

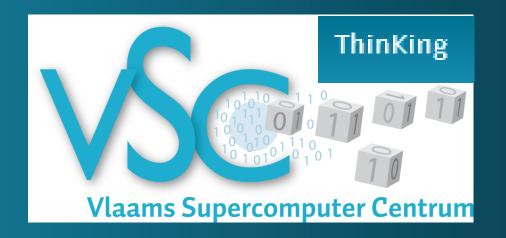
LEUVEN





HPC – short introduction

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ICTS, Leuven



Overview

- What is the VSC?
- VSC infrastructure
- Software environment
- How to get started
- Training and events

Vlaams Supercomputer Centrum (VSC)

- VSC is a virtual organization, founded in 2007
 - Goals
 - Provide infrastructure for high performance computing
 - Provide support for high performance computing
 - Managed by the Research Foundation Flanders (FWO) in partnership with the five Flemish university associations.
 - Universiteit Antwerpen
 - Vrije Universiteit Brussel
 - Universiteit Gent
 - KU Leuven
 - Universiteit Hasselt



VSC services

- Helpdesk
- Consultancy
- Training and courses
- Information dissemination
- Networking opportunities
- User input & feedback

Bird's eye view on a cluster Compute nodes Accessed via login nodes For job submission

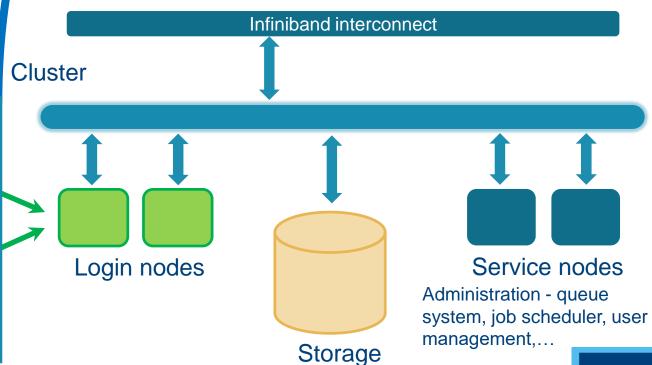
 For job submission, debugging, pre/post processing

 Shared resources: everyone works on the same (set of) login nodes

Researchers







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Many independent

computers, each

operating system,

with its own

memory, hard

disk,...

What a cluster is **not**

- An all-powerful and super smart computer that will automatically:
 - Run your application much faster
 - Run your application in parallel

For that you will need to do some extra work

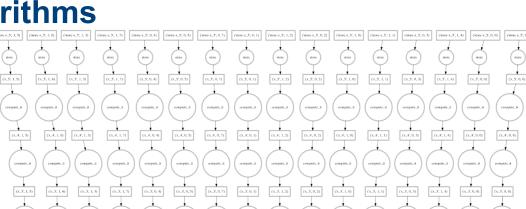


Parallel Computing

- Serial:
 - one program, on one core
- 'Embarrassingly parallel' problems:
 - lots of runs of one program, with different parameters
 - Hadoop, Spark
- Problems that require 'real' parallel algorithms
 - OpenMP
 - MPI : Message Passing Interface

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Credit: http://dask.pydata.org/en/latest/shared.html

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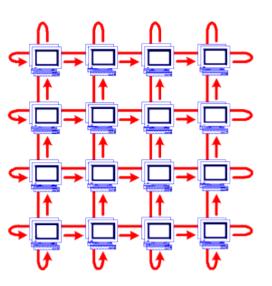
Python

R

Java

Parallel Computing

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Credit: https://decisionstats.com/2010/09/24/parallel-programming-using-r-in-windows/



Thinking and Cerebro

	ThinKing
Total nodes	144
Processor type	Ivy bridge (Xeon E5-2680v2)
Base Clock Frequency	2.8 GHz
Cores per node	20
Total cores	2,880
Memory per node (GB)	112x64/32x128
Memory per core (GB)	3.2/6.4
Peak performance (TF)	64.5
Network	Infiniband QDR 2:1
Cache (L1 KB/L2 KB/LLC MB)	10x(32i+32d)/10x256/25
Total LLC cache per core	2.5 MB

	Cerebro
Total sockets	64
Processor type	Ivy bridge (Xeon E5-4650)
Base Clock Frequency	2.4 GHz
Cores per socket	10
Total cores	640
Memory per socket (GB)	16x128/48x256 = 14 TB
Memory per core (GB)	6.4/12.8
Peak performance (TF)	12.3
Network	NUMAlink62:1
Cache (L1 KB/L2 KB/LLC MB)	10x(32i+32d)/10x256/25
Total LLC cache per core	2.5 MB

Compute-bound problems

Memory-bound problems



KU Leuven/UHasselt Tier 2

KU LEUVEN

Vlaams Supercomputer Centrum



Compute node



HPC cluster storage at KU Leuven consists of 3 different storage types, optimized for different usage, with different characteristics

- NAS storage, fully back-up with snapshots for home and data
- Scratch storage, fast parallel filesystem
- Archive storage, to store large amounts of data for long time (slow I/O)
- Staging similar to archive but faster I/O

Home directory (3GB)

- Location available as \$VSC HOME
- The data stored here should be relatively small (e.g., no files or directories larger than a gigabyte, although this is allowed), and not generating very intense I/O during jobs.
- Typically all kinds of configuration files are stored here, e.g., ssh-keys,
 .bashrc, or Matlab, and Eclipse configuration, ...

Data directory (75 GB)

- Location available as \$VSC DATA
- A bigger 'workspace', for datasets, results, logfiles,
- This filesystem can be used for higher I/O loads, but for I/O bound jobs, you
 might be better of using one of the 'scratch' filesystems.

- Scratch directories (starts from 100GB)
 - Free temporary upgrade of quota
 - For temporary or transient data; there is typically no backup for these filesystems, and 'old' data is be removed automatically after 21 days (duriation of longest job allowed on the cluster)
 - Currently \$VSC_SCRATCH (\$VSC_SCRATCH_SITE) are defined, for space that is available per user per site

Tip:

- Do not use /tmp directory on compute node (very limited space ~10GB, once exceeded the system and your job will crash).
- Use \$VSC SCRATCH NODE (/local scratch) instead (~200GB)

Login nodes

- 8 login nodes different purpose, different limits
 - 2 login nodes
 - login.hpc.kuleuven.be
 - login2.hpc.kuleuven.be
 - 2 nx nodes, access through server
 - nx1
 - nx2
 - 4 interactive nodes, configurable for user groups
 - inode1
 - inode2
 - inode3
 - inode4

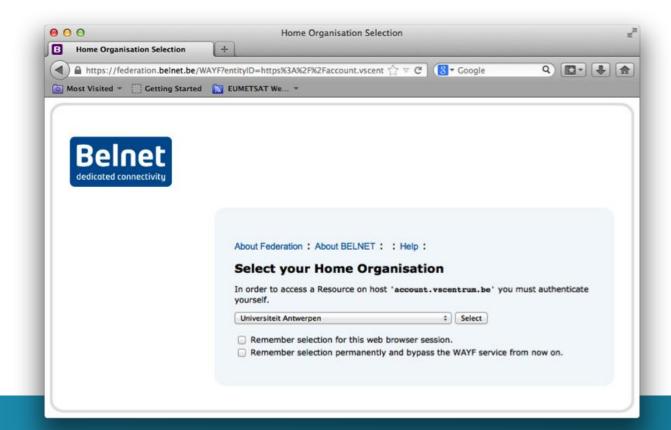


Basic

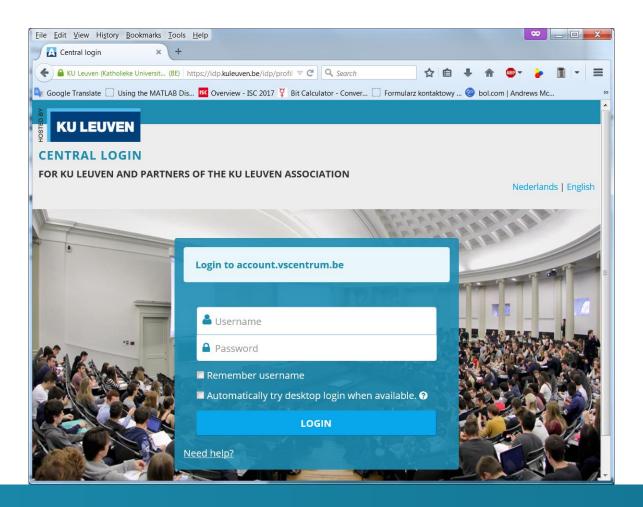
command line

login

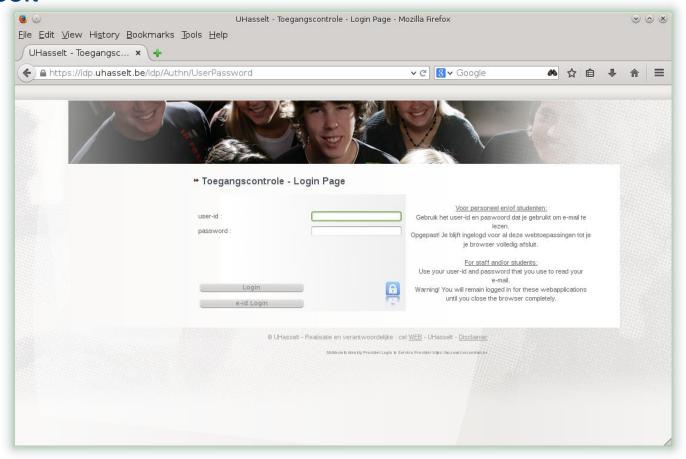
- https://account.vscentrum.be/
- KU Leuven: only from inside KU Leuven (PC-class, wifi, KU Leuven computer)
- U Hasselt: from inside the University or VPN



- https://account.vscentrum.be/
- **KU** Leuven



- https://account.vscentrum.be/
- **U** Hasselt



- https://account.vscentrum.be/
- Authentication: Staff/student-id, e-mail
- In case of change please inform us (access to the webpage may not be possible, SSH to the cluster not affected by that)

Connecting to the cluster

- Unlike the webpage cluster is accessible from any place without VPN
- In case of change of your status (student-staff) please inform us account may be set as inactive
- SSH
 - Secure Shell
 - SSH commonly uses port 22 to connect your computer to another computer on the Internet. It is most often used by network administrators as a remote login / remote control way to manage their business servers.

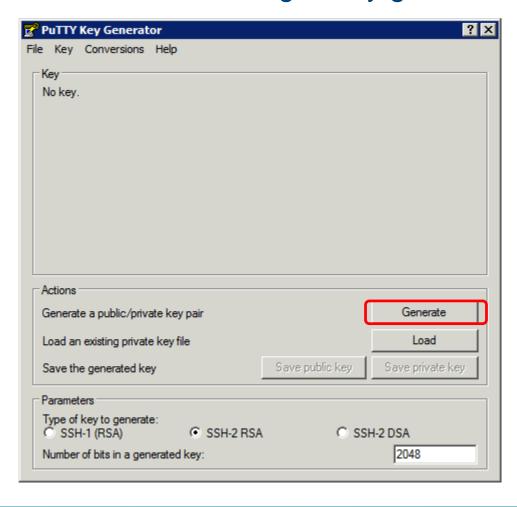
Generate the key

Linux/Mac OS users:

- Use "ssh-keygen" command to generate key pair
- Be sure to give your key a passphrase!
- Default location: ~/.ssh/id_rsa (~/.ssh/id_rsa.pub)
- If other location: ssh -i localtion-of-the-file
- keychain: ssh agent to load the key with passphrase for current linux session

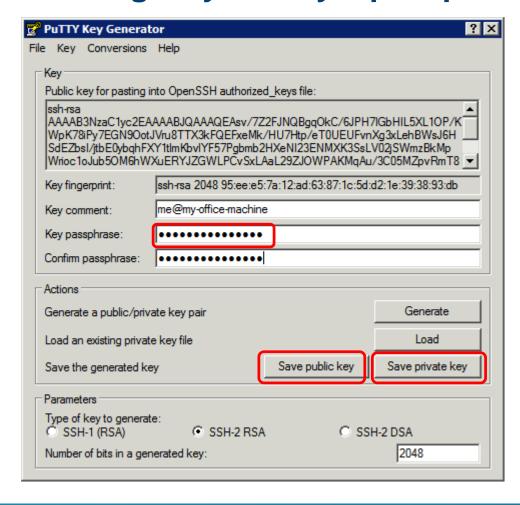
Generate the key

Windows users: use the PuTTYgen key generator.



Generate the key

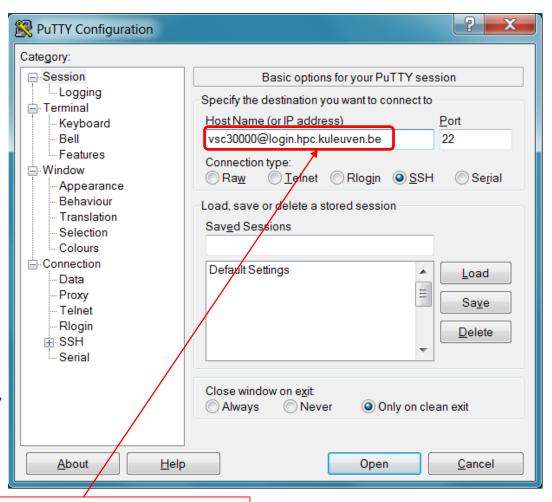
Be sure to give your key a passphrase!



Connecting to the cluster: text mode

Windows users:

- PuTTY is a simple-touse and freely available GUI SSH client for Windows.
- Pageant can be used to manage active keys for PuTTY, WinSCP and FileZilla so that you don't need to enter the passphrase all the time.



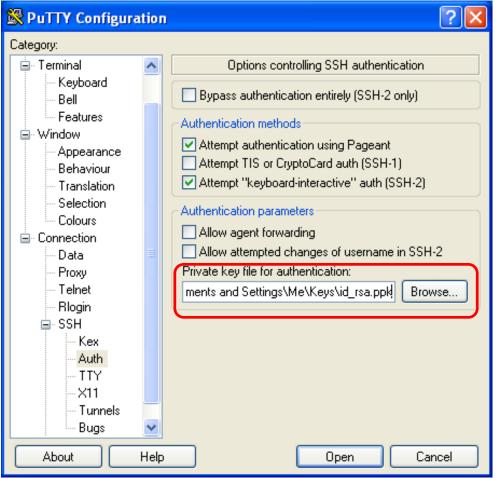
vsc30000@login.hpc.kuleuven.be

Connecting to the cluster: text mode

Windows users:

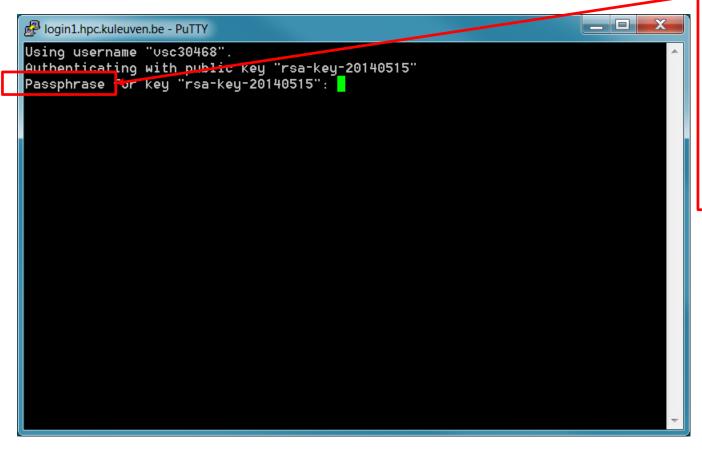
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Connecting to the cluster: text mode

Windows users:

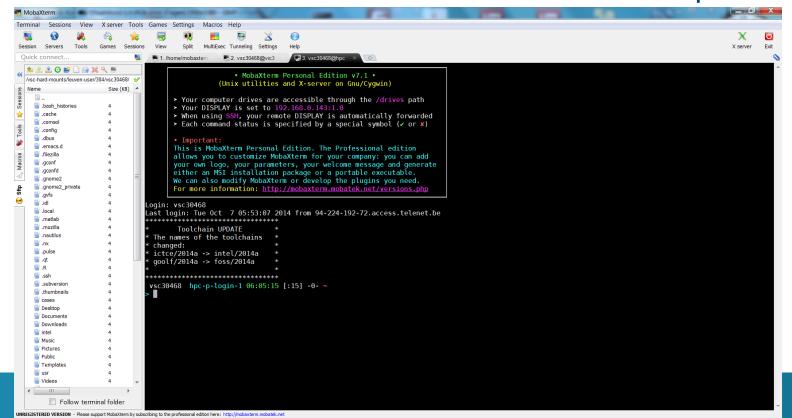


If asked for password no for passphrase – please stop connecting and contact suport, otherwise after a few attempts you will be blocked for 24hrs

Connecting to the cluster: All in one

Windows users:

MobaXterm - the complete toolbox for remote computing: an enhanced terminal with an X11 server, an SSH client and all the essential Unix commands to Windows desktop.



Job Scheduler: Moab

How jobs are scheduled:

- The job scheduler decides when and where to run jobs using a priority queue
 - Queries resource manager for runnable jobs
 - Tries to optimize resource usage and
 - favors parallel jobs,
 - fair use of resources for all users (taking into account computation during past 7 days),
 - ensures liveliness, regardless of starting priority, job will eventually have highest priority
 - Orders resource manager to start (or stop ...) jobs

Job Scheduler: Moab

How jobs are scheduled:

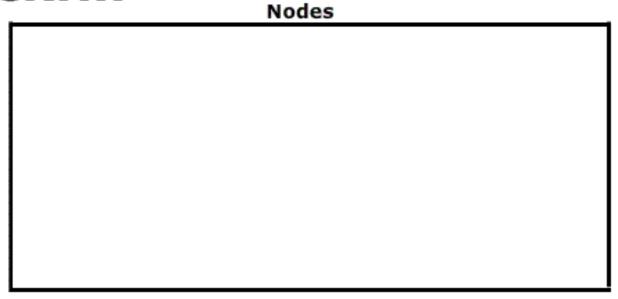
- the whole procedure is redone in every iteration (every minute or so)
- a job can lose its reservation, if a higher priority job gets submitted in the meantime
- a job can start earlier, if a job ends earlier than specified
- the "showstart" command gives a startime estimate obtained in the last iteration

Moab priorities



Job Scheduler: Moab

Backfill





Job Scheduler: Moab

Some Moab commands:

```
    $ checkjob < job-id> : shows job information
    $ showstart < job-id> : shows the earliest time job
    can, not will start
        (at the time of the query)
```

Credits

```
$ module load accounting;
mam-balance
```

Credits card concept:

- Preauthorization: holding the balance as unavailable until the merchant clears the transaction
- Balance to be held as unavailable: based on requested resourced (walltime, nodes)
- Actual charge based on what was really used: used walltime (you pay only what you use, e.g. when job crashes)
- See output file:

```
Resource List:
```

neednodes=2:ppn=6,nodes=2:ppn=6,pmem=1gb,walltime=01:00:00

Resources Used:

cput=00:00:00,mem=0kb,vmem=0kb,walltime=00:00:02

Moab Allocation Manager

```
How to check the rates?
   $ module load accounting;
   gquote ...
Example 1: gquote -1 walltime=01:00:00
Example 2: gquote -1 nodes=1
Example 3: qquote -1 nodes=1:ppn=1
Example 4: gquote -1 nodes=1:ppn=20
                                      6.68
Example 5: gquote -1 walltime=01:00:00 -1 nodes=1:haswell
                                                               6.68
Example 6: gquote -1 walltime=01:00:00 -1 nodes=1:ivybridge 4.76
```

Tool chains

Default: 2014a

```
Switch: $ source switch_to_2016a
$ source switch_to_2015a
$ source switch_to_2014a
```

o or \$ module unuse
/apps/leuven/thinking/2014a/modules/all; module
use /apps/leuven/thinking/2016a/modules/all

Modules

Set the environment to use software package:

- o \$ module available or module av R
 - Lists all installed software packages
- o \$ module av |& grep -i python
 - To show only the modules that have the string 'python' in their name, regardless
 of the case
- o \$ module load matlab/R2014a
 - Adds the 'matlab' command in your PATH
- o \$ module load GCC
 - 'Load' the (default) GCC version
- o \$ module list
 - Lists all 'loaded' modules in current session
- o \$ module unload R/3.1.2-foss-2014a-x11
 - Removes all only the selected module, other loaded modules dependencies are still loaded
- o \$ module purge
 - Removes all loaded modules from your environment



Software

- By default ThinKing software is listed (\$ module available)
- Software of Cerebro and accelerators is different than of ThinKing.
- Some software for Haswell different than for Ivybridge (default)
- Software compiled on ThinKing might run on Cerebro/accelerators/... BUT...
 For MPI/GPU software better to recompile your programs on a specific platform (check available modules first)
- To check available modules:

To compile – ask for interactive job

Before you start

- Account https://account.vscentrum.be/req
 - Mailing list
 - Optionally: VSC Echo
- Do you have your key?

https://www.vscentrum.be/client/linux/keys-putty

- Credits (reasonable motivation)
 https://admin.kuleuven.be/icts/onderzoek/hpc/request-introduction-credits
- Stay up-to-date
 https://www.vscentrum.be/en/education-and-trainings

Accounts

- Follow the procedure documented on: https://www.vscentrum.be/cluster-doc/account-request
- Apply for an account on
 - https://account.vscentrum.be
 - Create key pair and upload public key
- User IDs are of the form vsc3xxxx
- Login to
 - o login.hpc.kuleuven.be
- Request introduction credits
 https://admin.kuleuven.be/icts/onderzoek/hpc/request-introduction-credits
- Request project credits
 https://admin.kuleuven.be/icts/onderzoek/hpc/request-project-credits

 https://icts.kuleuven.be/sc/forms/Aanvraagformulier_HPC_Credits
- Extra project credits (to add to existing project)
 https://admin.kuleuven.be/icts/onderzoek/hpc/extra-project-credits

Prices

Introduction credits

- Maximum 2000
- Valid up to 6 months



Project credits

- Commercial partner 0.12 €
- Internal funding, IWT, FWO, European funding 0.007 €

Storage

- /scratch, temporary quota upgrade

- /data 25 GB , 14.63 €/year
- HPC archive 1 TB, 70 €/year
- /staging 1 TB, 130 €/year

Application support

- Software Installation
- Debugging & profiling up to 5 days
- Parallelization & optimization up to 5 days



Training

- Scheduled courses
- Infosessions
- Thematic workshops



Questions

- Now
- Helpdesk: <u>hpcinfo@icts.kuleuven.be</u> or https://admin.kuleuven.be/icts/HPCinfo_form/HPC-info-formulier
- VSC web site: <u>http://www.vscentrum.be/</u>
 - VSC documentation
 - VSC agenda: training sessions, events
- Systems status page: <u>http://status.kuleuven.be/hpc</u>
 - https://www.vscentrum.be/en/user-portal/system-status

Backup slides

Job types

- Batch jobs are by far the most common, and allow for the most efficient use of the infrastructure. Essentially, a batch job is a bash shell script that is executed on a compute node, and that can spawn a parallel computation on many nodes. These jobs are placed in the queue, and the user can forget about it until it is finished.
- Interactive jobs are intended to work on one or more compute nodes interactively. This can be useful in the context of software development for debugging and profiling applications, or for interactive calculations or visualizations. Basically, one gets a shell on one of the compute nodes.

Interactive jobs

- \$ qsub -I
 - opens shell on a compute node for 1h
- \$ qsub -I -X
 - opens shell, with X-forwarding
- \$ qsub -I -l nodes=4:ppn=2, walltime=8:00:00
 - open shell for 8h, with access to 4 nodes, 2 cores each
- \$ qsub -I -l pmem=6qb
 - get a shell on a compute node with 6 GB of RAM available per core

Note: on 64GB node, only ± 60 GB available!

Batch job with resource specifications

From command line \$ qsub -1 walltime=10:00:00 myjob.pbs If not specified: walltime=01:00:00 In a PBS job script #!/bin/bash -l If not specified: #PBS -1 walltime=10:00:00 nodes=1:ppn=1 #PBS -1 nodes=2:ppn=1 #PBS -1 pmem=3gb ← If not specified: #PBS -N myjob2 pmem=2400mb **#PBS** -A default project #PBS -m abe #PBS -M my.name@icts.kuleuven.be If not specified: job will not start default_project = intro credits lp_my_project_= project credits

My first pbs script

```
#!/bin/bash -I
#PBS -I walltime=00:10:00
#PBS -I nodes=1:ppn=20:ivybridge
#PBS -I pmem=3gb
#PBS -N testjob
#PBS -A lp_hpcinfo_training
#PBS -m abe
#PBS -M my-name@kuleuven.be
module purge
source switch to 2015a
module load matlab/R2016b
cd $PBS_O_WORKDIR
cd $VSC_SCRATCH
matlab -nojvm -nodisplay -r mat
exit 0
```

Clean the modules loaded by default in .bashrc Load all the necessary modules (new shell is started for each job)

Go to the directory where your code and input files are located

Execute the code

Do not add unnecessary statements –
in case of problem real exit code is
overwritten, finding source of problem
may be impossible

Extra requests

Submit to Cerebro:

- o module load cerebro
- o qsub...

Submit to a GPU-node:

- o qsub -l partition=gpu <jobscript>
- o qsub -l partition=gpu, nodes=1:K20Xm <jobscript>

Submit to a Phi node:

```
o qsub -l partition=phi <jobscript>
```

- Submit to a debug node (less than 30 min, max 2 nodes):
 - o qsub -lqos=debugging, walltime=15:00 <jobscript>

PBS environment variables

When your PBS script runs, some environment variables are automatically available

- PBS_O_WORKDIR=/vsc-hard-mounts/leuven-user/304/vsc30468 directory from where job was submitted
- PBS JOBID=20590968.moab.tier2.leuven.vsc job ID of current job
- PBS JOBNAME=STDIN user specified jobname
- PBS WALLTIME=3600 requested walltime
- PBS NUM NODES=2 number of nodes allocated to the job
- PBS NP=40 number of execution cores for the job
- PBS NUM PPN=20 number of procs per node allocated to the job
- PBS NODENUM=0 unique number 0 upwards for each different node
- PBS_VNODENUM=0 the number of the physical core in your allocation. The numbering continues across the nodes in the allocation
- PBS_NODEFILE=/var/spool/torque/aux//20590968.moab.tier2.leuven .vsc file containing line delimited list on nodes allocated to the job
- PBS_O_PATH path variable used to locate executables within job script
- PBS TASKNUM=1 number of the task



Job's life cycle

- Job submitted (qsub) has job-ID
- Checking a job's status (showq, qstat, checkjob)
- Modifying job specifications (qalter)
- Deleting a job (qdel)
- Credits:
 - module load accounting -> mam-balance
 - using the project: qsub -A project_name
 - default_project=intro credits

Moab Allocation Manager

$$\# credits = (0.000278 \cdot walltime \cdot \# nodes) \cdot f_{type}$$

Project credits valid for all Tier-2 clusters

$$f_{type} = \begin{cases} 4.76 & \text{ThinKing ivybridge} \\ 2.86 & \text{GPU & Xeon Phi} \\ 3.45 & \text{Cerebro} \\ 6.68 & \text{ThinKing haswell} \end{cases}$$

- RAM: Random Access Memory used as working memory for the CPUs. On current hardware, the size of RAM is expressed in gigabytes (GB). The RAM is shared between the two CPUs on each of the sockets. Once the process that creates the data ends, the data in the RAM is no longer available. The complete RAM can be accessed by each core.
- Walltime: the actual time an application runs (as in clock on the wall), or is expected to run. When submitting a job, the walltime refers to the maximum amount of time the application can run. For accounting purposes, the walltime is the amount of time the application actually ran, typically less than the requested walltime.

- **Node-hour**: unit of work indicating that an application ran for a time t on n nodes, such that n*t = 1 hour. Using 1 node for 1 hour is 1 node-hour. This is irrespective of the number of cores on the node you actually use.
- Core-hour: unit of work indicating that an application ran for a time t on p cores, such that p*t = 1 hour. Using 20 cores, no matter on how many nodes, for 1 hour results in 20 core-hours.
- **Node-day**: unit of work indicating that an application ran for a time t on n nodes such that n*t = 24 hours. Using 3 nodes for 8 hours results in 1 node day.

- Memory requirement: the amount of RAM needed to successfully run an application. It can be specified per process for a distributed application, expressed in GB.
- Storage requirement: the amount of disk space needed to store the input and output of an application, expressed in GB or TB.
- **Temporary storage requirement**: the amount of disk space needed to store temporary files during the run of an application, expressed in GB or TB.

• **Single user per node policy**: indicates that when a process of user *A* runs on a compute node, no process of another user will run on that compute node concurrently, i.e., the compute node will be exclusive to user *A*. However, if one or more processes of user *A* are running on a compute node, and that node's capacity in terms of available cores and memory is not exceeded, processes part of another job submitted by user *A* may start on that compute node.

- Process: an independent computation running on a computer. It may interact
 with other processes, and it may run multiple threads. A serial and shared
 memory application run as a single process, while a distributed application
 consists of multiple, coordinated processes.
- **Threads**: a process can perform multiple computations, i.e., program flows, concurrently. In scientific applications, threads typically process their own subset of data, or a subset of loop iterations.

- Serial application: a program that runs a single process, with a single thread. All computations are done sequentially, i.e., one after the other, no explicit parallelism is used.
- Multi-core application: a multi-core application uses more than one core during its execution by running multiple threads, also called a shared memory application.
- **Distributed application**: an application that uses multiple compute nodes for its computations, concurrent computations are executed as processes. These processes communicate by exchanging messages, typically implemented by calls to an MPI library. Messages can be used to exchange data and coordinate the execution.

Archive Storage

- The archive tier is built with DDN WOS storage. It is intended to store data for longer term. The storage is optimized for capacity, not for speed. The storage by default is mirrored.
- No deletion rules are executed on this storage. The data will be kept until the user deletes it.
- Use for: Storing data that will not be used for a longer period and which should be kept. Compute nodes have no direct access to that storage area and therefore it should not be used for jobs I/O operations.
- More info: https://www.vscentrum.be/infrastructure/hardware/wos-storage.

Storage

- Where to request: https://admin.kuleuven.be/icts/onderzoek/hpc/hpc-storage.
- More info:

https://icts.kuleuven.be/sc/english/research/HPC.

Generate the key

Linux/Mac OS users:

- Use "ssh-keygen" command to generate key pair
- Be sure to give your key a passphrase!

```
user@desktop:~> ssh-keygen -t rsa
Generating public/private rsa key pair.
Enter file in which to save the key (/home/user/.ssh/id_rsa):
Enter passphrase (empty for no passphrase):
Enter same passphrase again:
Your identification has been saved in /home/user/.ssh/id_rsa.
Your public key has been saved in /home/user/.ssh/id_rsa.pub.
The key fingerprint is:
f6:61:a8:27:35:cf:4c:6d:13:22:70:cf:4c:c8:a0:23
```