



INTRODUCTION TO HIGH PERFORMANCE COMPUTING

PART 2 HPC @ IT4INNOVATIONS ACCESSING AND USING IT4I CLUSTERS

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Based on materials of Branislav Jansík, IT4Innovations



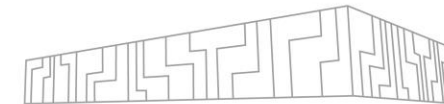
EUROPEAN UNION
European Structural and Investment Funds
Operational Programme Research,
Development and Education



MINISTRY OF EDUCATION,
YOUTH AND SPORTS



- Applying for IT4I HPC resources
- Accessing IT4I clusters
- Transferring data to the cluster
- Running your application



APPLYING FOR IT4I HPC RESOURCES

Computational project

- OPEN access competition (February, June, October)
- Grants access to computational and storage resources
- PI (primary investigator) - leader of the project

Duration

- Standard projects - 9 months
- Multi-year projects - 18/27/36 months

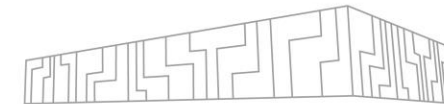
Next call

- OPEN-22, February 1, 2021

Grant competitions

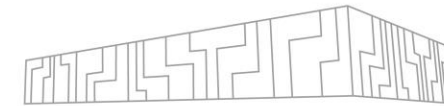
Utilization

Epilogue



PROPOSAL CONTENT AND EVALUATION

Aims and objectives Methods and state-of-the-art Impact and outlooks	Scientific readiness max 2 pages	1-5
Computational approach Parallelization and scalability Resources requested	Computational readiness max 1 pages	1-5
Socioeconomic impact Operational costs Amortization and renewal	Economic readiness	0-5



ESTIMATING CORE HOURS

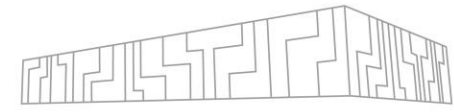
- Estimate problem size
 - How many items to process? How many experiments?
- Calculate required amount of core hours
 - WCH (wall-clock core-hour) - 1 hour allocated on 1 processor core
 - NCH (normalized core-hour) - $WCH * \text{normalization factor } F$

Cluster	Normalization factor F
Anselm	0.65
Salomon	1.00
Barbora (CPU)	1.40
Barbora (GPU)	4.50
DGX-2	11.00



- Applications are requested in **NCH**!
- Take into account node granularity (i.e. Salomon = 24 cores per node)

 More information about core-hours can be found [here](#).

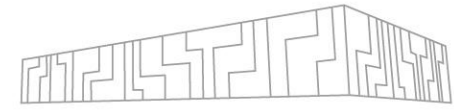


OBTAINING LOGIN CREDENTIALS

- First time setup:
 - You must send a digitally signed e-mail to IT4I support with:
 - Project ID
 - Name, affiliation, preferred username
 - Acceptable Use Policy confirmation
 - PI of the project has to accept your request
 - You will get in return:
 - Username
 - SSH private key and its passphrase (for logging into clusters)
 - Password (for logging into IT4I web systems)
- If you already have an account, you can apply for projects at scs.it4i.cz

Detailed description of the procedure can be found [here](#).

USING IT4I CLUSTERS

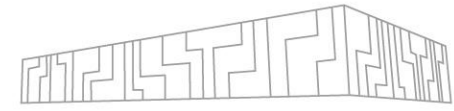


- 🖥️ Access the cluster
- ↕️ Transfer data to the shared filesystem
- ⚙️ Prepare your program and its dependencies
- 🌀 Run your program on the cluster

We will use Salomon, but the approach is identical for other IT4I clusters

📘 You can find more complete information in our [documentation](#).

OPERATING SYSTEM

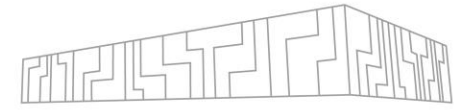


- IT4I clusters are Linux-based systems (CentOS)
 - Basic Linux command line knowledge is required

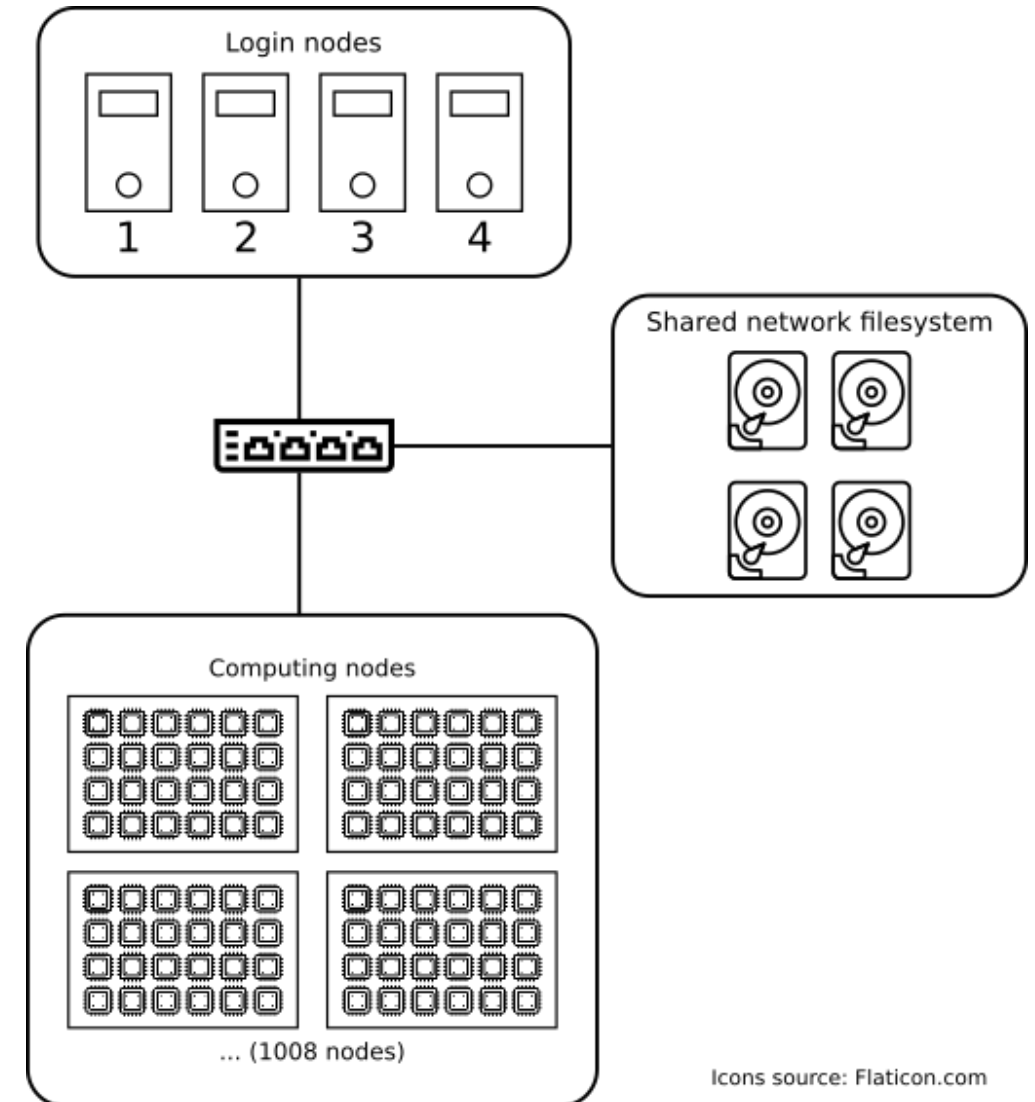
Command	Description
ls	List files in a directory
cd <directory>	Change current directory
cat <file>	Display contents of a file
mkdir <name>	Create a directory
rm <path>	Delete a file or a directory

- You can find basic Linux command line reference e.g. [here](#).
- Some [virtualization support](#) is provided (QEMU, Windows)

SALOMON CLUSTER

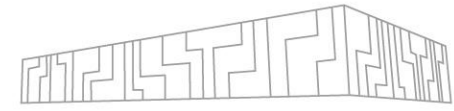


- Login nodes
 - Prepare programs
 - Submit jobs
- Compute nodes
 - Execute jobs
- Shared filesystem
 - Code
 - Job inputs and outputs
 - Shared between login and compute nodes



Icons source: Flaticon.com

ACCESSING THE CLUSTER



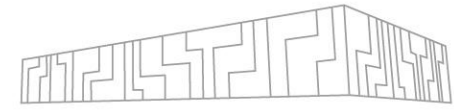
To use Salomon, you must first connect to one of its login nodes

```
# set permissions for SSH key (execute before first login)
[home:~]$ chmod 600 <path-to-ssh-key>
# connect to a login node
[home:~]$ ssh -i <path-to-ssh-key> <username>@salomon.it4i.cz
# now you're connected to one of Salomon login nodes
[username@login1.salomon ~]$
```

- You can use login nodes to
 - Inspect and manage data on the shared filesystem ✓
 - Compile your programs and their dependencies ✓
 - Manage computations on the cluster ✓
- DO NOT execute long-running computations on the login nodes ✗
- Login nodes are round-robin, you can select a specific node (login1.salomon.it4i.cz)

» You can simplify the SSH command with an [SSH config](#) file

GUI ACCESS

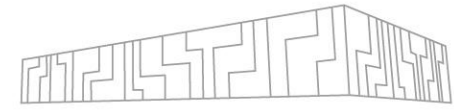


If you prefer to use a GUI client, you have two options

- X forwarding
 - Open individual X windows on your PC
 - `$ ssh -X salomon.it4i.cz`
- VNC
 - Full GUI environment on the cluster
 1. Select a VNC port P (here we use 55)
 - Must be unique per login node
 2. Connect to a login node with SSH tunneling on port 5900 + P
 - `$ ssh -L5955:localhost:5955 salomon.it4i.cz`
 3. Run `vncpasswd`
 4. Run `vncserver :55`
 5. Connect to VNC on port :55 on your local machine
 - `$ vncviewer localhost:5955`

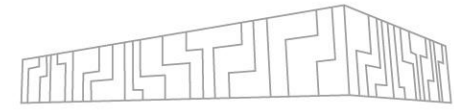
 More information can be found [here](#).

RUNNING YOUR PROGRAM ON THE CLUSTER



1. Move your computation inputs to the shared filesystem
2. Build and prepare your application
3. Describe your computation and put it into a queue
 - Select computational project and cluster
 - Estimate the duration of your computation

TRANSFERRING DATA TO SHARED FILESYSTEM



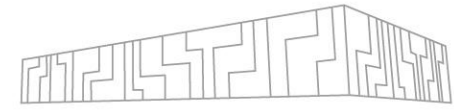
- Salomon uses a network filesystem shared by all compute and login nodes
 - You can write a file on a login node and then read/overwrite it from a compute node
- Connect to a login node and download data from the internet (git, wget, ...)
- Transfer data from your local computer using SCP

```
# copy "file.txt" to <home-directory>/files-dir on Salomon shared disk
[home:~] $ scp -i <path-to-ssh-key> file.txt <username>@salomon.it4i:files-dir
```

- Mount the shared filesystem on your local computer

```
# install sshfs
[home:~] $ sudo apt install sshfs
# mount the Salomon shared filesystem to a folder on your computer
[home:~] $ sudo mkdir /mnt/salomon
[home:~] $ sudo sshfs -i <path-to-ssh-key> <username>@salomon.it4i.cz: /mnt/salomon
# now /mnt/salomon points to your home directory at the Salomon shared filesystem
[home:~] $ cp file.txt /mnt/salomon/files-dir
```

WHERE TO PUT DATA?

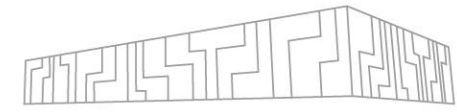


- HOME workspace (NFS)
 - Located at ~ (your home directory)
 - Limited size, rather slow, backed up
 - Use for config files, build artifacts, source code repositories, small project data
- SCRATCH workspace (Lustre)
 - Located at /scratch/work/project/<project-id>
 - Large, fast, no backups
 - Use for reading job inputs and writing job results
 - Main project storage, access given to all project members
- TEMP workspace
 - Located at /scratch/temp
 - Temporary I/O intensive operations, data removed after 90 days
- RAMDISK workspace
 - Located at /ramdisk/\$PBS_JOBID
 - RAM disk (filesystem backed by memory), for I/O intensive operations
 - Available only during a job
- CESNET – archiving large amounts of data, more information [here](#)

i More information about storage at Salomon can be found [here](#)

Storage details vary significantly among the clusters, check documentation for your cluster

MORE STORAGE INFORMATION



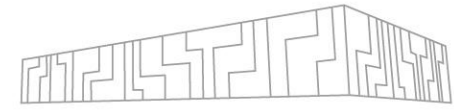
- Filesystems of individual clusters are not directly shared
 - Clusters are connected via network, e.g. you can `$ ssh barbora` from Salomon
- Watch storage limits
 - `$ it4i-disk-usage -g`
 - <https://scs.it4i.cz> -> Agendas -> User

Quota Status

Cluster	File System	Space used	Space limit	Entries	Entries limit	Last Update
Anselm	/scratch	0 Bytes	93.13 TB	0	10 Million	2020-12-04 13:55
Anselm	/home	2.828 GB	238.4 GB	51.1 Thousand	500 Thousand	2020-12-04 13:55
Barbora	/home	7.221 GB	23.84 GB	44.1 Thousand	500 Thousand	2020-12-04 14:50
Barbora	/scratch	477.6 GB	9.313 TB	413 Thousand	10 Million	2020-12-04 14:50
Salomon	/home	153.7 GB	238.4 GB	456 Thousand	500 Thousand	2020-12-04 14:50
Salomon	/scratch/temp	0 Bytes	N/A	0	N/A	2020-12-02 07:40
Salomon	/scratch/work	237.8 GB	N/A	55.6 Thousand	N/A	2020-12-02 07:40
Salomon	/scratch	238 GB	93.13 TB	55.6 Thousand	10 Million	2020-12-04 14:50

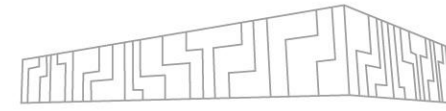
- Storage lifecycle
 - HOME deleted after 1 year without any active project
 - SCRATCH data of a project deleted some time after the project ends

COMPILING/PREPARING DEPENDENCIES



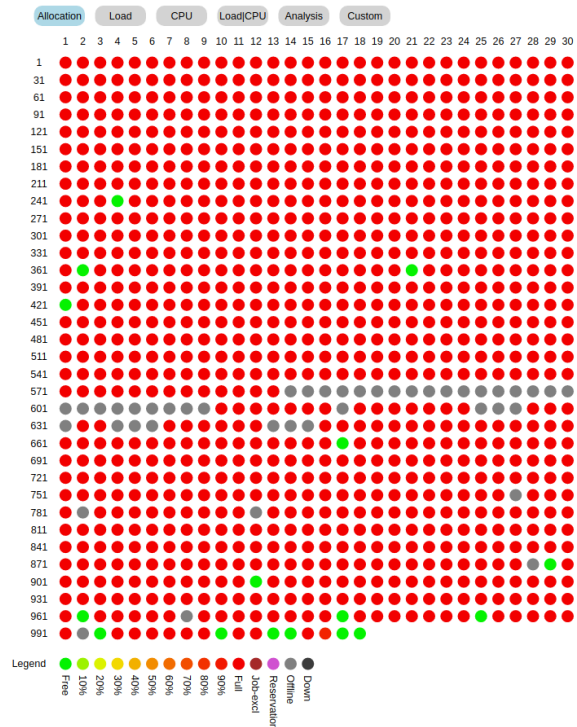
- You must compile your program and its dependencies for your target cluster
- This will be described in Part 3

SELECTING PROJECT AND CLUSTER

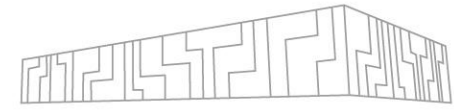


- Choose the correct computational project for your experiment
- Check how much core hours are left in the project
 - \$ it4ifree
 - <https://scs.it4i.cz/>
- Check the status of clusters
 - <https://extranet.it4i.cz/rsweb/salomon/cluster-allocation>

Cluster usage



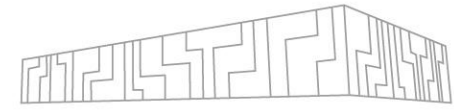
QUEUING SYSTEM



- Each IT4I cluster is shared by many users
- To perform a computation (a job), you must go through a queue
 - We use a queuing system called [PBS](#) (Portable Batch System)
- There are several queues with different properties
 - *qexp* (quick experiments, does not charge for use, up to 8 nodes and 1 hour jobs)
 - *qprod* (common computations, up to 86 nodes and 2 day jobs)
 - *qlong* (long-running computations, up to 40 nodes and 6 day jobs)
 - *qnvvidia*, *qmic*, *qfat* (dedicated hardware, e.g. NVIDIA GPUs, Intel MICs, fat nodes)
 - You can find the complete queue list [here](#)
- To access most queues you will need to specify a computational project that you are a part of
 - Computational resources that you spend are deducted from the used project
 - Cost of a computation: Time x Node count x Core count x Normalization factor
 - After all resources run out, you can still use the qfree queue up to 120% of the original resources

 You can find more information about queues and projects [here](#)

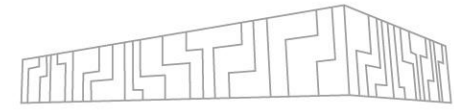
USING PBS



- You can submit jobs on the cluster in two modes
 - Batch mode (default): you specify a script which is executed once you get to the front of a queue
 - Interactive mode: your terminal will be connected to the first computing node in the job via SSH
- Submission is performed using the `qsub` command
- You have to give `qsub` some basic parameters to define a job:
 - Number of computing nodes used in the job: `-lselect=4`
 - Maximum running time (called walltime): `-lwalltime=02:30:00`
 - Queue: `-qqexp`
 - Project (if required by the queue): `-A OPEN-0-0`
 - (Bash) script that will be executed (for batch mode)
- There are also some other useful options
 - Job name: `-N MY_JOB`
 - Send e-mail on job start/end/error: `-m bea`
- You can have multiple jobs in the queue at once (both waiting and executing)
- Be careful with walltime to avoid wasting project resources!

❗ Other HPC centres might use a different queue system, e.g. [Slurm](#)

SUBMITTING A JOB USING PBS



1. Prepare a bash script that will run your computation
2. Submit a job using the `qsub` command and note the Job ID that it outputs

```
# enqueue script myjob.sh with 64 nodes on qprod under project OPEN-0-0
$ qsub -A OPEN-0-0 -q qprod -l select=64,walltime=03:00:00 ./myjob.sh
9875350
```

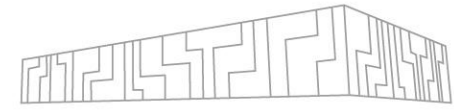
3. Use `qstat` to query queue status to see the expected start time and computation status

```
$ qstat -u $USER -T
Job ID   Queue  NDS   Est Start Time
9875350  qexp   1     15:56
```

- Use the job ID to identify individual jobs
- You can also put the submission options directly into the script

❗ There are a lot of other options that you can specify, find out more in the [documentation](#)

EXAMPLE PBS SCRIPT



```
#!/bin/bash
#PBS -q qexp
#PBS -N MYJOB
#PBS -l select=2:ncpus=24
#PBS -A OPEN-0-0

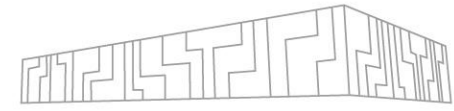
# Change to scratch directory, exit on failure
SCRDIR=/scratch/$USER/myjob
cd $SCRDIR || exit

# Load necessary module
ml OpenMPI

# Execute the calculation
mpirun ./mympiprogram
```

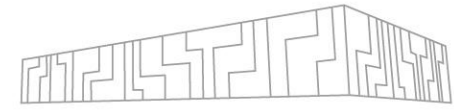
 You can find a similar example and advanced information [here](#)

JOB EXECUTION



- Once the job gets to the front of the queue
 1. PBS will allocate the specified number of nodes
 2. The specified script will be executed
 - On the first allocated node
 - In your HOME directory
 3. Once your script finishes, the job will also end
 4. stdout and stderr of your script will be written to a file on the shared filesystem
 - `<job-name>.o<job-id>` - standard output
 - `<job-name>.e<job-id>` - standard error output
 - They will be stored in the directory where you submit the job
 - You can override this location with `-o` and `-e`
- Useful environment variables available during a job
 - `PBS_O_WORKDIR` – directory from where you submitted the job
 - `PBS_NODEFILE` – path to a file containing all compute nodes of the current job
 - `PBS_JOBID` – job ID of the current job

MONITORING JOB STATUS



- Once your job starts running, you can observe its status in several ways
- `qstat`
 - Displays job status, elapsed time, allocated computing nodes
 - You can connect to the individual computing nodes via SSH to inspect them

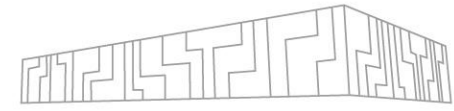
```
$ qstat -u $USER -n
Job ID   Queue  NDS   Elap Time
9875350  qexp   1     00:10
r3i1n9/0*24,r3i2n9/0*24
$ ssh r3i1n9
[r3i1n9]$ htop
```

- `check-pbs-jobs`
 - Allows reading standard output and error output streams
 - Only available when the job is running

```
$ check-pbs-jobs --jobid 9875350 --print-job-out --print-job-err
### Print job standard output:
Computation started
### Print job standard error:
Error at main.c:16: File not found
```

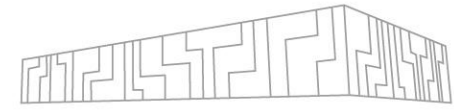
- When something goes wrong you can delete jobs (both running and enqueued)
 - `$ qdel <job-id>`

MORE PBS INFORMATION



- Jobs are prioritized based on several [properties](#)
 - Selected queue
 - Amount of recent computation in a project
 - Hint: if you want to get ahead in the queue, specify a small(er) walltime
- PBS has a lot of configuration and options
 - Job arrays
 - Many jobs with the same script, but different inputs
 - Advanced node configuration/placement
 - Enable/disable Turbo boost, kernel modules, ...
 - Select nodes by CPU type, network switch, network topology location
 - You can find more [here](#)

ASKING FOR HELP



If you have trouble with

- Connecting to login nodes
- Building code or dependencies
- Submitting PBS jobs

Then

1. Consult the [documentation](#)
2. If that does not help, create a [ticket](#)



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