



CPE 412/512

Fall Semester 2015

How to Compile OpenACC programs and use the GPU Batch Queuing System on the DMC System (dmc.asc.edu).

Step 1: Set up access to the Portland Group OpenACC compiler. To do this type from the command line

module load pgi

Step 2: Then change to your appropriate working directory

Step 3: Create the source file (for example *laplace2d_acc.cpp*) and compile for OpenACC in the usual manner (of course you can incorporate this in a makefile). For example type

pgc++ laplace2d_acc.cpp -o laplace2d_acc -acc -ta=nvidia -Minfo=accel

Make sure to use the *-acc -ta=nvidia -Minfo=accel* compiler options in addition to your usual ones. Note that the *-Minfo* option produces a lot of information about the effectiveness of generating GPU kernels from your openACC code.

Step 4: Using your favorite text editor (vi, nano, emacs, pico, textcomandocallofduty, etc.) create a shell script file that contains the name of your executable along with any appropriate command line parameters. For example to create a simple bash shell to execute the test program above that has no command line parameters you would enter the following on two separate lines of the file.

#!/bin/bash
./laplace2d_acc

Give the file a meaningful name (such as “laplace.scr” in this example).

Step 5: Next give this script file execute privileges by typing

chmod 744 laplace.scr

Note: This file will be called by a queuing script specifically designed to select a processing core that is attached to a GPU node. **It is important to remember that an OpenACC program requires that such an accelerator be present for your program to execute. If you try to execute this file using the normal queues (such as run script) it will fail!** The program can currently only be executed on the dmc system. The uv system currently has no GPU resources.

Step 6: Then type the command *run_gpu laplace.scr*. This is an interactive script and the following dialog information will appear.

Choose a batch job queue:

Queue	CPU	Mem	# CPUs
small-serial	40:00:00	4gb	1
medium-serial	90:00:00	16gb	1
large-serial	240:00:00	120gb	1
class	2:00:00	64gb	1-64
daytime	4:00:00	16gb	1-4
express	01:00:00	500mb	1

enter class to
select the "class"
queue

Enter Queue Name (default <cr>: small-serial) class

This software can only use one processor core.

by default it uses only
a single CPU core and a
single GPU Device

Enter Time Limit (default <cr>: 01:00:00 HH:MM:SS)

accept defaults press
<enter> or change time

Enter memory limit (default <cr>: 1gb)

accept defaults
press <enter>

Enter GPU architecture [tl10/fermi/kepler/any] (default <cr>: any) kepler

The job name will be laplascrGPU (can be changed in .asc_queue file)

```
=====
==== Summary of your script      job      =====
=====
```

enter kepler or
--fermi here since
they are the newer
GPUs on the system

```
The script file is:  laplace.scr
The time limit is  01:00:00  HH:MM:SS.
The memory limit is:  1gb
The job will start running after:  201311151924.40
Look for:  laplascrGPU  in queue:  class
```

Job number 1042701.mds1.asc.edu

Enter class for *Queue Name* and kepler for the type of GPU it is to run on. Press the enter key to accept the defaults for the other prompts (or enter in values that are more appropriate for your application). All screen output should go to the file *laplascrGPU.o1042701* (or in general the <filename(no dots or underscores)>GPU.o<job number> file).

You can always view your jobs status using the *qstat* command. To do this type

qstat

with no arguments. If you are user *uahcls38* then output will be formatted in the manner shown below.

Job ID	Username	Queue	Jobname	SessID	NDS	TSK	Req'd Memory	Req'd Time	S	Elap Time
1042701.mds1.asc.edu	uahcls42	class	laplascrGPU	--	1	1:gpu	1gb	01:00:00	Q	--

You can also remove a job from the queue before it completes execution by using the *qdel* command with your job number as the command line argument. For example if you realize you made a mistake in your code and do not want job number 1042701 to run after it has been submitted to the queue, simply type

qdel 1042701

to delete it.