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SLURM - Use cases





Login node

Run SLURM & bash commands cd, mkdir, ls, etc



Development space
New code / workflows / routines
Debugging / testing software





Main partition

Stable, computationally heavy processing

HighMem/GPU

For single-high memory jobs or GPU resources







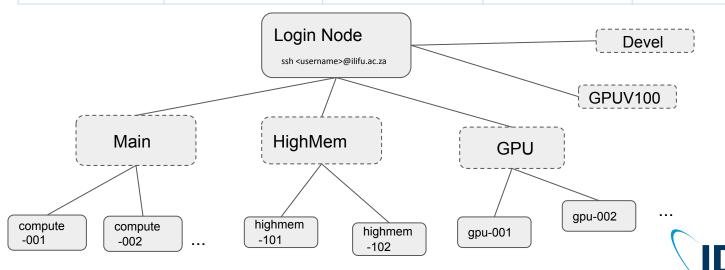
SLURM

http://docs.ilifu.ac.za/#/tech_docs/running_jobs?id=specifying-resources-when-running-jobs-on-slurm



Main	HighMem	GPU	GPUV100	Devel
~80 nodes	2 nodes	4 nodes	1 node	1 node
32 CPUs / 232 GB RAM	32 CPUs / 480 GB RAM	2 GPUs / 232 GB RAM	24 CPUs / 237 GB RAM	32 CPUs / 237 GB RAM







SLURM - advanced user commands



Before running jobs :

List partitions and their specs

\$ sinfo -0 "partition, available, cpus, nodes, memory, statecompact"

List your SLURM accounting groups

- \$ sacctmgr show user <username> cluster=ilifu-slurm2021 -s format=account%30
 - Syntax for srun:

Submit to Main under specific account

\$ srun --partition=Main --account=b34-admins-ag

Submit job to GPU partition

\$ srun --partition=GPU job_script.sh







SLURM - advanced user commands



- After / during running jobs :
- jobld is given from sbatch output / squeue

Shows info about job running including working directory

\$ scontrol show jobID <jobID>

Shows info for multi-CPU jobs

\$ sacct -o JoBID%-15, JobName%-15, Partition, Account,
Elapsed, NNodes%6, NTASK%6, NCPUS%5, MaxDiskRead, MaxDiskWrite,
NodeList%20, MaxRSS, CPUTime, State, ExitCode

Shows jobs started and completed between these dates

\$ sacct -S 2021-09-01-09:00 -E 2021-09-14-10:00 -X -o
Jobid, JobName, Start, End, State







SLURM - advanced user commands



Email parameters

```
$ srun --mail-user=<address> --mail-type=<event_types>
- Events : BEGIN,END,FAIL,TIME LIMIT 80
```

- Exclude nodes
- e.g. problematic nodes (report to ilifu support)

```
$ srun --exclude=compute-[101,101-105]
```





SLURM - running an interactive job



- X11 forwarding support
- \$ ssh -Y <username>@slurm.ilifu.ac.za
 - Allocates a Slurm compute node:
- \$ sinteractive --x11
- \$ srun --x11 --pty bash
 - Must manually process after this







SLURM - running an interactive job



- Specify lower wall-time (default 3 hours) and less memory (default ~7GB) increases chance of job launching immediately
- In steps:

```
$ srun --pty --time=10 --mem=1GB bash
$ singularity shell /idia/software/containers/python-3.6.img
$ python3 job_script.py
```

• In single call:

```
$ srun --pty --time=10 --mem=1GB singularity exec
/idia/software/containers/python-3.6.img python3 job_script.py
```

Must manually process after this







DEMO TIME!



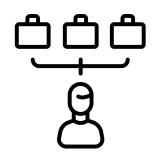
SLURM - array jobs



- Array jobs allow quick submission of many similar jobs, each with same resources, without any manual launch
- Passes array task ID into script, which changes behavior of each job each time I.e different inputs
- Can be used to run many related steps in a serial process
- Example job array Running, 20 jobs, with 5 run simultaneously

•

```
#!/bin/bash
#SBATCH --array=1-20%5
#SBATCH --job-name=myarrayjob
#SBATCH --output=logs/%x-%A_%a.out
#SBATCH --error=logs/%x-%A_%a.err
singularity exec python myscript.py --input $SLURM ARRAY TASK ID
```





SLURM - substitutions and environment variables



Parameter	Substitution / filename pattern	Environment Variables
jobID of running job	%j	SLURM_JOB_ID
Job name	%x	SLURM_JOB_NAME
Job array's master job allocation number	%A	SLURM_ARRAY_JOB_ID
Job array task ID (index) number	%a	SLURM_ARRAY_TASK_ID
CPUs per task		SLURM_CPUS_PER_TASK



SLURM - dependencies



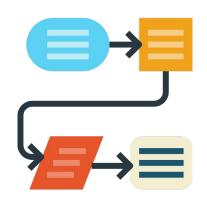
- Allow jobs to be scheduled for running, based on the status of a previous job
- e.g only begin a particular job once previous one successfully completes

Submit another_job.sh to SLURM queue, to begin after jobID 1234 successfully completes, or cancel the job if jobID 1234 fails

\$ sbatch -d afterok:1234 --kill-on-invalid-dep=yes another_job.sh

Submit another_job.sh to SLURM queue, to begin after jobID 1234 & 5678 completes

\$ sbatch -d afterany:1234:5678 another_job.sh





SLURM - Best practice



Do's:

- Run jobs using sbatch rather than interactive jobs
- Identify job resources requirements:
 - No. of nodes and CPUs, amount of RAM and wall-time.
- Remove files that aren't needed
 - /scratch3 folder after data processing is complete
 - Old raw data, temporary products, etc.
- Use Singularity (cannot install software on nodes)

Don't:

- Don't run software/heavy processes on login node
- Don't place large files in your home directory (/users)
- Don't transfer using scp/rsync on the login node







Thank you!

