Cheatsheet

1. Accessing the GPU Clusters

Step 1: Connect via University VPN

To access internal compute resources, VPN access is mandatory.

- Visit math.iisc.ac.in/sshinfo.html for detailed VPN setup instructions.
- Supported via OpenVPN / Cisco AnyConnect.
- Use your temporary team credentials to log in.
- Ensure VPN is active before proceeding to SSH.

Step 2: SSH into the Cluster

SSH (Secure Shell) is used to remotely access the terminal of the GPU nodes.

Basic SSH command:

ssh username@hostname

Example (within VPN):

ssh team01@1.2.3.4

- Replace teamon with your assigned username, and 1.2.3.4 with the actual cluster's IP.
- You'll be prompted for your password.

Tips:

- If it's your first time connecting, type yes when asked to confirm the fingerprint.
- Use screen or tmux to prevent session loss during training.
- Do **not run jobs directly on the login node** use SLURM to schedule jobs (explained in next slide).

2. Getting the Dataset

Option 1: Copy From Shared Directory (once you're on the cluster)

Each team has read-access to the shared dataset.

Command to copy dataset to your account:

cp -r /share/datasets/vehicle-detection ~/my-dataset

-r stands for recursive, needed for folders.

Option 2: Download from Online Links

If you prefer working on your local machine or online notebooks, download the dataset using:

- Google Drive
- Microsoft OneDrive

These contain the same dataset as on the cluster.

OS-Specific Access Help

Linux / macOS

Open your Terminal and use:

ssh username@compute-node.math.iisc.ac.in

Use scp to copy files to/from your local machine:

scp username@compute-node.math.iisc.ac.in:~/my-dataset.zip .

Windows

Windows Terminal + WSL - recommended for full Linux-like experience

Linux Commands You Might Use

Command	Description
Is	List files in directory
cd folder_name	Change directory
mkdir new_folder	Make new folder
cp source dest	Copy file/folder
mv old new	Rename/move
rm file.txt	Delete a file
rm -r folder	Delete folder and its contents

3. Syncing Your Codebase

For Collaboration (Team of 4)

Each team has a private Git repo under our organization.

- Use Git to sync code between team members.
- We will look for:
 - Training & inference scripts
 - Code quality and structure
 - Version control & commit history
- We require you to provide a git commit hash when submitting your valset

Recommended Workflow:

```
git clone https://github.com/our-org/team01-vehicle-detection.git
git pull # to fetch latest
git push # to upload your changes
```

For Using the Cluster (Transfer to/from local)

Use scp to copy files (e.g., trained weights, data snippets, env files) between local and cluster.

Copy from local to cluster:

```
scp -r ./myfolder username@compute-node:~
```

Copy from cluster to local:

```
scp -r username@compute-node:~/outputs ./outputs
```

Use -r for folders, and make sure you're connected to the VPN!

Pro Tips

- Keep **your codebase clean** modular functions, proper file structure.
- Push regularly don't keep everything local!
- Avoid large binary files (like pt models) in Git use scp for those.

4. Online Notebooks (Colab, Kaggle)

Why Start Here?

Before jumping to cluster compute, **begin your development in a flexible, beginner-friendly environment**:

- Easier for debugging and experimenting
- · No job scheduling or SSH hassle
- · Pre-installed packages, GPU available
- · Great for:
 - Dataset exploration & cleaning
 - Preprocessing & augmentations
 - Prototyping training pipelines
 - Training lightweight models

Recommended Platforms

Google Colab

• Free GPU (T4/P100)

- · Integrates easily with Google Drive
- · Mount your Git repo or upload datasets

Kaggle Notebooks

- 30h GPU quota/week (Tesla T4)
- · Direct access to popular datasets
- · Better for reproducibility & sharing

Suggested Workflow

1. Clone your **team repo** in the notebook:

!git clone https://github.com/our-org/team01-vehicle-detection.git

- 2. Work on preprocessing / smaller model training.
- 3. Once confident, move pipeline to the cluster using scp.

Avoid wasting SLURM hours on early trial-and-error stages.

5. Setting Up Your Python Environment

Why You Need This

Clusters don't come with Python environments pre-installed.

To manage dependencies cleanly and avoid version conflicts, we recommend using:

Miniconda

- · Lightweight Python environment manager
- Ideal for isolated project setups
- Easy to use even for beginners

Installing Miniconda (one-time setup)

Step 1: Download Miniconda on the cluster

wget https://repo.anaconda.com/miniconda/Miniconda3-latest-Linux-x86_64.sh

Step 2: Run the installer

bash Miniconda3-latest-Linux-x86_64.sh

Follow the prompts — choose default options.

Step 3: Activate Conda

source ~/miniconda3/bin/activate

Creating and Using an Environment

Create your project environment:

conda create -n vehicle-env python=3.10

Activate it:

conda activate model-env

Install dependencies:

pip install -r requirements.txt
or use conda install if preferred

Pro Tips

· Save your packages with:

pip freeze > requirements.txt

- Conda environments are **persistent**, even after logout
- Avoid installing system-wide Python packages always use your environment

6. Running Jobs on the Cluster (SLURM)

SLURM = Job Scheduler

Our GPU cluster uses $\mbox{\bf SLURM}$ to manage access to limited compute resources.

Resource & Scheduling Rules

- 1 job at a time per team No parallel jobs allowed
- 20 teams sharing 14 NVIDIA A6000 GPUs (48GB VRAM each)
- Each team gets (once they move from being queued to execution):
 - o 6 CPU cores
 - 48GB RAM
 - o 1 GPU card
- Max runtime per job: 4 hours
 - Jobs auto-requeued if incomplete
 - Use checkpointing to save progress
- Storage limit: 200GB

- Datasets take ~30-40GB
- Avoid large log files or unnecessary model dumps

Sample SLURM Job Script: run_job.sh

```
#!/bin/bash
#SBATCH --job-name=vehicle_train
#SBATCH --gres=gpu:1
#SBATCH --cpus-per-task=6
#SBATCH --mem=48G
#SBATCH --time=04:00:00
#SBATCH --output=logs/%x-%j.out

source ~/miniconda3/bin/activate vehicle-env
python train.py --config config.yaml
```

Submit the job:

```
sbatch run_job.sh
```

Check job status:

```
squeue -u your_username
```

Best Practices

- Use logs/ folder to store SLURM output
- · Save checkpoints every 30 mins
- Test scripts with **small epochs** on Colab/Kaggle before full runs
- · Clean up unused models or temp files regularly
- · Compress logs or old results if hitting storage limit

7. What is Checkpointing?

Checkpointing = Saving your model's progress during training.

Why It Matters

- SLURM jobs auto-terminate after 4 hours and will be requeued (i.e. will re-run the job)
- · Without checkpoints, you'll lose all training progress

How It Works

• Save model weights periodically:

torch.save(model.state_dict(), "checkpoint_epoch10.pt")

• On restart, resume training:

model.load_state_dict(torch.load("checkpoint_epoch10.pt"))

Most training frameworks (PyTorch, TensorFlow, Keras) support it natively.

Pro Tip:

Save a checkpoint every N epochs or M minutes

→ Helps you recover from interruptions or crashes

7. Docker Submissions - How We Evaluate Your Model

Why Docker?

- Ensures consistency: same environment across all teams
- Guarantees reproducibility: same code, same output
- · Allows automated, isolated evaluation at scale

Your model will be tested inside your Docker image, on our test set, without manual intervention.

Submission Requirements

You'll submit:

docker_username/image_name:tag

Your Docker image must be public on Docker Hub

It must:

- Accept these CLI arguments:
 - --input_dir /path/to/testset --output_dir /path/to/results
- Write predictions to the output_dir
- · Exit cleanly (no crashes, no unhandled exceptions)

Important Constraints

- Image size must be < 50 GB
 - No training datasets or unnecessary files inside
- No interactive scripts (e.g., input() calls, notebooks)

• Include only what's needed for inference

How We'll Run It:

We'll do something like:

```
docker run \
-v /testdata:/input_dir \
-v /results:/output_dir \
docker_username/image_name:tag \
--input_dir /input_dir --output_dir /output_dir
```

If your container crashes \rightarrow Submission is invalid