Department of Applied Mathematics and Computer Science



Tools and more for High-Performance Computing

Overview

- Environment & account setup
- Compilers
- IDEs, Libraries
- Make & Makefiles
- Version control
- □ Data analysis tools: awk & perl (self study)
- Visualization tools (self study)
- Resource Managers



The DTU computer system





The central DTU UNIX system

- Application servers:
 - 8 Huawei XH620 V3 (2x Intel Xeon E5-2660v3 2.6 GHz)
 - 7 Dell PowerEdge FC430 (2x Intel Xeon E5-2670v32.3 GHz)
 - Scientific Linux 7.x
- Virtual GL servers:
 - 2 Lenovo ThinkSystem SR650 (2x Intel Xeon Gold 6226R 2.9 GHz + 2x NVIDIA Quadro RTX 5000)
- Desktop servers (ThinLinc):
 - 4 servers (4x Xeon E5-2660v3, 2.6 GHz)
- 10000+ users (students + employees)



The DTU Unix systems

- HPC servers (for 'everybody'), e.g.
 - 40 IBM NeXtScale nx360 M4 (2x Xeon E5-2680v2 2.8 GHz, 128 GB memory)
 - 48 Huawei XH620 V3 (2x Xeon E5-2660v3 2.6 GHz, 128 GB memory)
 - 40 Huawei XH620 V3 (2x Xeon E5-2650v4 2.2 GHz, 256 GB memory)
 - 24 Lenovo ThinkSystem SD530 (2x Xeon Gold 6126 2.6 GHz, 192-384 GB memory)
 - 4 Lenovo ThinkSystem SD530 (2x Xeon Gold 6142 2.6 GHz, 384 GB memory)
 - 20 Lenovo ThinkSystem SD530 (2x Xeon Gold 6226R 2.9 GHz, 384-768 GB memory)
- + "private" clusters (DTU departments)



Access to the system

- Remote access, only:
 - ThinLinc remote desktop session:
 - download ThinLinc client from www.thinlinc.com
 - connect to thinlinc.gbar.dtu.dk
 - browser based: https://thinlinc.gbar.dtu.dk/
 - preferred way, if you work a lot with GUIs
 - Secure SHell (ssh) connection
 - login.hpc.dtu.dk or login2.hpc.dtu.dk
 - login.gbar.dtu.dk or login2.gbar.dtu.dk
 - Note: those machines are login nodes!
 - no computations here, please!
 - open a 'xterm' (ThinLinc) or do a 'linuxsh' (SSH)

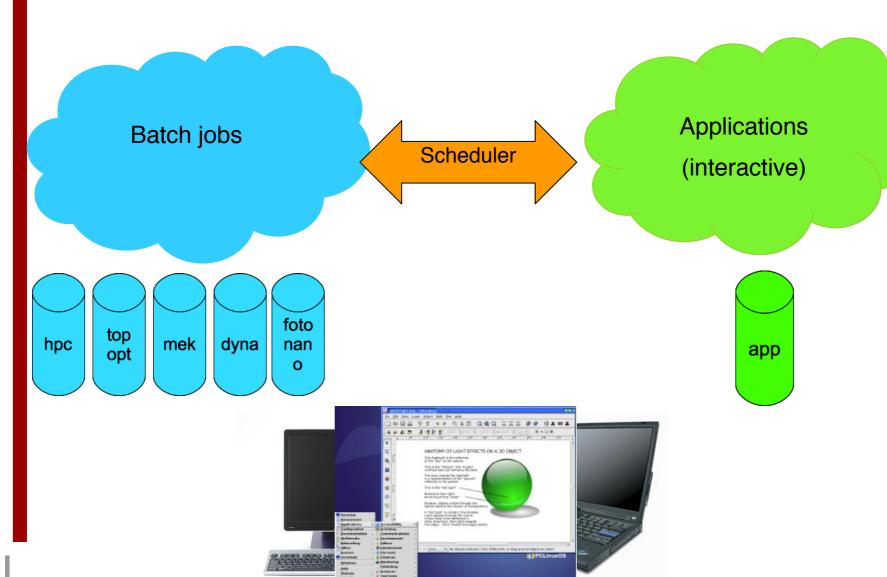


Access to the system

- Please note:
 - if you do not have changed your DTU password with the last 5 months, you will not be able to login to the HPC/G-bar systems
 - solution: change your password on https://password.dtu.dk and wait one hour (time needed to sync to all systems)
 - for more information read this page: https://www.hpc.dtu.dk/?p=4110



Our Setup





The DTU computer system

Be aware of, that ...

- this is a multi-user system(!)
- (almost) all applications on the system are started by a load-balancing queueing system
- there are different
 - CPU types,
 - clock frequencies,
 - amounts of RAM,
 - etc
- Thus, the performance will vary!!!



The DTU computer system

Comparing performance numbers:

- make sure to be on the same machine type
 - □ lscpu command
 - □ echo \$CPUTYPEV
- always report CPU type(s)
- check the load (interactive sessions)
 - uptime command
- check the # of CPU cores
 - cpucount command



Compilers

- □ GNU Compilers (C/C++)
 - gcc 4.8.5 (OS standard) do not use!
 - gcc 6.3.0 ('module load gcc') use at least this one!
 - newer versions: check with 'module avail gcc'
- Oracle Studio compilers & tools
 - version 12 upd 6 ('module load studio')
 - performance tools: collect, analyzer
 - compiler commands: suncc, sunCC, sunf95
- Note: 'cc' depends on the module loaded!!!
 - always use the specific names, i.e. gcc, suncc, ...



More compilers

- Intel compilers
 - version 13.0.1 ('module load intel')
 - commands: icc, ifort
 - + some extra tools
 - newer versions: check with 'module avail intel'
 - intel/2020.4.304
 - □ intel/2019.5.281
 - □ intel/2018.3.051
 - use one of the newer versions above!



Using modules

- modules help to organize certain Unix environment settings, e.g. PATH, MANPATH, LD_LIBRARY_PATH, etc. for different versions of the same application
- □ list available modules: module avail gcc
- □ load a module: module load gcc
 - loads the default version (6.3.0)
- □ swap a version: module swap gcc/8.2.0
- swap to default: module swap gcc
- info: http://gbar.dtu.dk/index.php/faq/83-modules



IDEs

- □ Eclipse (eclipse4)
- □ VScode (code) version 1.48.2
- □ Oracle Studio (sunstudio)
 - Compilers (Fortran, C/C++)
 - □ Debugger (dbx), analysis tools more later
- Graphical debuggers:
 - □ Totalview (totalview)
 - Data Display Debugger (ddd)
 - GUI front-end to either dbx or gdb



Alternative approach

- Develop the code on your computer
 - ... with the tools you know and like
- Transfer the code to the HPC system
 - ... with WinSCP, FileZilla, scp, rsync
- Test and run on the HPC system
 - ... tests on the interactive nodes
 - ... timings/benchmarks via the batch system



Libraries

- Available Scientific Libraries:
 - ATLAS
 - □ BLAS, CBLAS, LAPACK, ...
 - optimized for generic x64 platform
 - OpenBLAS
 - module load openblas/<version>
 - optimized for different CPU types
 - Solaris Studio Performance Library (optimized)
 - □ BLAS, CBLAS, LAPACK, FFT, ...
 - part of Oracle Studio
 - optimized for different CPU types



Make & Makefiles

A tool for building and maintaing software projects



- maintain, update and regenerate groups of programs
- useful tool in multi-source file software projects
- can be used for other tasks as well, e.g. typesetting projects, flat-file databases, etc
- □ in general: every task that involves updating files (i.e. result) from other files (i.e. sources) is a good candidate for make

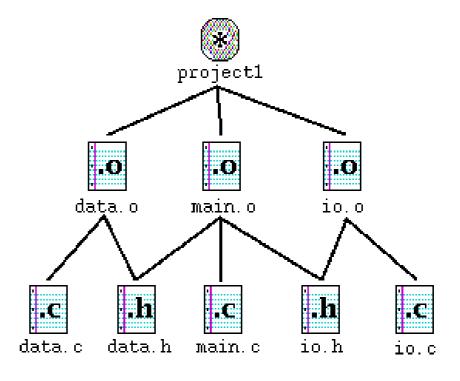


Dependency graph:

result (executable)

intermediate level

source file level



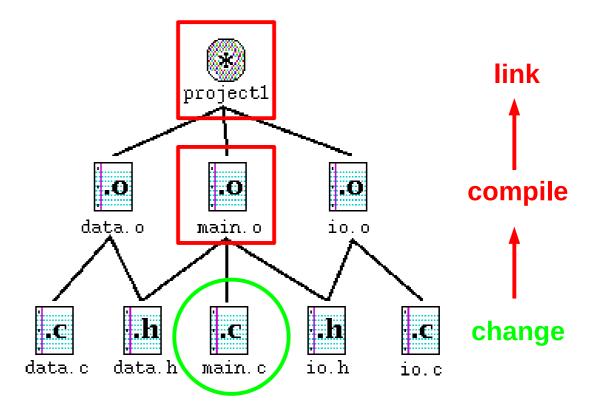


Dependency graph:

result (executable)

intermediate level

source file level



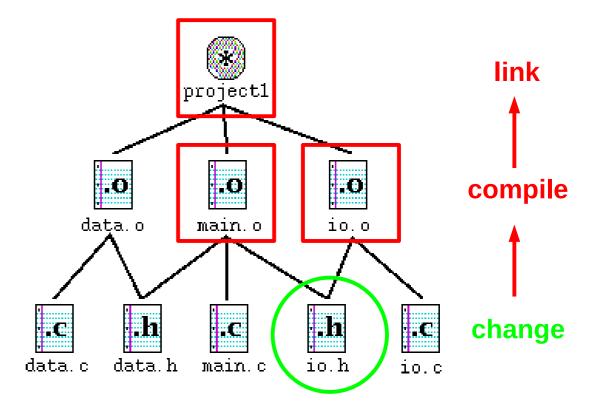


Dependency graph:

result (executable)

intermediate level

source file level





- Compiling by hand:
 - error prone
 - easy to forget a file
 - typos on the command line

There is a tool that can help you:

make



Things 'make' has to know:

- file status (timestamp)
- file location (source/target directories)
- file dependencies
- file generation rules (compiling/linking)
 - \square general rules (.c \rightarrow .o)
 - □ special rules (io.c → io.o)
- tools (compilers, etc.)
 - filesystem

- Makefile

environment



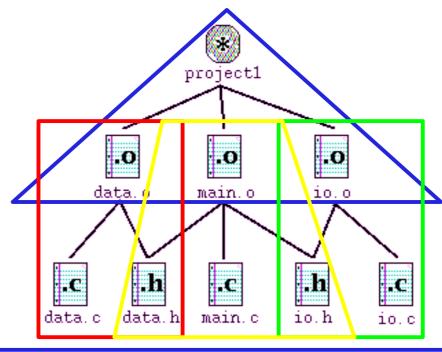
- make needs a set of rules to do its job
- □ rules are defined in a text file the *Makefile*
- standard names: Makefile or makefile
- □ non-standard names can be used with the '-f' option of make: make -f mymf ...
- preview/dryrun option: make -n ...



There are two major object types in a Makefile

- targets
 - definition by a ":"
 - followed by the dependencies (same line)
 - followed by lines with the commands to execute
- macros
 - definition by "="
 - single line (use "\" to extend lines)
- ... and comments: (lines) starting with #





```
project1: data.o main.o io.o
     cc data.o main.o io.o -o project1
data.o: data.c data.h
     cc -c data.c
main.o: data.h io.h main.c
     cc -c main.c
io.o: io.h io.c
    cc -c io.c
```





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```
dependencies
     target
       project1: data.o main.o io.o
            cc data.o main.o io.o \
            -o project1
            echo "Done."
                               command(s) to execute
TAB !!!
       data.o: data.c data.h
          cc -c data.c
                                comment line
       # the main program
       main.o: data.h io.h main.c
         ___cc -c main.c
```



```
# Sample Makefile

CC = gcc

OPT = -g -O3

WARN = -Wall

CFLAGS = $(OPT) $(WARN) # the C compiler flags

OBJECTS = data.o main.o io.o

project1: $(OBJECTS)
    $(CC) $(CFLAGS) -o project1 $(OBJECTS)

clean:

@rm -f *.o core

Macro definitions

Macro definitions

Macro definitions

Macro definitions

Macro definitions
```

realclean : clean @rm -f project1

file dependecies

data.o : data.c data.h

main.o : data.h io.h main.c

io.o : io.h io.c



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Where are my rules

for compiling the .o files?

Running make:

```
myhost $ make

gcc -g -03 -Wall -c -o data.o data.c

gcc -g -03 -Wall -c -o main.o main.c

gcc -g -03 -Wall -c -o io.o io.c

gcc -g -03 -Wall -o project1 data.o main.o io.o
```

How did **make** know how to build data.o, ...?



built-in data base of "standard rules" and "standard macros":

- known rules:
 - compile .o files from a .c/.cpp/.f/... source file
 - link executables from .o files
- pre-defined macros:
 - CC, CFLAGS, FC, FFLAGS, LD, LDFLAGS
- □ view with make -p -f /dev/null
 (long listing!)



```
# GNU Make 3.80
# Variables
# default
OUTPUT OPTION = -0 $0
# makefile (from `Makefile', line 3)
CC = qcc
# environment
MACHTYPE = i686-suse-linux
# makefile (from `Makefile', line 6)
CFLAGS = \$(OPT) \$(WARN)
# makefile (from `Makefile', line 4)
OPT = -q - O3
# makefile (from `Makefile', line 5)
WARN = -Wall
# default
COMPILE.c = \$(CC) \$(CFLAGS) \$(CPPFLAGS) -c
# makefile (from `Makefile', line 8)
OBJECTS = data.o main.o io.o
```



```
Implicit Rules
.C.O:
# commands to execute (built-in):
    $(COMPILE.c) $(OUTPUT OPTION) $<
data.o: data.c data.c data.h
   Implicit rule search has been done.
#
   Implicit/static pattern stem: `data'
  Last modified 2004-08-27 10:08:56.008831584
  File has been updated.
   Successfully updated.
   commands to execute (built-in):
    $(COMPILE.c) $(OUTPUT OPTION) $<
```



Practical hints:

- preview/dryrun option: make -n ...
- switch off built-in rules/macros:

```
make -r ...
```

- check the known suffixes (.SUFFIXES) and implicit rules for your source files, e.g. does gmake still fail for .f90/.f95
- add suffixes needed:
 - .SUFFIXES: .f90



Practical hints (cont'd):

- be aware of timestamps (Network-FS)
- override macros on the command line:

```
myhost $ make
gcc -g -03 -Wall -c -o data.o data.c
gcc -g -03 -Wall -c -o main.o main.c
gcc -g -O3 -Wall -c -o io.o io.c
qcc -q -03 -Wall-o project1 data.o main.o io.o
myhost $ make CFLAGS=-q
gcc -g -c -o data.o data.c
gcc -g -c -o main.o main.c
gcc -g -c -o io.o io.c
gcc -g -o project1 data.o main.o io.o
```



Special variables/targets:

- □ the first target in Makefile is the one used when you call make without arguments!
- automatic variables:
 - □ \$< The name of the first prerequisite.
 - \$\rightarrow\$ The file name of the target of the rule.
- for more information:
 - man make
 - info make



Makefile design – Best practice:

- start with the macros/variables
- call your first target "all:" and make it depend on all targets you want to build
- have a target "clean:" for cleaning up
- avoid explicit rules where possible, i.e. use redundancy



Makefile – rulesets...and more

Makefile design – Best practice (cont'd):

- check your dependencies:
 - by hand
 - most C/C++ compilers can generate Makefile dependencies (see compiler documentation)
 - □ Sun Studio: suncc -xM1
 - □ Gnu C: gcc -MM
 - external tool: makedepend -Y
 - □ Note: the options above ignore /usr/include



Makefile – rulesets...and more

Common mistakes:

- missing TAB in "command lines"
- wrong variable references:
 - **\$VAR** instead of **\$(VAR)**
- missing/wrong dependencies
- remember: each command is carried out in a new sub-shell



Makefile – rulesets...and more

Makefiles – and Makefiles (from IDEs)

- Most IDEs create their own Makefiles
 - ... which are often not very smart
 - ... which are often not compatible
- make and (g)make:
 - Linux: make == gmake (GNU make)
 - Unix: make != gmake
 - if make fails, try gmake



Make and Makefiles: Labs

- ☐ There are five short lab exercises
- download from Campusnet
- unzip the file
- the exercises are in the directories lab_N
- read the README files for instructions



Make and Makefiles: Labs

- Hints:
 - M_PI is a definition from <math.h>
 - sin() is a function from libm.so, so you have to link with that library (use -lm the right place)



Version control

- Larger but also simple software projects need to keep track of different versions
- This is very useful during development, e.g. to be able to go back to the last working version
- Versioning Tools:

RCS – single user, standalone

CVS – multi-user, network based

Subversion – multi-user, network based

git – multi-user, network based



Version control

- □ DTU has a central CVS server
 - nice tool to share and control source files
 - request access on https://repos.gbar.dtu.dk/
 - basic introduction: http://gbar.dtu.dk/faq/34-cvs
- □ ... and a Subversion (SVN) server as well
 - request access on https://repos.gbar.dtu.dk/
 - basic introduction: http://gbar.dtu.dk/faq/39-svn
- ... and some info about Git and GitLab:
 - http://gbar.dtu.dk/faq/41-git
 - http://www.gbar.dtu.dk/faq/94-gitlab



Data analysis tools

- Scientific software usually produces lots of data/datafiles
- There are good tools to do (a quick) analysis:
 - awk standard UNIX/Linux tool
 - perl (almost) standard on many platforms
- Both tools can be used
 - from the command line
 - with scripts



Data analysis tools – awk

awk operators:

```
Field reference:
 $0: the whole line - $n: the n-th field
Increment or decrement: ++
Exponentiate:
Multiply, divide, modulus: * / %
Add, subtract:
                     (blank space)
Concatenation:
                      < <= > >= != ==
Relational:
Match regular expression: ~ !~
Logical:
                        & & |
C-style assignment: = += -= *= /= %= ^=
```



Data analysis tools – awk

Examples:

Print first two fields in opposite order:

```
awk '{ print $2, $1 }' file
```

□ Print column 3 if column 1 > column 2:

```
awk '$1 > $2 {print $3}' file
```

□ Print line (default action) if col. 3 > col. 2:



Data analysis tools – awk

Examples (cont'd):

Add up first column, print sum and average:

```
awk '{s += $1}; END { print "sum
is", s," avg is", s/NR}' file
```

Special keywords/variables:

```
BEGIN do before the first record
END do after the last record
NR number of records
NF number of fields
$NF the value of the last field
```



Data analysis tools

- Other useful standard Unix tools for data analysis:
 - sort
 - uniq
 - head, tail
 - ☐ WC
 - sed
 - **□** ...



Data analysis tools – perl

- Perl is a very powerful tool, that combines the features of awk, grep, sed, sort, and other Unix-tools into one language
- Good tool for more complex data analysis tasks
- Web-site: http://perl.org/
- Archive of perl programs:
 - Comprehensive Perl Archive Network CPAN
 - http://www.cpan.org/



Data analysis tools – perl

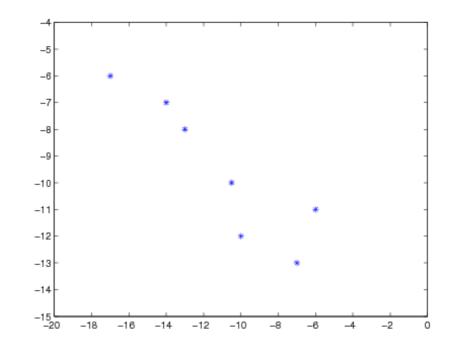
Perl example script:

```
#!/usr/bin/perl
while (<>) {
    next if /^#/; # skip comment lines
    @fields = split(); # split the line
    if (\$\#fields == 2) { \# 3(!) elements
       print "$fields[0] $fields[2]\n";
    else {
       print;
```

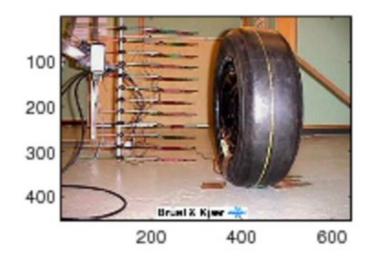


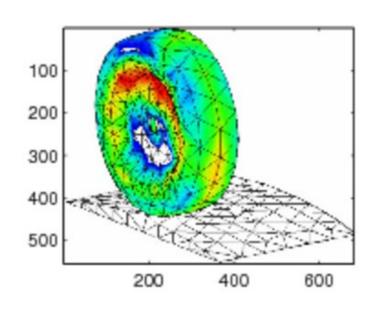
Visualization is an important part of Scientific Computing

Motivation: What's that?









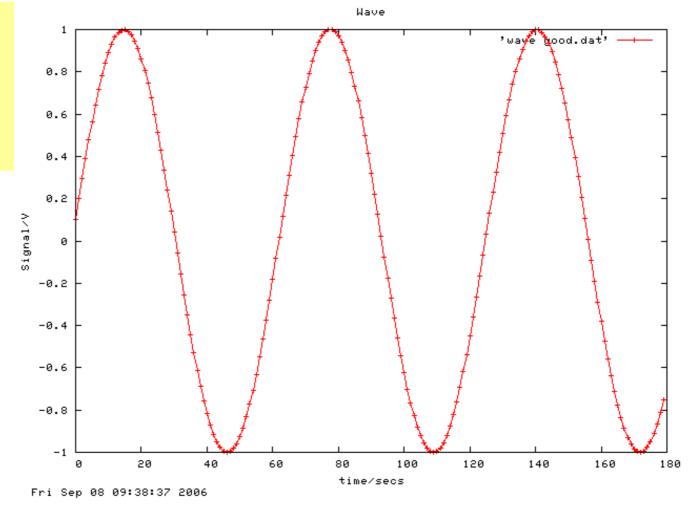


- Simple tools to visualize data:
 - Gnuplot (gnuplot)
 - command based, flexible
 - good for scripting, batch analysis
 - limited graphics (not always suitable for publishing)
 - □ Grace (xmgrace)
 - GUI-based
 - difficult to do scripting, batch analysis
 - very good graphics (publication-ready)
 - ... or whatever tool you like/prefer



Gnuplot example:

gnuplot>
gnuplot>
gnuplot>
gnuplot>
gnuplot>



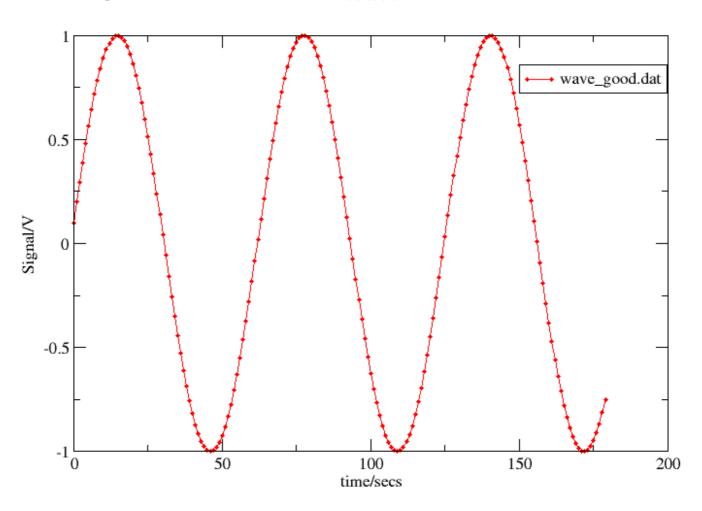


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Grace example:

Wave





Fri Sep 8 09:47:12 2006

- Best practice:
 - label the axes
 - use legends (and titles)
 - use the right scaling
 - a plot of a circle should be a circle
 - don't overload figures with information use more figures instead
 - colors are useful but can also be confusing



And not to forget ...

... a very powerful tool/language for Scientific Computing:

- Python
 - built-in vector and matrix types (NumPy, SciPy)
 - data plot functionality (matplotlib)
 - interfaces to different languages
 - GPU support (PyOpenCL, PyCUDA)
 - and, and, and



Data analysis – lab exercise

- download the file wave.zip from Campusnet
- follow the instructions in wave.readme
- □ Goal:
 - get used to awk (choose perl, if you like or know it already)
 - get used to either Gnuplot or Grace (or the tool you know/like)



To handle the workload on an HPC installation, one needs a tool to manage and assign the resources: a Resource Manager – sometimes also called 'batch queue system'

- Most common systems:
 - Torque/PBS (ext. scheduler, like Maui or MOAB)
 - LSF
 - Grid Engine
 - Slurm



Before submitting a job, one has to specify the resources needed, e.g.

- # of CPUs/cores
- amount of memory
- expected run time (wall-clock time)
- other resources, like disk space, GPUs, etc

This is done in a special job script and is system (RM) dependent – but very similar for all RMs.



The simplest job script:

```
#!/bin/bash
sleep 60
```

submit.sh

```
$ bsub < submit.sh
Job <702572> is submitted to default queue <hpc>.
$ bstat
JOBID USER
           QUEUE JOB NAME SLOTS STAT START TIME ELAPSED
                                       Dec 1\overline{3} 12:17 0:00:00
702572 gbarbd hpc
                    NONAME
                               1 RUN
$ bjobs
JOBID USER QUEUE JOB NAME SLOTS STAT START TIME TIME LEFT
                                       Dec 1\overline{3} 12:17 00:1\overline{5}:00 L
702572 gbarbd hpc
                               1 RUN
                    NONAME
$ ls -q
total 4
-rw-r--r-- 1 gbar 1493 Dec 13 12:18 NONAME 702572.out
-rw-r--r-- 1 gbar 22 Dec 13 12:05 simple.sh
```



The simplest job script – the full story:

```
#!/bin/bash
sleep 60
```

simple.sh

```
$ bsub < simple.sh
```

```
bsub info: Job has no name! Setting it to NONAME! bsub info: Job has no wall-clock time! Setting it to 15 minutes! bsub info: Job has no output file! Setting it to NONAME_%J.out! bsub info: Job has no memory requirements! Setting it to 1024 MB! bsub info: You need to specify at least -R "rusage[mem=...]"! Job <702608> is submitted to default queue <hpc>.
```



A simple job script:

```
#!/bin/bash
#BSUB -J sleeper
#BSUB -o sleeper %J.out
#BSUB -q hpcintro
#BSUB -W 2
#BSUB -R "rusage[mem=512MB]"
sleep 60
$ bsub < submit.sh</pre>
Job <702645> is submitted to queue <hpcintro>.
$ ls -q
total 3
-rw-r--r-- 1 gbar 121 Dec 13 12:32 submit.sh
-rw-r--r-- 1 gbar 1592 Dec 13 12:36 sleeper 702646.out
```



☐ The output file:

```
Sender: LSF System <lsfadmin@n-62-21-20>
Subject: Job 702646: <sleeper> in cluster <dcc> Done
Job <sleeper> was submitted from host <hpclogin3> by user <qbarbd> in
cluster <dcc> at Wed Dec 13 12:34:59 2017.
Job was executed on host(s) \langle n-62-21-20 \rangle, in queue \langle hpc \rangle, as user
<qbarbd> in cluster <dcc> at Wed Dec 13 12:34:59 2017.
</zhome/.../...> was used as the home directory.
</ri></zhome/.././.../02614/Batch/LSF> was used as the working directory.
Started at Wed Dec 13 12:34:59 2017.
Terminated at Wed Dec 13 12:36:00 2017.
Results reported at Wed Dec 13 12:36:00 2017.
Your job looked like:
# LSBATCH: User input
#!/bin/bash
#BSUB -J sleeper
#BSUB -o sleeper %J.out
```



- The output file (cont'd):
 - job summary

```
Successfully completed.
Resource usage summary:
    CPU time :
                                                  0.28 sec.
                                                  4 MB
   Max Memory:
                                                  4.00 MB
   Average Memory:
    Total Requested Memory:
                                                  512.00 MB
   Delta Memory:
                                                  508.00 MB
   Max Swap:
   Max Processes:
   Max Threads:
    Run time:
                                                  65 sec.
    Turnaround time :
                                                  61 sec.
```



The output (if any) is above this job summary.

Separating output and errors:

```
#!/bin/bash
#BSUB -J sleeper
#BSUB -o sleeper %J.out
#BSUB -e sleeper %J.err
#BSUB -q hpcintro
#BSUB -W 2 -R "rusage[mem=512MB]"
rm nonexistent.txt
echo "Just a minute ..."
sleep 60
$ bsub < submit2.sh</pre>
$ ls -g
total 3
-rw-r--r-- 1 gbar 184 Dec 13 13:56 submit2.sh
-rw-r--r-- 1 gbar 63 Dec 13 13:59 sleeper 702793.err
-rw-r--r-- 1 gbar 1744 Dec 13 14:00 sleeper 702793.out
```



Separating output, errors – and mail summary:

```
#!/bin/bash
#BSUB -J sleeper
#BSUB -o sleeper %J.out
#BSUB -e sleeper %J.err
#BSUB -q hpcintro
#BSUB -W 2 -R "rusage[mem=512MB]"
rm nonexistent.txt
echo "Just a minute ..."
sleep 60
                                             send summary
$ bsub -N < submit2.sh
                                             at end of job
$ ls -g
total 3
-rw-r--r-- 1 gbar 184 Dec 13 13:56 submit2.sh
-rw-r--r-- 1 gbar 63 Dec 13 14:04 sleeper 702814.err
-rw-r--r-- 1 gbar 18 Dec 13 14:04 sleeper 702814.out
```



A simple parallel job script:

for OpenMP (single node), using 4 cores

```
#!/bin/bash
#BSUB -J openmp_para
#BSUB -o openmp_para_%J.out
#BSUB -q hpcintro
#BSUB -W 2 -R "rusage[mem=512MB]"
#BSUB -n 4 -R "span[hosts=1]"

export OMP_NUM_THREADS=$LSB_DJOB_NUMPROC
...
```



Another parallel job script:

for MPI: two nodes, using 4 cores/node

```
#!/bin/bash
#BSUB -J mpi_para
#BSUB -o mpi_para_%J.out
#BSUB -q hpcintro
#BSUB -W 2 -R "rusage[mem=512MB]"
#BSUB -n 8 -R "span[ptile=4]"

module load mpi
mpirun ...
```



more options and examples:

- see http://www.hpc.dtu.dk/ under
 - LSF User Guides
 - http://www.hpc.dtu.dk/?page_id=2534

- do the lab exercises
- use 'man bsub', 'man bjobs', etc



DTU Computing Center specific commands:

- □ bstat shows the status of your jobs; use 'bstat -h' for help for other options
- classstat shows the status of the queues, e.g. free and used cores, pending jobs, etc
- nodestat shows the current status of all nodes (use 'nodestat hpc' for the nodes of the 'hpc' queue)
- all commands above have a help (-h) option, but no man-page!



- There are a few hands-on exercises on CampusNet to get you aquainted with the batch system
- more information can be found on www.hpc.dtu.dk under LSF User Guides
- we have a special queue for this course, 'hpcintro', so please use '-q hpcintro' instead of '-q hpc' in your job scripts!

