CINECA High-Performance Computing System: Leonardo

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Introduction to CINECA

- CINECA is Italy's largest supercomputing center and a key player in European HPC.
- Center of excellence in the Italian and European ecosystem for supercomputing technologies development for frontier applications
- Established in 1967, it provides computational resources for academia and industry.



Overview of HPC

- High-Performance Computing (HPC) utilizes powerful computers to solve complex problems.
- It enables simulations and data analysis at scales beyond traditional computing.
- It provides parallel computing capabilities for data-driven technological solutions.



What is Leonardo?

- Leonardo is one of Europe's most advanced supercomputers, designed to support a wide range of scientific research.
- European Computational Excellence and Collaborative Ecosystem
- It is designed to support large-scale simulations and data-intensive applications.
- The system aims to enhance computational capabilities for researchers across various disciplines.



Technical Specifications

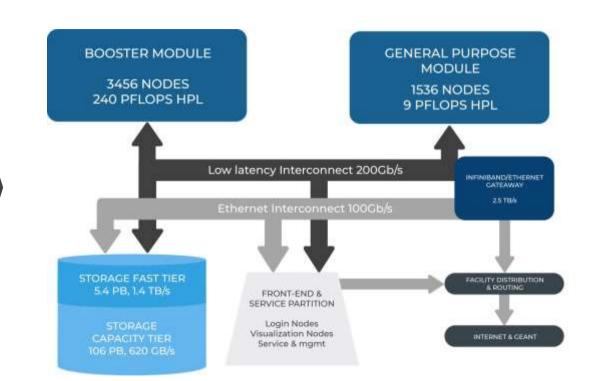
- The architecture of Leonardo is based on a hybrid model combining CPU and GPU computing.
- Leonardo boasts a peak performance of over 250 petaflops, making it a formidable computing resource.
- It utilizes cutting-edge technologies, including NVIDIA GPUs and AMD EPYC processors.



Architecture of Leonardo

- The architecture of Leonardo is based on a hybrid model combining CPU and GPU computing.
- It features a massive memory bandwidth to handle complex computations and large datasets.
- The system is organized in a modular fashion, allowing for easy upgrades and maintenance.

Architecture of Leonardo



Booster Module (Atos BullSequana X2135)

- Model: BullSequana X2135 "Da Vinci" single node GPU Blade
- Nodes: 3456 (each like a powerful computer)
- Processors: single socket 32-core Intel Xeon Platinum 8358 CPU, 2.60GHz (Ice Lake)
- **Cores:** 110592
- RAM: 8x 64 GB DDR4 3200 MHz (512 GB)
- Accelerators: 4x NVIDIA custom Ampere A100 GPU 64GB HBM2e, NVLink 3.0 (200GB/s)
- Network: 2 x dual port HDR100 per node (400Gbps/node)

Data-Centric General Purpose (DCGP) Module

Model: BullSequana X2140 three-node CPU Blade

• **Nodes**: 1536

• **Processors**: Intel Saphire Rapids 2×56 cores, 2.0 GHz

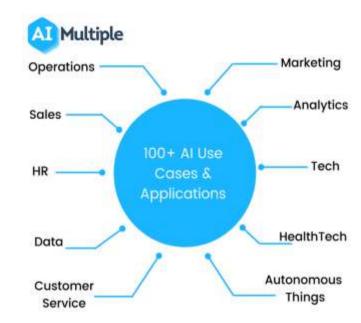
Cores: 172032 (112 cores/node)

• RAM: (48×32) GB DDR5 4800 MHz

• **Network:** 3xNvidia HDR cards 1x100Gb/s

Applications in Research

- Leonardo supports a wide range of research applications across disciplines.
- It enables researchers to conduct simulations that require significant computational power and data processing.
- Different software including libraries, tools, and compilers are compatible for instance CUDA.



Collaboration Opportunities

- CINECA encourages collaborations with universities and research institutions.
- Leonardo provides access to computational resources for joint projects.

CALL ISCRA B - STANDARD PROJECTS

medium-sized projects (from 50,000 to 250,000 GPU hours)

CALL ISCRA C – SMALL RESEARCH, EXPERIMENTATION, AND DEVELOPMENT PROJECTS

 up to 8000 GPU hours on Marconi100 and up to 100000 core hours on Galileo100

CALL ISCRA D - DATA STORAGE

From a few dozen to a few hundred TB for 2-3 years



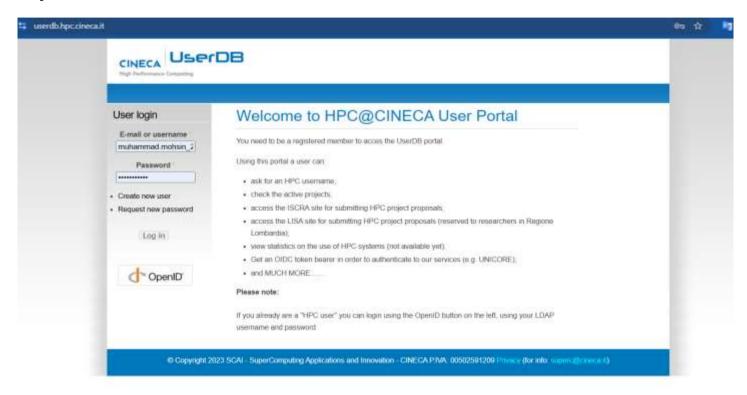
Creating an Account and Accessing HPC Shared Resources

Leonardo Cluster

Step 1: Account Creation

- Go to the Cineca portal: https://userdb.hpc.cineca.it/
- Register using your institutional credentials or request access through your PI or project manager.
- Once your account is verified, you will receive login credentials to access the HPC resources.

Example



Step 2: Accessing the Server

- Use SSH to log into the HPC environment:
 ssh yourusername@login.leonardo.cineca.it
- Ensure you have valid credentials and are added to the correct project with appropriate resource allocations.
- You can manage file transfers via SCP or SFTP tools.

Example

- . _
- Data Storage architecture
 - \$HOME: permanent/backed up, user specific, local
 - \$WORK: permanent, project specific, local
 - \$FAST: permanent, project specific, local (LEONARDO ONLY)
 - \$CINECA_SCRATCH: temporary, user specific, local
 - \$TMPDIR: temporary, user specific, local
 - \$DRES: permanent, shared (among platforms and projects)
 - Backup policies
 - Environment variables
 - No valid Data Center license found
 - Summary
 - What to use when...
- Monitoring the occupancy
 - No valid Data Center license found
 - No valid Data Center license found
 - No valid Data Center license found
 - No valid Data Center license found.
- File permissions
- · Pointing \$WORK to a different project: the chprj command
- Endianness
- · Managing your data

Example

Data Storage architecture

All HPC systems share the same logical disk structure and file systems definition.

The available storage areas can be

- temporary (data are cancelled after a given period);
- permanent (data are never cancelled or cancelled only a few months after the "end" of the project);

they can also be

- user specific (each username has a different data area);
- project specific (accessible by all users within the same project).

Finally, the storage areas can be:

- Local (specific for each system);
- Shared (the same area can be accessed by all HPC systems)

The available data areas are defined through predefined "environment variables": \$HOME, \$CINECA_SCRATCH, \$WORK.

Important: It is the user's responsibility to backup your important data. We only guarantee a daily backup of data in the \$HOME area.

Step 3: Managing Resources

- Once logged in, check your current project and resource allocation by running the command:
- module load cineca-tools
- saldo -b
- This will show your project balance, CPU hours used, and other resource information.
- Make sure to manage your usage to avoid overconsumption of allocated resources.

SLURM Scheduler on HPC Systems

- Simple Linux Utility for Resource Management
- Ensures fair resource access in shared HPC environments by managing job scheduling.
- Interactive Mode: Used for data movement, code development, compilations, and brief test runs.
- Limits: **Max 10 minutes of CPU time**; **free of charge** under the current billing policy.

SLURM Scheduler on HPC Systems

Batch Mode:

- For long production runs.
- It requires a shell script specifying operations, executed once resources are allocated.
- Store all data in **\$WORK** or **\$CINECA_SCRATCH** for compute node access.

Step 4: Submitting Jobs

```
#!/bin/bash
#SBATCH --job-name= example job # Job name
#SBATCH --output=output.log # Output log file
#SBATCH --error=error.log # Error log file
#SBATCH --time=24:00:00
                                # Time limit (24 hours)
#SBATCH --partition=boost usr prod
                                     # Use one of the available partitions
#SBATCH --gres=gpu:2
                               # Request two GPU
#SBATCH --ntasks=1
                              # Number of tasks
#SBATCH --cpus-per-task=16
                                 # CPU cores per task
```

Step 4: Submitting Jobs

Jobs are submitted to the HPC queue using SLURM. A sample job script is shown below:

```
#SBATCH --mem=100GB
                         # Memory per node
#SBATCH --nodes=1
#SBATCH --account=iscrc weee-ai # Request 2 nodes
#module load python/3.11.10
#module load cuda/12.4
# Activate your virtual environment
source /leonardo/home/userexternal/mmohsin0/virtualenvironment/bin/activate
srun ./your application #python3 test.py
Submit the job using: sbatch job script.sh
```

Submit the job using. **spatch job_script.sn**

Check the status of current jobs using: squeue -u yourusername

Step 5: Monitoring and Managing Jobs

- Use the following commands to manage your jobs:
- squeue: to check running and queued jobs
- scancel: to cancel a job
- sacct: to view job accounting information
- You can also monitor CPU and memory usage to optimize job performance and resource utilization.

Thank you

Any Question?