

# Forest Model Active Learning Instructions

## Step 1:

**Code Download:** git clone [https://github.com/saugatadhikari/forest\\_model\\_AL.git](https://github.com/saugatadhikari/forest_model_AL.git) and put it in your desired folder in UAB's Cheaha server.

## Step 2:

### Dataset Download:

1. Download the 2 zip files from the links below, extract them in the path below:  
/forest\_model\_AL/public/scripts/data\_al/repo
  - a. <https://drive.google.com/file/d/1K2CvEzfFoScoX1GPEJViCx--1MqQLrS/view?usp=sharing>
  - b. <https://drive.google.com/file/d/1tKCRrIB87D1LhdQvBGfIVm9Tk0MPTsuF/view?usp=sharing>
2. Download the zip file from the link below and extract it in the path below:  
/forest\_model\_AL/public/scripts:  
[https://drive.google.com/file/d/1NRuM28U9ve5vathoLCr6zrngeA\\_mfKhU/view?usp=sharing](https://drive.google.com/file/d/1NRuM28U9ve5vathoLCr6zrngeA_mfKhU/view?usp=sharing)
3. Download the zip file from the link below and put them in a folder that's convenient to you. You will need to upload the files present in this folder later to the frontend:  
<https://drive.google.com/file/d/1rDTTfttb0SyBBVTotJ-HFG9wcAbattSg/view?usp=sharing>

## Step 3:

### Environment Setup:

1. GPU env setup in Cheaha (one time thing)
  - a. cd to /forest\_model\_AL/
  - b. open environment.yml file, replace 'BlazerId' with your BlazerId, and save the file
  - c. Run this command to install a new virtual env with all the requirements
    - conda env install -f environment.yml
  - d. Activate the installed environment using and make sure the environment is activated:
    - conda activate al\_env
2. Downloading Node packages to run npm run dev: Check!!!

## Step 4:

### Machine Allocation on Cheaha:

1. **Amperenodes:**

```
srun --ntasks=1 --cpus-per-task=1 --mem-per-cpu=32000 --time=12:00:00 --  
partition=amperenodes --job-name=JOB_NAME --gres=gpu:1 --pty  
/bin/bash
```

## 2. Pascalnodes:

```
srun --ntasks=1 --cpus-per-task=1 --mem-per-cpu=32000 --time=12:00:00 --  
partition=pascalnodes --job-name=JOB_NAME --gres=gpu:1 --pty /bin/bash
```

Try to use Amperenodes as first priority since it is faster than Pascalnodes. After the machine is allocated, you will see something like this in your terminal: **blazerid@c0xxx**. Please note down **c0xxx**, this is your machine id which will be used in Step 5 below.

## Step 5:

# ssh into the allocated machine

**Important: Please follow the instructions below in the exact order (otherwise it might not work):**

### Terminal 1:

1. Login to cheaha: ssh [BlazerId@cheaha.rc.uab.edu](mailto:BlazerId@cheaha.rc.uab.edu)
2. ssh into allocated machine: ssh c0xxx (this is the id of machine allocated at Step 4)
3. module load Anaconda3
4. conda activate al\_env
5. cd into forest\_model\_AL/public/scripts/data\_al and run **python data\_maker\_al.py**
6. cd into forest\_model\_AL/public/scripts/
7. Run flask app: flask --debug run --host=0.0.0.0 --port=5005

### Terminal 2:

1. Login to cheaha: ssh [BlazerId@cheaha.rc.uab.edu](mailto:BlazerId@cheaha.rc.uab.edu)
2. ssh into allocated machine: ssh c0xxx (this is the id of machine allocated at Step 4)
3. cd into forest\_model\_AL/src/client/
4. Run frontend app:
  - a. export LD\_LIBRARY\_PATH=""
  - b. npm run dev

### Terminal 3:

ssh -L 5005:c0xxx:5005 [BlazerId@cheaha.rc.uab.edu](mailto:BlazerId@cheaha.rc.uab.edu) from local machine's terminal

### Terminal 4:

ssh -L 8082:c0xxx:8082 [BlazerId@cheaha.rc.uab.edu](mailto:BlazerId@cheaha.rc.uab.edu) from local machine's terminal

## Step 6:

- Run localhost:8082 in the browser (Google Chrome preferred)
- Upload elevation png and RGB png for respective test regions and submit

### Known issue:

Frontend, sometimes, cannot call backend 127.0.0.1:5005 for some reason. If that happens:

1. go to Terminal 3 and type "exit" and Enter
2. go to Terminal 1 and hit Ctrl + C
3. run this command again on Terminal 1: flask --debug run --host=0.0.0.0 --port=5005
4. go to Terminal 3 and run this command: ssh -L 5005:c0xxx:5005 [BlazerId@cheaha.rc.uab.edu](mailto:BlazerId@cheaha.rc.uab.edu)
5. Try to run the application on frontend and see if it hits the backend this time