Research Software on CURC Systems

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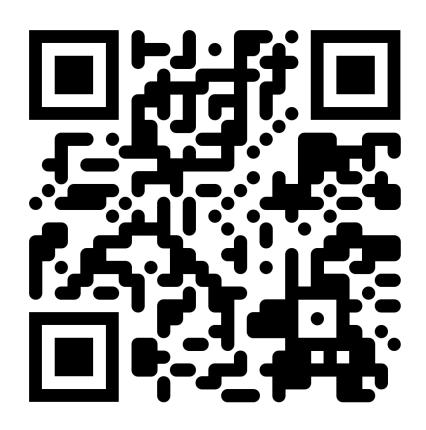
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Slides & Exercises

https://github.com/Resear chComputing/researchsoftware-curc





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Session Overview

The Module System (Lmod)

- Setting up for today's session
- Live Demos: Imod module system

Building Software on CURC Systems

• Exercise #1: Building Software from Source

Simplifying Source installations with Spack

• Exercise #2: Building Software with Spack

Virtual Environments With Anaconda

Exercise #3: Installing Software with Conda

Containerization With Apptainer

Exercise #4: Installing Software With Apptainer (Singularity)

Requesting Software Installations





In most cases, a supercomputer has far more software installed than the average user will ever use.

- Users may need different versions of the same software, which in general cannot be installed nor used in parallel on the same system.
- The requirements for one package may adversely affect another package or even be mutually exclusive.





HPC centers manage this complexity with environment module systems.

CURC uses the Lmod system.





Setting up for today's session.

log in to CURC

ssh lafr9499@login.rc.colorado.edu

get on an Alpine compute node

- 1 module avail
- 2 acompile --help
- 3 acompile --time=90:00
- 4 module avail

Research applications are not available on CURC systems from login nodes!





Live Demo: Loading and unloading modules will dynamically change the software environment on the cluster.

- 1 module load intel/2022.1.2
- 2 module avail
- 3 module load impi
- 4 module avail

- 1 module load gcc
- 2 module avail
- 3 module load openmpi
- 4 module avail





Live Demo: Loading and unloading modules will set (and reset) important environment variables for you.

- 1 module load intel
- 2 module load hdf5
- 3 module display hdf5
- 4 env | grep HDF5

- 1 module load gcc
- 2 module load hdf5
- 3 module display hdf5
- 4 env | grep HDF5





Live Demo: Useful Lmod commands

```
module spider
                                    # list all available modules
module avail
                                    # list modules available to you
module load <package/version>
                                    # load a module into your env
                                    # unload all modules
module purge
                                    # list currently loaded modules
module list
module display <package>
                                    # display module info/help
module spider <package>
                                    # view info for all version
module spider <package/version>
                                    # view info for specific version
```





Points to note about CURC-managed modules:

- CURC does not update system modules; we do fresh installs of new versions and change the default when that is appropriate
- Blanca modules ≠ Summit modules ≠ Alpine modules
- Sometimes when a module is outdated or problematic we will remove it from the software stack

Take home: pay attention to what modules you are loading, as this may be important for reproducibility!



- Definitions
 - Building- a generic term describing the overall installation process that includes compiling
 - Compiling- the process of converting source code to an executable
 - Linking- the process of combining pieces of code and data into a single file that can be loaded into memory and executed
 - Installing- any process that results in executables



- There are numerous ways to install software on CURC systems
 - grab pre-compiled binaries
 - within virtual environments (using Conda, Miniconda, or Mamba)
 - using containers (Apptainer/Singularity)
 - from source
 - using a package manager for HPC systems (Spack)



Why compile a research application manually from source?

- It is not distributed as a pre-compiled binary, by any package managers, and is not easily containerized.
- 2. Compiling from source on the cluster will greatly improve performance.



Compilers are programs that convert code written in high level programming languages (like C/C++ or Fortran) to executable binary files.





Build systems automate the process of compiling and linking.

- 1. GNU Build System
 - your application includes instructions to run
 ./bootstrap, ./autogen.sh, ./configure or make (the latter without a preceding cmake)
 - make is available in /usr/bin; Autotools available as a module
 - 1 ./configure --prefix=/projects/\$USER/software/bin
 - 2 make
 - 3 make install



Build systems automate the process of compiling and linking.

2. Cmake

- your application includes a cmake step
- module avail cmake

- 2 make -j 8
- 3 make install



Conventions and best practices

- You will need to adapt installations for local or user installations (look for these terms in the software's docs)
- Don't install software in /home/\$USER (too small) or scratch (purged every 90 days); /projects/\$USER/software is the way to go!
- Keep your software installations organized by using a consistent file structure and naming convention
- Load the compiler first, MPI implementation second, and third-party libraries last



Conventions and best practices

- Don't install executables to the source directory
 - cmake -DCMAKE_INSTALL_PREFIX, ./configure --prefix
- The newest version of a compiler might not be compatible with your application. Read the package documentation and don't be afraid to try different compilers and compiler versions
- Read our 'Compiling and Linking' documentation https://curc.readthedocs.io/en/latest/compute/compiling.html



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Conventions and best practices

- Make life easier for yourself by adding executables to PATH and any directories with libraries that your application links to LD_LIBRARY_PATH
- 1 export PATH=/projects/\$USER/software/phyloflash/bin:\$PATH
- 2 echo \$PATH
- 3 export LD_LIBRARY_PATH=/curc/sw/hdf5/1.10.1/impi/17.3/intel/17.4/lib:\$L D_LIBRARY_PATH
- 4 echo \$LD_LIBRARY_PATH



Hands-on exercise #1.

Objectives:

- 1) Explore CURC compilers and compiler environment variables.
- 2) Perform a simple source installation.

Estimated time to complete: 15 minutes





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- How can we simplify source installations?
 - Package Managers Tools that automate installing, maintaining, and configuring software and any dependencies
 - Environments A collection of resources that are available in a self-contained 'bubble'



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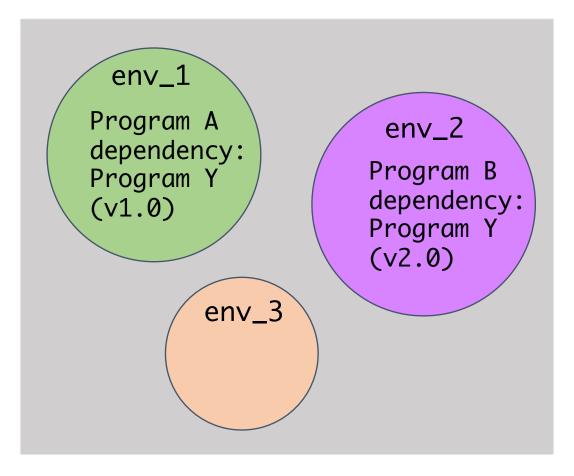


Think of virtual environments as selfcontained bubbles.

env_1 contains all the dependencies of 'Program A'.

env_2 contains all the dependencies of 'Program B'.

The environments do not interact.





Your workflow requires two programs, 'Program A' and 'Program B'.

- 'Program A' depends on 'Program Y' v1.0
- 'Program B' depends on 'Program Y' v2.0

What do you do?!





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 Environments are created and programs are installed in a few simple steps

```
module load spack/0.20.1
spack env create my_first_env
spacktivate my_first_env
spack install --add samtools
```

Don't install packages outside of an environment!



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 Packages are installed within activated environments

using spack install

```
spack install --add samtools
                                      #install default samtools
spack install --add samtools@1.9
                                      #install specific version of
                                        samtools
```





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- Spack installations can be slow but will progress more quickly with more cores.
 - Spack builds all packages in parallel. The default parallelism is equal to the number of cores available to the process, up to 16.



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Useful spack commands

```
# list all your environments
spack env list
                                     # remove an environment
spack remove <env>
spack uninstall <packagename>
                                    # remove package
                                     # check which env you're in
spack env status
spack info <packagename>
                                     # prints detailed package info
spack find
                                     # show installed packages
despacktivate
                                     # deactivate environment
spack spec <packagename>
                                     # list packages plan
```



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Useful spack file paths

```
# root of the spack install tree
/projects/$USER/software/spack
# location of package executables - these are symbolically linked to
the installation tree subdirectory
/projects/$USER/spack/environments/<env>/.spack-env/view/bin
# location of spack config file
/home/$USER/.spack/config.yaml
```





Hands-on exercise #2.

Objectives:

- 1) Create a Spack environment
- 2) Install fastac in your Spack environment

Estimated time to complete: 20 minutes





- Conda is a package (software) management system
 - installs, runs, and updates packages and their dependencies
 - creates, saves, loads, and switches between virtual environments
 - created for Python programs, but can package and distribute software for any language





 Environments are created and programs are installed in a few simple steps

```
module load anaconda
```

- conda create -n my_first_env python==3.10
- conda activate my_first_env
- python

Don't install packages in your base environment!





 Packages are installed within activated environments

using conda install (preferred method, when available)

```
conda install pandas
                               #install latest pandas
conda install pandas==0.20.3
                               #install specific version of pandas
```



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 Packages are installed within activated environments

using pip install (if you must)

pip install --no-cache-dir pandas #install latest pandas

--no-cache-dir is crucial on CURC systems!





Useful conda commands

```
conda env list
                                    # list all environments
conda list
                                    # list packages in active env
                                    # remove an environment
conda env remove -n <envname>
conda config --show channels
                                    # view configured channels
conda deactivate
                                    # deactivate environment
conda create --name <clonedenv> / # clone an environment
      --clone <envtoclone>
```





Useful conda file paths

```
# location of python libraries
/projects/$USER/software/<env>/lib/python3.10/site-packages
# location of package executables
/projects/$USER/software/<env>/bin
# location of .condarc file
/home/$USER/.condarc
```





Hands-on exercise #3.

Objectives:

- 1) Configure your .condarc file
- 2) Create a conda environment and install samtools
- 3) Activate the environment and run samtools.

Estimated time to complete: 15 minutes





Containers are portable virtualizations of an operating system, software, libraries, data, and/or workflows

- pros
 - portability- containers can run on any system equipped with its specified container manager
 - reproducibility- because containers are instances of prebuilt isolated software, the software will always execute the same every time
- cons
 - steeper learning curve than conda
 - can be difficult to troubleshoot issues
 - building containers can be tricky for multi-node MPI applications





CURC offers Apptainer (Singularity) as container management software

module load singularity

Many common research applications have already been containerized and can be pulled from container repositories.

- Use prebuild containers when you can!
- Email <u>rc-help@colorado.edu</u> if you want to build custom containers





singularity commands can generate large temporary and cache files. To manage this, export the following environment variables prior to running singularity.

```
# set cache directory to Alpine scratch
export SINGULARITY_CACHEDIR=/scratch/alpine/$USER
# set tmp directory to Alpine scratch
export SINGULARITY_TMPDIR=/scratch/alpine/$USER
```





Useful singularity commands

singularity --help
singularity pull

singularity inspect --deffile <name.sif> #
singularity run <name.sif> #
singularity exec <name.sif> <command> #
singularity shell <name.sif> #

view help for all singularity commands
download or build a container from a
 registry
inspect the container definition file
run container with default commands
 (not always available)
run a specific command that is defined
 within the container
run a shell within the container

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A container has its own file system and so needs help "seeing" files outside the container (on the host system). If not done in the .def file, this can be accomplished at runtime with bind mounting.

```
# bind mount a directory
singularity run -B /source/directory:/target/directory sample-image.sif
```

On CURC systems, a running container automatically bind mounts these paths: /home/\$USER,/projects/\$USER,/scratch/alpine/\$USER,/rc_scratch/\$USER,/tmp, and the directory from which the container was run.





Hands-on exercise #4.

Objectives:

- 1) Become familiar with basic Singularity commands.
- 2) Pull an image from a pre-built container, then run the program from the container.

Estimated time to complete: 15 minutes



Requesting Software Installations

- Is the software already installed on the cluster?
 https://curc.readthedocs.io/en/latest/clusters/alpine/software.html
- Have you considered its utility and complexity?
 - Are you the only user of this software?
 - How complex or difficult is this software to install?
- Have you tried installing the package on your own?
- Software request form: <u>https://www.colorado.edu/rc/userservices/software-request</u>



Thank you!

