

HPC User Environment 2

Siva Prasad Kasetti

HPC User Services

LSU HPC / LONI

sys-help@loni.org

Louisiana State University

Baton Rouge

September 17, 2025



- **HPC User Environment 1**

1. Intro to HPC
2. Getting started
3. Into the cluster
4. Software environment (modules)

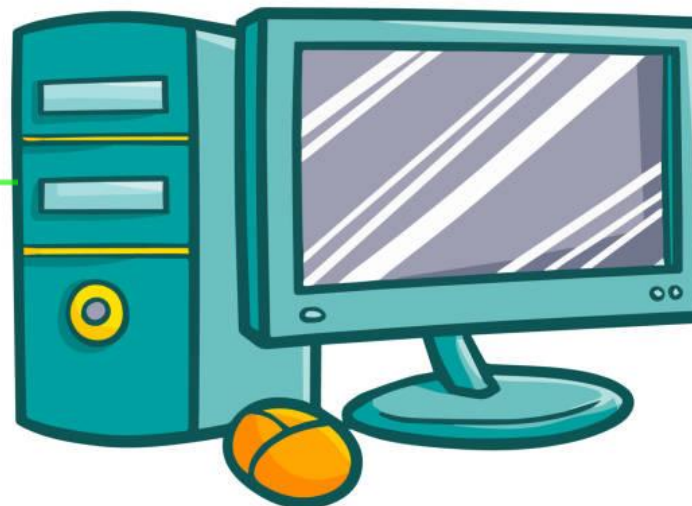
- **HPC User Environment 2**

1. Basic concepts
2. Preparing my job
3. Submitting my job
4. Managing my jobs

- **HPC User Environment 2**

1. Basic concepts
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
2. Preparing my job
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) Number of nodes & cores
 - 4) Partitions and job queues
3. Submitting my job
 - 1) Interactive job
 - 2) Batch job
4. Managing my jobs
 - 1) Useful commands
 - 2) Monitoring job health

- **HPC User Environment 2**
 1. **Basic concepts**
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
 2. **Preparing my job**
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) Number of nodes & cores
 - 4) Partitions and job queues
 3. **Submitting my job**
 - 1) Interactive job
 - 2) Batch job
 4. **Managing my jobs**
 - 1) Useful commands
 - 2) Monitoring job health



You own this computer.

You can use this however you like.
You can also install any software packages with root privileges like `sudo <yum, dnf, apt-get>` etc.

You can run your code however long it takes, take full advantage of all resources like full memory, all cores, gpus etc. available on your machine.

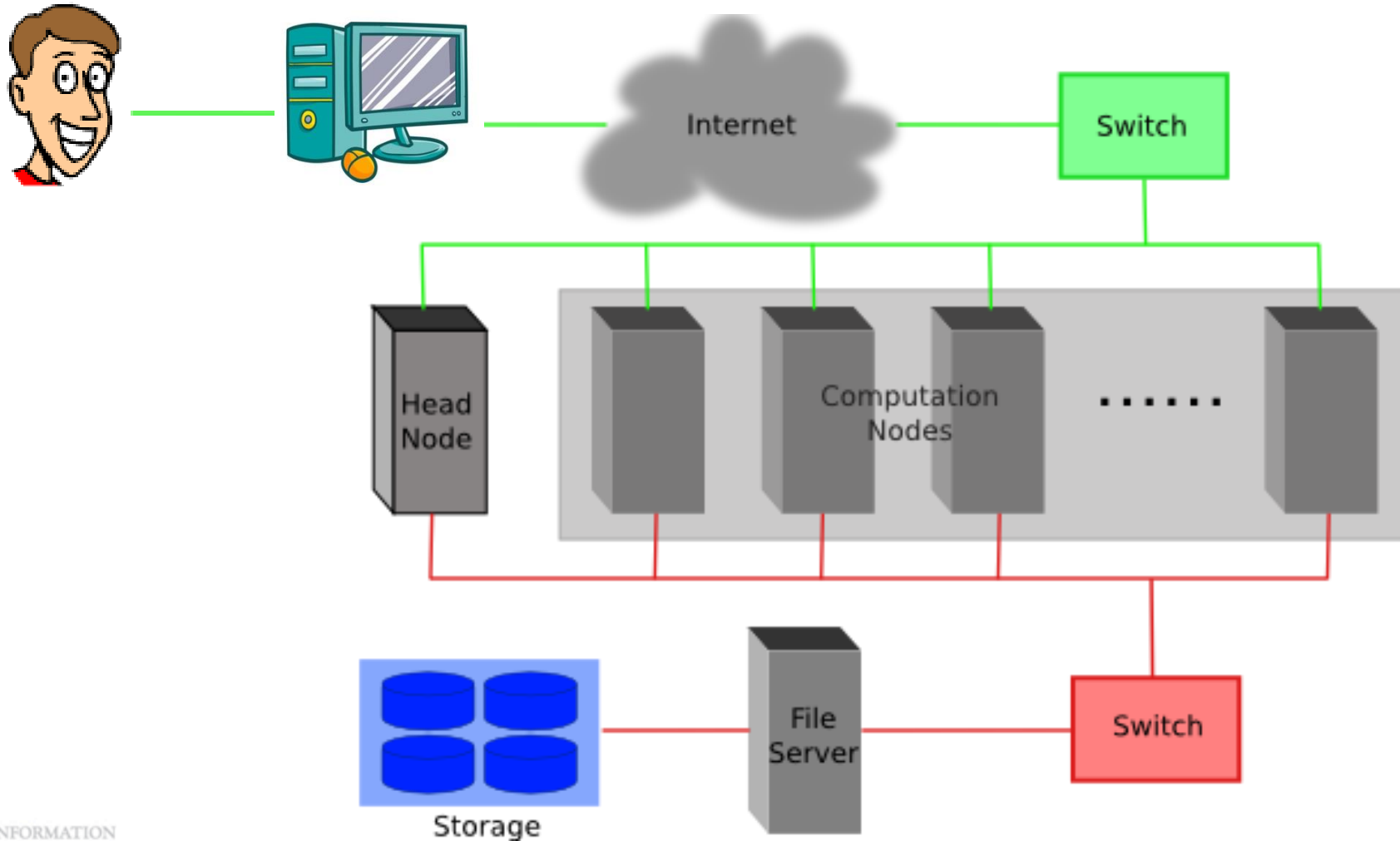
What if the available resources on your computer are not sufficient?

Two things needed to run jobs on our clusters:

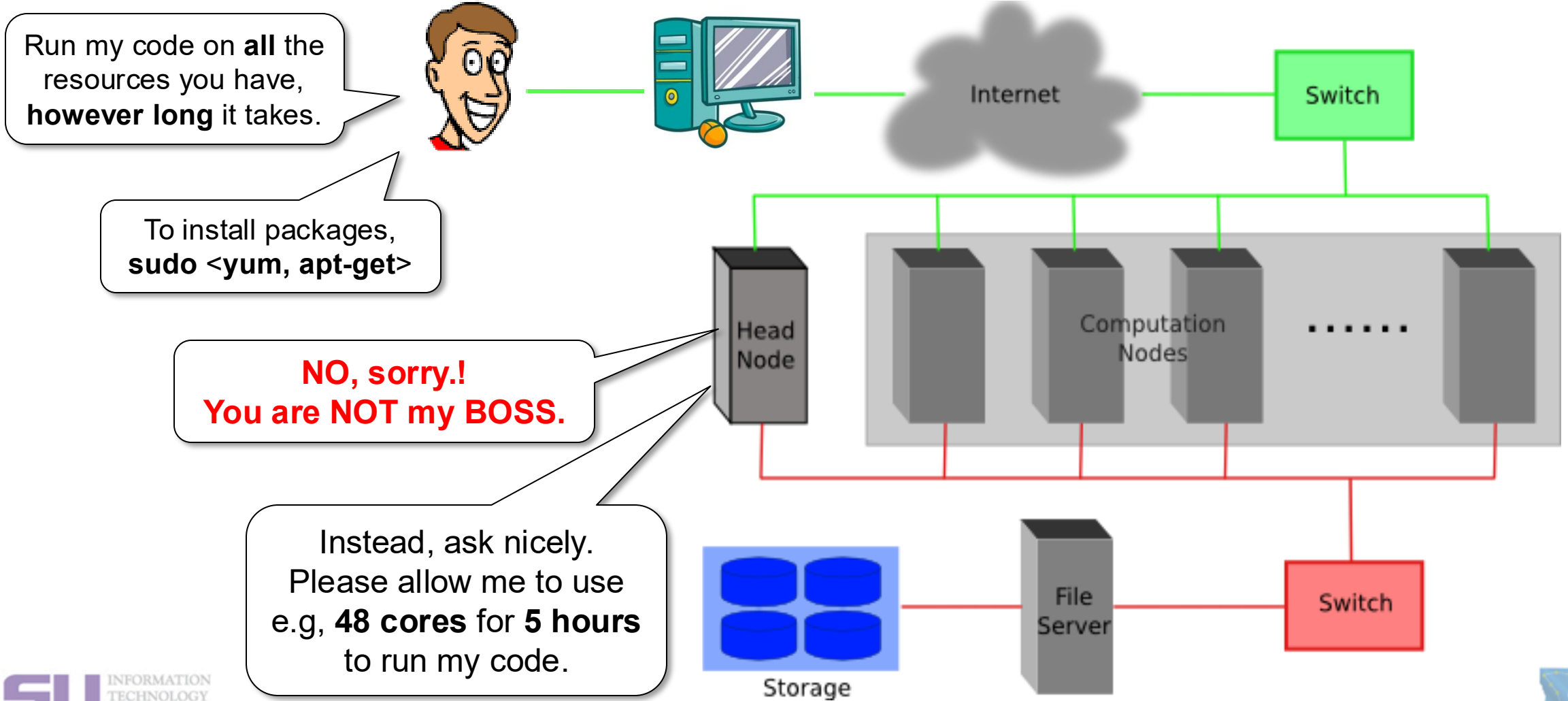
1) Account

2) Allocation

1) Previously on HPC User Environment 1...

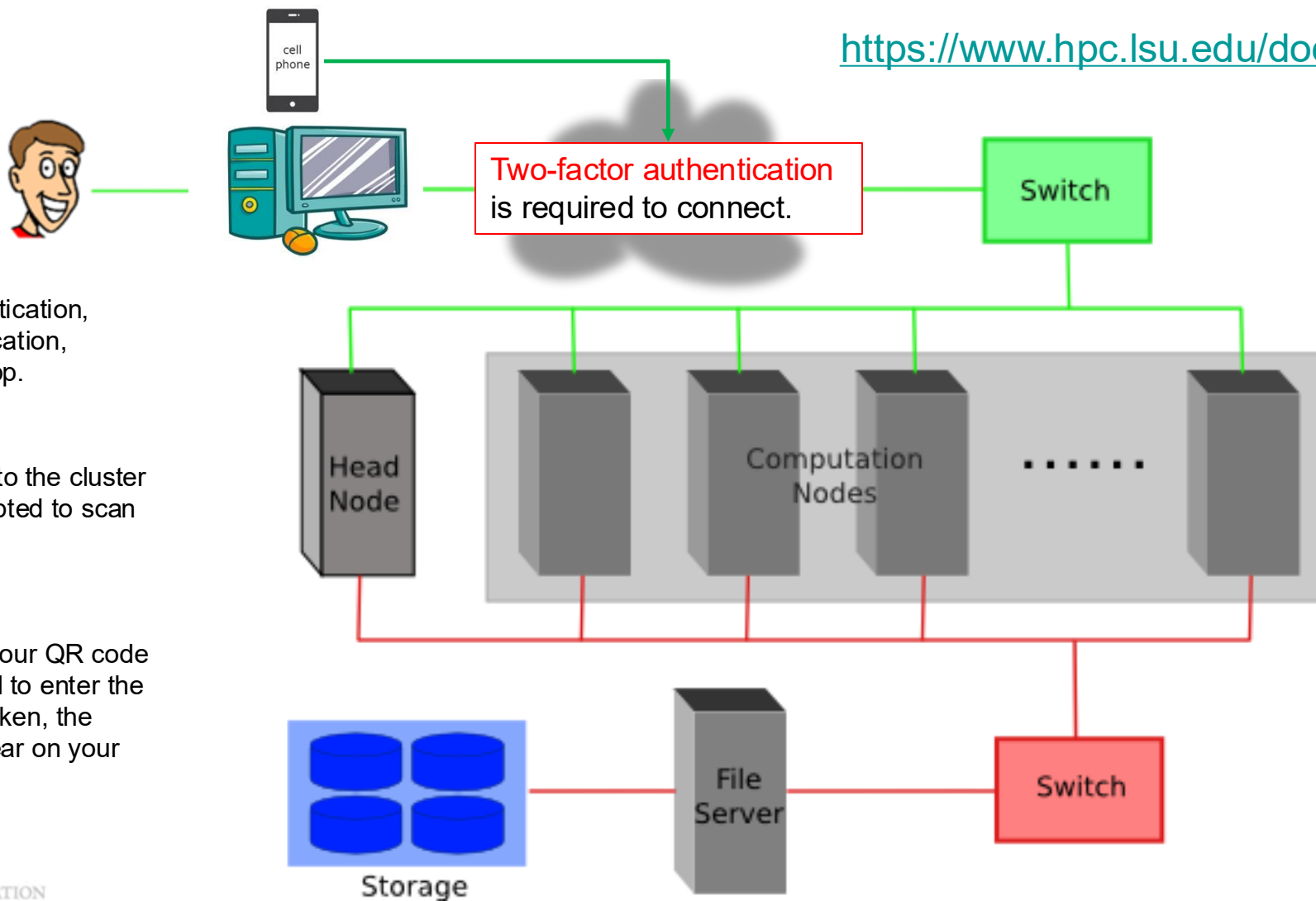


1) Previously on HPC User Environment 1...



1) Previously on HPC User Environment 1...

<https://www.hpc.lsu.edu/docs/systems/twofa.php>



Step 1:
Microsoft Authentication,
Google Authentication,
or Mobile Due app.

Step 2:
While you log in to the cluster
you will be prompted to scan
your QR code.

Step 3:
Once you scan your QR code
you will be asked to enter the
Authentication token, the
number will appear on your
app.

Step 4:
If you did not scan the QR
code the first time, you should
be able to log in to the cluster
in another way.

If nothing works, you can
send a ticket to the LONI
Systems Support team and
ask for help.

sys-help@loni.org

- **HPC User Environment 2**

1. **Basic concepts**

- 1) Previously on HPC User Environment 1...
- 2) Job and Job Scheduler

2. **Preparing my job**

- 1) Basic principles
- 2) Job duration (wall time)
- 3) Number of nodes & cores
- 4) Partitions and job queues

3. **Submitting my job**

- 1) Interactive job
- 2) Batch job

4. **Managing my jobs**

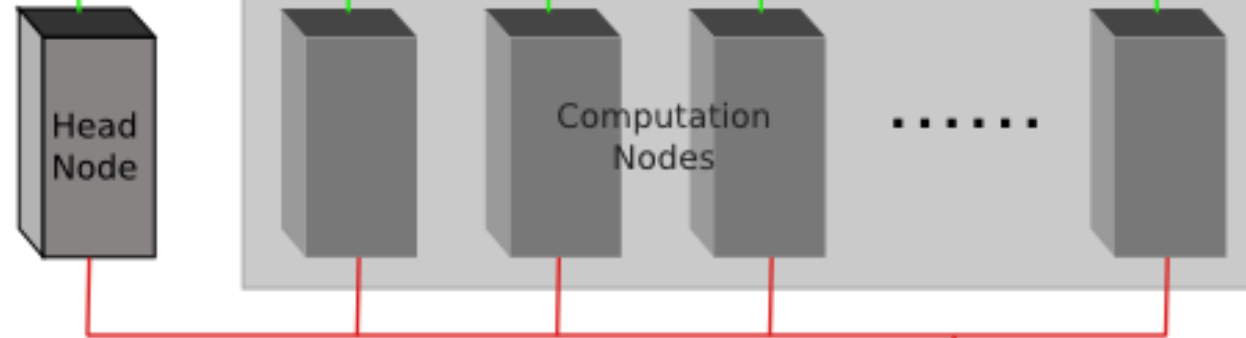
- 1) Useful commands
- 2) Monitoring job health

a) The job is a computational task submitted to a cluster for execution.

- **Job script:** It can be a file that contains all the instructions and parameters needed to execute the job written in the shell scripting language. It specifies the resource requirements and the commands.
 - **Resource requirements:** You should define the computational resources needed, such as the partition type, the number of nodes, the number of cores, the amount of memory, and the computational time limit, to execute your job using Slurm directives such as **#SBATCH . . .**
 - **Commands:** After the Slurm directives, you can add any commands to execute your job.
- **SUs** are deducted from allocations based on the actual usage of each job.
 - Example:
 - My allocation balance: 50,000 SU
 - Running a job: 128 cores * 10 hours = 1280 SU
 - Balance after the job is completed: 48,720 SU

1 SU Unit = 1 CORE / hour

b) What's a "job scheduler"?



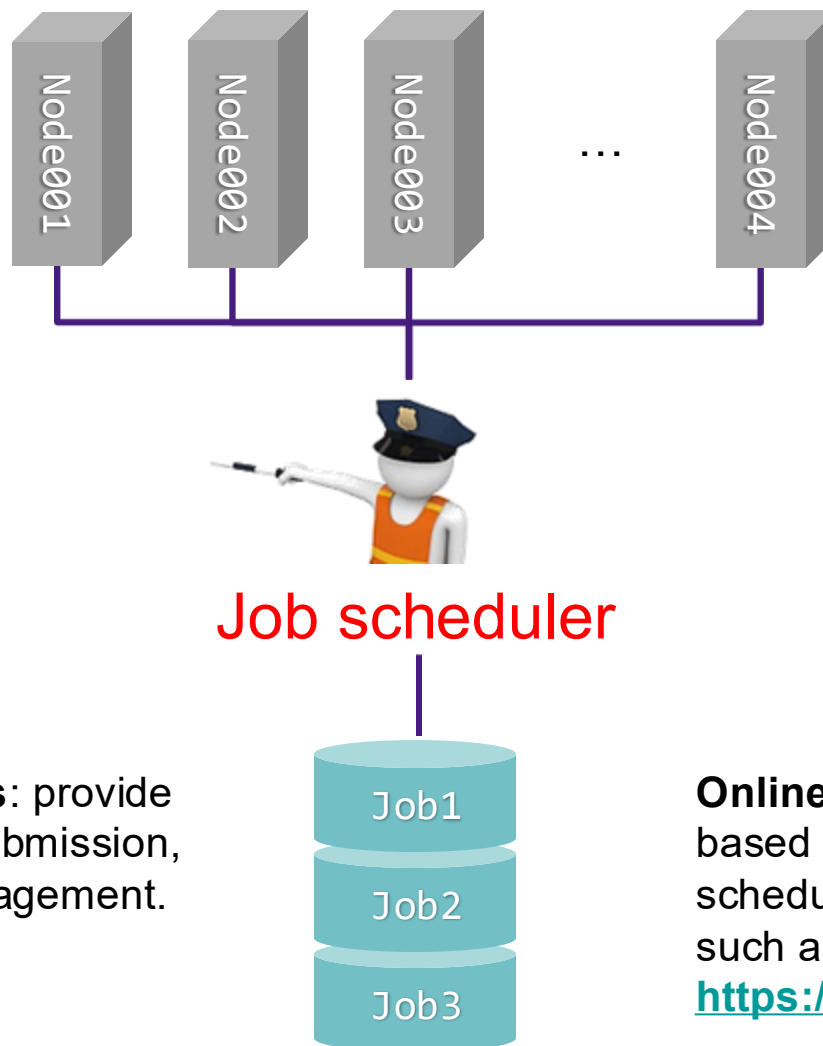
I need two compute nodes with 64 cores each to perform molecular dynamics simulations for 10 hours.

b) What's a "job scheduler"?

Allocation of resources: queue management and allocation of the resources based on job requirements.

Priority scheduling: assigns priority to jobs based on required computational resources and job duration. It also checks for fair resource distribution.

Command line tools: provide users with the tool submission, monitoring, and management.



Monitoring and reporting: monitoring of the job progress, resource usage, and job status.

Fault tolerance and recovery: supports job checkpointing and recovery. It also handles job rescheduling when a compute node fails.

Online Web tools: support web-based interfaces for easier job scheduling and management, such as **Open OnDemand**
<https://ondemand.qbd.loni.org>

b) What's a "job scheduler"?



<https://www.ibm.com/docs/en/spectrum-lsf/10.1.0>

LSF (Load Sharing Facility)



SLURM (Simple Linux Utility for Resource Management)

<https://slurm.schedmd.com/documentation.html>



<https://github.com/openpbs/openpbs>

PBS (Portable Batch System)

b) What's a "job scheduler"?

Workload manager	LSU HPC	LONI
	Deep Bayou SuperMike III SMIC	QB3 (QBC) QB4 (QBD)

Job	Job Scheduler
<ul style="list-style-type: none">• Computational task: data processing ...• Resources: CPU cores, RAM memory ...• Execution environment: modules ...• Input/Output: input files/output files• <u>A job script might be submitted by a user to the job scheduler for execution.</u>	<ul style="list-style-type: none">• Allocation of resources: Nodes, CPUs, memory ...• Priority scheduling: assigns priority to jobs ...• Monitoring and reporting: the job progress• Fault tolerance and recovery: checkpointing ...• Command line tools: job management• Online web tools: job management using OOD

- **HPC User Environment 2**

1. Basic concepts

- 1) Previously on HPC User Environment 1...
- 2) Job & Job schedulers

2. **Preparing my job**

- 1) Basic principles
- 2) Job duration (wall time)
- 3) Number of nodes & cores
- 4) Partitions and job queues

3. Submitting my job

- 1) Interactive job
- 2) Batch job

4. Managing my jobs

- 1) Useful commands
- 2) Monitoring job health

- **HPC User Environment 2**

1. Basic concepts
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
2. Preparing my job
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) Number of nodes & cores
 - 4) Partitions and job queues
3. Submitting my job
 - 1) Interactive job
 - 2) Batch job
4. Managing my jobs
 - 1) Useful commands
 - 2) Monitoring job health

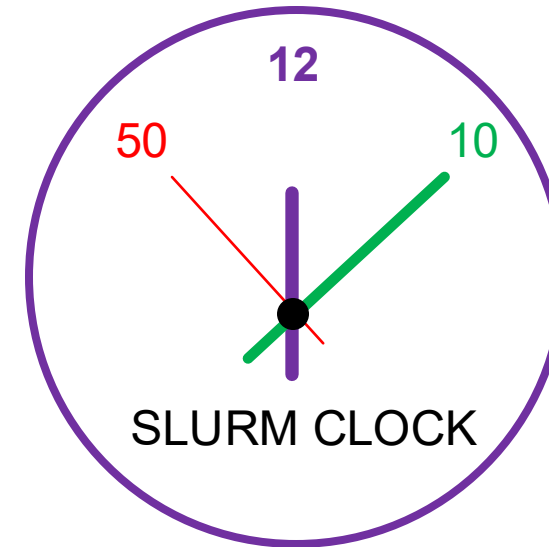
Large enough	Small enough
<ul style="list-style-type: none">• To successfully complete your job	<ul style="list-style-type: none">• To ensure quick turnaround• Not to waste resources for other users

Available HPC Resources	Description
• Time:	• Job run time / wall time
• Compute resources:	• Nodes, CPU cores, threads
• Memory:	• RAM, per-core memory, total memory
• Partition or queue:	• Appropriate queues
• Software:	• Modules or specific software (containers)

... and other resources such as storage, networking, and other special hardware.

- **HPC User Environment 2**

1. Basic concepts
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
2. Preparing my job
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) Number of nodes & cores
 - 4) Partitions and job queues
3. Submitting my job
 - 1) Interactive job
 - 2) Batch job
4. Managing my jobs
 - 1) Useful commands
 - 2) Monitoring job health



#SBATCH --time=DD-**HH**:**MM**:**SS**

2) Job duration (wall time)

- SuperMike3

Partition Name	Max Walltime	Max Jobs (per user)	Max Nodes (per user)	Allowed Cores per Node
single	168	32	96	1 – 64
checkpt	72	32	96	64
workq	72	32	96	64
bigmem	72	–	4	64
gpu	72	8	4	32/64
gpu4	72	8	4	16/32/48/64

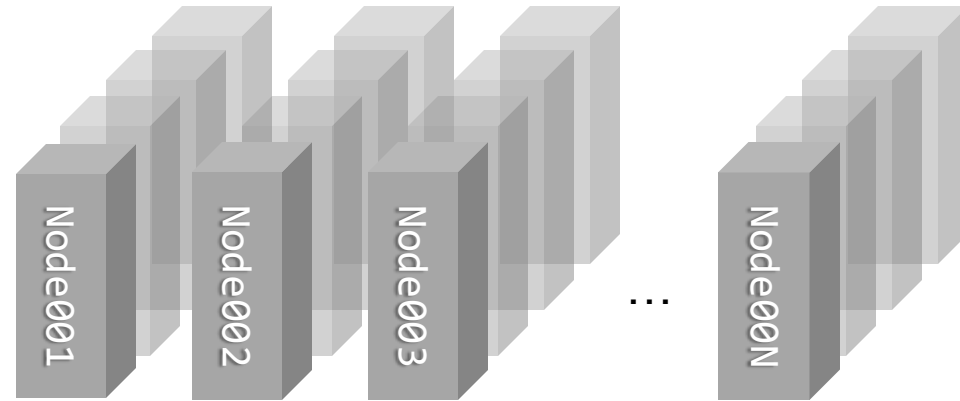
2) Job duration (wall time)

- **FAQ**

Q	A
<ul style="list-style-type: none">• What if my command is still running when the wall time runs out?	<ul style="list-style-type: none">• Job is terminated. Any running process will be killed.
<ul style="list-style-type: none">• What if all my commands in the job finished before the wall time runs out?	<ul style="list-style-type: none">• Job exits successfully when all commands finished.
<ul style="list-style-type: none">• If my job exits before requested wall time, how many SUs will I be charged?	<ul style="list-style-type: none">• You will be charged based on your actual time used (if less than requested).
<ul style="list-style-type: none">• In that case, why don't I just request maximum wall time every time?	<ul style="list-style-type: none">• Your queuing time might be quite long.

- **HPC User Environment 2**

1. Basic concepts
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
2. Preparing my job
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) **Number of nodes & cores**
 - 4) Job queues
3. Submitting my job
 - 1) Interactive job
 - 2) Batch job
4. Managing my jobs
 - 1) Useful commands
 - 2) Monitoring job health



3) Number of nodes & cores

- Previously in HPC User Environment 1 ...

SuperMIC		Deep Bayou		SuperMike III	
Hostname	smic.hpc.lsu.edu	Hostname	db1.lsu.edu	Hostname	mike.hpc.lsu.edu
Peak Performance/TFlops	925	Peak Performance/TFlops	257	Peak Performance/TFlops	1,285
Compute nodes	360	Compute nodes	13	Compute nodes	183
Processor/node	2 10-core	Processor/node	2 24-core	Processor/node	2 32-core
Processor Speed	2.8 GHz	Processor Speed	2.4 GHz	Processor Speed	2.6GHz
Processor Type	Intel Xeon 64bit	Processor Type	Intel Cascade Lake Xeon 64bit	Processor Type	Intel Xeon Ice Lake
Nodes with Accelerators	360	Nodes with Accelerators	13	Nodes with Accelerators	8
Accelerator Type	Xeon Phi 7120P	Accelerator Type	2 x NVIDIA Volta V100S	Accelerator Type	4 NVIDIA A100
OS	RHEL v6	OS	RHEL v7	OS	RHEL v8
Vendor		Vendor	Dell	Vendor	Dell
Memory per node	64 GB	Memory per node	192 GB	Memory per node	256/2048 GB
Detailed Cluster Description		Detailed Cluster Description		Detailed Cluster Description	
User Guide		User Guide		User Guide	
Available Software		Available Software		Available Software	

<https://www.hpc.lsu.edu/resources/hpc/index.php#lsuhpc>

3) Number of nodes & cores

- **When submitting you job...**
 - **Required**
 - Must tell job scheduler the number of nodes & cores you need

- **FAQ**

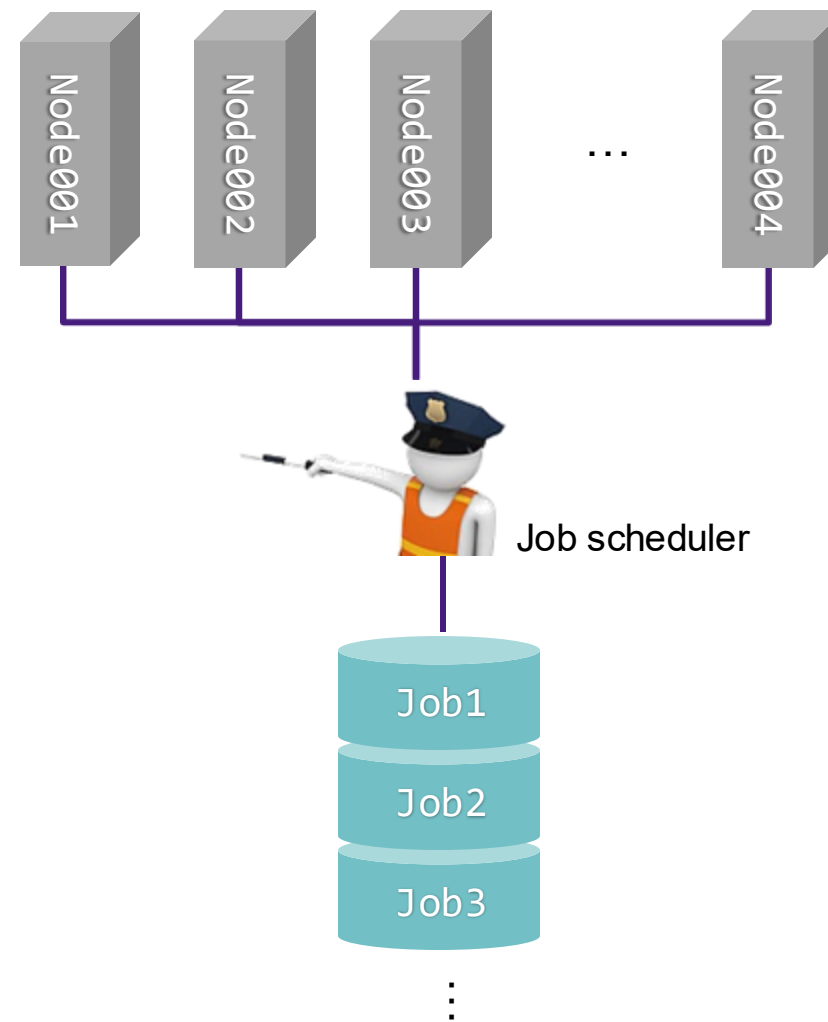
Q	A
<ul style="list-style-type: none">• My code runs slow. Can I request more nodes / cores to make it faster?	<ul style="list-style-type: none">• Not quite! Your code most likely is NOT using multiple nodes / cores, if:<ul style="list-style-type: none">- You do not know if it is using multiple nodes / cores- You did not tell it to use multiple nodes / cores- You are not familiar with names like “MPI” / “OpenMP”• Underutilization is THE most common warning received on our clusters
<ul style="list-style-type: none">• How many nodes / cores should I request?	<ul style="list-style-type: none">• In short: We can't answer that• Each code / job is different. You must test to determine

- **HPC User Environment 2**

1. Basic concepts
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
2. Preparing my job
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) Number of nodes & cores
 - 4) Partitions and job queues
3. Submitting my job
 - 1) Interactive job
 - 2) Batch job
4. Managing my jobs
 - 1) Useful commands
 - 2) Monitoring job health

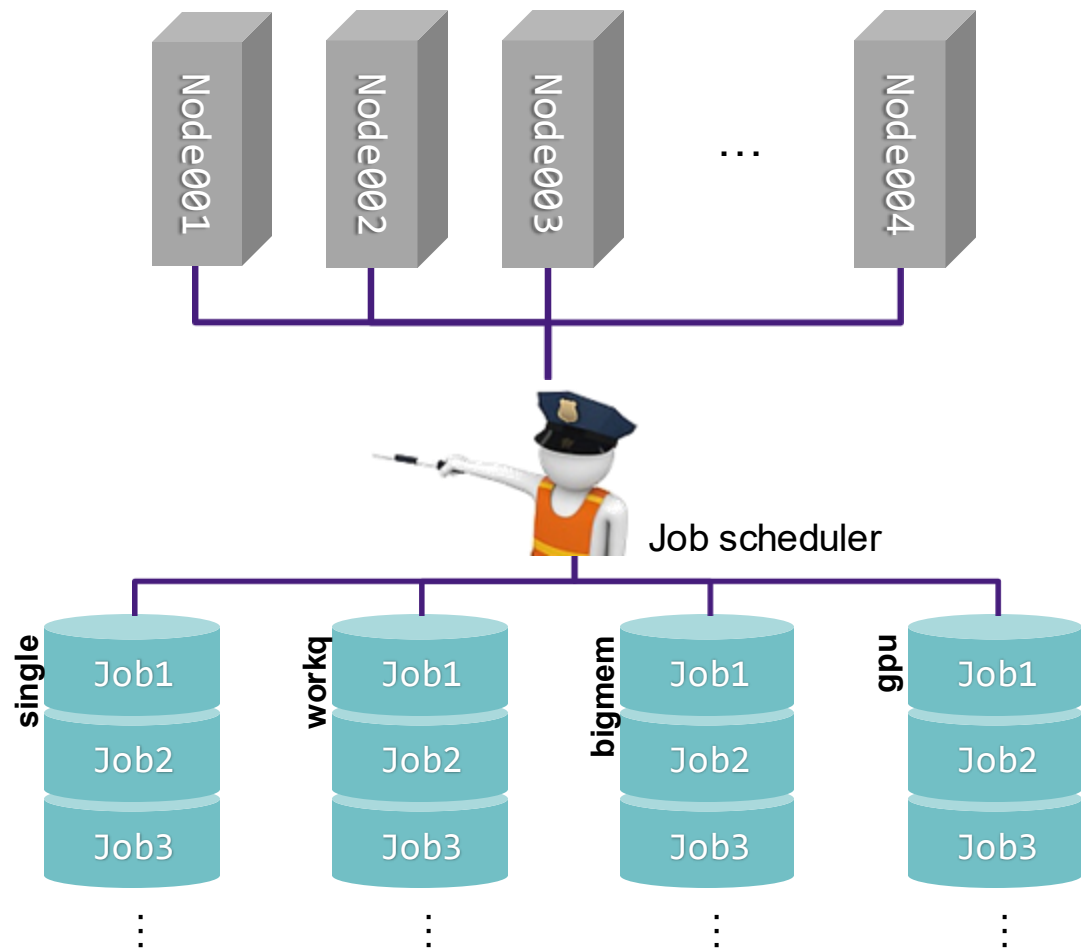
- **HPC User Environment 2**

1. Basic concepts
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
2. Preparing my job
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) Number of nodes & cores
 - 4) Partitions and job queues
3. Submitting my job
 - 1) Interactive job
 - 2) Batch job
4. Managing my jobs
 - 1) Useful commands
 - 2) Monitoring job health



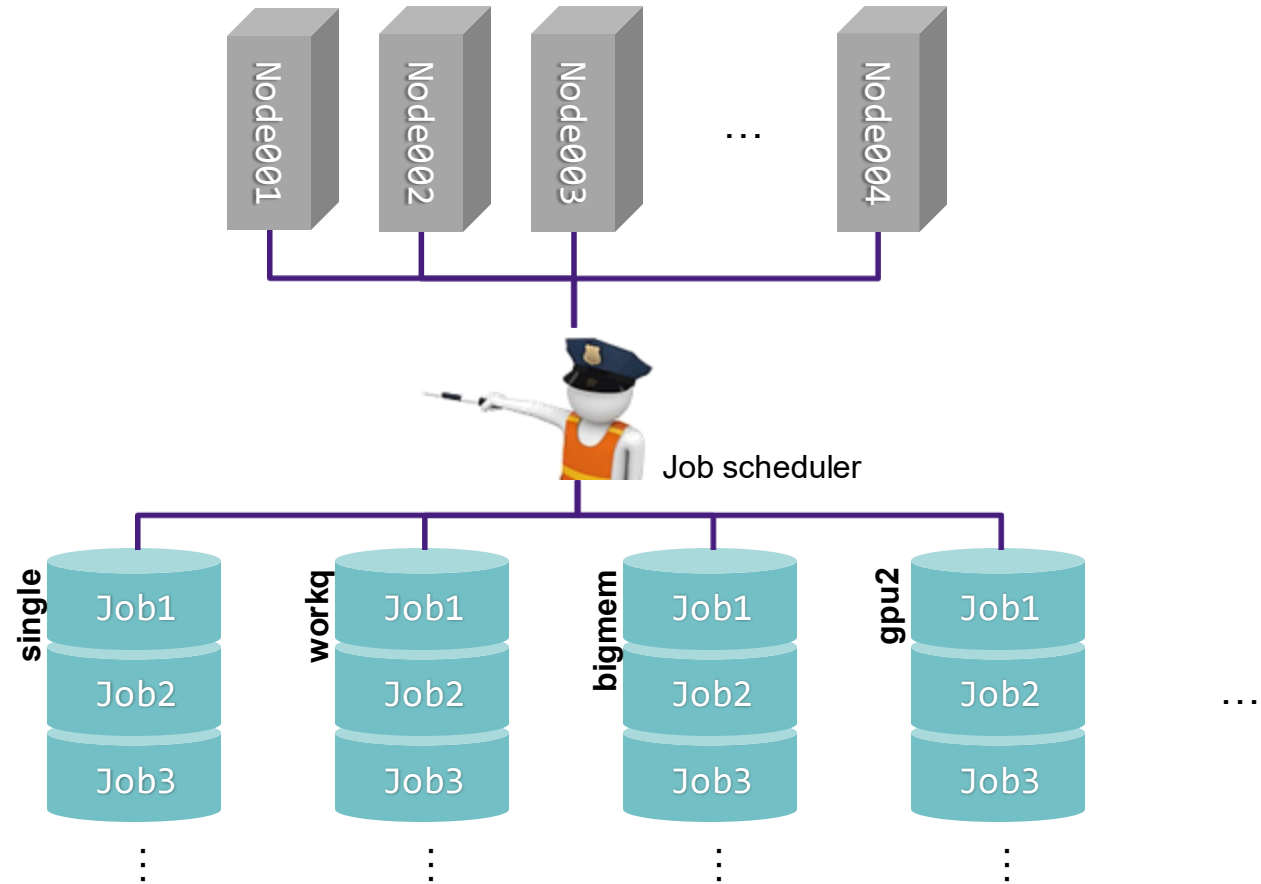
- **HPC User Environment 2**

1. Basic concepts
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
2. Preparing my job
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) Number of nodes & cores
 - 4) Partitions and job queues
3. Submitting my job
 - 1) Interactive job
 - 2) Batch job
4. Managing my jobs
 - 1) Useful commands
 - 2) Monitoring job health



a) Definition

- Lines where jobs are waiting to be executed
- Must pick one queue
- Goal: Use the resources efficiently



```
[username@host ~]$ sinfo
```

```
PARTITION AVAIL TIMELIMIT NODES STATE NODELIST
single*   up 7-00:00:00   1 drain* qbd422
single*   up 7-00:00:00   1 down* qbd041
single*   up 7-00:00:00  163 alloc qbd[056-080,088-091,191-299,431-455]
single*   up 7-00:00:00  315 idle qbd[001-040,042-055,081-087,092-190,300-421,423-430,456-480]
checkpt   up 3-00:00:00   1 drain* qbd422
checkpt   up 3-00:00:00   1 down* qbd041
checkpt   up 3-00:00:00  163 alloc qbd[056-080,088-091,191-299,431-455]
checkpt   up 3-00:00:00  315 idle qbd[001-040,042-055,081-087,092-190,300-421,423-430,456-480]
workq     up 3-00:00:00   1 drain* qbd422
workq     up 3-00:00:00   1 down* qbd041
workq     up 3-00:00:00  163 alloc qbd[056-080,088-091,191-299,431-455]
workq     up 3-00:00:00  315 idle qbd[001-040,042-055,081-087,092-190,300-421,423-430,456-480]
bigmem    up 3-00:00:00   1 alloc qbd482
bigmem    up 3-00:00:00   4 idle qbd[481,483-485]
gpu2      up 3-00:00:00  52 idle qbd[486-511,517-542]
gpu4      up 3-00:00:00   3 mix qbd[543-545]
gpu4      up 3-00:00:00   6 idle qbd[512-516,546]
gpu-small up 3-00:00:00   1 idle qbd547
```

b) Available partitions/queues

i. **workq / checkpt**

Purpose		<ul style="list-style-type: none">• General purposes• Most likely your default queue• Difference: non-preemptible (workq) vs. preemptible (checkpt)
Name		<ul style="list-style-type: none">• All clusters: workq / checkpt
Resource availability	Nodes	<ul style="list-style-type: none">• Entire node(s)• Up to a maximum
	Cores	<ul style="list-style-type: none">• All cores on the node(s)
	Memory	<ul style="list-style-type: none">• All memory on the node(s)
Max duration		<ul style="list-style-type: none">• 72 hours (3 days)

b) Available partitions/queues

ii. **single**

Purpose	<ul style="list-style-type: none">• Only need a portion of one node
Names	<ul style="list-style-type: none">• All clusters: single
Resource availability	Nodes <ul style="list-style-type: none">• Portion of one node: 1/2/4/8/16/32/64
	Cores <ul style="list-style-type: none">• 1 ~ all cores
	Memory <ul style="list-style-type: none">• A portion, proportional to the number of requested cores
Max duration	<ul style="list-style-type: none">• 168 hours (7 days)

[QB-4]

- **Total:** 64 cores, 256 GB memory
→ 4 GB / core
- **Request:** 10 cores
→ 40 GB memory

b) Available partitions/queues

iii. **bigmem**

Purpose		<ul style="list-style-type: none">• Need large memory (larger than regular computing nodes have)
Names		<ul style="list-style-type: none">• All clusters: bigmem
Resource availability	Nodes	<ul style="list-style-type: none">• Entire node(s)
	Cores	<ul style="list-style-type: none">• All cores on the node
	Memory	<ul style="list-style-type: none">• All memory on the node
Max duration		<ul style="list-style-type: none">• 72 hours (3 days)

b) Available partitions/queues

iv. GPU

gpuX :

X = [Number of GPUs on one node]

Purpose		• Need GPU	
Name		• QB-3: gpu2	<ul style="list-style-type: none"> • SMIC: gpu2 • Deep Bayou: gpu2, gpu4 • SuperMike 3: gpu4 • QB-4: gpu2, gpu4
Resource availability	Nodes	• Entire node(s)	• Portion or entire node(s)
	Cores	• All cores on the node(s)	• Portion or all on the node(s)
	Memory	• All memory on the node(s)	• Portion or all on the node(s)
	GPU	• All GPUs on the node(s)	• 1 ~ all GPU on the node(s)
Max duration		• 72 hours (3 days)	

[QB-4 / gpu4]

- **Total:** 64 cores, 4 GPUs
→ 16 cores / GPU
- **Request:** 3 GPUs
→ 48 cores

c) Available partitions/queues by clusters (LSU HPC)

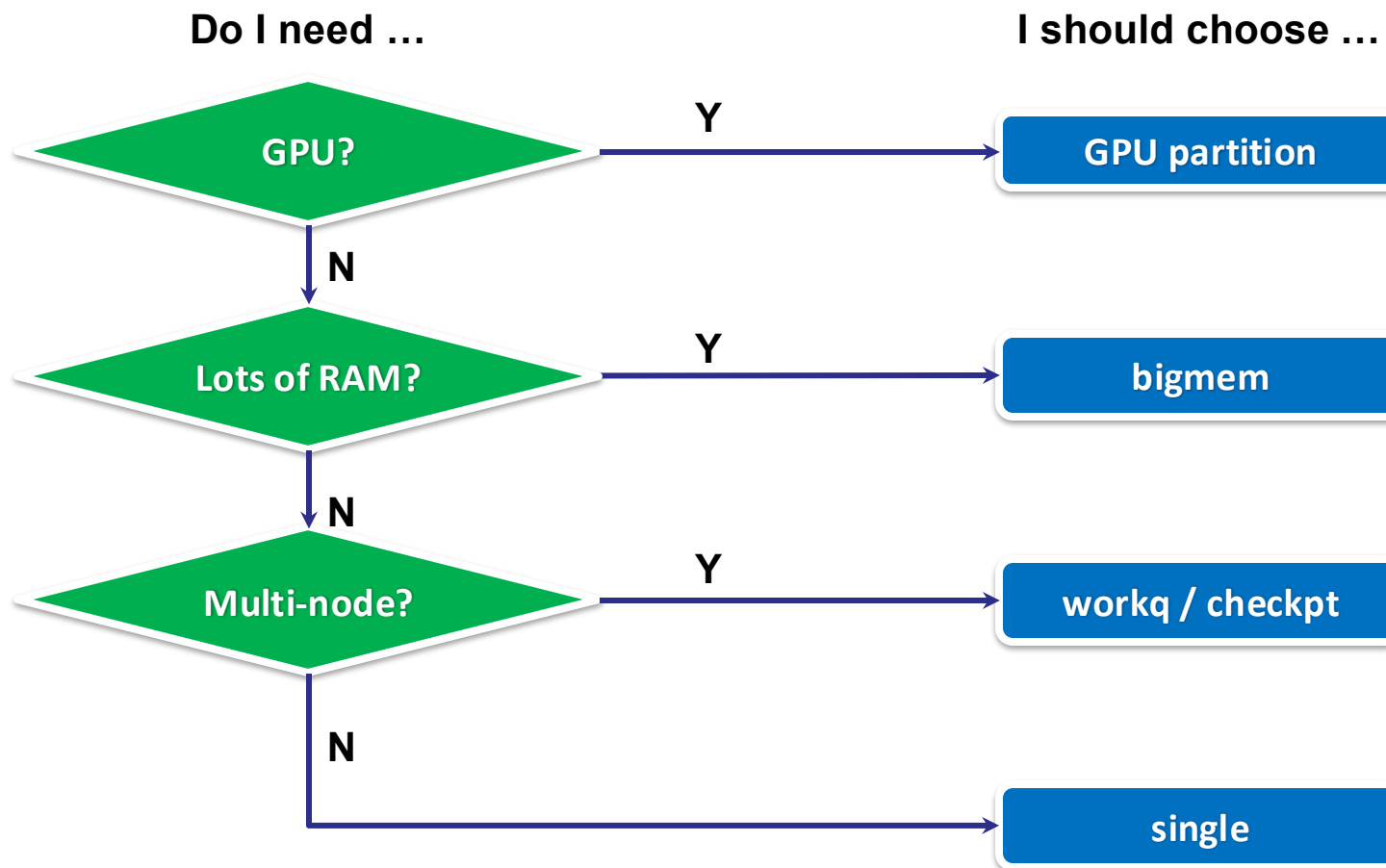
Cluster	Partition/Queue	Cores per node (ppn)	Max running jobs	Max nodes per user
SuperMIC (smic.hpc.lsu.edu)	workq	20	45 (global)	86
	checkpt			
	single	1 ~ 20		2
	gpu2	18,36		3
	bigmem	28		
DeepBayou (db1.hpc.lsu.edu)	gpu2	24,48	-	8
	gpu4	12,24,36,48		2
SuperMike-III (mike.hpc.lsu.edu)	workq	64	32 (global)	96
	checkpt			
	single	1 ~ 64		4
	gpu4	16,32,48,64		4
	bigmem	64		4

4) Partitions and job queues

c) Available partitions/queues by clusters (LONI)

Cluster	Partition/Queue	Cores per node (ppn)	Max running jobs	Max nodes per user
QB-3	workq	48	32 <i>(global)</i>	48
	checkpt			
	single	1 ~ 48		
	gpu2	48		4
	bigmem	48		2
QB-4	workq	64	32 <i>(global)</i>	96
	checkpt			
	single	1 ~ 64		
	gpu2	32,64		4
	gpu4	16,32,48,64		4
	bigmem	64		5

d) Choose your partition/queue



d) Choose your partition/queue

Test

My job	Queue choice? (include number of nodes / cores)
<ul style="list-style-type: none">• SMIC• MPI code, needs 100 CPU cores<ul style="list-style-type: none">- Hint: SMIC has 20 cores / node	workq / ckcpt (5 nodes, 20 cores per node)
<ul style="list-style-type: none">• SuperMike 3• Uses 3 GPUs to train a neural network<ul style="list-style-type: none">- Hint: SuperMike 3 has 64 cores / node, 4 GPUs / node → 16 cores / GPU	gpu4 (1 node, 48 cores per node)
<ul style="list-style-type: none">• QB-3• Single-core serial code• Needs to store and process 30 GB data in RAM<ul style="list-style-type: none">- Hint: QB-3 has 192 GB RAM / node, 4 GB RAM / core	single (1 node, 8 cores per node)

```
[username@host ~]$ squeue
```

JOBID	PARTITION	NAME	USER	STATE	TIME	TIME_LIMIT	NODES	NODELIST	(REASON)
50878	bigmem	submit-p	username1	RUNNING	2-06:28:02	3-00:00:00	1	qbd482	
51761	checkpt	CuFe_Fit	username2	RUNNING	1:29	1-00:00:00	1	qbd081	
51257	checkpt	GOM1km_e	username3	RUNNING	1-17:35:43	3-00:00:00	25	qbd[275-299]	
51731	gpu4	submit-1	username6	RUNNING	2:55:23	3-00:00:00	1	qbd544	
50873	workq	qbd.sh	username8	RUNNING	2-07:06:42	3-00:00:00	84	qbd[191-274]	

```
[username@host ~]$ squeue -u $USER
```

JOBID	PARTITION	NAME	USER	ST	TIME_LIMIT	TIME	CPUS	NODES	NODELIST	(REASON)
51740	gpu4	submit-1-4.sh	username6	R	3-00:00:00	2:40:00	16	1	qbd545	
51731	gpu4	submit-1-4.sh	username6	R	3-00:00:00	2:57:14	16	1	qbd544	

```
[username@host ~]$ squeue -j 158426
```

JOBID	PARTITION	NAME	USER	ST	TIME_LIMIT	TIME	CPUS	NODES	NODELIST	(REASON)
158426	workq	Test	username5	R	5:00	0:17	64	1	qbd096	

```
[username@host ~]$ squeue --me
```

JOBID	PARTITION	NAME	USER	ST	TIME_LIMIT	TIME	CPUS	NODES	NODELIST	(REASON)
158426	workq	Test	username5	R	5:00	0:17	64	1	qbd096	

1. Basic concepts

- a) How job works on clusters
- b) Job scheduler and how it works

2. Preparing my job

- a) Basic principles
 - “**large enough**” and “**small enough**”
- b) Information you need to tell job scheduler:
 - Time duration
 - Number of nodes & cores
 - Job partition

Let's have a 5-minute break!

- 1) **Have your terminal open and ready to connect to HPC**
- 2) **Download our testing code (π calculation) to your /home directory**
 - http://www.hpc.lsu.edu/training/weekly-materials/Downloads/pi_Jason.tar.gz
 - Hint: use *wget* command

- **HPC User Environment 2**

1. Basic concepts
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
2. Preparing my job
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) Number of nodes & cores
 - 4) Job queues
3. Submitting my job
 - 1) Interactive job
 - 2) Batch job
4. Managing my jobs
 - 1) Useful commands
 - 2) Monitoring job health

- Two types of jobs:

1) Interactive job

- Runs **in terminal** (just like using a local machine)
- **Can interact** with the job while running

2) Batch job

- Submit to server and runs **by itself**, until finished or error
- **Cannot interact** with the job while running

3. Submitting a job

- Two types of jobs:

	1) Interactive job	2) Batch job
Pros	<ul style="list-style-type: none">• Can interact and monitor with job in real time	<ul style="list-style-type: none">• Submit and leave it• Repeatable for complicated jobs
Cons	<ul style="list-style-type: none">• Waiting for human intervention is the opposite of “high performance”	<ul style="list-style-type: none">• Cannot edit or interact with job while running
Ideal for	<ul style="list-style-type: none">• Debugging, testing, and compiling	<ul style="list-style-type: none">• Production

- **HPC User Environment 2**

1. Basic concepts
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
2. Preparing my job
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) Number of nodes & cores
 - 4) Job queues
3. Submitting my job
 - 1) Interactive job
 - 2) Batch job
4. Managing my jobs
 - 1) Useful commands
 - 2) Monitoring job health

1) Interactive job

a) Starting an interactive job (bare minimum)

`salloc [options]`

a) Starting an interactive job (bare minimum)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p <partition name>

-N <number of nodes>

-n <number of tasks/cores>

Allocation name

1) Interactive job

a) Starting an interactive job (bare minimum)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p <partition name>

-N <number of nodes>

-n <number of tasks/cores>

Job duration

1) Interactive job

a) Starting an interactive job (bare minimum)

salloc

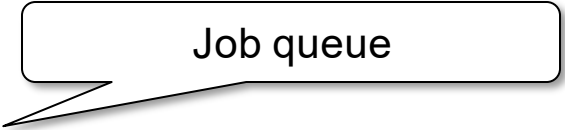
-A <allocation name>

-t <D-HH:MM:SS>

-p <partition name>

-N <number of nodes>

-n <number of tasks/cores>



Job queue

a) Starting an interactive job (bare minimum)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p <partition name>

-N <number of nodes>

-n <number of tasks/cores>



Number of nodes

1) Interactive job

a) Starting an interactive job (bare minimum)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p <partition name>

-N <number of nodes>

-n <number of tasks/cores>

Total number of cores

a) Starting an interactive job (bare minimum)

```
[username@host ~]$ salloc -A loni_loniadmin1 -p workq -N 1 -n64 --time=01:00:00
```

salloc: Pending job allocation 51814

salloc: lua: Submitted job 51814

salloc: job 51814 queued and waiting for resources

salloc: job 51814 has been allocated resources

salloc: Granted job allocation 51814

salloc: Waiting for resource configuration

salloc: Nodes qbd085 are ready for job

a) Starting an interactive job (bare minimum)

```
[username@host ~]$ salloc -A loni_loniadmin1 -p workq -N 1 -n64 --time=01:00:00
```

```
salloc: Pending job allocation 51814  
salloc: lua: Submitted job 51814  
salloc: job 51814 queued and waiting for resources  
salloc: job 51814 has been allocated resources  
salloc: Granted job allocation 51814  
salloc: Waiting for resource configuration  
salloc: Nodes qbd085 are ready for job
```

1) Interactive job

a) Starting an interactive job (bare minimum)

```
[username@qbd1 ~]$ salloc -A loni_loniadmin1 -p workq -N1 -n 64 --time=12:00:00
```

```
[username@qbd085 ~]$
```

Successfully started: on a computing node (**3-digit** number)

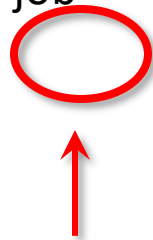
a) Starting an interactive job (bare minimum)

```
[username@qbd1 Tests]$ salloc --account=loni_loniadmin1 --partition=workq --nodes=1 --ntasks=64 --time=12:00:00 --job-  
name=training --mail-user=username@lsu.edu  
--mail-type=BEGIN,END  
salloc: Pending job allocation 51860  
salloc: lua: Submitted job 51860  
salloc: job 51860 queued and waiting for resources  
salloc: job 51860 has been allocated resources  
salloc: Granted job allocation 51860  
salloc: Nodes qbd083 are ready for job  
[username@qbd083 Tests]$
```

Job starts in **where the job was submitted**

a) Starting an interactive job (bare minimum)

```
[username@qbd1 Tests]$ salloc --account=loni_loniadmin1 --partition=workq --nodes=1 --ntasks=64 --time=12:00:00 --job-  
name=training --mail-user=username@lsu.edu  
--mail-type=BEGIN,END  
salloc: Pending job allocation 51860  
salloc: lua: Submitted job 51860  
salloc: job 51860 queued and waiting for resources  
salloc: job 51860 has been allocated resources  
salloc: Granted job allocation 51860  
salloc: Nodes qbd083 are ready for job  
[username@qbd083 Tests]$
```



Once a job starts, **type and run commands** as you normally do.

b) Starting an MPI / OpenMP hybrid job (For those who use it)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p <partition name>

-N <number of nodes>

-n <number of tasks/cores>

Number of total cores

b) Starting an MPI / OpenMP hybrid job (For those who use it)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p <queue name>

-N <number of nodes>

-n <number of tasks/cores>

-c < number of cores per process>

<# of TOTAL cores>

= <n> * <c>

b) Starting an MPI / OpenMP hybrid job (For those who use it)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p workq

-N 2

-n 32

-c 4

[QB-4 / workq]

- 64 / node

- 2 nodes → 128 cores

- 32 processes

- 4 cores / process

b) Starting an MPI / OpenMP hybrid job (For those who use it)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p workq

-N 2

-n 32

-c 4

[QB-4 / workq]

- 64 / node

- 2 nodes → 128 cores

- 32 processes

- 4 cores / process

b) Starting an MPI / OpenMP hybrid job (For those who use it)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p workq

-N 2

-n 32

-c 4

[QB-4 / workq]

- 64 / node

- 2 nodes → 128 cores

- 32 processes

- 4 cores / process

b) Starting an MPI / OpenMP hybrid job (For those who use it)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p workq

-N 2

-n 32

-c 4

[QB-4 / workq]

- 64 / node
- 2 nodes → 128 cores
- 32 processes
- 4 cores / process

c) Starting a GPU job (For those who use it)

salloc

- A <allocation name>
- t <D-HH:MM:SS>
- p <partition name>
- N <number of nodes>
- n <number of tasks/cores>

c) Starting a GPU job (For those who use it)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p <partition name>

-N <number of nodes>

-n <number of tasks/cores>

- - gres=gpu:1 < number of GPUs per node >

Number of GPUs
per node

c) Starting a GPU job (For those who use it)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p gpu4

-N 1

-n 16

-- gres=gpu:1

[QB-4 / gpu4]

- **64** cores, **4** GPUs → **16** cores / GPU
- **1** nodes (only need ¼)
- **16** cores (¼ of total)
- **1** GPU (¼ of total)

c) Starting a GPU job (For those who use it)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p gpu4

-N 1

-n 16

-- gres=gpu:1

[QB-4 / gpu4]

- **64** cores, **4** GPUs → **16** cores / GPU
- **1** nodes (only need ¼)
- **16** cores (¼ of total)
- **1** GPU (¼ of total)

c) Starting a GPU job (For those who use it)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p gpu 4

-N 1

-n 16

--gres=gpu:1

[QB-4 / gpu4]

- **64** cores, **4** GPUs → **16** cores / GPU
- **1** nodes (only need ¼)
- **16** cores (¼ of total)
- **1** GPU (¼ of total)

c) Starting a GPU job (For those who use it)

salloc

-A <allocation name>

-t <D-HH:MM:SS>

-p gpu 4

-N 1

-n 16

- - gres=gpu:1

[QB-4 / gpu4]

- **64** cores, **4** GPUs → **16** cores / GPU
- **1** nodes (only need ¼)
- **16** cores (¼ of total)
- **1** GPU (¼ of total)

d) Other useful flags

Flag		Description	
<code>--x11</code>		Enable x11 forwarding for GUI (<i>exclusive to interactive job</i>)	
<code>-J</code>		Job name	
<code>--dependency=afterok:[jobid]</code>		Dependent job (starts after another job finishes)	
<code>--mail-type</code>	<code>FAIL</code>	Send email when ...	Job aborts / fails
	<code>BEGIN</code>		Job begins
	<code>END</code>		Job ends
<code>--mail-user</code>		Email address (will check against registered institutional email)	

The default partition/queue

single

d) Other useful flags

```
[username@host ~]$ salloc -A loni_loniadmin1 -p workq -N1 -n64 -t 12:00:00
```

```
[username@host ~]$ salloc -A loni_loniadmin1 -p workq -t 1-00:00:00
```

```
[username@host ~]$ salloc --account=loni_loniadmin1 --partition=workq --nodes=1 --ntasks=64 --time=1-00:00:00 --  
job-name=training --mail-user=user@mail.address --mail-type=BEGIN,END
```

e) Running an interactive job

- After job started:

Serial (Single-thread)	Parallel (MPI)
<ul style="list-style-type: none">• Run commands as you normally do <pre data-bbox="275 725 759 763">\$ <Executable> [options]</pre>	<ul style="list-style-type: none">• Method 1 (Recommended) <pre data-bbox="1268 725 2372 763">\$ srun -N[...] -n[...] -c[...] <mpi_executable> [options]</pre> <ul style="list-style-type: none">• Method 2 <pre data-bbox="1268 903 2165 1029">\$ module load <desired MPI> \$ export OMP_NUM_THREADS=[...] \$ mpirun -np [...] <mpi_executable> [options]</pre>

- **HPC User Environment 2**

1. Basic concepts
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
2. Preparing my job
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) Number of nodes & cores
 - 4) Job queues
3. Submitting my job
 - 1) Interactive job
 - 2) Batch job
4. Managing my jobs
 - 1) Useful commands
 - 2) Monitoring job health

- What do you need?
 1. A **batch file** (containing job parameters and bash scripts)
 2. Submit this batch file with the **submission command <sbatch>**

a) Batch file

```
#!/bin/bash
#SBATCH -A <Allocation name>
#SBATCH -p workq
#SBATCH -t 1:00:00
#SBATCH -N 1
#SBATCH -n 64
```

[Header]
Job parameters

```
module load python

cd $SLURM_SUBMIT_DIR
./pi_serial.out 100000000
```

[Body]
Commands to run after
job starts

a) Batch file

```
#!/bin/bash
#SBATCH -A <Allocation name>
#SBATCH -p workq
#SBATCH -t 1:00:00
#SBATCH -N 1
#SBATCH -n 64

module load python

cd $SLURM_SUBMIT_DIR
./pi_serial.out 100000000
```

Shell type ("shebang")

a) Batch file

```
#!/bin/bash
#SBATCH -A <Allocation name>
#SBATCH -p workq
#SBATCH -t 1:00:00
#SBATCH -N 1
#SBATCH -n 64

module load python

cd $SLURM_SUBMIT_DIR
./pi_serial.out 100000000
```

Allocation name

a) Batch file

```
#!/bin/bash
#SBATCH -A <Allocation name>
#SBATCH -p workq
#SBATCH -t 1:00:00
#SBATCH -N 1
#SBATCH -n 64

module load python

cd $SLURM_SUBMIT_DIR
./pi_serial.out 100000000
```

Partition name

a) Batch file

```
#!/bin/bash
#SBATCH -A <Allocation name>
#SBATCH -p workq
#SBATCH -t 1:00:00
#SBATCH -N 1
#SBATCH -n 64

module load python

cd $SLURM_SUBMIT_DIR
./pi_serial.out 100000000
```

Wall time

a) Batch file

```
#!/bin/bash
#SBATCH -A <Allocation name>
#SBATCH -p workq
#SBATCH -t 1:00:00
#SBATCH -N 1
#SBATCH -n 64
```

Number of nodes and
cores

```
module load python
```

```
cd $SLURM_SUBMIT_DIR
./pi_serial.out 100000000
```

a) Batch file

Flag		Description	
-o		Standard output file (exclusive to batch job)	
-e		Standard error file (exclusive to batch job)	
-J		Job name	
--dependency=afterok:[jobid]		Dependent job (starts after another job finishes)	
--mail-type	FAIL	Send email when ...	Job aborts / fails
	BEGIN		Job begins
	END		Job ends
--mail-user		Email address (will check against registered institutional email)	

a) Batch file

```
#!/bin/bash
#SBATCH -A <Allocation name>
#SBATCH -p workq
#SBATCH -t 1:00:00
#SBATCH -N 1
#SBATCH -n 64
```

```
module load python
cd $SLURM_SUBMIT_DIR
./pi_serial.out 100000000
```

[Body]
Commands to run after
the job starts

a) Batch file

```
#!/bin/bash
#SBATCH -A <Allocation name>
#SBATCH -p workq
#SBATCH -t 1:00:00
#SBATCH -N 1
#SBATCH -n 64
```

```
module load python
```

```
cd $SLURM_SUBMIT_DIR
./pi_serial.out 100000000
```

[Recommended]
Explicitly load modules if
needed

a) Batch file

```
#!/bin/bash
#SBATCH -A <Allocation name>
#SBATCH -p workq
#SBATCH -t 1:00:00
#SBATCH -N 1
#SBATCH -n 64
```

```
module load python
```

```
cd $SLURM_SUBMIT_DIR
./pi_serial.out 100000000
```

Whatever commands you need to run your job.

a) Batch file

```
#!/bin/bash
#SBATCH -A <Allocation name>
#SBATCH -p workq
#SBATCH -t 1:00:00
#SBATCH -N 1
#SBATCH -n 64

module load python

cd $SLURM_SUBMIT_DIR
./pi_serial.out 100000000
```

Empty line to avoid error

b) Submit

```
sbatch batch-script.sh
```

- **HPC User Environment 2**

1. Basic concepts
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
2. Preparing my job
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) Number of nodes & cores
 - 4) Partitions and job queues
3. Submitting my job
 - 1) Interactive job
 - 2) Batch job
4. **Managing my jobs**
 - 1) Useful commands
 - 2) Monitoring job health

- **Running jobs on HPC \neq “Submit and done”**
 - Monitoring and managing jobs are part of the work

- **HPC User Environment 2**

1. Basic concepts
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
2. Preparing my job
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) Number of nodes & cores
 - 4) Partitions and job queues
3. Submitting my job
 - 1) Interactive job
 - 2) Batch job
4. **Managing my jobs**
 - 1) **Useful commands**
 - 2) Monitoring job health

Command		Description
squeue		List all jobs
	-j <Job ID>	List the job of specific ID
	-u <Username>	List all jobs belong to a specific user
	-p <partition name>	List all jobs in a particular partition/queue
	--start	Estimated start time of queuing jobs
scontrol show job <Job ID>		Show job details
scancel <Job ID>		Cancel <Job ID>

Alter jobs after submission? → NOT allowed!

- **HPC User Environment 2**

1. Basic concepts
 - 1) Previously on HPC User Environment 1...
 - 2) Job & Job schedulers
2. Preparing my job
 - 1) Basic principles
 - 2) Job duration (wall time)
 - 3) Number of nodes & cores
 - 4) Partitions and job queues
3. Submitting my job
 - 1) Interactive job
 - 2) Batch job
4. **Managing my jobs**
 - 1) Useful commands
 - 2) **Monitoring job health**

A job **requesting** n cores \neq A job **utilizing** n cores

- **Goal**

- Use the allocated resources (CPU cores, RAM, time, ...) **as fully and efficiently as possible**
- **No serious underutilizing**
- **No serious overutilizing**

- **Things to check**

- CPU / GPU load
- Memory usage

2) Monitoring job health

a) Method 1: **qshow** <Job ID>

- Displays diagnostic information of a **running job**
- Can be run on **head node**

2) Monitoring job health

a) Method 1: **qshow** <Job ID>

```
(base) [jasonli3@mike4 ~]$ qshow 38581
PBS job: 38581, nodes: 1
Hostname Days Load CPU U# (User:Process:VirtualMemory:Memory:Hours)
mike145 278 64.12 6033 68 yxan:lmp_mik+:524M:104M:13.5 yxan:lmp_mik+:524M:104M:13.5 yxan:lmp_mik+:533M:107M:13.5 yxan:lmp_mik+:748M:128M:13.5
yxan:lmp_mik+:738M:124M:13.5 yxan:lmp_mik+:520M:104M:13.5 yxan:lmp_mik+:587M:109M:13.5 yxan:lmp_mik+:743M:128M:13.5 yxan:lmp_mik+:696M:118M:13.5
yxan:lmp_mik+:528M:101M:13.5 yxan:lmp_mik+:578M:108M:13.5 yxan:lmp_mik+:528M:105M:13.5 yxan:lmp_mik+:528M:106M:13.5 yxan:lmp_mik+:520M:105M:13.5
yxan:lmp_mik+:561M:106M:13.5 yxan:lmp_mik+:583M:109M:13.5 yxan:lmp_mik+:520M:103M:13.5 yxan:lmp_mik+:524M:103M:13.5 yxan:lmp_mik+:738M:125M:13.5
yxan:lmp_mik+:709M:119M:13.5 yxan:lmp_mik+:524M:103M:13.5 yxan:lmp_mik+:574M:107M:13.5 yxan:lmp_mik+:697M:121M:13.5 yxan:lmp_mik+:658M:115M:13.5
yxan:lmp_mik+:528M:102M:13.5 yxan:lmp_mik+:557M:108M:13.5 yxan:lmp_mik+:524M:105M:13.5 yxan:lmp_mik+:524M:105M:13.5 yxan:lmp_mik+:515M:102M:13.5
yxan:lmp_mik+:520M:104M:13.5 yxan:lmp_mik+:567M:108M:13.5 yxan:lmp_mik+:566M:108M:13.5 yxan:lmp_mik+:519M:103M:13.5 yxan:lmp_mik+:536M:105M:13.5
yxan:lmp_mik+:519M:104M:13.5 yxan:lmp_mik+:528M:103M:13.5 yxan:lmp_mik+:519M:103M:13.5 yxan:lmp_mik+:524M:104M:13.5 yxan:lmp_mik+:524M:104M:13.5
yxan:lmp_mik+:528M:104M:13.5 yxan:lmp_mik+:516M:101M:13.5 yxan:lmp_mik+:515M:101M:13.5 yxan:lmp_mik+:515M:104M:13.5 yxan:lmp_mik+:520M:101M:13.5
yxan:lmp_mik+:524M:103M:13.5 yxan:lmp_mik+:520M:101M:13.5 yxan:lmp_mik+:515M:103M:13.5 yxan:lmp_mik+:516M:102M:13.5 yxan:lmp_mik+:587M:110M:13.5
yxan:lmp_mik+:558M:108M:13.5 yxan:lmp_mik+:524M:102M:13.5 yxan:lmp_mik+:537M:103M:13.5 yxan:lmp_mik+:572M:109M:13.5 yxan:lmp_mik+:549M:104M:13.5
yxan:lmp_mik+:519M:103M:13.5 yxan:lmp_mik+:528M:104M:13.5 yxan:lmp_mik+:520M:104M:13.5 yxan:lmp_mik+:515M:103M:13.5 yxan:lmp_mik+:515M:103M:13.5
yxan:lmp_mik+:520M:105M:13.5 yxan:lmp_mik+:528M:105M:13.5 yxan:lmp_mik+:515M:103M:13.5 yxan:lmp_mik+:515M:104M:13.5 yxan:lmp_mik+:515M:104M:13.5
yxan:slurm_s+:12M:3M yxan:srun:324M:8M yxan:srun:53M:1M
PBS_job=38581 user=yxan allocation=hpc_lipidhpre queue=checkpt total_load=64.12 cpu_hours=866.08 wall_hours=13.21 unused_nodes=0 total_nodes=1 pp
n=64 avg_load=64.12 avg_cpu=6033% avg_mem=6852mb avg_vmem=36176mb top_proc=yxan:lmp_mik+:mike145:524M:104M:13.5hr:100% toppm=yxan:lmp_mikeCpu:mik
e145:730M:125M node_processes=68
```

What to look at ...	Normal behavior ...	You should be concerned if ...
---------------------	---------------------	--------------------------------

2) Monitoring job health

a) Method 1: **qshow** <Job ID>

```
(base) [jasonli3@mike4 ~]$ qshow 38581
PBS job: 38581, nodes: 1
Hostname Days Load CPU U# (User:Process:VirtualMemory:Memory:Hours)
mike145 278 64.12 6033 68 yxan:lmp_mik+:524M:104M:13.5 yxan:lmp_mik+:524M:104M:13.5 yxan:lmp_mik+:533M:107M:13.5 yxan:lmp_mik+:748M:128M:13.5
yxan:lmp_mik+:738M:124M:13.5 yxan:lmp_mik+:520M:104M:13.5 yxan:lmp_mik+:587M:109M:13.5 yxan:lmp_mik+:743M:128M:13.5 yxan:lmp_mik+:696M:118M:13.5
yxan:lmp_mik+:528M:101M:13.5 yxan:lmp_mik+:578M:108M:13.5 yxan:lmp_mik+:528M:105M:13.5 yxan:lmp_mik+:528M:106M:13.5 yxan:lmp_mik+:520M:105M:13.5
yxan:lmp_mik+:561M:106M:13.5 yxan:lmp_mik+:583M:109M:13.5 yxan:lmp_mik+:520M:103M:13.5 yxan:lmp_mik+:524M:103M:13.5 yxan:lmp_mik+:738M:125M:13.5
yxan:lmp_mik+:709M:119M:13.5 yxan:lmp_mik+:524M:103M:13.5 yxan:lmp_mik+:574M:107M:13.5 yxan:lmp_mik+:697M:121M:13.5 yxan:lmp_mik+:658M:115M:13.5
yxan:lmp_mik+:528M:102M:13.5 yxan:lmp_mik+:557M:108M:13.5 yxan:lmp_mik+:524M:105M:13.5 yxan:lmp_mik+:524M:105M:13.5 yxan:lmp_mik+:515M:102M:13.5
yxan:lmp_mik+:520M:104M:13.5 yxan:lmp_mik+:567M:108M:13.5 yxan:lmp_mik+:566M:108M:13.5 yxan:lmp_mik+:519M:103M:13.5 yxan:lmp_mik+:536M:105M:13.5
yxan:lmp_mik+:519M:104M:13.5 yxan:lmp_mik+:528M:103M:13.5 yxan:lmp_mik+:519M:103M:13.5 yxan:lmp_mik+:524M:104M:13.5 yxan:lmp_mik+:524M:104M:13.5
yxan:lmp_mik+:528M:104M:13.5 yxan:lmp_mik+:516M:101M:13.5 yxan:lmp_mik+:515M:101M:13.5 yxan:lmp_mik+:515M:104M:13.5 yxan:lmp_mik+:520M:101M:13.5
yxan:lmp_mik+:524M:103M:13.5 yxan:lmp_mik+:520M:101M:13.5 yxan:lmp_mik+:515M:103M:13.5 yxan:lmp_mik+:516M:102M:13.5 yxan:lmp_mik+:587M:110M:13.5
yxan:lmp_mik+:558M:108M:13.5 yxan:lmp_mik+:524M:102M:13.5 yxan:lmp_mik+:537M:103M:13.5 yxan:lmp_mik+:572M:109M:13.5 yxan:lmp_mik+:549M:104M:13.5
yxan:lmp_mik+:519M:103M:13.5 yxan:lmp_mik+:528M:104M:13.5 yxan:lmp_mik+:520M:104M:13.5 yxan:lmp_mik+:515M:103M:13.5 yxan:lmp_mik+:515M:103M:13.5
yxan:lmp_mik+:520M:105M:13.5 yxan:lmp_mik+:528M:105M:13.5 yxan:lmp_mik+:515M:103M:13.5 yxan:lmp_mik+:515M:104M:13.5 yxan:lmp_mik+:515M:104M:13.5
yxan:slurm_s+:12M:3M yxan:srun:324M:8M yxan:srun:53M:1M
PBS job=38581 user=yxan allocation=hpc_lipidhpre queue=checkpt total_load=64.12 cpu_hours=866.08 wall_hours=13.21 unused_nodes=0 total_nodes=1 pp
n=64 avg_load=64.12 avg_cpu=6033% avg_mem=6852mb avg_vmem=36176mb top_proc=yxan:lmp_mik+:mike145:524M:104M:13.5hr:100% toppm=yxan:lmp_mikeCpu:mik
e145:738M:125M node_processes=68
```

What to look at ...	Normal behavior ...	You should be concerned if ...
avg_load	Close to allocated number of cores on the node	Consistently too low or too high

a) Method 1: **qshow** <Job ID>

```
(base) [jasonli3@mike4 ~]$ qshow 38581
PBS job: 38581, nodes: 1
Hostname Days Load CPU U# (User:Process:VirtualMemory:Memory:Hours)
mike145 278 64.12 6033 68 yxan:lmp_mik+:524M:104M:13.5 yxan:lmp_mik+:524M:104M:13.5 yxan:lmp_mik+:533M:107M:13.5 yxan:lmp_mik+:748M:128M:13.5
yxan:lmp_mik+:738M:124M:13.5 yxan:lmp_mik+:520M:104M:13.5 yxan:lmp_mik+:587M:109M:13.5 yxan:lmp_mik+:743M:128M:13.5 yxan:lmp_mik+:696M:118M:13.5
yxan:lmp_mik+:528M:101M:13.5 yxan:lmp_mik+:578M:108M:13.5 yxan:lmp_mik+:528M:105M:13.5 yxan:lmp_mik+:528M:106M:13.5 yxan:lmp_mik+:520M:105M:13.5
yxan:lmp_mik+:561M:106M:13.5 yxan:lmp_mik+:583M:109M:13.5 yxan:lmp_mik+:520M:103M:13.5 yxan:lmp_mik+:524M:103M:13.5 yxan:lmp_mik+:738M:125M:13.5
yxan:lmp_mik+:709M:119M:13.5 yxan:lmp_mik+:524M:103M:13.5 yxan:lmp_mik+:574M:107M:13.5 yxan:lmp_mik+:697M:121M:13.5 yxan:lmp_mik+:658M:115M:13.5
yxan:lmp_mik+:528M:102M:13.5 yxan:lmp_mik+:557M:108M:13.5 yxan:lmp_mik+:524M:105M:13.5 yxan:lmp_mik+:524M:105M:13.5 yxan:lmp_mik+:515M:102M:13.5
yxan:lmp_mik+:520M:104M:13.5 yxan:lmp_mik+:567M:108M:13.5 yxan:lmp_mik+:566M:108M:13.5 yxan:lmp_mik+:519M:103M:13.5 yxan:lmp_mik+:536M:105M:13.5
yxan:lmp_mik+:519M:104M:13.5 yxan:lmp_mik+:528M:103M:13.5 yxan:lmp_mik+:519M:103M:13.5 yxan:lmp_mik+:524M:104M:13.5 yxan:lmp_mik+:524M:104M:13.5
yxan:lmp_mik+:528M:104M:13.5 yxan:lmp_mik+:516M:101M:13.5 yxan:lmp_mik+:515M:101M:13.5 yxan:lmp_mik+:515M:104M:13.5 yxan:lmp_mik+:520M:101M:13.5
yxan:lmp_mik+:524M:103M:13.5 yxan:lmp_mik+:520M:101M:13.5 yxan:lmp_mik+:515M:103M:13.5 yxan:lmp_mik+:516M:102M:13.5 yxan:lmp_mik+:587M:110M:13.5
yxan:lmp_mik+:558M:108M:13.5 yxan:lmp_mik+:524M:102M:13.5 yxan:lmp_mik+:537M:103M:13.5 yxan:lmp_mik+:572M:109M:13.5 yxan:lmp_mik+:549M:104M:13.5
yxan:lmp_mik+:519M:103M:13.5 yxan:lmp_mik+:528M:104M:13.5 yxan:lmp_mik+:520M:104M:13.5 yxan:lmp_mik+:515M:103M:13.5 yxan:lmp_mik+:515M:103M:13.5
yxan:lmp_mik+:520M:105M:13.5 yxan:lmp_mik+:528M:105M:13.5 yxan:lmp_mik+:515M:103M:13.5 yxan:lmp_mik+:515M:104M:13.5 yxan:lmp_mik+:515M:104M:13.5
yxan:slurm_s+:12M:3M yxan:srun:324M:8M yxan:srun:53M:1M
PBS_job=38581 user=yxan allocation=hpcc_topolnpre queue=checkpt total_load=64.12 cpu_hours=866.08 wall_hours=13.21 unused_nodes=0 total_nodes=1 pp
n=64 avg_load=64.12 avg_cpu=603% avg_mem=6852mb avg_vmem=36176mb top_proc=yxan:lmp_mik+:mike145:524M:104M:13.5hr:100% toppm=yxan:lmp_mikeCpu:mik
e145:730M:125M node_processes=68
```

What to look at ...	Normal behavior ...	You should be concerned if ...
avg_load	Close to allocated number of cores on the node	Consistently too low or too high
ave_mem	Does not exceed total allocated memory	Exceeds total allocated memory

b) Method 2: **top**

- Displays dynamic real-time view of a **computing node**
- Must run on **computing nodes** !
 - * ssh to computing nodes while job running (cannot ssh if you do not have jobs on it)

b) Method 2: top

```
top - 02:23:58 up 278 days, 19:17, 2 users, load average: 63.63, 39.81, 17.49
Tasks: 981 total, 65 running, 916 sleeping, 0 stopped, 0 zombie
%Cpu(s): 90.2 us, 9.2 sy, 0.0 ni, 0.0 id, 0.0 wa, 0.5 hi, 0.0 si, 0.0 st
MiB Mem : 257004.8 total, 211261.0 free, 41926.9 used, 3816.9 buff/cache
MiB Swap: 16641.0 total, 16580.7 free, 60.2 used. 212737.8 avail Mem
```

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
2701318	jasonli3	20	0	595668	582356	2568	R	100.0	0.2	4:08.94	TDSE_np3_e0
2701342	jasonli3	20	0	595668	581944	2616	R	100.0	0.2	4:08.90	TDSE_np3_e0
2701249	jasonli3	20	0	595668	581792	2464	R	99.7	0.2	4:08.97	TDSE_np3_e0
2701252	jasonli3	20	0	595668	514684	2520	R	99.7	0.2	4:09.00	TDSE_np3_e0
2701261	jasonli3	20	0	595668	393828	2616	R	99.7	0.1	4:08.97	TDSE_np3_e0
2701264	jasonli3	20	0	595668	581856	2532	R	99.7	0.2	4:08.92	TDSE_np3_e0
2701270	jasonli3	20	0	595668	582480	2432	R	99.7	0.2	4:08.95	TDSE_np3_e0
2701273	jasonli3	20	0	595668	581776	2448	R	99.7	0.2	4:08.81	TDSE_np3_e0
2701276	jasonli3	20	0	595668	582160	2568	R	99.7	0.2	4:08.98	TDSE_np3_e0
2701279	jasonli3	20	0	595668	232064	2644	R	99.7	0.1	4:08.98	TDSE_np3_e0

What to look at ...	Normal behavior ...	You should be concerned if ...
---------------------	---------------------	--------------------------------

b) Method 2: top

```
top - 02:23:58 up 278 days, 19:17, 2 users, load average: 63.63, 30.81, 17.49
Tasks: 981 total, 65 running, 916 sleeping, 0 stopped, 0 zombie
%Cpu(s): 90.2 us, 9.2 sy, 0.0 ni, 0.0 id, 0.0 wa, 0.5 hi, 0.0 si, 0.0 st
MiB Mem : 257004.8 total, 211261.0 free, 41926.9 used, 3816.9 buff/cache
MiB Swap: 16641.0 total, 16580.7 free, 60.2 used. 212737.8 avail Mem

  PID USER      PR  NI   VIRT   RES   SHR  S  %CPU  %MEM    TIME+  COMMAND
2701318 jasonli3  20   0 595668 582356 2568  R 100.0  0.2   4:08.94 TDSE_np3_e0
2701342 jasonli3  20   0 595668 581944 2616  R 100.0  0.2   4:08.90 TDSE_np3_e0
2701249 jasonli3  20   0 595668 581792 2464  R  99.7  0.2   4:08.97 TDSE_np3_e0
2701252 jasonli3  20   0 595668 514684 2520  R  99.7  0.2   4:09.00 TDSE_np3_e0
2701261 jasonli3  20   0 595668 393828 2616  R  99.7  0.1   4:08.97 TDSE_np3_e0
2701264 jasonli3  20   0 595668 581856 2532  R  99.7  0.2   4:08.92 TDSE_np3_e0
2701270 jasonli3  20   0 595668 582480 2432  R  99.7  0.2   4:08.95 TDSE_np3_e0
2701273 jasonli3  20   0 595668 581776 2448  R  99.7  0.2   4:08.81 TDSE_np3_e0
2701276 jasonli3  20   0 595668 582160 2568  R  99.7  0.2   4:08.98 TDSE_np3_e0
2701279 jasonli3  20   0 595668 232064 2644  R  99.7  0.1   4:08.08 TDSE_np3_e0
```

What to look at ...	Normal behavior ...	You should be concerned if ...
Load average	Close to allocated number of cores on the node	Consistently too low or too high

b) Method 2: top

```
top - 02:23:58 up 278 days, 19:17, 2 users, load average: 63.63, 39.81, 17.49
Tasks: 981 total, 65 running, 916 sleeping, 0 stopped, 0 zombie
%Cpu(s): 90.2 us, 9.2 sy, 0.0 ni, 0.0 id, 0.0 wa, 0.5 hi, 0.0 si, 0.0 st
MiB Mem : 257004.8 total, 211261.0 free, 41926.9 used, 3816.9 buff/cache
MiB Swap: 16641.0 total, 16580.7 free, 60.2 used. 212737.8 avail Mem

  PID USER      PR  NI   VIRT   RES   SHR  S  %CPU  %MEM    TIME+  COMMAND
2701318 jasonli3  20   0 595668 582356 2568  R 100.0   0.2   4:08.94 TDSE_np3_e0
2701342 jasonli3  20   0 595668 581944 2616  R 100.0   0.2   4:08.90 TDSE_np3_e0
2701249 jasonli3  20   0 595668 581792 2464  R  99.7   0.2   4:08.97 TDSE_np3_e0
2701252 jasonli3  20   0 595668 514684 2520  R  99.7   0.2   4:09.00 TDSE_np3_e0
2701261 jasonli3  20   0 595668 393828 2616  R  99.7   0.1   4:08.97 TDSE_np3_e0
2701264 jasonli3  20   0 595668 581856 2532  R  99.7   0.2   4:08.92 TDSE_np3_e0
2701270 jasonli3  20   0 595668 582480 2432  R  99.7   0.2   4:08.95 TDSE_np3_e0
2701273 jasonli3  20   0 595668 581776 2448  R  99.7   0.2   4:08.81 TDSE_np3_e0
2701276 jasonli3  20   0 595668 582160 2568  R  99.7   0.2   4:08.98 TDSE_np3_e0
2701279 jasonli3  20   0 595668 232064 2644  R  99.7   0.1   4:08.98 TDSE_np3_e0
```

What to look at ...	Normal behavior ...	You should be concerned if ...
Load average	Close to allocated number of cores on the node	Consistently too low or too high
Memory usage (not virtual memory)	Does not exceed total allocated memory	Exceeds total allocated memory

2) Monitoring job health

c) Method 3: **nvidia-smi** (for GPU only)

```
(base) [jasonli3@qbc193 ~]$ nvidia-smi
Wed Feb  1 02:38:32 2023

+-----+
| NVIDIA-SMI 510.47.03   Driver Version: 510.47.03   CUDA Version: 11.6   |
+-----+-----+
| GPU  Name                Persistence-M| Bus-Id        Disp.A | Volatile Uncorr. ECC |
| Fan  Temp   Perf   Pwr:Usage/Cap|      Memory-Usage | GPU-Util  Compute M. |
|====+=====+====+=====+=====+=====+=====+=====+
|  0   Tesla V100-PCIE...    0n         | 00000000:3B:00.0 Off  | |
| N/A   36C    P0     54W / 250W | 4155MiB / 32768MiB | 72%      Default |
|                                           |                      | N/A      MIG M. |
+-----+-----+
|  1   Tesla V100-PCIE...    0n         | 00000000:AF:00.0 Off  | |
| N/A   36C    P0     52W / 250W | 4155MiB / 32768MiB | 78%      Default |
|                                           |                      | N/A      MIG M. |
+-----+-----+

Processes:
+-----+-----+
| GPU  GI  CI           PID  Type  Process name                        GPU Memory |
|   ID  ID  ID             |                  |              Usage                   |
+-----+-----+
|  0   N/A N/A       259491  C    ... che/TeraChem/bin/terachem      4147MiB |
|  1   N/A N/A       259491  C    ... che/TeraChem/bin/terachem      4147MiB |
+-----+-----+
```

What to look at ...	Normal behavior ...	You should be concerned if ...
---------------------	---------------------	--------------------------------

2) Monitoring job health

c) Method 3: **nvidia-smi** (for GPU only)

```
(base) [jasonli3@qbc193 ~]$ nvidia-smi
Wed Feb  1 02:38:32 2023

+-----+
| NVIDIA-SMI 510.47.03   Driver Version: 510.47.03   CUDA Version: 11.6   |
+-----+-----+
| GPU  Name                Persistence-M| Bus-Id        Disp.A | Volatile Uncorr. ECC |
| Fan  Temp   Perf   Pwr:Usage/Cap|      Memory-Usage | GPU-Util  Compute M. |
|====+=====+====+=====+=====+=====+=====+=====+
|  0   Tesla V100-PCIE...    On          | 00000000:3B:00.0 Off3 |   4155MiB / 32768MiB |  72%      Default |
| N/A   36C    P0     54W / 250W |                  |           | N/A      |
+-----+-----+
|  1   Tesla V100-PCIE...    On          | 00000000:AF:00.0 Off3 |   4155MiB / 32768MiB |  78%      Default |
| N/A   36C    P0     52W / 250W |                  |           | N/A      |
+-----+-----+

+-----+
| Processes: |
| GPU   GI    CI          PID    Type   Process name                      GPU Memory |
|   ID   ID   ID             |              |          | Usage   |
+-----+-----+
|  0   N/A  N/A       259491    C     ... che/TeraChem/bin/terachem     4147MiB |
|  1   N/A  N/A       259491    C     ... che/TeraChem/bin/terachem     4147MiB |
+-----+-----+
```

What to look at ...	Normal behavior ...	You should be concerned if ...
GPU usage	Close to 100%	Consistently too low

2) Monitoring job health

c) Method 3: **nvidia-smi** (for GPU only)

```
(base) [jasonli3@qbc193 ~]$ nvidia-smi
Wed Feb  1 02:38:32 2023

+-----+
| NVIDIA-SMI 510.47.03   Driver Version: 510.47.03   CUDA Version: 11.6   |
+-----+-----+
| GPU  Name                Persistence-M| Bus-Id        Disp.A | Volatile Uncorr. ECC |
| Fan  Temp   Perf          Pwr:Usage/Cap|      Memory-Usage | GPU-Util  Compute M. |
|====+=====+====+=====+=====+=====+=====+=====+=====+
|  0   Tesla V100-PCIE...    On          | 00000000:3B:00.0 Off  | |
| N/A   36C    P0           54W / 250W | 4155MiB / 32768MiB | 72%      Default |
|                                     |                  |              N/A   |
+-----+-----+
|  1   Tesla V100-PCIE...    On          | 00000000:AF:00.0 Off  | |
| N/A   36C    P0           52W / 250W | 4155MiB / 32768MiB | 78%      Default |
|                                     |                  |              N/A   |
+-----+-----+

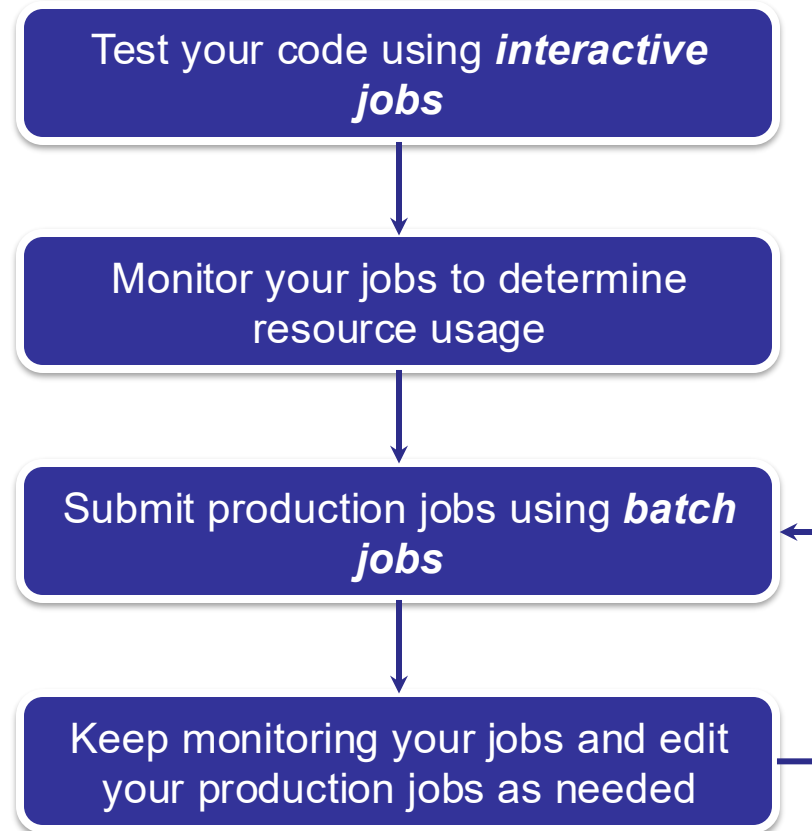
Processes:
+-----+-----+
| GPU  GI  CI           PID  Type  Process name                        GPU Memory |
|   ID  ID  ID                    |              | Usage      |
+-----+-----+
|  0   N/A N/A         259491  C    ... che/TeraChem/bin/terachem      4147MiB |
|  1   N/A N/A         259491  C    ... che/TeraChem/bin/terachem      4147MiB |
+-----+-----+
```

What to look at ...	Normal behavior ...	You should be concerned if ...
GPU usage	Close to 100%	Consistently too low
Memory usage (not virtual memory)	Not used up	Used up

d) Common issues

Issue	What would happen
Exceeded memory allocation (e.g., using more memory than allocated w/ single queue)	Terminated. Receive email notice.
Exceeded ppn/core allocation (e.g., using more cores than allocated w/ single queue)	Terminated. Receive email notice.
Seriously underutilize node CPU cores / unused nodes (e.g., Requested multiple nodes but only runs on one node)	Receive email warning. (* Killed if completely idle for a long time)
Submitting to bigmem but only using little memory	Receive email warning.
Running intensive calculation on head nodes	Terminated. Receive email notice.
Submitting too many (i.e., hundreds of) single-thread jobs	Poor parallelization and bad for server. We may reach out to you to help. (Better yet, reach out to us first)

- A typical workflow --



■ HPC User Environment 2

1. Basic concepts

1) Previously on HPC User Environment 1...

2) Job & Job schedulers → **All calculation must be submitted as jobs**

2. Preparing my job

1) Basic principles → **Large enough & small enough**

2) Job duration (wall time)

3) Number of nodes & cores

4) Partitions and job queues

3. Submitting my job

1) Interactive job → **Good for testing and debugging**

2) Batch job → **Good for production**

4. Managing my jobs

1) Useful commands

2) Monitoring job health → **How to monitor jobs health, and how to create health jobs**

```
salloc -A loni_loniadmin1 -p single --nodelist=qbd042 -t 1-00:00:00
```

```
salloc -A loni_loniadmin1 -p single --nodelist=qbd042 -N1 -n64 -t 1-00:00:00
```

```
salloc -A loni_loniadmin1 -p workq --nodelist=qbd[046-047] -N2 -n128 -t 1-00:00:00
```

```
squeue --me
```

SLURM_JOB_ID	- This ID can be used to track the job status and retrieve logs
SLURM_JOB_NAME	- The name of the job as specified by the user in command or script.
SLURM_NTASKS	- The total number of tasks (processes) allocated for the job.
SLURM_CPUS_PER_TASK	- The number of CPUs allocated per task.
SLURM_NODES	- A list of nodes allocated for the job.
SLURM_NODELIST	- A comma-separated list of nodes that are allocated for the job.
SLURM_SUBMIT_DIR	- The directory from which the job was submitted.
SLURM_ARRAY_JOB_ID	- The job ID of the array job if the job is part of a job array.
SLURM_ARRAY_TASK_ID	- The ID of the specific task in an array job.
SLURM_JOB_NODELIST	- List of nodes allocated for the job, specifically formatted for easier parsing.
SLURM_JOB_DEPENDENCY.	- Indicating which jobs must complete before this job can start.
SLURM_MEM_PER_CPU	- The amount of memory allocated per CPU core for the job.

```
command > output.log 2>&1
```

In Unix-like operating systems, processes have three standard file descriptors:

1. Standard Input (stdin): File descriptor 0 (used for input).
2. Standard Output (stdout): **File descriptor 1** (used for normal output).
3. Standard Error (stderr): **File descriptor 2** (used for error messages).