

## Manual job handling



- Manual job submissions
- Manual reruns on job or system failure
- Painful pipeline and data updates

# Motivation

## Manual job handling



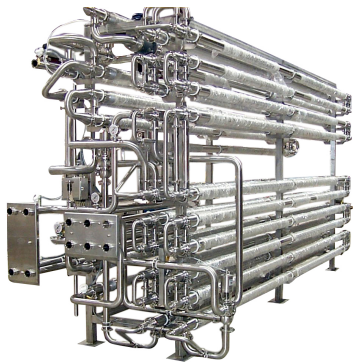
- Manual job submissions
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## Intelligent pipeline



- Automatic job re/submissions
- Automatic queue and memory limits
- Automatically resume unfinished steps

# Motivation



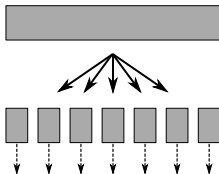
**Nice and Shiny...?**

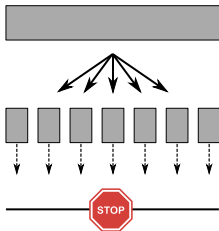
# Motivation

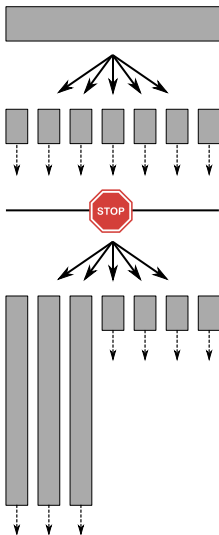
Tenerife, 2002

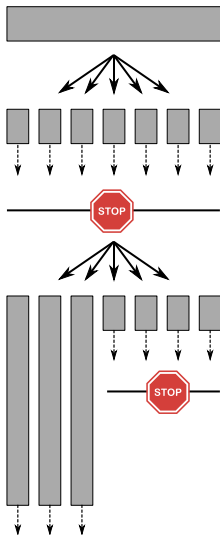


**... or a complete mess?**



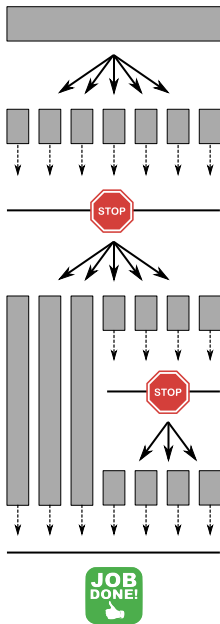












# Runners: Lightweight pipeline framework

No dependencies

- very easy to install
- very fast to run

Portability - runner pipelines can be executed in various environments

- on compute farms (LSF, SLURM)
- single multiprocessor machine
- local single CPU mode (useful for debugging or when the farm is down)

Pipelines divided into steps

- when interrupted, only unfinished steps are repeated
- error recovery from one-time errors (power down, temporary IO errors)

Parallel programming for runners is easy and natural

Chaining of multiple pipelines

## Runner code example (pseudocode)

```
# Run ten thousand jobs in paralel
for (i=0; i<10,000; i++)
{
    method      = 'my_function';           # The function to execute
    checkpoint  = '/path/to/file.i';       # If exists, the step is done
    params      = (i,'some data');         # Pass arbitrary data
    spawn(method,checkpoint,params);       # This schedules the jobs
}
wait(); # This executes the tasks in parallel and waits for the results

# All tasks finished, the program can continue,
# possibly spawning more jobs
...

print "Mission accomplished!\n";
all_done();
```

## Runner code example (functional perl code)

```
# Run ten thousand jobs in paralel
for (my $i=0; $i<10_000; $i++)
{
    my $method      = 'my_function';           # The function to execute
    my $checkpoint  = "/path/to/file.$i";      # If exists, the step is done
    my @params      = ($i, 'some data');       # Pass arbitrary data
    $self->spawn($method,$checkpoint,@params); # This schedules the jobs
}
$self->wait;  # This executes the tasks in parallel and waits for the results

# All tasks finished, the program can continue,
# possibly spawning more jobs
...

print "Mission accomplished!\n";
$self->all_done;
```

## Runner usage example

*# Create a sample config file*

```
run-my-pipeline +sampleconf > my.conf
```

*# Edit the config if not happy with the defaults*

```
vi my.conf
```

*# Run in daemon mode, check jobs every 5 minutes, send an email when done.*

```
run-my-pipeline +config my.conf +loop 300 +mail usr@cool.edu -o outdir
```

# Runner installation

*# Get the code*

`cd $HOME`

`git clone git://github.com/VertebrateResequencing/vr-runner.git`

*# Set the paths*

`export PATH="$HOME/vr-runner/scripts:$PATH"`

`export PERL5LIB="$HOME/vr-runner/modules:$PERL5LIB"`

*# Run a toy runner pipeline, first locally, then on the farm*

`run-test-simple +local`

`run-test-simple`

# Cross-platform portability

*# Run in daemon mode on LSF compute farm*

```
run-pipeline +config my.conf +loop 300 -o outdir
```

*# Run locally*

```
run-pipeline +config my.conf +loop 300 -o outdir +local
```

*# Run on a single multi-processor machine*

```
run-pipeline +config my.conf +loop 300 -o outdir +js mpm
```

*# Run in the SLURM environment*

```
run-pipeline +config my.conf +loop 300 -o outdir +js slurm
```



# Runner options

Runner.pm arguments:

+help	Summary of commands
+config <file>	Configuration file
+js <platform>	Job scheduler: LSF, MPM, SLURM
+kill	Kill all running jobs
+local	Do not submit jobs to LSF, but run serially
+loop <int>	Run in daemon mode with <int> seconds sleep intervals
+mail <address>	Email when the runner finishes
+maxjobs <int>	Maximum number of simultaneously running jobs
+retries <int>	Maximum number of retries.
+sampleconf	Print a working configuration example