Forest Model Active Learning Instructions

Step 1: Code Download

git clone https://github.com/saugatadhikari/forest model AL.git and put it in your desired folder in UAB's Cheaha server.

Step 2: Dataset Download

- Download the 2 zip files from the links below, extract them in the path below: /forest_model_AL/backend_code/data_al/repo
 - a. https://drive.google.com/file/d/1K2CvEzfFoScoX1GPEJVitCx-1MgQLrS/view?usp=sharing
 - **b.** https://drive.google.com/file/d/1tKCRrIB87D1LhdQvBGflVm9Tk0MPTsuF/view?u sp=sharing
- Download the zip file from the link below and extract it in the path below:
 /forest_model_AL/:
 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 in your local computer. 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

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
- 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/backend_code/data_al and run python data_maker_al.py. Note: This step is only a one time thing!
- 6. cd into forest model AL/backend code/
- 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
- 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 from local machine's terminal

Terminal 4:

ssh -L 8082:c0xxx:8082 BlazerId@cheaha.rc.uab.edu from local machine's terminal

Step 6: Running the application from local computer

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

What to Submit?

- A zip file with individual folders for all the test regions. Individual folders should be named Region_X_TEST (X is the region id). These folders each should contain 2 files below:
 - Final PNG File of the forest map that you downloaded from the frontend for this test region
 - Latest model checkpoint saved in /forest_model_AL/backend_code/saved_models_forest/Region_X_TEST/.

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

 <u>BlazerId@cheaha.rc.uab.edu</u>
- 5. Try to run the application on frontend and see if it hits the backend this time