HPC User Environment 2

Jielin Yu
HPC User Services
LSU HPC & LONI
sys-help@loni.org

Louisiana State University
Baton Rouge
Feburary 03, 2021

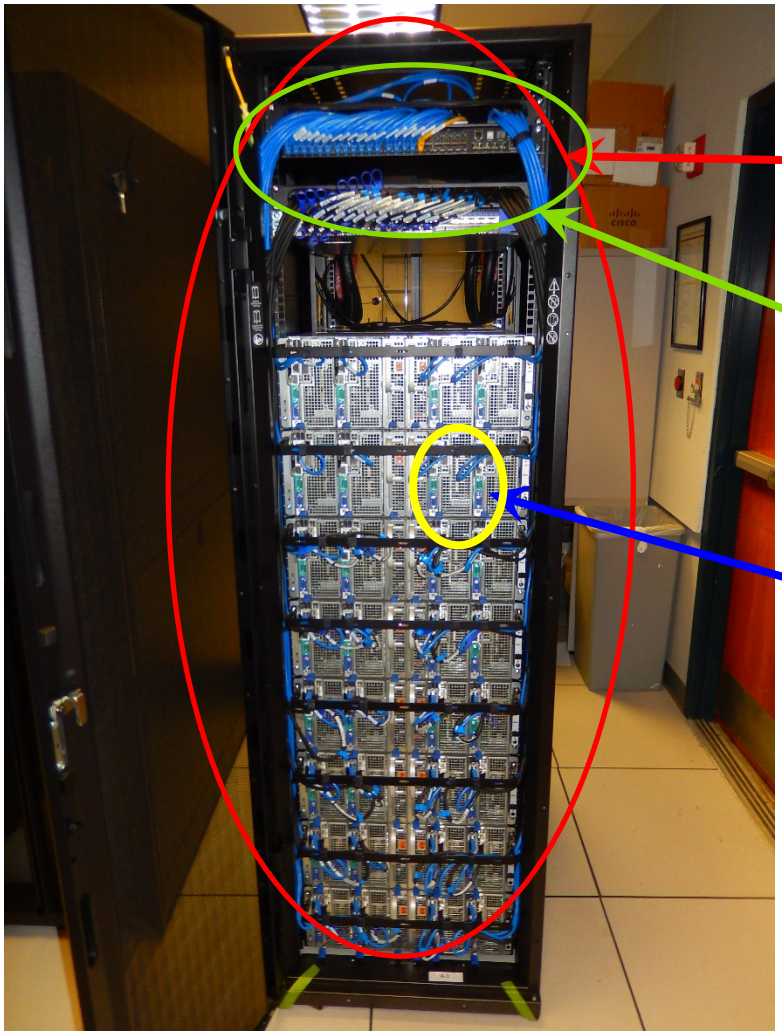
Outline

- **Review HPC User Environment 1 topics**
  - Available HPC resources
  - Accounts and Allocations
  - Cluster architecture
  - Connect to clusters
  - Software management using module
- **Things to be covered in this training**
  - Job management
    - Interactive vs Batch jobs
    - Submit and monitor your jobs
  - Understanding Job scheduling
    - Job priority
    - Backfill

HPC User Environment 2

Brief Review of Session 1

Inside A Cluster Rack

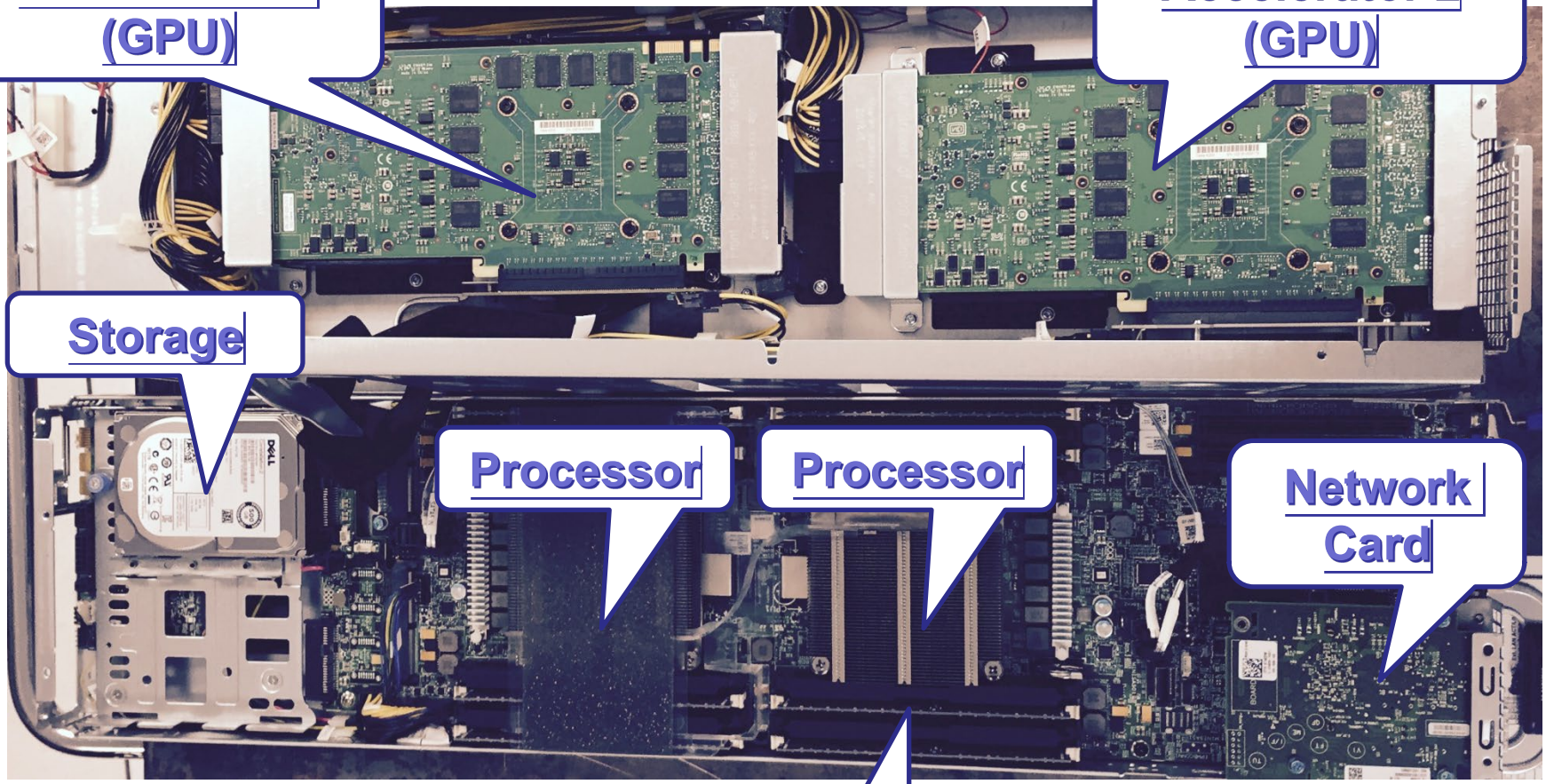


Rack

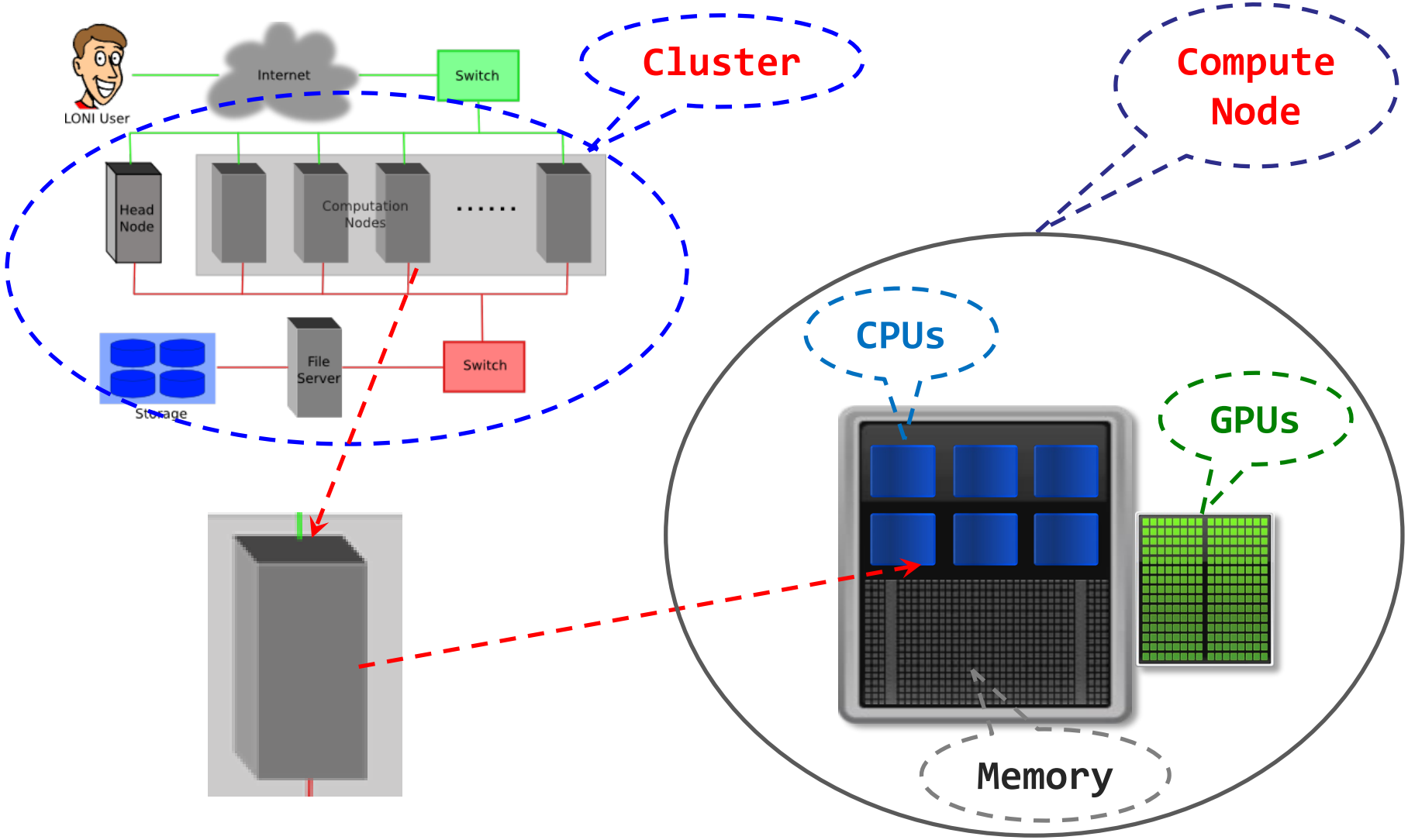
Infiniband Switch

Compute Node

Inside A QB2 Compute Node (Dell C8000)

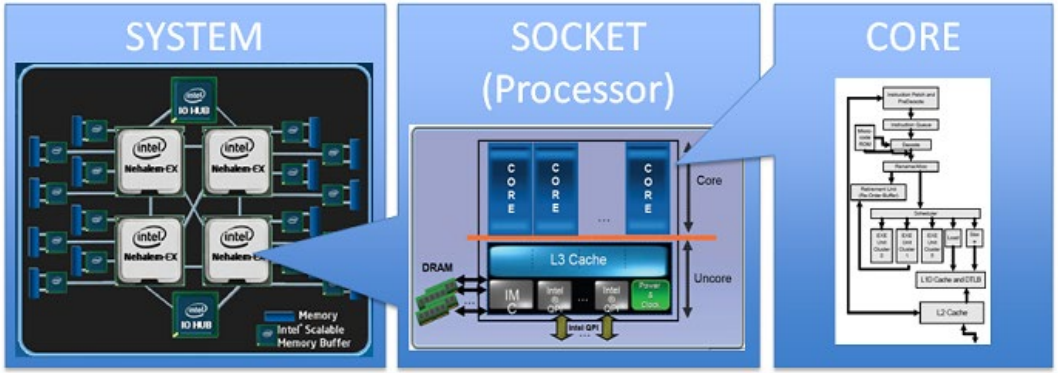


Conceptual Relationship



Cluster Nomenclature

Term	Definition
Cluster	The top-level organizational unit of an HPC cluster, comprising a set of nodes, a queue, and jobs.
Node	A single, named host machine in the cluster.
Core	The basic computation unit of the CPU. For example, a quad-core processor is considered 4 cores.
Job	A user's request to use a certain amount of resources for a certain amount of time on cluster for the work.



HPC Cluster Architectures

- **Major architecture**
  - Intel x86_64 clusters
    - Vendor: Dell
    - Operating System: Linux (RHEL 6/7)
    - Processor: Intel

Accessing cluster using ssh (Secure Shell)

- **On Unix and Mac**
  - use ssh on a terminal to connect
- **Windows box (ssh client):**
  - MobaXterm (http://mobaxterm.mobatek.net/ , recommended)
  - Putty, Cygwin (http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html)
- `ssh username@mike.hpc.lsu.edu`
- **Host name**
  - LONI: <cluster_name>.loni.org
    - <cluster_name> can be:
      - `qb.loni.org`
      - `qbc.loni.org`
  - LSU HPC: <cluster_name>.hpc.lsu.edu
    - <cluster_name> can be:
      - `mike.hpc.lsu.edu`
      - `smic.hpc.lsu.edu`

HPC User Environment 2

Review Questions for Section 1

Access to cluster

- **How do I connect to HPC/LONI cluster?**
  a) By logging onto HPC webpage at www.hpc.lsu.edu
  b) Using an ssh (secure shell) client such as MobaXterm/Putty
  c) Go to the machine room in ISB in downtown Baton Rouge and connect my laptop to the nodes using a cable ☺

Software Management

- **How do we manage the software installed on HPC/LONI clusters?**
  - Using the modules command
  - Using a drop down menu on the www.hpc.lsu.edu webpage

- **Recall the basic 5 module commands, what are they used for?**
  - `module av/avail`
  - `module li/list`
  - `module disp/display`
  - `module load/unload <key>`
  - `module swap <key1> <key2>`

Account and Allocation Policy

- **Who can apply for allocations?**
  a) Graduate student
  b) PostDoc
  c) Full time faculty
  d) All of the above

Account Security

- **How to get your account suspended?**
  a) Give your password to your friend/lab colleagues and let him/her use it.
  b) Give your password to your advisor so he/she can use your account to see your data.
  c) Run my simulation on the login node.
  d) All of the above

HPC User Environment 2

Job Queue basics

Job submission basics

1. **Find appropriate queue**

2. **Understand the queuing system and your requirements and proceed to submit jobs**

3. **Monitor jobs during execution**

Job Queues

- **Nodes are organized into queues. Nodes can be shared.**
- **Each job queue differs in**
  - Number of available nodes
  - Max run time
  - Max running jobs per user
  - Nodes may have special characteristics: GPU/Xeon Phi's, Large memory, etc.
- **Jobs need to specify resource requirements**
  - Nodes, time, queue
- **Its called a queue for a reason, but jobs don't run on a "First Come First Served" policy,**
  - This will be detailed in later slides

Queue Characteristics – LONI clusters

Machine	Queue	Max Runtime	ppn	Max nodes per job	Use
QB2	workq	3 days	20	128	Unpreemptable
	checkpt		20	256	Preemptable
	single	7 days	1,2,4,6,8	1	ppn=1/2/4/6/8
	bigmem	3 days	48	1	Big memory
QB3	workq	3 days	48	96	Unpreemptable
	checkpt		48	96	Preemptable
	single	7 days	1-47	1	ppn=1-47
	gpu	3 days	48	4	Job using GPU
	bigmem	3 days	48	1	Big memory

Queue Characteristics – LSU HPC clusters

Machine	Queue	Max Runtime	ppn	Max nodes per job	Use
SuperMike II	workq	3 days	16	128	Unpreemptable
	checkpt		16	128	Preemptable
	bigmem	7 days	16	1	Big memory
	gpu	3 days	16	16	Job using GPU
	single	3 days	1,2,4,8	1	Single node job
SuperMIC	single	3 days	1,2,4,8	1	Single node job
	workq	3 days	20	128	Unpreemptable
	checkpt		20	360	Preemptable

Queue Characteristics

- **"qstat -q" will give you more info on the queues**

```
[jyu31@mike2 ~]$ qstat -q

server: mike3

Queue            Memory CPU Time Walltime Node  Run Que Lm  State
---------------- ------ -------- -------- ----  --- --- --  -----
lasigma            --      --    72:00:00   28   0   0 --   E R
preempt            --      --    72:00:00   --   0   0 --   E R
workq              --      --    72:00:00  128  12   0 --   E R
bigmemtb           --      --    168:00:0    1   0   0 --   E R
shelob             --      --    72:00:00   42   0   0 --   E R
priority           --      --    168:00:0  128   0   0 --   E R
bigmem             --      --    168:00:0    1   0   0 --   E R
checkpt            --      --    72:00:00  128  14   0 --   E R
single             --      --    72:00:00    1   4   0 --   E R
gpu                --      --    72:00:00   16   0   0 --   E R
admin              --      --    24:00:00   --   0   0 --   E R
mwfa               --      --    72:00:00    8   0   0 --   E R
                                             ----- -----
                                                30     0
```

- **For a more detailed description use mdiag**

Queue Querying – Linux Clusters

- **Displays information about active, eligible, blocked, and/or recently completed jobs: `showq` command**

```
$ showq
active jobs------------------------
JOBID              USERNAME      STATE PROCS   REMAINING            STARTTIME
236875              ebeigi3    Running    16     1:44:29  Mon Sep 15 20:00:22
236934                 mwu3    Running    16    00:03:27  Mon Sep 15 19:04:20
...
eligible jobs----------------------
JOBID              USERNAME      STATE PROCS     WCLIMIT            QUEUETIME
236795              dmarce1       Idle  1456    00:15:00  Mon Sep 15 16:38:45
236753               rsmith       Idle  2000     4:00:00  Mon Sep 15 14:44:52
236862              dlamas1       Idle   576     2:00:00  Mon Sep 15 17:28:57
...
121 eligible jobs
blocked jobs-----------------------
JOBID              USERNAME      STATE PROCS     WCLIMIT            QUEUETIME
232741              myagho1       Idle  2000  1:00:00:00  Mon Sep  8 07:22:12
235545              tanping       Idle     1  2:21:10:00  Fri Sep 12 16:50:49
235546              tanping       Idle     1  2:21:10:00  Fri Sep 12 16:50:50
...
```

HPC User Environment 2

Submit and Monitor Your Jobs through PBS

Two Job Types

- **Interactive job**
  - Set up an interactive environment on compute nodes for users
    - Advantage: can run programs interactively
    - Disadvantage: must be present when the job starts
  - Purpose: testing and debugging, compiling
    - **Do not run on the head node!!!**
    - Try not to run interactive jobs with large core count, which is a waste of resources)
- **Batch job**
  - Executed without user intervention using a job script
    - Advantage: the system takes care of everything
    - Disadvantage: can only execute one sequence of commands which cannot changed after submission
  - Purpose: production run

Submitting Jobs on Linux Clusters

- **Interactive job example:**

```
qsub -I -X \
     -l walltime=<hh:mm:ss>,nodes=<num_nodes>:ppn=<num_cores> \
     -A <Allocation> \
     -q <queue name>
```

DO NOT directly ssh to compute nodes,
unless the nodes are assigned to you by the job scheduler.

  - Add -X to enable X11 forwarding

- **Batch Job example:**

```
qsub job_script
```

Check Your Available Allocations

```
[fchen14@mike2 ~]$ balance
====================== Allocation information for fchen14 ======================
   Proj. Name|        Alloc|  Balance| Deposited|    %Used| Days Left|       End
--------------------------------------------------------------------------------
hpc_hpcadmin3|hpc_hpcadmin3 on @mike2|282854.91| 350000.00|    19.18|        16|2017-06-30
hpc_trn17mike2|hpc_trn17mike2 on @mike2| 20305.62|  25000.00|    18.78|       291|2018-04-01

Note: Balance and Deposit are measured in CPU-hours
[fchen14@mike2 ~]$ showquota
Hard disk quotas for user fchen14 (uid 32584):
     Filesystem    MB used       quota       files      fquota
     /homem           4518        5000       94354           0
     /work          424228           0      286002     4000000
     /project        65346      100000     1119432     4000000

CPU Allocation SUs remaining:
    hpc_hpcadmin3:  282854.91
    hpc_trn17mike2:  20305.62
```

Submit An Interactive Job on SuperMike2

```
[fchen14@mike1 ~]$ qsub -I -X -l nodes=1:ppn=16,walltime=2:00:00 -q workq -A hpc_train_2018
qsub: waiting for job 675733.mike3 to start
qsub: job 675733.mike3 ready
----------------------------------------
Running PBS prologue script
...
Job ID:     675733.mike3
Username:   fchen14
Group:      Admins
Date:       13-Jun-2018 15:34
Node:       mike044 (62703)
----------------------------------------
PBS has allocated the following nodes:
mike044
A total of 16 processors on 1 nodes allocated
----------------------------------------
...
Concluding PBS prologue script - 13-Jun-2017 15:34:19
----------------------------------------------------------
[fchen14@mike044 ~]$
```

Interactive job

Enable X11 forwarding (GUI)

1 node

16 cores per node

2 hour walltime

submit to workq

Allocation name

PBS Environmental Variables

```
[fchen14@mike315 ~]$ echo $PBS_  # hit <tab> twice
```

$PBS_ENVIRONMENT	$PBS_MOMPORT	$PBS_NUM_PPN	$PBS_O_MAIL
$PBS_QUEUE	$PBS_WALLTIME	$PBS_GPUFILE	**$PBS_NODEFILE**
$PBS_O_HOME	$PBS_O_PATH	$PBS_SERVER	$PBS_JOBCOOKIE
$PBS_NODENUM	$PBS_O_HOST	$PBS_O_QUEUE	$PBS_TASKNUM
$PBS_JOBID	$PBS_NP	$PBS_O_LANG	$PBS_O_SHELL
$PBS_VERSION	$PBS_JOBNAME	$PBS_NUM_NODES	$PBS_O_LOGNAME
$PBS_O_WORKDIR	$PBS_VNODENUM		

PBS Job Script – Serial Job

```
#!/bin/bash
#PBS -l nodes=1:ppn=1       # Number of nodes and processor
#PBS -l walltime=24:00:00   # Maximum wall time
#PBS -N myjob               # Job name
#PBS -o <file name>         # File name for standard output
#PBS -e <file name>         # File name for standard error
#PBS -q single              # The queue for serial jobs
#PBS -A <loni_allocation>   # Allocation name
#PBS -m e                   # Send mail when job ends
#PBS -M <email address>     # Send mail to this address

<shell commands>
<path_to_executable> <options>
<shell commands>
```

Tells the job scheduler how much resource you need.

How will you use the resources?

PBS Job Script – Parallel Job

```
#!/bin/bash
#PBS -l nodes=2:ppn=16          #Number of nodes and processors per node
#PBS -l walltime=24:00:00       #Maximum wall time
#PBS -N myjob                   #Job name
#PBS -o <file name>             #File name for standard output
#PBS -e <file name>             #File name for standard error
#PBS -q checkpt                 #Queue name
#PBS -A <allocation_if_needed>  #Allocation name
#PBS -m e                       #Send mail when job ends
#PBS -M <email address>         #Send mail to this address

<shell commands>
mpirun -machinefile $PBS_NODEFILE -np 32 <path_to_executable> <options>
<shell commands>
```

Tells the scheduler how much resource you need.

How will you use the resources?

True or False?

- **I have the below job script on QB2, since I used nodes=2:ppn=20, my script will run in parallel using 2 nodes with 40 cores.**
  a) True
  b) False

```
#!/bin/bash
#PBS -l nodes=2:ppn=20
#PBS -l walltime=24:00:00
#PBS -N myjob
#PBS -j oe
#PBS -q checkpt
#PBS -A my_allocation

./my_executable.out
```

Job Monitoring - Linux Clusters

- **Check details on your job using `qstat`**

```
$ qstat -n -u $USER   : For quick look at nodes assigned to you
$ qstat -f jobid      : For details on your job
$ qdel jobid          : To delete job
```

- **Check approximate start time using `showstart`**

```
$ showstart jobid
```

- **Check details of your job using `checkjob`**

```
$ checkjob jobid
```

- **Check health of your job using `qshow`**

```
$ qshow jobid
```

- **Please pay close attention to the load and the memory consumed by your job!**

Using the “top” command

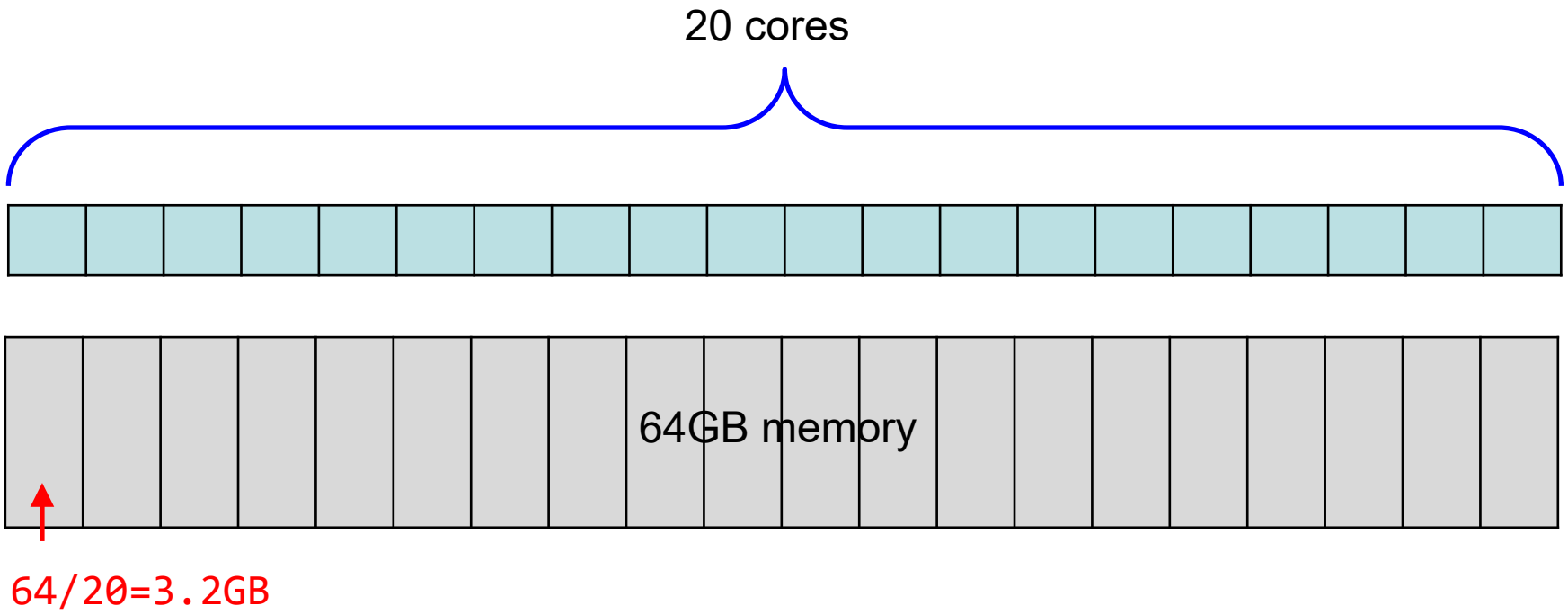
- **The top program provides a dynamic real-time view of a running system.**

```
top - 19:39:56 up 89 days,  4:13,  1 user,  load average: 0.63, 0.18, 0.06
Tasks: 489 total,   2 running, 487 sleeping,   0 stopped,   0 zombie
Cpu(s):  6.3%us,  0.0%sy,  0.0%ni, 93.7%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Mem:  65909356k total,  3389616k used, 62519740k free,   151460k buffers
Swap: 207618040k total,     5608k used, 207612432k free,   947716k cached

  PID USER      PR  NI  VIRT  RES  SHR S %CPU %MEM    TIME+  COMMAND
39595 fchen14   20   0  266m 257m  592 R 99.9  0.4   0:06.94 a.out
39589 fchen14   20   0 17376 1612  980 R  0.3  0.0   0:00.05 top
38479 fchen14   20   0  108m 2156 1348 S  0.0  0.0   0:00.03 bash
39253 fchen14   20   0  103m 1340 1076 S  0.0  0.0   0:00.00 236297.mike3.SC
39254 fchen14   20   0  103m 1324 1060 S  0.0  0.0   0:00.00 bm_laplace.sh
39264 fchen14   20   0 99836 1908  992 S  0.0  0.0   0:00.00 sshd
39265 fchen14   20   0  108m 3056 1496 S  0.0  0.0   0:00.03 bash
```

Pay attention to single queue usage

- **Single queue - Used for jobs that will only execute on a single node, i.e. `nodes=1:ppn=1/2/4/6/8`.**
- **Jobs in the single queue should not use:**
  - More than 2GB memory per core SuperMike2 (32G/16).
  - More than 3.2GB memory per core for QB2 (64G/20).
- **If applications require more memory, scale the number of cores (ppn) to the amount of memory required: i.e. max memory available for jobs in single queue is 8GB for ppn=4 on SuperMikeII.**
- **Typical type of warning:**
  - E124 - Exceeded memory allocation. This Job XXXX appears to be using more memory (GB) than allocated (9 > 3).
  - E123 - Exceeded ppn/core allocation. This Job XXXX appears to be using more cores than allocated (6 > 1). Please allocate the number of cores that the job will use, (ppn=6). This Job has 1 core(s) allocated (ppn=1).

Core and Memory in Single queue



Question:

On QB2, if my job needs 7GB memory, what ppn value should I use?

On SuperMike2, if my job needs 7GB memory, what ppn value should I use?

QB3 HPC User Environment

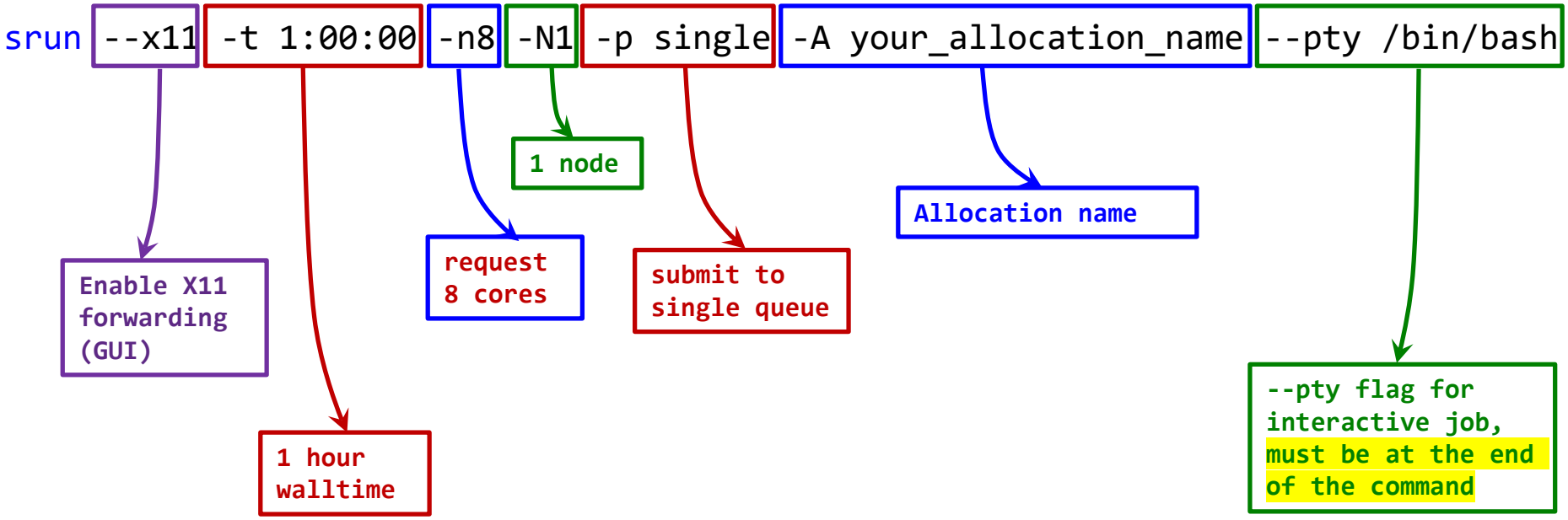
Submit and Monitor Your Jobs through SLURM

PBS to Slurm

- **Why Slurm?**
  - Slurm has a more open model
  - Slurm also feels more modern in its design and implementation
  - Slurm scales well, job starts faster, etc.

Slurm Interactive Job Command

- **To start an interactive job, use the `srun` command like the example below:**



Check Available Allocations

```
[fchen14.fchen14-t460] ➤ ssh fchen14@qbc.loni.org
Warning: Permanently added 'qbc2.loni.org' (RSA) to the list of known hosts.
Last login: Thu Sep 17 11:41:42 2020 from crimson.its.lsu.edu
##############################################################################
Send questions and comments to the email ticket system at sys-help@loni.org.
##############################################################################
...Message Of The Day...
[fchen14@qbc2 slurmdoc]$ showquota
Hard disk quotas for user fchen14 (uid 32584):
     Filesystem    MB used       quota       files      fquota
     /home            6440       10000      110083           0
     /work           19419           0       48919     4000000

CPU Allocation SUs remaining:
    loni_loniadmin1:       521749.16
    loni_train_2020:        37208.87    50000.00  2021-04-01
```

Start an Slurm Interactive Job

```
[fchen14@qbc2 ~]$ srun --x11 -t 1:00:00 -n8 -N1 -p single -A loni_train_2020 --pty /bin/bash
[fchen14@qbc192 ~]$ hostname # verify that you are on a compute node
qbc192
[fchen14@qbc192 ~]$ some_job_commands # your own job commands
```

Slurm Environmental Variables

```
[fchen14@qbc2 slurmdoc]$ srun --x11 -t 1:00:00 -n8 -N1 -p single -A
loni_loniadmin1 --pty /bin/bash
[fchen14@qbc198 slurmdoc]$ echo $SLURM_
$SLURM_CLUSTER_NAME             $SLURM_JOB_NAME
$SLURM_NPROCS                   $SLURM_STEP_NODELIST
$SLURM_CPU_BIND                 $SLURM_JOB_NODELIST
$SLURM_NTASKS                   $SLURM_STEP_NUM_NODES
$SLURM_CPU_BIND_LIST            $SLURM_JOB_NUM_NODES
$SLURM_PRIO_PROCESS             $SLURM_STEP_NUM_TASKS
$SLURM_CPU_BIND_TYPE            $SLURM_JOB_PARTITION
$SLURM_PROCID                   $SLURM_STEP_TASKS_PER_NODE
...
$SLURM_JOB_GID                  $SLURM_NNODES
$SLURM_STEPID                   $SLURM_TOPOLOGY_ADDR_PATTERN
$SLURM_JOBID                    $SLURM_NODEID
$SLURM_STEP_ID                  $SLURM_UMASK
$SLURM_JOB_ID                   $SLURM_NODELIST
$SLURM_STEP_LAUNCHER_PORT       $SLURM_WORKING_CLUSTER
```

Slurm Batch Job Script

- **To create a batch Slurm script, use your favorite editor (e.g. vi or emacs, nano) to create a text file with both Slurm instructions and commands how to run your job.**
- **All Slurm directives (special instructions) are prefaced by the `#SBATCH`.**

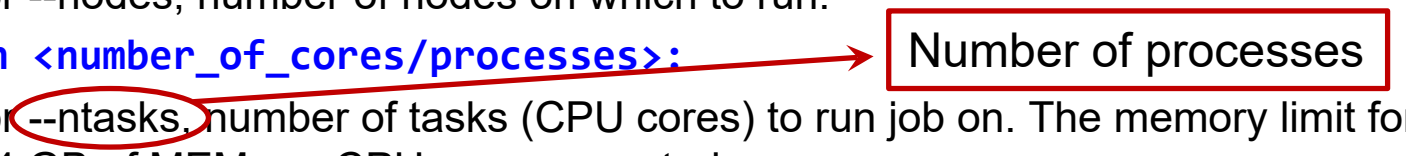
```
#!/bin/bash
#SBATCH -N 1          # request one node
#SBATCH -t 2:00:00    # request two hours
#SBATCH -p single     # in single partition (queue)
#SBATCH -A your_allocation_name
#SBATCH -o %x-%j.out-%N # optional, name of the stdout, using the job number (%j) and the
hostname of the node (%N)
#SBATCH -e %x-%j.err-%N # optional, name of the stderr, using job and hostname values
# below are job commands

date
cd /work/$USER/myjob
./mydemo
# Mark the time it finishes.
date
# exit the job
exit 0
```

Tells the job scheduler how much resource you need.

How will you use the resources?

Common Slurm Switches

- **`#SBATCH -A allocation_name`**:
  - short for --account, charge jobs to your allocation named allocation_name.
- **`#SBATCH -N <number_of_nodes>:`**
  - short for --nodes, number of nodes on which to run.
- **`#SBATCH -n <number_of_cores/processes>:`**
  - short for --ntasks, number of tasks (CPU cores) to run job on. The memory limit for jobs is 4 GB of MEM per CPU core requested.



- **`#SBATCH -c <cores_per_process>:`**
  - short for --ncpus-per-task, number of threads per process.
- **`#SBATCH -p partition:`**
  - short for --partition, submit job to the partition queue. Allowed values for partition: single, checkpt, workq, gpu, bigmem. Depending on cluster (use `sinfo` command)
- **`#SBATCH -t hh:mm:ss:`**
  - short for --time, request walltime.
- **`#SBATCH -o filename.out:`**
  - short for --output, write standard output.
- **`#SBATCH -e filename.err:`**
  - short for --error, write standard error.
  - Note that by default, Slurm will merge standard error and standard output.

Submit Slurm Batch Job

- **To submit the above job to the scheduler, save the above script as a text file, e.g., singlenode.sh, then use the `sbatch` command to submit, the output will be something like the below:**

```
[fchen14@qbc2 slurmdoc]$ sbatch singlenode.slm
Submitted batch job 37355 estimates 9 SUs from allocation loni_train_2020.
Estimated remaining SUs: 37352
See running job information with: scontrol show job 37355
```

- **To check the status of your job use the `squeue` command:**

```
[fchen14@qbc2 slurmdoc]$ squeue -u $USER
JOBID PARTITION     QOS     NAME     USER  ACCOUNT      STATE  PRIORITY       TIME
SUBMIT_TIM TIME_LIMI  NODES   CPUS MIN_MEMORY NODELIST(REASON)
             37480   checkpt normal batch.sl  fchen14 loni_tra    RUNNING
1       0:06 2020-09-18   1:00:00      2     96 3958M qbc[161-162]
```

Common Slurm Commands (1)

- **`squeue` is used to show the partition (queue) status. Useful options:**
  - `-u <username>:` limit output to jobs by username --state=pending: limit output to pending (i.e. queued) jobs --state=running: limit output to running jobs
  - Below is an example to query all jobs submitted by current user (fchen14)

```
[fchen14@qbc2 slurmdoc]$ squeue -u fchen14
JOBID  PARTITION  NAME       USER    ST  TIME_LIMIT TIME CPUS  NODES  NODELIST(REASON)
37876  workq      hybrid_job fchen14 CF  5:00       0:04 96    2      qbc[005-006]
```

Common Slurm Commands (2)

- **`sinfo` is used to view information about Slurm nodes and partitions.**

```
[fchen14@qbc2 ~]$ sinfo
PARTITION AVAIL  TIMELIMIT  NODES  STATE NODELIST
admin        up   infinite    201   idle qbc[001-190,192-202]
admin        up   infinite      1   down qbc191
single*      up 3-00:00:00    191   idle qbc[001-190,192]
single*      up 3-00:00:00      1   down qbc191
checkpt      up 3-00:00:00    191   idle qbc[001-190,192]
checkpt      up 3-00:00:00      1   down qbc191
workq        up 3-00:00:00    191   idle qbc[001-190,192]
workq        up 3-00:00:00      1   down qbc191
gpu          up 3-00:00:00      8   idle qbc[193-200]
bigmem       up 3-00:00:00      2   idle qbc[201-202]
```

Common Slurm Commands (3)

- **scancel is used to signal or cancel jobs. Typical usage with squeue.**

```
[fchen14@qbc1 ~]$ squeue -u fchen14
             JOBID PARTITION     NAME     USER ST       TIME  NODES NODELIST(REASON)
               341   checkpt     bash  fchen14  R       0:13      1 qbc001
               340   checkpt     bash  fchen14  R    1:50:57      1 qbc002
# cancel (delete) job with JOBID 340
[fchen14@qbc1 ~]$ scancel 340
# job status might display a temporary "CG" ("CompletinG") status immediately after
scancel
[fchen14@qbc1 ~]$ squeue -u fchen14
             JOBID PARTITION     NAME     USER ST       TIME  NODES NODELIST(REASON)
               340   checkpt     bash  fchen14 CG    1:51:08      1 qbc002
               341   checkpt     bash  fchen14  R       0:41      1 qbc001
[fchen14@qbc1 ~]$ squeue -u fchen14
             JOBID PARTITION     NAME     USER ST       TIME  NODES NODELIST(REASON)
               341   checkpt     bash  fchen14  R       1:08      1 qbc001
```

Common Slurm Commands (4)

- **`scontrol` is used to view or modify Slurm configuration and state. Typical usage for the user is to check job status:**

```
[fchen14@qbc1 ~]$ squeue -u fchen14 # show all jobs
             JOBID PARTITION     NAME     USER ST       TIME  NODES NODELIST(REASON)
               341   checkpt     bash  fchen14  R    1:29:20      1 qbc001
[fchen14@qbc1 ~]$ scontrol show job 341
JobId=341 JobName=bash
   UserId=fchen14(32584) GroupId=Admins(10000) MCS_label=N/A
   Priority=1 Nice=0 Account=hpc_hpcadmin6 QOS=normal
   JobState=RUNNING Reason=None Dependency=(null)
   ... some details omitted...
   MinCPUsNode=1 MinMemoryNode=22332M MinTmpDiskNode=0
   Features=(null) DelayBoot=00:00:00
   OverSubscribe=NO Contiguous=0 Licenses=(null) Network=(null)
   Command=/bin/bash
   WorkDir=/home/fchen14/test
   Power=
```

Serial Job Script Template

```
#!/bin/bash
#SBATCH --job-name=serial_job_test    # Job name
#SBATCH --ntasks=1                    # Using a single core
#SBATCH --time=00:10:00      # Time limit hh:mm:ss
#SBATCH --output=%x_%j.log   # Standard output and error log,
                             # %x: job name
                             # %j: job-id

module load python

echo "Running job on a single CPU core"

date
/home/user/single_core_job.py
date
```

MPI Job - (PMIx Versions)

- **If you compiled your MPI application using our default mvapich2 libraries (which is compiled with PMIx enabled), you should start the application directly using the `srun` command.**

```
#!/bin/bash
#SBATCH --job-name=mpi_job_test      # Job name
#SBATCH --partition=workq            # For jobs using more than 1 node, submit to workq
#SBATCH --nodes=2                    # Number of nodes to be allocated
#SBATCH --ntasks=96                  # Number of MPI tasks (i.e. processes/cores)
#SBATCH --time=00:05:00              # Wall time limit (hh:mm:ss)
#SBATCH --output=%x_%j.log           # Standard output and error

echo ""
echo "Slurm Nodes Allocated          = $Slurm_JOB_NODELIST"
echo "Number of Nodes Allocated      = $Slurm_JOB_NUM_NODES"
echo "Number of Tasks Allocated      = $Slurm_NTASKS"

module load mvapich2/2.3.3/intel-19.0.5
srun -n $Slurm_NTASKS ./a.out
```

MPI Job - (Non-PMIx Versions)

- **If your MPI application did not use our default module key mvapich2/2.3.3/intel-19.0.5, you should start the application using the `mpirun` command.**

```
#!/bin/bash
#SBATCH --job-name=mpi_job_test      # Job name
#SBATCH --partition=workq            # For jobs using more than 1 node, submit to workq
#SBATCH --nodes=2                    # Number of nodes to be allocated
#SBATCH --ntasks=96                  # Number of MPI tasks (i.e. processes/cores)
#SBATCH --time=00:05:00              # Wall time limit (hh:mm:ss)
#SBATCH --output=mpi_test_%j.log     # Standard output and error

echo ""
echo "Slurm Nodes Allocated          = $Slurm_JOB_NODELIST"
echo "Number of Nodes Allocated      = $Slurm_JOB_NUM_NODES"
echo "Number of Tasks Allocated      = $Slurm_NTASKS"

module load mvapich2/2.3.3/intel-19.0.5-hydra
mpirun -n $Slurm_NTASKS ./a.out
```

Job Monitoring on QB3

- **Check details on your job using**

```
$ squeue -u $USER  : For quick look at nodes assigned to you
$ scontrol show job <jobid>     : For details on your job
$ scancel jobid          : To delete job
```

- **Check memory usage of your job using `qshow`**

```
$ qshow jobid
```

- **Please pay close attention to the load and the memory consumed by your job!**

Using the “top” command

- **The top program provides a dynamic real-time view of a running system.**

```
top - 23:30:16 up 51 days, 16:18,  4 users,  load average: 0.16, 0.05, 0.06
Tasks: 692 total,   2 running, 690 sleeping,   0 stopped,   0 zombie
%Cpu(s):  1.1 us,  1.0 sy,  0.0 ni, 97.9 id,  0.0 wa,  0.0 hi,  0.0 si,  0.0 st
KiB Mem : 19647060+total, 18699553+free,  8677504 used,   797560 buff/cache
KiB Swap: 13421772+total, 13405440+free,   163328 used. 18702988+avail Mem

   PID USER      PR  NI    VIRT    RES    SHR S  %CPU %MEM     TIME+ COMMAND
208754 fchen14   20   0 7731040   5.5g  20108 R 100.0  2.9   0:16.50 lmp
208999 fchen14   20   0  172868   2948   1624 R   0.7  0.0   0:00.07 top
     1 root      20   0  191624   2832   1544 S   0.0  0.0  21:18.21 systemd
     2 root      20   0       0      0      0 S   0.0  0.0   0:04.81 kthreadd
     4 root       0 -20       0      0      0 S   0.0  0.0   0:00.00 kworker/0:0H
     6 root      20   0       0      0      0 S   0.0  0.0   1:06.85 ksoftirqd/0
```

Check memory Usage for Multi-Node Job

- Check health of your job using `qshow`

```
$ qshow <jobid>
```

```
[fchen14@qbc2 slurmdoc]$ sbatch ex_lmp_hybrid.sh
Submitted batch job 37888 estimates 8 SUs from allocation loni_loniadmin1.
Estimated remaining SUs: 521696
JOBID      NAME               PARTITION  TIME_LIMIT  ST  CPUS  NODES  REASON
37888      hybrid_job_test    workq      5:00        PD  96    2      None
[fchen14@qbc2 slurmdoc]$ qshow 37888
PBS job: 37888, nodes: 2
Hostname  Days Load CPU U# (User:Process:VirtualMemory:Memory:Hours)
qbc005       0 Autoloading 211  6 fchen14:lmp:5847M:3.2G fchen14:lmp:5846M:3.3G
fchen14:slurm_scr+:113M:2M fchen14:srun:388M:5M fchen14:srun:50M:1M
qbc006       0 Autoloading 216  3 fchen14:lmp:5870M:5.1G fchen14:lmp:4447M:3.3G
PBS_job=37888 user=fchen14 allocation=loni_loniadmin1 queue=workq total_load=0.00
cpu_hours=0.00 wall_hours=0.00 unused_nodes=0 total_nodes=2 ppn=48 avg_load=0.00
avg_cpu=213% avg_mem=7640mb avg_vmem=11746mb
top_proc=fchen14:lmp:qbc006:5870M:5.1G:0.0hr:105%  node_processes=3
```

Pay attention to single queue usage

- **Single queue - Used for jobs that will only execute on a single node, i.e. `-N1 -n1-47`.**
- **Jobs in the single queue should not use:**
  - More than 4GB memory per core for QB3 (192G/48).
- **If applications require more memory, scale the number of cores (`--ntasks`) to the amount of memory required: i.e. max memory available for jobs in single queue is 16GB for `--ntasks 4` on QB3.**

More things to be noticed

- The purpose of bigmem queue on QB-2 is for jobs costing big (larger than 64 GB) memory not for jobs using more number of cores.
- GPU is available to workq or checkpt queues on QB-2.
- Xeon Phi is available to workq or checkpt queues on SuperMIC.
- Users are encouraged to use accelerators (GPU/Xeon Phi) whenever possible. Application for allocation involving with usage of accelerators will be easier to be approved.

Job Submission Quiz

- **How to suspend your account? (cont'd)**
  - Use more memory than allowed. (e.g. use 5GB memory on SuperMike2 with ppn=1)
  - Seriously underutilize node resources (e.g. allocate 32 nodes but just use 1 core)
  - Submit job to the big memory queue but use only few MB of memory

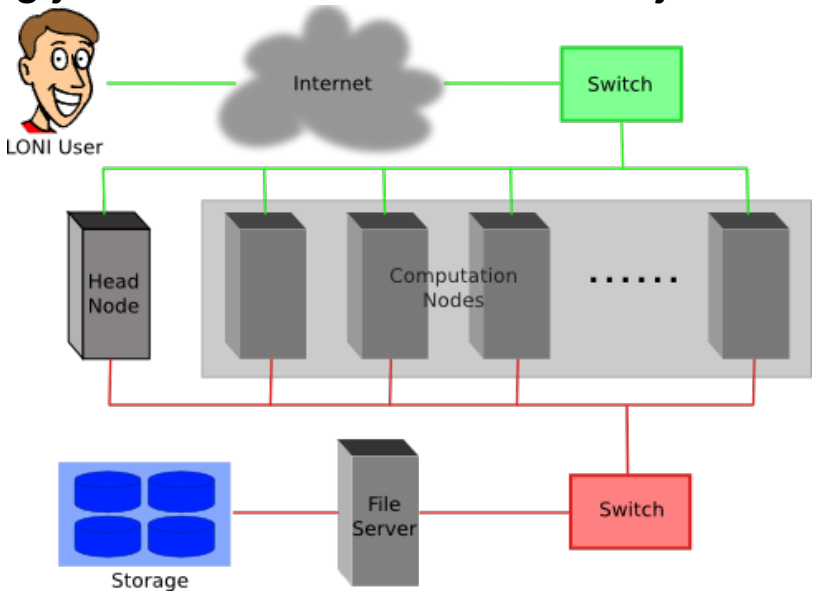
- **How to monitor core and memory usage?**

HPC User Environment 2

Job Scheduling Basics

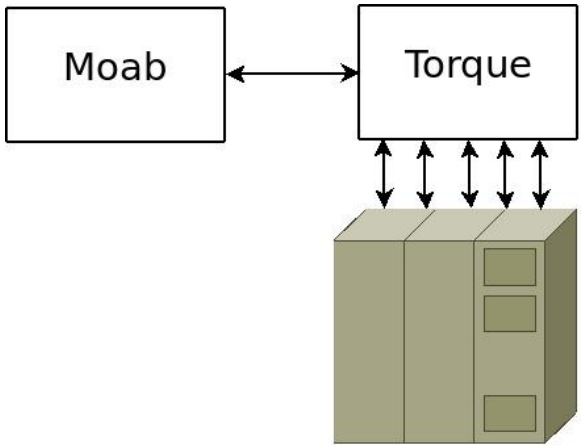
Back to Cluster Architecture

- **As a user, you interact with the scheduler and/or resource manager whenever you submit a job, or query on the status of your jobs or the whole cluster, or seek to manage your jobs.**
- **Resource managers give access to compute resource**
  - Takes in a resource request (job) on login node
  - Finds appropriate resource and assigns you a priority number
  - Positions your job in a queue based on the priority assigned.
  - Starts running jobs until it cannot run more jobs with what is available.



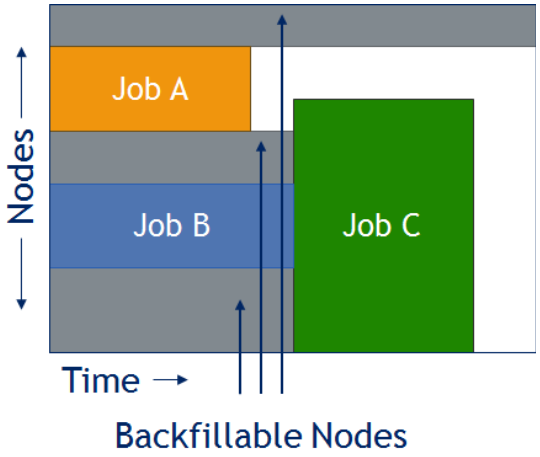
Job Scheduler

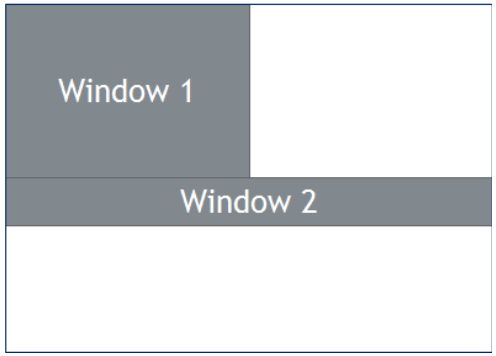
- **HPC & LONI Linux clusters use TORQUE, an open source version of the Portable Batch System (PBS) together with the MOAB Scheduler, to manage user jobs.**
- **Resource Manager - Torque**
  - Manages a queue of jobs for a cluster of resources
  - Launches job to a simple FIFO job queue
- **Workload Manager - Moab**
  - A scheduler that integrates with one or more Resource Managers to schedule jobs across domains of resources (servers, storage, applications)
  - Prioritizes jobs
  - Provides status of running and queued jobs, etc.
- **The batch queuing system determines**
  - The order jobs are executed
  - On which node(s) jobs are executed



Job management philosophy

- **Working Philosophy**
  - Prioritize workload into a queue for jobs
  - ***Backfill*** idle nodes to maximize utilization
    - Will be detailed later...





Job Priorities

- **Jobs with a higher job priority are scheduled ahead of jobs with a lower priority.**
- **Job priorities have contributions from the following:**
  - credential priority
  - fairshare priority
  - resource priority
  - service priority
- Priority determination for each queued job, use
  - `mdiag -p`:

```
$ mdiag -p
diagnosing job priority information (partition: ALL)
Job            PRIORITY*   Cred( User:Class)    FS( User:  WCA)  Serv(QTime:XFctr)   Res( Proc)
      Weights --------     100(   10:   10)   100(   10:   50)     2(    2:   20)    30(   10)

236172           246376    40.6(100.0:  0.0)   8.6( 19.6:  0.3)   4.0(1480.: 99.7)  46.8(2048.)
235440           242365    41.3(100.0:  0.0)   4.6(  8.2:  0.6)   6.6(3959.:  6.5)  47.5(512.0)
235441           242365    41.3(100.0:  0.0)   4.6(  8.2:  0.6)   6.6(3959.:  6.5)  47.5(512.0)
235442           242361    41.3(100.0:  0.0)   4.6(  8.2:  0.6)   6.6(3958.:  6.5)  47.5(512.0)
236396           241821    41.4(100.0:  0.0)   8.8( 19.6:  0.3)   2.2(664.0: 67.4)  47.6(1456.)
```

Priority components

- **Credential priority** = credweight * (userweight * job.user.priority)
  = 100 * (10 * 100) = 100000

  It is a constant for all users.
- **Fairshare priority** = fsweight * min (fscap,(fsuserweight*DeltaUserFSUsage))
  = 100 * (10 * DeltaUserFSUsage)

  If you have not submitted jobs in the past 7 days, DeltaUserFSUsage = 20000
- **Service priority** = serviceweight * (queuetimeweight * QUEUETIME + xfactorweight * XFACTOR)
  = 2 * (2 * QUEUETIME + 20 * XFACTOR),

  where XFACTOR = 1 + QUEUETIME / WALLTIMELIMIT.
- **Resource priority** = resweight * min (rescap, (procweight * TotalProcessorsRequested)
  = 30 * min (3840, (10 * TotalProcessorsRequested)

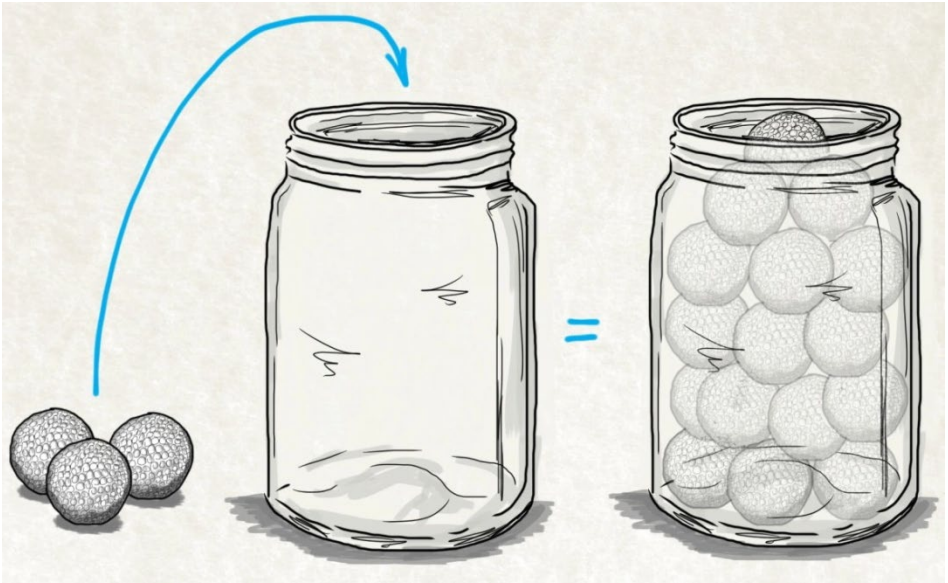
- **See http://www.hpc.lsu.edu/docs/pbs.php , click "Job priority".**

How to get higher priority?

- **Do not submit too many jobs within one week.**
- **Submit your job early to accumulate the queue time.**
- **More on resource priority:**
  - Request more compute nodes.
  - Request a smaller walltime limit.
  - see next few slides...

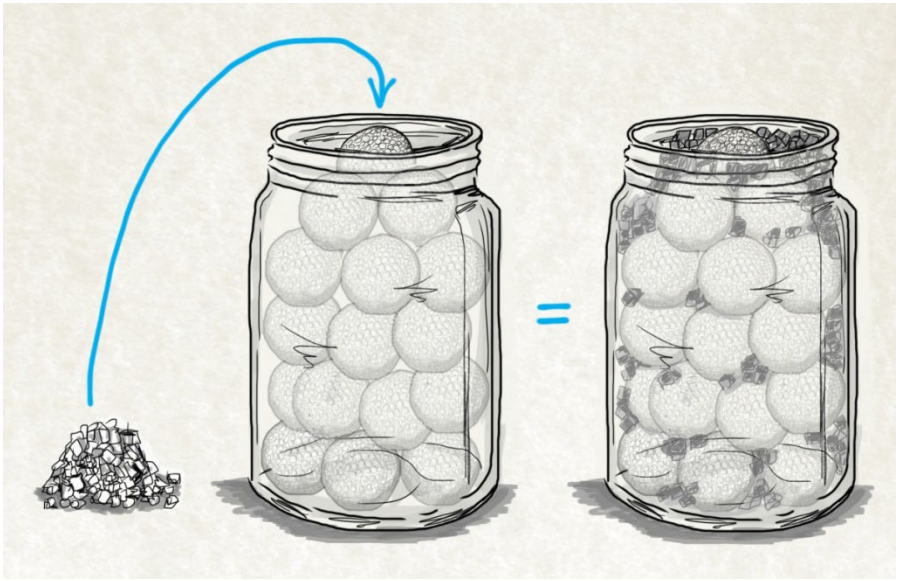
How to maximize the usage of a cluster?

- **Fill in high-priority (large) jobs**
- **Backfill low-priority (small) jobs**



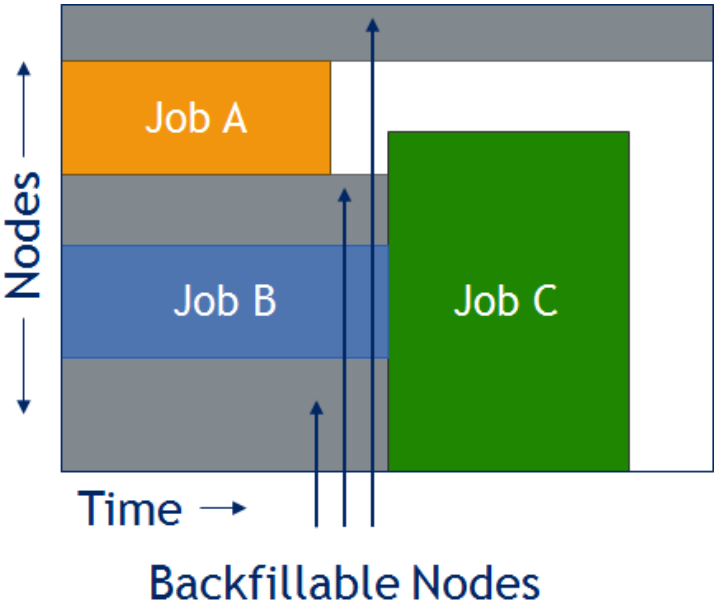
1

2

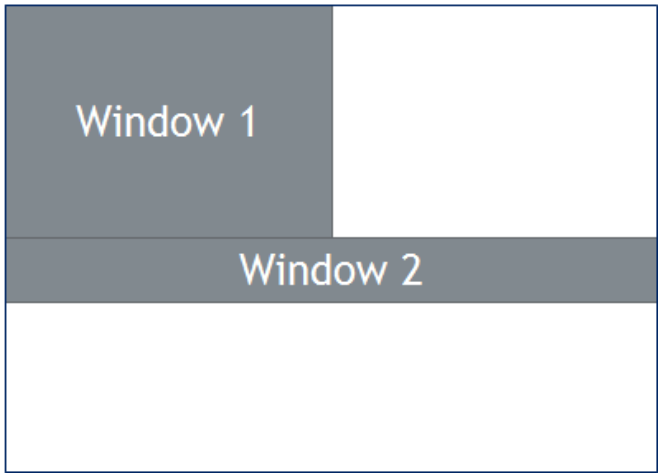


An Overview of Backfilling (1)

- **Backfill is a scheduling optimization that allows a scheduler to make better use of available resources by running jobs out of order.**
- **Enabling backfill allows the scheduler to start other, lower-priority jobs so long as they do not delay the highest priority job.**



- **If the FIRSTFIT algorithm is applied, the following steps are taken:**
  - The list of feasible backfill jobs is filtered, selecting only those that will actually fit in the current backfill window.
  - The first job is started.
  - While backfill jobs and idle resources remain, repeat step 1.



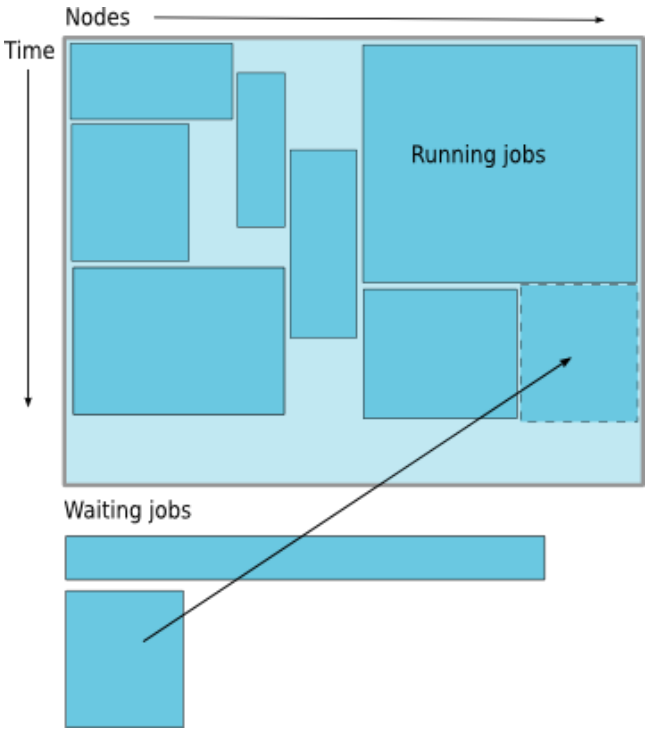
An Overview of Backfilling (2)

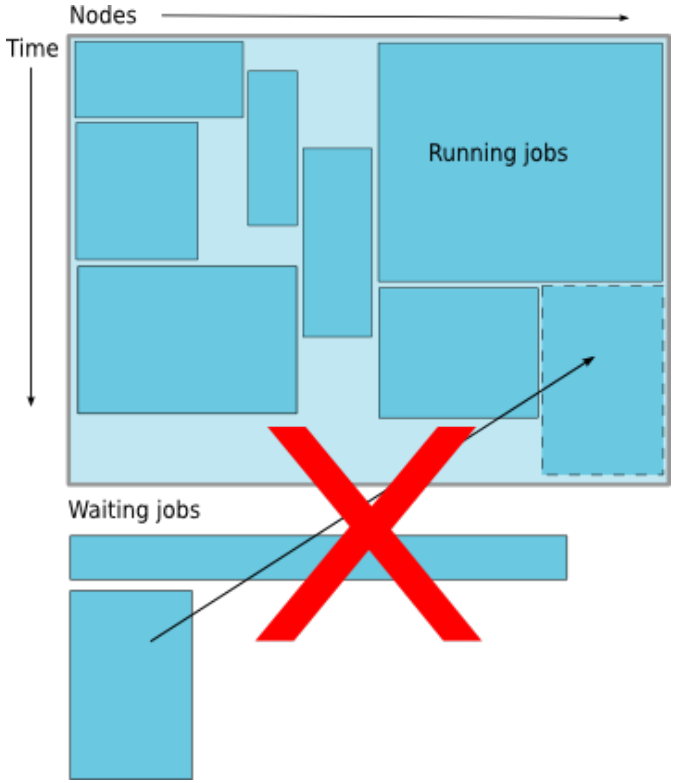
- **Although by default the start time of the highest priority job is protected by a reservation, there is nothing to prevent the third priority job from starting early and possibly delaying the start of the second priority job.**
- **Command to show current backfill windows:**
  - `showbf`
    - Shows what resources are available for immediate use.
    - This command can be used by any user to find out how many processors are available for immediate use on the system. It is anticipated that users will use this information to submit jobs that meet these criteria and thus obtain quick job turnaround times.
  - Example:

```
[fchen14@eric2 ~]$ showbf -c workq
Partition     Tasks  Nodes      Duration   StartOffset       StartDate
---------     -----  -----  ------------  ------------  --------------
ALL              40      5      18:50:35      00:00:00  11:16:49_09/04
ALL               8      1      INFINITY      00:00:00  11:16:49_09/04
```

How Much Time Should I Ask for?

- **It should be**
  - Long enough for your job to complete
  - As short as possible to increase the chance of backfilling





Frequently Asked Questions

- **I submitted job A before job B. Why job B started earlier than job A?**
- **There are free nodes available, why my job is still waiting and not running?**
- **Why my job is not get accelerated when running on cluster?**
  - Is your job utilizing the parallel resource on the cluster?
  - Does you job have lots of I/O tasks?
  - See next section...

Take-home message

- **Job queue**
  - Nodes are organized in to queues. Nodes can be shared.
  - Nodes may have special characteristics: GPU, Large memory, etc
- **Submit job for both PBS and SLURM**
  - Interactive & Batch job
  - Serial & Parallel job
- **Monitor job for both PBS and SLURM**
  - On the headnode: qstat/squeue, qshow, etc
  - On the compute node: top
- **Job schedule basics**
  - Jobs don’t run on a ”First come first served” policy
  - Job priority

Future Trainings

- **Next week training: Basic Shell Scripting**
  - Wednesday 9:00am, February 10, Via Zoom
- **Workshops**
  - Usually in summer
- **Keep an eye on our webpage: www.hpc.lsu.edu**

HPC User Environment 2

Compile and Analyze Codes on Cluster

Compilers

- **Serial compilers**

Language	Linux cluster		
	Intel	PGI	GNU
Fortran	ifort	pgf77, pgf90	gfortran
C	icc	pgcc	gcc
C++	icpc	pgCC	g++

- **Parallel compilers**

Language	Linux clusters
Fortran	mpif77, mpif90
C	mpicc
C++	mpiCC

Example compiling serial code

- **icc hello_cpu_elapsed.c**
- **gfortran test_hello2.f90**

- **List symbols for executables:**

  nm - list symbols from object files

- **Example:**

```
[fchen14@mike2 hello]$ nm ./a.out | grep intel
000000000060eb60 B __intel_cpu_indicator

[fchen14@mike2 hello]$ nm ./a.out | grep gfortran
                 U _gfortran_set_args@@GFORTRAN_1.0
```

CPU time vs Elapsed time

- **CPU time (or process time):**
  - The amount of time for which a central processing unit (CPU) was used for processing instructions of a computer program or operating system, as opposed to, for example, waiting for input/output (I/O) operations or entering low-power (idle) mode.
- **Elapsed real time (or simply real time, or wall clock time)**
  - The time taken from the start of a computer program until the end as measured by an ordinary clock. Elapsed real time includes I/O time and all other types of waits incurred by the program.
- **If a program uses parallel processing, total CPU time for that program would be more than its elapsed real time.**
  - (Total CPU time)/(Number of CPUs) would be same as elapsed real time if work load is evenly distributed on each CPU and no wait is involved for I/O or other resources.

Compiling and Analyzing C serial program

```c
#include <stdio.h>
#include <time.h>
int main(char *argc, char **argv) {
    double s=0.0;
    // fundamental arithmetic type representing clock tick counts.
    clock_t start, end;
    int i;
    start = clock();
    for (i=0;i<1000000000;i++)
        s+=i*2.0; // doing some floating point operations
    end = clock();
    double time_elapsed_in_seconds = (end - start)/(double)CLOCKS_PER_SEC;
    printf("cputime_in_sec: %e\n", time_elapsed_in_seconds);
    start = clock();
    system ("sleep 5"); // just sleep, does this accumulate CPU time?
    end = clock();
    time_elapsed_in_seconds = (end - start)/(double)CLOCKS_PER_SEC;
    printf("cputime_in_sec: %e\n", time_elapsed_in_seconds);
    return 0;
}
```

Watch the actual cpu time using “time”

```
[fchen14@mike429 serial]$ gcc hello_cpu_elapsed.c
[fchen14@mike429 serial]$ time ./a.out
cputime_in_sec: 2.740000e+00
cputime_in_sec: 0.000000e+00

real    0m7.782s
user    0m2.750s
sys     0m0.005s
```

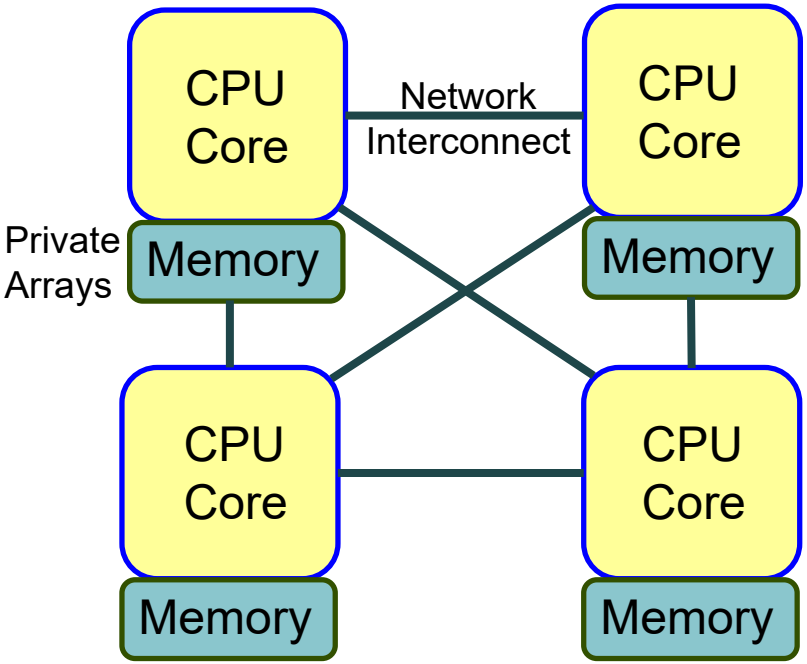
Some additional info about "time"

- **Use the Linux command `time` to evaluate the actual time usage**
  - time a simple command or give resource usage
- **Real refers to actual elapsed time (wall clock time)**
  - Time from start to finish of the call. This is all elapsed time including time used by other processes and time the process spends blocked (for example if it is waiting for I/O to complete).
- **User and Sys refer to CPU time used only by the process.**
  - User is the amount of CPU time spent in user-mode code (***outside the kernel***) within the process.
  - Sys is the amount of CPU time spent ***in the kernel*** within the process.
- **Purpose of this example:**
  - real < user: The process is CPU bound and takes advantage of parallel execution on multiple cores/CPUs.
  - real ≈ user: The process is CPU bound and takes no advantage of parallel execution.
  - real > user: The process is I/O bound. Execution on multiple cores would be of little to no advantage.

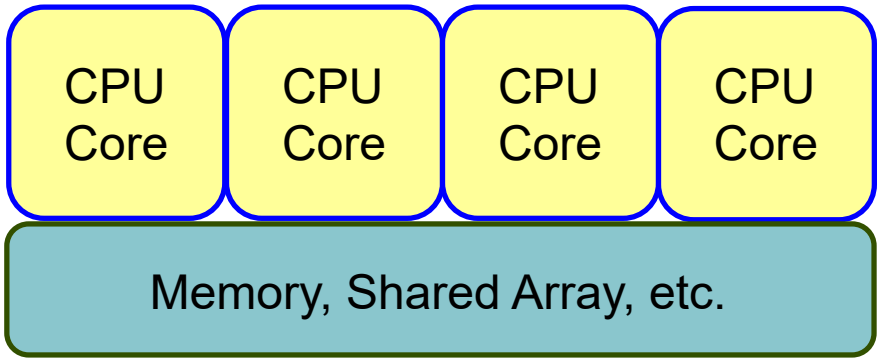
Two parallel schemes

- **Shared Memory system**
  - A single multicore compute node
  - Open Multi-processing (OpenMP)
- **Distributed Memory system**
  - Mutliple compute nodes
  - Message Passing Interface (MPI)

MPI: Distributed Memory System



OpenMP: Shared Memory System



Typically less memory overhead/duplication. Communication often implicit, through cache coherency and runtime.

Example compiling threaded OpenMP code

- **Compiling OpenMP code often requires the** `openmp` **compiler flags, it varies with different compiler**
- **Environment Variable** `OMP_NUM_THREADS` **sets the number of threads**
- **Examples:**

```
[fchen14@mike2 src]$ gcc -fopenmp hello_openmp.c
[fchen14@mike2 src]$ ifort -openmp hello_openmp.f90
```

Compiler	Compiler Options	Default behavior for # of threads (OMP_NUM_THREADS not set)
GNU (gcc, g++, gfortran)	-fopenmp	as many threads as available cores
Intel (icc ifort)	-openmp	as many threads as available cores
Portland Group (pgcc,pgCC,pgf77,pgf90)	-mp	one thread

Sample OpenMP C code

```
#include <omp.h>
#include <stdio.h>
#include <stdlib.h>
int main (int argc, char *argv[]) {
    int nthreads, tid;
    /* Fork a team of threads with their own copies of variables */
#pragma omp parallel private(nthreads, tid)
    {
        /* Obtain thread number */
        tid = omp_get_thread_num();
        printf("Hello World from thread = %d\n", tid);
        /* Only master thread does this */
        if (tid == 0) {
            nthreads = omp_get_num_threads();
            printf("Number of threads = %d\n", nthreads);
        }
    } /* All threads join master thread and disband */
}
```

Sample OpenMP Fortran code

```
program hello

integer nthreads,tid,omp_get_num_threads,omp_get_thread_num
! fork a team of threads giving them their own copies of variables
!$omp parallel private(nthreads, tid)
! obtain thread number
tid = omp_get_thread_num()
print *, 'hello world from thread = ', tid
! only master thread does this
if (tid .eq. 0) then
    nthreads = omp_get_num_threads()
    print *, 'number of threads = ', nthreads
end if
! all threads join master thread and disband
!$omp end parallel
end
```

Analyzing a parallel (OpenMP) program

- **What will be the CPU time and elapsed time for the following code segment:**

  See (on SuperMike II):
  /home/fchen14/userenv/src/openmp/hello_openmp_cpu_elapse.c

```
// fundamental arithmetic type representing clock tick counts.
clock_t start, end;
struct timeval r_start, r_end;
int i;
gettimeofday(&r_start, NULL);
start = clock();
#pragma omp parallel for // spawn the openmp threads
for (i=0;i<N;i++) a = i*2.0; // doing some floating point operations
end = clock();
gettimeofday(&r_end, NULL);
double cputime_elapsed_in_seconds = (end -
start)/(double)CLOCKS_PER_SEC;
double realtime_elapsed_in_seconds = ((r_end.tv_sec * 1000000 +
r_end.tv_usec) - (r_start.tv_sec * 1000000 +
r_start.tv_usec))/1000000.0;
```

Available MPI libraries on LONI & HPC

	Name	MPI Library				Default serial compiler
Cluster Resource		Mvapich	Mvapich2	OpenMPI	MPICH	
LONI	Eric	0.98, 1.1	1.4, 1.6, 1.8.1	1.3.4	X	Intel 11.1
	QB2	X	2.0	1.8.1	3.0.3	Intel 14.0.2
LSU	SuperMikeII	X	1.9, 2.0.1	1.6.2 1.6.3 1.6.5	3.0.2	Intel 13.0.0
	Philip	X	X	1.4.3, 1.6.1	1.2.7, 1.3.2, 1.4.1	Intel 11.1
	SuperMIC	X	2.0	1.8.1	3.0.3 3.1.1	Intel 14.0.2

MPI Compilers (1)

Language	Linux clusters	AIX clusters
Fortran	mpif77, mpif90	mpxlf, mpxlf90
C	mpicc	mpcc
C++	mpiCC	mpCC

mpif90 hello.f90

mpicc hello.c

mpicxx hello.cpp

MPI Compilers (2)

- **These MPI compilers are actually wrappers**
  - They still use the compilers we've seen on the previous slide
    - Intel, PGI or GNU
  - They take care of everything we need to build MPI codes
    - Head files, libraries etc.
  - What they actually do can be reveal by the `-show` option
- **It's extremely important that you compile and run your code with the same version of MPI!**
  - Use the default version if possible

Compiling a MPI C program

- **Compiling Hello world in C version:**
  - mpicc hello_mpi.c

```
#include <mpi.h>
#include <stdio.h>
int main(int argc, char** argv) {
    int name_len, world_size, world_rank;
    char processor_name[MPI_MAX_PROCESSOR_NAME];
    //Initialize the MPI environment
    MPI_Init(NULL, NULL);
    // Get the number and rank of processes
    MPI_Comm_size(MPI_COMM_WORLD, &world_size);
    MPI_Comm_rank(MPI_COMM_WORLD, &world_rank);
    // Get the name of the processor
    MPI_Get_processor_name(processor_name, &name_len);
    // Print off a hello world message
    printf("Iam from processor %s, rank %d out of %d processors\n",
            processor_name, world_rank, world_size);
    // Finalize the MPI environment.
    MPI_Finalize();
}
```

Compiling a MPI Fortran program

- **Compiling Hello world in Fortran:**
  - mpif90 hellp_mpi.f90

```
program hello_mpi
    include 'mpif.h'
    !use mpi
    character 10 name
    ! Initialize the MPI library:
    call MPI_Init(ierr)
    ! Get size and rank
    call MPI_Comm_Size(MPI_COMM_WORLD, numtasks, ierr)
    call MPI_Comm_Rank(MPI_COMM_WORLD, rank, ierr)
    ! print date
    if (nrank == 0) then
        write( , )'System date'
        call system('date')
    endif
    call MPI_Barrier(MPI_COMM_WORLD, ierr)
    ! print rank
    call MPI_Get_Processor_Name(name, len, ierr)
    write( , )"I am ", nrank, "of", numtasks, "on ", name
    ! Tell the MPI library to release all resources it is using:
    call MPI_Finalize(ierr)
end program hello_mpi
```

Notes for compiling a MPI program (1)

- **Always verify what compiler/library is being used:**

```
$ mpicc -show
icc -I/usr/local/packages/openmpi/1.6.2/Intel-13.0.0/include -
L/usr/local/packages/openmpi/1.6.2/Intel-13.0.0/lib -lmpi -ldl -lm -
Wl,--export-dynamic -lrt -lnsl -libverbs -libumad -lpthread -lutil

$ mpif90 -show
ifort -I/usr/local/packages/openmpi/1.6.2/Intel-13.0.0/include -
I/usr/local/packages/openmpi/1.6.2/Intel-13.0.0/lib -
L/usr/local/packages/openmpi/1.6.2/Intel-13.0.0/lib -lmpi_f90 -
lmpi_f77 -lmpi -ldl -lm -Wl,--export-dynamic -lrt -lnsl -libverbs -
libumad -lpthread -lutil
```

Notes for compiling a MPI program (2)

- **Always verify what library is being used: Before and after:**

```
$ ldd a.out #ldd - print shared library dependencies
        linux-vdso.so.1 =>  (0x00007fff907ff000)
        libmpi_f90.so.1 => /usr/local/packages/openmpi/1.6.2/Intel-
13.0.0/lib/libmpi_f90.so.1 (0x00002b9ae577e000)
        libmpi_f77.so.1 => /usr/local/packages/openmpi/1.6.2/Intel-
13.0.0/lib/libmpi_f77.so.1 (0x00002b9ae5982000)
        libmpi.so.1 => /usr/local/packages/openmpi/1.6.2/Intel-
13.0.0/lib/libmpi.so.1 (0x00002b9ae5bb9000)
...
        libpthread.so.0 => /lib64/libpthread.so.0 (0x0000003b21800000)
...
        libifport.so.5 =>
/usr/local/compilers/Intel/composer_xe_2013.0.079/compiler/lib/intel64/l
ibifport.so.5 (0x00002b9ae61ee000)
        libifcore.so.5 =>
/usr/local/compilers/Intel/composer_xe_2013.0.079/compiler/lib/intel64/l
ibifcore.so.5 (0x00002b9ae641d000)
```

Running and Analyzing MPI program

- **Make sure you are running your jobs on the correct nodes**
- **Important if you want to run less processes than ppn**
- **Understand the usage of $PBS_NODEFILE**

```
[fchen14@mike2 ~]$ qsub -I -X -l nodes=2:ppn=16 -l walltime=01:00:00 -q gpu
...
[fchen14@mike429 ~]$ echo $PBS_NODEFILE
/var/spool/torque/aux//236660.mike3
[fchen14@mike429 ~]$ cat $PBS_NODEFILE
mike429
...          # 16 repeats of mike429
mike429
mike430
...          # 16 repeats of mike430
mike430
[fchen14@mike429 hybrid]$ cat $PBS_NODEFILE| uniq > hosts
[fchen14@mike429 hybrid]$ cat hosts
mike429
mike430
```

Running and Analyzing MPI program

```
[fchen14@mike315 mpi]$ mpicc hello_mpi.c
[fchen14@mike315 mpi]$ mpirun -np 32 -hostfile $PBSNODEFILE ./a.out
Iam from processor mike315, rank 1 out of 32 processors
Iam from processor mike315, rank 6 out of 32 processors
Iam from processor mike315, rank 9 out of 32 processors
Iam from processor mike315, rank 12 out of 32 processors
Iam from processor mike315, rank 0 out of 32 processors
Iam from processor mike315, rank 2 out of 32 processors
Iam from processor mike315, rank 3 out of 32 processors
Iam from processor mike315, rank 7 out of 32 processors
Iam from processor mike315, rank 10 out of 32 processors
Iam from processor mike315, rank 5 out of 32 processors
Iam from processor mike315, rank 13 out of 32 processors
Iam from processor mike315, rank 4 out of 32 processors
Iam from processor mike315, rank 8 out of 32 processors
Iam from processor mike334, rank 17 out of 32 processors
Iam from processor mike315, rank 11 out of 32 processors
Iam from processor mike315, rank 14 out of 32 processors
Iam from processor mike315, rank 15 out of 32 processors
Iam from processor mike334, rank 18 out of 32 processors
```

Compiling hybrid (MPI+OpenMP) program

- **See** /home/fchen14/userenv/src/hybrid/hello_hybrid.c **for complete source**
- **Use command:**
  - $ mpicc -openmp hello_hybrid.c

```
#pragma omp parallel default(shared) private(itd, np)
    {
        gtd = omp_get_num_threads(); //get total num of threads in a process
        itd = omp_get_thread_num();  // get thread id
        gid = nrank*gtd + itd;       // global id
        printf("Gid %d from thd %d out of %d from process %d out of %d on %s\n",
                gid, itd, gtd, nrank, numprocs, processor_name);
        if (nrank==0 && itd==0)
        {
            // system("pstree -ap -u $USER");
            system("for f in `cat $PBS_NODEFILE|uniq`; do ssh $f pstree -ap -u
$USER; done;");
            system("sleep 10");
        }
    }
```

Analyzing a hybrid program

```
[fchen14@mike315 hybrid]$ export OMP_NUM_THREADS=4
[fchen14@mike315 hybrid]$ mpirun -np 2 -x OMP_NUM_THREADS ./a.out
Gid 0 from thread 0 out of 4 from process 0 out of 2 on mike315
Gid 2 from thread 2 out of 4 from process 0 out of 2 on mike315
Gid 1 from thread 1 out of 4 from process 0 out of 2 on mike315
Gid 3 from thread 3 out of 4 from process 0 out of 2 on mike315
Gid 4 from thread 0 out of 4 from process 1 out of 2 on mike315
Gid 6 from thread 2 out of 4 from process 1 out of 2 on mike315
Gid 7 from thread 3 out of 4 from process 1 out of 2 on mike315
Gid 5 from thread 1 out of 4 from process 1 out of 2 on mike315
bash,108067
  |-mpirun,110651 -np 2 -x OMP_NUM_THREADS ./a.out
  |   |-a.out,110652
  |   |   |-sh,110666 -c ...
  |   |   |   `-ssh,110670 mike315 pstree -ap -u fchen14
  |   |   |-{a.out},110654
  |   |   |-{a.out},110656
  |   |   |-{a.out},110662
  |   |   |-{a.out},110663
  |   |   |-{a.out},110664
  |   |   `-{a.out},110665
  |
```

Exercise

- **Submit a small job to run “sleep 180”and “print PBS variables”**
  - Create a script to submit a 5 min job and print from within the job script PBS variables $PBS_NODEFILE, $PBS_WORKDIR. Also run “sleep 180” to give you a few minutes to verify status.
  - Once the job is running, find out the Mother Superior node and other slave nodes assigned to your job using qstat.
  - Log into MS node and verify that your job is running and find your temporary output file
  - Modify your script to print hello from each of your assigned nodes
- **Run a shell script using mpirun to print process id of shell**

QB3 in Friendly User Mode

- **QB3 is an 857 TeraFlop peak performance cluster with 9,696 CPU cores, comprised of 202 compute nodes connected by 100 Gbps Infiniband fabric**
  - 192 regular nodes: two 24-core Intel Cascade Lake CPUs, 192 GB RAM
  - 8 GPU nodes: two 24-core Intel Cascade Lake CPUs, 192 GB RAM, two NVIDIA Tesla V100 GPUs
  - 2 bigmem nodes: two 24-core Intel Cascade Lake CPUs, 1.5 TB RAM
- **log in QB3 with your current LONI HPC credentials using**
  - ssh qbc.loni.org
- **Before you submit jobs on QB3, please make sure that you review the user guide here:**
  - http://www.hpc.lsu.edu/docs/guides.php?system=QB3
- **"Friendly user mode", which means that the hardware/software configuration and policy may change without advance notice.**
- **The biggest difference QB2 users would notice on QB3 is that, instead of Torque/Moab, *Slurm* is employed as the workload and resource manager.**