## Tutorial 2 – Uploading your data to the Vermont Advanced Computing Core (VACC)

To use the VACC to train data, you will first have to connect to the VACC, set up your account, and add your data. Using the VACC requires a basic knowledge of the command line. For an overview of basic commands you can use to navigate the VACC, see <a href="this article.">this article.</a>

- 1. To connect to the VACC, you will need to be connected to the UVM network. The simplest way to do this is by setting up a VPN connection. Instructions for this process can be found here.
- 2. You will also need to setup an account with the VACC. Instructions for doing so can be found here.
- 3. Open a Terminal window (Mac) or a bash shell (Windows/Linux)
- 4. Connect to the VACC using \$ ssh uvmnetid@vacc-user1.uvm.edu, where uvmnetid is your UVM NetID.
- 5. \$ cd scratch
- 6. \$ git clone
  https://gitlab.com/jackson.schilling99/impervious\_surface\_se
  gmentation1.git
- 7. \$ cd impervious surface segmentation
- 8. \$ sh setup conda.sh

You now have a cloned repository with the necessary files for training your model. The next step of our setup process is to store the data in the VACC. **Note:** The VACC is shared by the UVM community and there is a limit to the amount of data it can store. When you are done using your data in the VACC, remove it and store it locally on your machine.

There are two ways to navigate the VACC and upload data to it. If you have previous experience using the command line, I recommend uploading files via the command line. If you do not have previous experience on the command line, you can use <a href="VACC-ondemand">VACC-ondemand</a> to upload your data to the VACC on a friendly user interface.

- 9. Navigate to /scratch/data and create a folder that you will upload your data to (e.g san\_mateo for san\_mateo data)
- 10. Upload your data from Tutorial 1 to this folder. It is important that the data is named "imagery.tif" and "labels.tif".

You may now jump to Tutorial 3 to start the training process of your model.