni-Path

342 compute nodes

Shared login nodes with Skylake
**KNL (Intel Phi)**

- Each compute node:
  - 256 CPUs
  - 96 GB RAM
  - 10 GB/sec (for MPI and storage)

- 342 compute nodes

- Shared login nodes with Skylake
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
Part III: Using HPC
Using HPC: Connecting to the RCS Clusters

- SSH secure protocol only.

- SSH access is allowed from anywhere.

- Policies for other clusters may differ.
Using HPC: Connecting to the RCS Clusters

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  Fail2Ban will ban repeatedly failing clients for 20 minutes.
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Using HPC: Connecting to the RCS Clusters

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- 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
  http://cygwin.com/install.html

- MobaXterm
  http://mobaxterm.mobatek.net/
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  Includes X server for displaying graphical applications running remotely.

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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: Linux/MacOSX/UNIX Clients

- **ssh, scp, sftp, rsync**
  Installed (or installable).

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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: Login

- From Linux/MacOSX/UNIX (or Cygwin):
  `ssh -Y abc123@login-cpu.hpc.cam.ac.uk`

- From graphical clients:
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  Username: `abc123` (your UCAM account name)

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  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`
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.
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Graphical SSH clients *should* ask a similar question.
Designed to detect fraudulent servers.
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.
With graphical clients, connect as before and drag and drop.

From Linux/MacOSX/UNIX (or Cygwin):
rsync -av old_directory/
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copies old_directory (and contents) to
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Exercise 3 - File transfer.
File Transfer

- With graphical clients, connect as before and drag and drop.
- From Linux/MacOSX/UNIX (or Cygwin):

  \[
  \text{rsync} \ -av \ \text{old\_directory/}
  \]

  \[
  \text{abc12@login-cpu.hpc.cam.ac.uk:}:\text{rds/hpc-work/new\_directory}
  \]

  copies contents of old\_directory to \~\text{/rds/hpc-work/new\_directory}.

  \[
  \text{rsync} \ -av \ \text{old\_directory}
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  \[
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  * For transfers in the opposite direction, place the remote machine as
    the first argument.

- Exercise 3 - File transfer.
Connecting: Remote Desktop

- First time use of TurboVNC (recommended):

  
  [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 to protect your desktop from other users.

- Note the unique host and display number (login-e-1 and :99 here).
Connecting: Remote 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.
To connect to the desktop from Linux:

```bash
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.

Exercise 4 - Connecting to a remote desktop running on the HPC cluster.
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.

- Exercise 4 - Connecting to a remote desktop running on the HPC cluster.
Using HPC: User Environment

- Scientific Linux 7.x (Red Hat Enterprise Linux 7.x 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.
- NOT Ubuntu or Debian!
- CentOS 7 is OK.
Red Hat Enterprise Linux 7

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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)
User Environment: Filesystems

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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

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### Filesystems: Quotas

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- Aim to stay below the soft limit (quota).
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- 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.
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.
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.
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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.
Currently loaded:

```bash
module list
Currently Loaded Modulefiles:
  1) dot
  2) slurm
  3) turbovnc/2.0.1
  4) vgl/2.5.1/64
  5) singularity/current
  6) rhel7/global
  7) intel/compilers/2017.4
  8) intel/mkl/2017.4
  9) intel/impi/2017.4/intel
 10) intel/libs/idb/2017.4
 11) intel/libs/tbb/2017.4
 12) intel/libs/ipp/2017.4
 13) intel/libs/daal/2017.4
 14) intel/bundles/complib/2017.4
 15) rhel7/default-peta4
```

Available:

```bash
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
User Environment: Environment Modules

- Matlab

  module load matlab/r2019b

- 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.

- MATLAB Parallel Server is also available.
Matlab

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User Environment: Environment Modules

- **Purge:**
  
  module purge

- **Defaults loaded on login (vary by cluster):**

  module show rhel7/default-peta4
  
  /usr/local/Cluster-Config/modulefiles/rhel7/default-peta4:
  
  module-whatis  default user environment for Peta4 nodes with Intel MPI
  setenv         OMP_NUM_THREADS 1
  module         add dot slurm turbovnc vgl singularity
  module         add rhel7/global
  module         add intel/bundles/complib/2017.4

  module load rhel7/default-peta4

- **Run time environment must match compile time environment.**
User Environment: Compilers

Intel: icc, icpc, ifort (recommended)

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

GCC: gcc, g++, gfortran

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

PGI: pgcc, pgCC, pgf90

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

Exercise 5: Modules and 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 5: Modules and Compilers
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.
Using HPC: Job Submission

- 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 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 \texttt{--exclusive} to force exclusive node access (automatic on KNL).

Template submission scripts are available under \\
/\texttt{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

+ JOBD PARTITION NAME USER ST TIME NODES NODELIST(REASON)
  790299 skylake Test3 abc123 PD 0:00 2 (Priority)
  790290 skylake Test2 abc123 R 27:56:10 2 cpu-e-[1,10]
```
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      (Resources)
790290  skylake   Test2 abc123 R   27:56:10 2      cpu-e-[1,10]
```
Submitted job scripts are copied and stored in a queue:

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

JOBID PARTITION  NAME   USER ST TIME NODES  NODELIST(REASON)
790299  skylake   Test3 abc123 PD 0:00 2 (AssocGrpCPUMinsLimit)
790290  skylake   Test2 abc123  R 27:56:10 2 cpu-e-[1,10]
```
Examine a particular job:

```
[abc123@login-e-1]$ scontrol show job=790290
```
Job Submission: Accounting Commands

▶ How many core hours available do I have?

```
mybalance
```

<table>
<thead>
<tr>
<th>User</th>
<th>Usage</th>
<th>Account</th>
<th>Usage</th>
<th>Account Limit Available (hours)</th>
</tr>
</thead>
<tbody>
<tr>
<td>sjr20</td>
<td>3</td>
<td>SUPPORT-CPU</td>
<td>2,929</td>
<td>22,425,600 22,422,671</td>
</tr>
<tr>
<td>sjr20</td>
<td>0</td>
<td>SUPPORT-GPU</td>
<td>0</td>
<td>87,600     87,600</td>
</tr>
</tbody>
</table>

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

```
gbalance -p SUPPORT-CPU
```

<table>
<thead>
<tr>
<th>User</th>
<th>Usage</th>
<th>Account</th>
<th>Usage</th>
<th>Account Limit Available (hours)</th>
</tr>
</thead>
<tbody>
<tr>
<td>pfb29</td>
<td>2,925</td>
<td>SUPPORT-CPU</td>
<td>2,929</td>
<td>22,425,600 22,422,671</td>
</tr>
<tr>
<td>sjr20 *</td>
<td>3</td>
<td>SUPPORT-CPU</td>
<td>2,929</td>
<td>22,425,600 22,422,671</td>
</tr>
</tbody>
</table>

(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"
```

<table>
<thead>
<tr>
<th>JobID</th>
<th>User</th>
<th>Account</th>
<th>JobName</th>
<th>Partition</th>
<th>End</th>
<th>ExitCode</th>
<th>State</th>
<th>CompHrs</th>
</tr>
</thead>
<tbody>
<tr>
<td>263</td>
<td>xyz10</td>
<td>support-c+ _interact+</td>
<td>skylake</td>
<td>2018-04-18T19:44:40</td>
<td>0:0</td>
<td>TIMEOUT</td>
<td>1.0</td>
<td></td>
</tr>
<tr>
<td>264</td>
<td>xyz10</td>
<td>support-c+ _interact+</td>
<td>skylake</td>
<td>2018-04-18T19:48:07</td>
<td>0:0</td>
<td>CANCELLED+</td>
<td>0.1</td>
<td></td>
</tr>
<tr>
<td>275</td>
<td>xyz10</td>
<td>support-c+ _interact+</td>
<td>skylake</td>
<td>Unknown</td>
<td>0:0</td>
<td>RUNNING</td>
<td>0.3</td>
<td></td>
</tr>
</tbody>
</table>

...
Job Submission: Cancel Job

- Cancel a particular job:

  [abc123@login-e-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=1
  #! 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 cpu on 1 node for 2 hours (by default there is 1 task per node, and 1 cpu per task).
Job Submission: Scripts

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

  ```bash
  #!/bin/bash
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  #! 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=1
  #! 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.

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Job Submission: Scripts

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

  ```bash
  #!/bin/bash
  #! Name of the job:
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  #! 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=1
  #! 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 cpu** on 1 node for 2 hours (by default there is 1 task per node, and 1 cpu per task).
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=16
  #! 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 **16 cpus** on 1 node for 2 hours (by default there is 1 task per node, and 1 cpu per task).
Job Submission: Single Node Jobs

- 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=

#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=  # For OpenMP across cores
$application $options
...
```
Serial jobs requiring large memory, or OpenMP codes.

```
#!/bin/bash
...
#SBATCH --nodes=1
#SBATCH --ntasks=1
# Default is 1 task per node
#SBATCH --cpus-per-task=

#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= # For OpenMP across cores
$application $options
...```
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
# Default is 1 cpu (core) per task
#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= # For OpenMP across cores
$application $options
...
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
# Default is 1 cpu (core) per task
#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= # For OpenMP across cores
$application $options
...
Serial jobs requiring large memory, or OpenMP codes.

```
#!/bin/bash
...
#SBATCH --nodes=1
#SBATCH --ntasks=1
# Default is 1 task per node
#SBATCH --cpus-per-task=1
# Default is 1 cpu (core) per task
#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= # For OpenMP across cores
$application $options
...`
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=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=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
# Default is 1 task per node
#SBATCH --cpus-per-task=16 # Half 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
$application $options
...
Job Submission: Single Node Jobs

- 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=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
...
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).
Parallel job across multiple nodes.

```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
...
Parallel job across multiple nodes.

```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).
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
...
export OMP_NUM_THREADS=2   # i.e. 2 threads per MPI task.
mpirun -ppn 16 -np 64 $application $options
...
```

- This job uses 128 CPUs (each MPI task splits into 2 OpenMP threads).
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
...
export OMP_NUM_THREADS=2  # i.e. 2 threads per MPI task.
mpirun -ppn 16 -np 64 $application $options
...
```

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_for_job1 > output 2> err &
cd directory_for_job2
srun --exclusive -N 1 -n 1 $application $options_for_job2 > output 2> err &
...
cd directory_for_job64
srun --exclusive -N 1 -n 1 $application $options_for_job64 > output 2> err &
wait
```

- Exercise 6–8 - Submitting Jobs.
Job Submission: High Throughput Jobs

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

```
#!/bin/bash
...
#SBATCH --nodes=2
...
cd directory_for_job1
srun --exclusive -N 1 -n 1 $application $options_for_job1 > output 2> err &
...

cd directory_for_job2
srun --exclusive -N 1 -n 1 $application $options_for_job2 > output 2> err &
...

cd directory_for_job64
srun --exclusive -N 1 -n 1 $application $options_for_job64 > output 2> err &
wait
```

- Exercise 6–8 - Submitting Jobs.
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_for_job1 > output 2> err &
cd directory_for_job2
srun --exclusive -N 1 -n 1 $application $options_for_job2 > output 2> err &
...
cd directory_for_job64
srun --exclusive -N 1 -n 1 $application $options_for_job64 > output 2> err &
wait
```

- Exercise 6–8 - Submitting Jobs.
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_for_job1 > output 2> err &

cd directory_for_job2
srun --exclusive -N 1 -n 1 $application $options_for_job2 > output 2> err &

...

cd directory_for_job64
srun --exclusive -N 1 -n 1 $application $options_for_job64 > output 2> err &

wait
```

- Exercise 6–8 - Submitting Jobs.
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_for_job1 > output 2> err &
cd directory_for_job2
srun --exclusive -N 1 -n 1 $application $options_for_job2 > output 2> err &
...
cd directory_for_job64
srun --exclusive -N 1 -n 1 $application $options_for_job64 > output 2> err &
wait
```

- Exercise 6–8 - Submitting Jobs.
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_for_job1 > output 2> err &
cd directory_for_job2
srun --exclusive -N 1 -n 1 $application $options_for_job2 > output 2> err &
...
cd directory_for_job64
srun --exclusive -N 1 -n 1 $application $options_for_job64 > output 2> err &
wait
```

- Exercise 6–8 - Submitting Jobs.
Compute nodes are accessible via SSH while you have a job running on them.

Alternatively, submit an interactive job:

```
sintr -A TRAINING-CPU -N1 -n8 -t 1:0:0
```

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.
Compute nodes are accessible via SSH while you have a job running on them.

Alternatively, submit an interactive job:

```
$ sintr -A TRAINING-CPU -N1 -n8 -t 1:0:0
```

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`.
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Compute nodes are accessible via SSH while you have a job running on them.

Alternatively, submit an interactive job:

```
sintr -A TRAINING-CPU -N1 -n8 -t 1:0:0
```

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 -A TRAINING-CPU submit_script
Submitted batch job 791609
```

```bash
[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>hpl</td>
<td>abc123</td>
<td>R</td>
<td>0:06</td>
<td>1</td>
<td>cpu-a-6</td>
</tr>
<tr>
<td>791609_3</td>
<td>skylake</td>
<td>hpl</td>
<td>abc123</td>
<td>R</td>
<td>0:06</td>
<td>1</td>
<td>cpu-a-16</td>
</tr>
<tr>
<td>791609_5</td>
<td>skylake</td>
<td>hpl</td>
<td>abc123</td>
<td>R</td>
<td>0:06</td>
<td>1</td>
<td>cpu-a-7</td>
</tr>
<tr>
<td>791609_7</td>
<td>skylake</td>
<td>hpl</td>
<td>abc123</td>
<td>R</td>
<td>0:06</td>
<td>1</td>
<td>cpu-a-7</td>
</tr>
</tbody>
</table>
```

791609_1, 791609_3, 791609_5, 791609_7

i.e. `$\{\text{SLURM ARRAY JOB ID}\}_\{\text{SLURM ARRAY TASK ID}\}$`

SLURM ARRAY JOB ID = SLURM JOBID for the first element.
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

```
[abc123@login-e-1]$ sbatch --array=1-7:2 -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>
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<td>hpl</td>
<td>abc123</td>
<td>R</td>
<td>0:06</td>
<td>1</td>
<td>cpu-a-16</td>
</tr>
<tr>
<td>791609_5</td>
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<td>hpl</td>
<td>abc123</td>
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<td>0:06</td>
<td>1</td>
<td>cpu-a-7</td>
</tr>
<tr>
<td>791609_7</td>
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<td>abc123</td>
<td>R</td>
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Some commands still require the SLURM\_JOB\_ID (sacct, sreport, sshare, sstat and a few others).

Exercise 9 - Array Jobs.
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Exercise 9 - Array Jobs.
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- 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.
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- 36 hour job walltimes are permitted.
- This sets the timescale at busy times (without backfilling).
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- Short (1 hour or less) jobs have higher throughput.
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- 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:
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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.