#!/bin/bash

## Above line is required!

## Name of job in SLURM queue

#SBATCH --job-name=Downsample\_200x200

## Output and error log locations (captures stdout and stderr). Defaults to your home dir.

#SBATCH --output=/home/dccollin/%j.out

#SBATCH --error=/home/dccollin/%j.err

## Account to charge this computation time to. THIS LINE IS ESSENTIAL.

#SBATCH -A CS156b

## Estimated time this job will take. A job exceeding this time will be killed.

## Required parameter!

#SBATCH -t 2:00:00

## Total number of concurrent srun tasks. Most people will not need this.

#SBATCH --ntasks=1

## Number of CPU threads for each task as defined above. Most people will be

## using a single task, so this is the total number of threads required.

#SBATCH --cpus-per-task=2

## Total amount of system RAM for all tasks. Specify units with M and G.

#SBATCH --mem=8G

## Request a single Tesla P100 GPU

##SBATCH --gres=gpu:1

## Send status emails to an email

#SBATCH --mail-user=dccollin@caltech.edu

## Enable email notifications for changes to the job state

#SBATCH --mail-type=BEGIN

#SBATCH --mail-type=END

#SBATCH --mail-type=FAIL

## Load any modules you may need

##module load cuda/11.1

##module load gcc/11.2.0

## Setup a python environment

source /home/dccollin/mambaforge/bin/activate

mamba activate cs156

## Do some cool things!

python3 /home/dccollin/BbbBbbB/Resize\_Images.py