# Lecture 9: Cluster computing

Brian Williamson

BIOST 561: Computational Skills For Biostatistics I

29 May 2019

We are often interested in large-scale computing:

We are often interested in large-scale computing:

• simulation studies (e.g., lecture 4)

We are often interested in large-scale computing:

- simulation studies (e.g., lecture 4)
- intensive data analyses (e.g., air pollution and mortality)

We are often interested in large-scale computing:

- simulation studies (e.g., lecture 4)
- intensive data analyses (e.g., air pollution and mortality)

In Lecture 8, you learned how to compute without R.

Today, you'll learn how to transfer those skills to computing on a cluster.

Large-scale simulation studies:

Large-scale simulation studies:

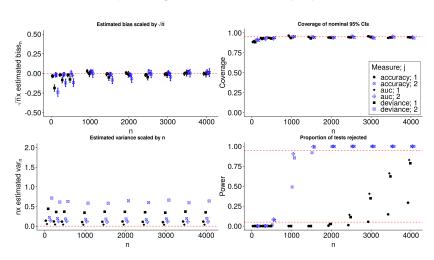
proof-of-concept examples

Large-scale simulation studies:

- proof-of-concept examples
- showcase operating characteristics of proposed method

### Large-scale simulation studies:

- proof-of-concept examples
- showcase operating characteristics of proposed method



#### Data analysis:

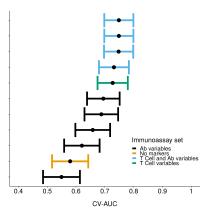
• fit a time-consuming estimator

- fit a time-consuming estimator
- cross-validation?

- fit a time-consuming estimator
- cross-validation?
- memory-intensive computations?

- fit a time-consuming estimator
- cross-validation?
- memory-intensive computations?

Assay combination IgG + IgA + IgG3 + T Cells	CV-AUC [95% CI] 0.749 [0.698, 0.799]
IgG + IgA + T Cells	0.749 [0.698, 0.799]
All markers	0.748 [0.697, 0.799]
T Cells + Fx Ab	0.732 [0.680, 0.784]
T Cells	0.727 [0.675, 0.780]
lgG3	0.695 [0.638, 0.751]
IgG + IgA + IgG3	0.688 [0.629, 0.746]
IgG + IgA + IgG3 + Fx Ab	0.658 [0.598, 0.718]
IgG + IgA	0.620 [0.559, 0.682]
No markers	0.580 [0.517, 0.643]
Fx Ab	0.550 [0.485, 0.614]



How do I run

How do I run

many

#### How do I run

- many
- potentially time-consuming

#### How do I run

- many
- potentially time-consuming
- or memory-intensive

#### How do I run

- many
- potentially time-consuming
- or memory-intensive

analyses without

#### How do I run

- many
- potentially time-consuming
- or memory-intensive

analyses without keeping an R session open (for the duration!)

#### How do I run

- many
- potentially time-consuming
- or memory-intensive

analyses without keeping an R session open (for the duration!) on my personal machine?

Cluster computers provide a solution!

Cluster computers provide a solution!

Cluster computers:

Cluster computers provide a solution!

Cluster computers:

• allow you to submit multiple **jobs**\* at once

Cluster computers provide a solution!

Cluster computers:

- allow you to submit multiple **jobs**\* at once
- can schedule jobs for you

Cluster computers provide a solution!

#### Cluster computers:

- allow you to submit multiple **jobs**\* at once
- can schedule jobs for you
- are optimized for high-performance computing (HPC)

Cluster computers provide a solution!

#### Cluster computers:

- allow you to submit multiple jobs\* at once
- can schedule jobs for you
- are optimized for high-performance computing (HPC)

\*: we will discuss this further!

Consider a sample of n observations generated iid according to

$$X \sim \mathcal{N}(0,1),$$
  $u \sim \mathcal{N}(0,1),$  independent of  $X$ ;  $Y \mid X, u = \beta_0 + \beta_1 X + \epsilon,$  where  $\epsilon = |X|u.$ 

Questions: can we use

1. linear regression to estimate  $\beta_1$ ?

Consider a sample of n observations generated iid according to

$$X \sim N(0,1),$$
  $u \sim N(0,1),$  independent of  $X$ ;  $Y \mid X, u = \beta_0 + \beta_1 X + \epsilon,$  where  $\epsilon = |X|u.$ 

Questions: can we use

1. linear regression to estimate  $\beta_1$ ? Yes!

Consider a sample of n observations generated iid according to

$$X \sim \mathcal{N}(0,1),$$
  $u \sim \mathcal{N}(0,1),$  independent of  $X$ ;  $Y \mid X, u = \beta_0 + \beta_1 X + \epsilon,$  where  $\epsilon = |X|u.$ 

- 1. linear regression to estimate  $\beta_1$ ? Yes!
- 2. model-based standard errors to estimate  $sd(\beta_1)$ ?

Consider a sample of n observations generated iid according to

$$X \sim N(0,1),$$
  $u \sim N(0,1),$  independent of  $X$ ;  $Y \mid X, u = \beta_0 + \beta_1 X + \epsilon,$  where  $\epsilon = |X|u.$ 

- 1. linear regression to estimate  $\beta_1$ ? Yes!
- 2. model-based standard errors to estimate  $sd(\beta_1)$ ? No!

Consider a sample of n observations generated iid according to

$$X \sim N(0,1),$$
  $u \sim N(0,1),$  independent of  $X$ ;  $Y \mid X, u = \beta_0 + \beta_1 X + \epsilon,$  where  $\epsilon = |X|u.$ 

- 1. linear regression to estimate  $\beta_1$ ? Yes!
- 2. model-based standard errors to estimate  $sd(\beta_1)$ ? No!
- 3. robust standard errors to estimate  $sd(\beta_1)$ ?

Consider a sample of n observations generated iid according to

$$X \sim N(0,1),$$
  $u \sim N(0,1),$  independent of  $X$ ;  $Y \mid X, u = \beta_0 + \beta_1 X + \epsilon,$  where  $\epsilon = |X|u.$ 

- 1. linear regression to estimate  $\beta_1$ ? Yes!
- 2. model-based standard errors to estimate  $sd(\beta_1)$ ? No!
- 3. robust standard errors to estimate  $sd(\beta_1)$ ? Yes!

## Running example: robust SEs

Goals:

## Running example: robust SEs

#### Goals:

compare model-based to robust SEs

## Running example: robust SEs

#### Goals:

- compare model-based to robust SEs
- do this without using our own computers

# Running example: robust SEs

#### Goals:

- compare model-based to robust SEs
- do this without using our own computers

We will use the cluster to do this!

### Part I: coding for the cluster

Before moving to the cluster, we need to code differently:

• modular code

Before moving to the cluster, we need to code differently:

modular code (easy debugging)

- modular code (easy debugging)
- setting seeds

- modular code (easy debugging)
- setting seeds (reproducible results)

- modular code (easy debugging)
- setting seeds (reproducible results)
- saving output

Before moving to the cluster, we need to code differently:

- modular code (easy debugging)
- setting seeds (reproducible results)
- saving output (for results!)

The simulator (Lecture 4) makes this easy:

Before moving to the cluster, we need to code differently:

- modular code (easy debugging)
- setting seeds (reproducible results)
- saving output (for results!)

The simulator (Lecture 4) makes this easy:

forces you to code modularly

Before moving to the cluster, we need to code differently:

- modular code (easy debugging)
- setting seeds (reproducible results)
- saving output (for results!)

The simulator (Lecture 4) makes this easy:

- forces you to code modularly
- forces you to set a seed

Before moving to the cluster, we need to code differently:

- modular code (easy debugging)
- setting seeds (reproducible results)
- saving output (for results!)

The simulator (Lecture 4) makes this easy:

- forces you to code modularly
- forces you to set a seed
- forces you to save lots of output

Before moving to the cluster, we need to code differently:

- modular code (easy debugging)
- setting seeds (reproducible results)
- saving output (for results!)

The simulator (Lecture 4) makes this easy:

- forces you to code modularly
- forces you to set a seed
- forces you to save lots of output

A couple of drawbacks:

Before moving to the cluster, we need to code differently:

- modular code (easy debugging)
- setting seeds (reproducible results)
- saving output (for results!)

The simulator (Lecture 4) makes this easy:

- forces you to code modularly
- forces you to set a seed
- forces you to save lots of output

A couple of drawbacks:

can cause memory leaks

Before moving to the cluster, we need to code differently:

- modular code (easy debugging)
- setting seeds (reproducible results)
- saving output (for results!)

The simulator (Lecture 4) makes this easy:

- forces you to code modularly
- forces you to set a seed
- forces you to save lots of output

A couple of drawbacks:

- can cause memory leaks
- sometimes difficult to link to cluster nodes

Before moving to the cluster, we need to code differently:

- modular code (easy debugging)
- setting seeds (reproducible results)
- saving output (for results!)

The simulator (Lecture 4) makes this easy:

- forces you to code modularly
- forces you to set a seed
- forces you to save lots of output

#### A couple of drawbacks:

- can cause memory leaks
- sometimes difficult to link to cluster nodes

Today, I'll provide an alternative method (this should not always replace the simulator!).

# Coding for the cluster: modular code

Modular code: each file has a single task

# Coding for the cluster: modular code

Modular code: each file has a single task

Your turn!

Go to the code subdirectory. Then answer these questions with a partner:

- 1. what does do\_one do? What are its arguments?
- 2. what does generate\_data do? What are its arguments?
- 3. Write effective comments in each file so that **future you** understands each!

# Coding for the cluster: modular code

Answers and Brian's comments (to be posted after class)

Setting a seed is vital if your code involves

Setting a seed is vital if your code involves

• generating data (e.g., simulation)

Setting a seed is vital if your code involves

- generating data (e.g., simulation)
- cross-validation

Setting a seed is vital if your code involves

- generating data (e.g., simulation)
- cross-validation
- ...

Setting a seed is vital if your code involves

- generating data (e.g., simulation)
- cross-validation
- . . .

and you want it to be reproducible (you do!).

Setting a seed is vital if your code involves

- generating data (e.g., simulation)
- cross-validation
- . . .

and you want it to be reproducible (you do!).

Things to remember on setting a seed:

Setting a seed is vital if your code involves

- generating data (e.g., simulation)
- cross-validation
- . . .

and you want it to be reproducible (you do!).

Things to remember on setting a seed:

set seeds in a logical, reproducible way

Setting a seed is vital if your code involves

- generating data (e.g., simulation)
- cross-validation
- . . .

and you want it to be reproducible (you do!).

Things to remember on setting a seed:

- set seeds in a logical, reproducible way
- set a unique seed for each job

Setting a seed is vital if your code involves

- generating data (e.g., simulation)
- cross-validation
- . . .

and you want it to be reproducible (you do!).

Things to remember on setting a seed:

- set seeds in a logical, reproducible way
- set a unique seed for each job

In Lecture 8, you learned about #! and executable files.

In Lecture 8, you learned about #! and executable files.

#! ("shebang"):

In Lecture 8, you learned about #! and executable files.

```
#! ("shebang"):
```

- tells your computer where to look for executable file to run your code
- place at top of file

In Lecture 8, you learned about #! and executable files.

```
#! ("shebang"):
```

- tells your computer where to look for executable file to run your code
- place at top of file

Executables (e.g., /bin/sh):

In Lecture 8, you learned about #! and executable files.

```
#! ("shebang"):
```

- tells your computer where to look for executable file to run your code
- place at top of file

Executables (e.g., /bin/sh):

- actually run your code
- other examples: /bin/bash, /usr/local/bin/Rscript, /usr/local/bin/python3

# Coding for the cluster: saving output

Running without a graphical user interface (GUI) requires you to pre-specify the output you want to save.

How much/what to save?

# Coding for the cluster: saving output

Running without a graphical user interface (GUI) requires you to pre-specify the output you want to save.

How much/what to save? Depends on what you need!

# Coding for the cluster: saving output

Running without a graphical user interface (GUI) requires you to pre-specify the output you want to save.

How much/what to save? Depends on what you need!

More output: easy debugging, wastes memory/time

## Coding for the cluster: saving output

Running without a graphical user interface (GUI) requires you to pre-specify the output you want to save.

How much/what to save? Depends on what you need!

- More output: easy debugging, wastes memory/time
- Think ahead: careful planning can make results tidy/nice

## Coding for the cluster: saving output

Running without a graphical user interface (GUI) requires you to pre-specify the output you want to save.

How much/what to save? Depends on what you need!

- More output: easy debugging, wastes memory/time
- Think ahead: careful planning can make results tidy/nice

This is important regardless of whether or not you use the simulator!

Handy functions for saving output: saveRDS.

# Coding for the cluster: saving output

#### Your turn!

In the robust SEs example, our goal is to compare model-based to robust SEs. **With a partner**, answer the following questions:

- 1. What output should we save?
- 2. How should we evaluate performance of the SEs?

# Coding for the cluster: robust SEs

Check out run\_sim\_robust\_se.R in the code directory!

Debugging is hard without a GUI.

Debugging is hard without a GUI.

Debugging is hard without a GUI.

Best practices (in my opinion):

• debug everything on your machine first

Debugging is hard without a GUI.

- debug everything on your machine first
- modular code

Debugging is hard without a GUI.

- debug everything on your machine first
- modular code (isolate bugs)

Debugging is hard without a GUI.

- debug everything on your machine first
- modular code (isolate bugs)
- run one job for subset of parameters prior to cluster

# Coding for the cluster: compiling output

Check out load\_sim\_robust\_se.R in the code directory!

# Part II: using the cluster

Department resources for HPC\*:

Department resources for HPC\*:

• cox: 12-core computer

Department resources for HPC\*:

• cox: 12-core computer (not a cluster)

Department resources for HPC\*:

- cox: 12-core computer (not a cluster)
- bayes: compute cluster

Department resources for HPC\*:

- cox: 12-core computer (not a cluster)
- bayes: compute cluster

A cluster consists of:

a head node

Department resources for HPC\*:

- cox: 12-core computer (not a cluster)
- bayes: compute cluster

A cluster consists of:

• a head node (where you are)

Department resources for HPC\*:

- cox: 12-core computer (not a cluster)
- bayes: compute cluster

- a head node (where you are)
- compute nodes

Department resources for HPC\*:

- cox: 12-core computer (not a cluster)
- bayes: compute cluster

- a head node (where you are)
- compute nodes (where your code gets run)

Department resources for HPC\*:

- cox: 12-core computer (not a cluster)
- bayes: compute cluster

- a head node (where you are)
- compute nodes (where your code gets run)
- submission system

Department resources for HPC\*:

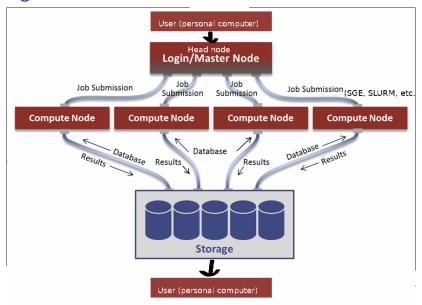
- cox: 12-core computer (not a cluster)
- bayes: compute cluster

- a head node (where you are)
- compute nodes (where your code gets run)
- submission system (how your code gets run)

Department resources for HPC\*:

- cox: 12-core computer (not a cluster)
- bayes: compute cluster

- a head node (where you are)
- compute nodes (where your code gets run)
- submission system (how your code gets run)
- \*other groups have similar resources, e.g.,
  - hyak (managed by UW-IT)
  - pearson (statistical genetics group only)
  - gizmo (Fred Hutchinson Cancer Research Center only)
  - Microsoft Azure, Amazon Web Services (AWS)



More specifically, bayes

More specifically, bayes

• has 4 department-wide compute nodes, each with 12 cores

#### More specifically, bayes

- has 4 department-wide compute nodes, each with 12 cores
- uses Sun Grid Engine (SGE) for submissions

More specifically, bayes

- has 4 department-wide compute nodes, each with 12 cores
- uses Sun Grid Engine (SGE) for submissions

Since this is a shared resource, being nice is important:

#### More specifically, bayes

- has 4 department-wide compute nodes, each with 12 cores
- uses Sun Grid Engine (SGE) for submissions

Since this is a shared resource, being nice is important:

don't run simulations on the head node

#### More specifically, bayes

- has 4 department-wide compute nodes, each with 12 cores
- uses Sun Grid Engine (SGE) for submissions

Since this is a shared resource, being nice is important:

- don't run simulations on the head node
- don't flood the cluster

#### More specifically, bayes

- has 4 department-wide compute nodes, each with 12 cores
- uses Sun Grid Engine (SGE) for submissions

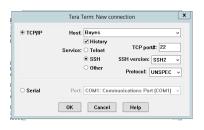
Since this is a shared resource, being nice is important:

- don't run simulations on the head node
- don't flood the cluster

We'll practice good habits for being nice as we go along.

# Using the cluster: logging in (Windows, incl. box)

- 1. Open TeraTerm [or your favorite secure shell (SSH) client]
- 2. Enter the address of your favorite cluster, e.g., bayes.biostat.washington.edu
- 3. Make sure that the "New connection" window is filled out as in the figure, except for "Host" (screenshot from box)
- 4. Click OK, enter your UW BIOST username and password when prompted (user and pass you use for box)



# Using the cluster: logging in (Mac/Linux)

- 1. Open a Terminal window
- 2. Type ssh mynetid@cluster.washington.edu
  - replace mynetid with Your UW NetID, and
  - replace cluster with Your cluster, e.g., bayes
- Enter password (same password as box) when prompted (the field will remain blank but your password will be received)

## Using the cluster: logging in

Your turn! Take 2 minutes to complete this activity **by yourself** (if you don't have a computer, write down how you would do this).

- 1. Log into the cluster
- 2. What is the name of the directory that you are when you log in?
- Create a directory called robust\_ses in your home directory
- Create a directory called robust\_ses on your computer, under biost561/lecture9

### Using the cluster: moving around

The cluster runs on Linux: in particular, the tools you learned in lecture 8, including

### Using the cluster: moving around

The cluster runs on Linux: in particular, the tools you learned in lecture 8, including

navigation,

### Using the cluster: moving around

The cluster runs on Linux: in particular, the tools you learned in lecture 8, including

- navigation,
- vim,

### Using the cluster: moving around

The cluster runs on Linux: in particular, the tools you learned in lecture 8, including

- navigation,
- vim,
- commands,

### Using the cluster: moving around

The cluster runs on Linux: in particular, the tools you learned in lecture 8, including

- navigation,
- vim,
- commands, and
- shell scripts

are all used in exactly the same way!

The basic unit of cluster computing is a job.

The basic unit of cluster computing is a job.

Jobs:

The basic unit of cluster computing is a job.

#### Jobs:

perform a specified task

The basic unit of cluster computing is a job.

#### Jobs:

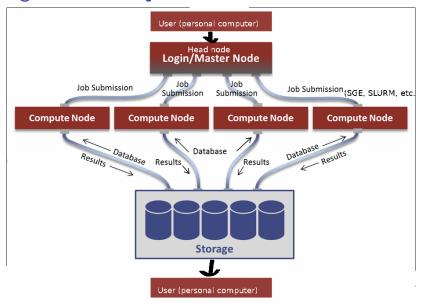
- perform a specified task
- can be submitted to the cluster compute nodes

The basic unit of cluster computing is a job.

#### Jobs:

- perform a specified task
- can be submitted to the cluster compute nodes

Example job: run run\_sim\_robust\_se.R with 50 replicates



## Using the cluster: calling your R script

#### Your turn!

Check out the file call\_sim\_robust\_se.sh. With a partner, answer the following questions:

- 1. What does the \$ mean?
- 2. How many command-line arguments does run\_sim\_robust\_se.R take?
- 3. What do the command-line arguments do?

Workhorse command on SGE: qsub

Many options, including:

Workhorse command on SGE: qsub

Many options, including:

• cwd: execute script in current working directory

Workhorse command on SGE: qsub

Many options, including:

- cwd: execute script in current working directory
- e and o: send error and output files to a folder, e.g., iotrash/

Workhorse command on SGE: qsub

Many options, including:

- cwd: execute script in current working directory
- e and o: send error and output files to a folder, e.g., iotrash/
- t <task1-taskn> submits a job array with taskn-task1 tasks

Workhorse command on SGE: qsub

Many options, including:

- cwd: execute script in current working directory
- e and o: send error and output files to a folder, e.g., iotrash/
- t <task1-taskn> submits a job array with taskn-task1 tasks (more to come on this)

Options are specified with a single -, as you saw in Lecture 8.

Continuum of task types:

embarrassingly parallel:

#### Continuum of task types:

embarrassingly parallel: can be split into sub-tasks run simultaneously

- embarrassingly parallel: can be split into sub-tasks run simultaneously (e.g., sim with varying parameters)
- inherently serial:

- embarrassingly parallel: can be split into sub-tasks run simultaneously (e.g., sim with varying parameters)
- inherently serial: cannot be split into concurrent sub-tasks

- embarrassingly parallel: can be split into sub-tasks run simultaneously (e.g., sim with varying parameters)
- inherently serial: cannot be split into concurrent sub-tasks (e.g., run\_sim\_robust\_se.R with one replicate per job)

#### Continuum of task types:

- embarrassingly parallel: can be split into sub-tasks run simultaneously (e.g., sim with varying parameters)
- inherently serial: cannot be split into concurrent sub-tasks (e.g., run\_sim\_robust\_se.R with one replicate per job)

#### Continuum of task types:

- embarrassingly parallel: can be split into sub-tasks run simultaneously (e.g., sim with varying parameters)
- inherently serial: cannot be split into concurrent sub-tasks (e.g., run\_sim\_robust\_se.R with one replicate per job)

Job arrays make embarrassingly parallel tasks easy:

unique identifier for an entire set of jobs

#### Continuum of task types:

- embarrassingly parallel: can be split into sub-tasks run simultaneously (e.g., sim with varying parameters)
- inherently serial: cannot be split into concurrent sub-tasks (e.g., run\_sim\_robust\_se.R with one replicate per job)

Job arrays make embarrassingly parallel tasks easy:

unique identifier for an entire set of jobs (easy to manage)

#### Continuum of task types:

- embarrassingly parallel: can be split into sub-tasks run simultaneously (e.g., sim with varying parameters)
- inherently serial: cannot be split into concurrent sub-tasks (e.g., run\_sim\_robust\_se.R with one replicate per job)

- unique identifier for an entire set of jobs (easy to manage)
- unique identifier for each task within array

#### Continuum of task types:

- embarrassingly parallel: can be split into sub-tasks run simultaneously (e.g., sim with varying parameters)
- inherently serial: cannot be split into concurrent sub-tasks (e.g., run\_sim\_robust\_se.R with one replicate per job)

- unique identifier for an entire set of jobs (easy to manage)
- unique identifier for each task within array (set simulation parameters)

#### Continuum of task types:

- embarrassingly parallel: can be split into sub-tasks run simultaneously (e.g., sim with varying parameters)
- inherently serial: cannot be split into concurrent sub-tasks (e.g., run\_sim\_robust\_se.R with one replicate per job)

- unique identifier for an entire set of jobs (easy to manage)
- unique identifier for each task within array (set simulation parameters)
- displays nicely on cluster

#### Continuum of task types:

- embarrassingly parallel: can be split into sub-tasks run simultaneously (e.g., sim with varying parameters)
- inherently serial: cannot be split into concurrent sub-tasks (e.g., run\_sim\_robust\_se.R with one replicate per job)

- unique identifier for an entire set of jobs (easy to manage)
- unique identifier for each task within array (set simulation parameters)
- displays nicely on cluster (part of not flooding)

### Using the cluster: batch submission scripts

Your turn!

Check out the file submit\_sim\_robust\_se.sh. With a partner, answer the following questions:

- 1. What do lines 3 and 4 do?
- 2. How many jobs are in my array if I want 5000 total jobs and 50 replicates per job?

## Using the cluster: batch submission

Your turn!

Run the executable file submit\_sim\_robust\_se.sh, with command line arguments

- "robust\_se"
- 5000
- 50

# Using the cluster: simulator

simulator on the cluster: you have to grab nodes manually.

### Using the cluster: simulator

simulator on the cluster: you have to grab nodes manually.

Then, pass them as a character list into the argument parallel, e.g.,

### Using the cluster: simulator

```
simulator on the cluster: you have to grab nodes manually.
```

Then, pass them as a character list into the argument parallel, e.g.,

```
list_of_names <- <get correct names>
simulate_from_model(nsim = 1000,
          index = 1:3,
          parallel = list(socket_names = list_of_names))
```

# Using the cluster: checking and altering jobs

Many options once you have submitted a job:

### Using the cluster: checking and altering jobs

Many options once you have submitted a job:

• qstat checks queue status;

### Using the cluster: checking and altering jobs

#### Many options once you have submitted a job:

- qstat checks queue status; helpful args:
  - f shows full status of jobs
  - u <user> shows status only for user (e.g., brianw26)
  - j <jobnum> shows details for a single job

#### Using the cluster: checking and altering jobs

#### Many options once you have submitted a job:

- qstat checks queue status; helpful args:
  - f shows full status of jobs
  - u <user> shows status only for user (e.g., brianw26)
  - j <jobnum> shows details for a single job
- qhold <job\_id>[.tasklist] puts a hold on job job\_id (and optionally array elements in tasklist)

#### Using the cluster: checking and altering jobs

#### Many options once you have submitted a job:

- qstat checks queue status; helpful args:
  - f shows full status of jobs
  - u <user> shows status only for user (e.g., brianw26)
  - j <jobnum> shows details for a single job
- qhold <job\_id>[.tasklist] puts a hold on job job\_id (and optionally array elements in tasklist)
- qrls <job\_id> removes a hold on a job
- qdel <job\_id> deletes a job
- qalter <job\_id> alters a job

Remember: bayes is a shared resource!

Remember: bayes is a shared resource!

Rule of thumb: 20 jobs running on cluster at once.

Remember: bayes is a shared resource!

Rule of thumb: 20 jobs running on cluster at once.

Ways to help share the cluster:

Remember: bayes is a shared resource!

Rule of thumb: 20 jobs running on cluster at once.

Ways to help share the cluster:

Submit batch jobs in job arrays

Remember: bayes is a shared resource!

Rule of thumb: 20 jobs running on cluster at once.

Ways to help share the cluster:

- Submit batch jobs in job arrays
- Use holds on jobs, using tc argument in qsub

Remember: bayes is a shared resource!

Rule of thumb: 20 jobs running on cluster at once.

Ways to help share the cluster:

- Submit batch jobs in job arrays
- Use holds on jobs, using tc argument in qsub
- Estimate timing of smallest job, consider this when creating and submitting job arrays

## Using the cluster: checking and altering jobs

#### Your turn!

- 1. Check the status of **your** job array (replace my netid with yours): qstat -f -u brianw26
- 2. Allow only 20 jobs to run at a time (replace <job\_id> with your job id): qalter <job\_id> -tc 20

After all jobs are finished, pull results back to your machine.

After all jobs are finished, pull results back to your machine.

Then run your downstream code to compile results!

After all jobs are finished, pull results back to your machine.

Then run your downstream code to compile results!

#### Your turn!

- 1. Pull results files back to your computer
- 2. Run load\_sim\_robust\_se.R
- 3. What can you conclude based on these results?

Today, you practiced how to

• run code without a GUI,

- run code without a GUI,
- use shell scripts,

- run code without a GUI,
- use shell scripts,
- build a simulation,

- run code without a GUI,
- use shell scripts,
- build a simulation,
- code modularly,

- run code without a GUI,
- use shell scripts,
- build a simulation,
- code modularly,
- and use the department cluster!

Today, you practiced how to

- run code without a GUI,
- use shell scripts,
- build a simulation,
- code modularly,
- and use the department cluster!

These skills are easily portable to other cluster systems and your own coding projects (e.g., R packages).

Today, you practiced how to

- run code without a GUI,
- use shell scripts,
- build a simulation,
- code modularly,
- and use the department cluster!

These skills are easily portable to other cluster systems and your own coding projects (e.g., R packages).

Remember to be nice: the cluster is a shared resource!

#### Appendix: other useful cluster things

## Useful things: Windows file compatability

Editing files in Windows carries risks.

One such risk is adding *control characters* that cannot be processed on Unix systems (e.g., Linux on department cluster).

A helpful tool to remove this characters is dos2unix: to remove control characters from myfile.sh, run dos2unix myfile.sh.

#### Useful things: emails and other defaults

You can set default behavior (on bayes, but similar for other systems) by creating a file called .sge\_request.

#### Mine reads

- -ј у
- -cwd
- -S /bin/bash
- -q normal.q
- -M brianw26@uw.edu
- -m e

#### Which means:

- submit either binary or script file
- run using bash
- email me
- email me at end of job

# Useful things: aliases and functions (Mac/Linux)

You will probably end up logging into the cluster or sending files back and forth quite often.

Having aliases and bash functions set up makes this easier.

#### Creating aliases:

- go to your .ssh folder (in your home directory on your computer)
- 2. create a file called config (using, e.g., vim)
- 3. edit it using the template below

```
Host <replace with, e.g., bayes>
   HostName <replace with, e.g., bayes.biostat.washington.edu>
   User <replace with, e.g., brianw26>
```

# Useful things: Useful things: aliases and functions (Mac/Linux)

Creating functions:

- 1. go to your home directory
- 2. create a file called, e.g., .bash\_funcs
- 3. edit it using the template below

(makes sure that .bash\_funcs is sourced when you open a new Terminal window)

```
function_name () {
    commands
}
```

E.g.: send R files from cwd to specified directory on bayes:

```
send_r_bayes () {
    scp *.R brianw26@bayes.biostat.washington.edu:~/$1
}
```

## Useful things: FileZilla (all, but esp. Windows)

FileZilla is a nice program for pulling results back to your computer (via scp).

It can be used on all types of computers, but is especially helpful for Windows (since command prompt is strange!).