Technical Overview

Neronet

Toolbox for managing the training neural networks

CSE-C2610 Software Project Aalto University

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Components

Remarks







Neronet is a framework designed to facilitate the specification, submission, monitoring, control, analysis and management of many different computational experiments. The Neronet family consists of three members:

- 1. Neroman a user run tool that acts as the Neronet frontend and user interface to provide access to Neronet's features and functionality. It is the researchers workhorse.
- Neromum a Nerokid manager daemon that helps the family stay organized while the kids are playing in distant clusters, possibly in collaboration with a Warden that is predesignated to supervise and control the playing grounds.
- 3. Nerokid a tiny creature that looks after your computational toy and reports to mum in case it breaks

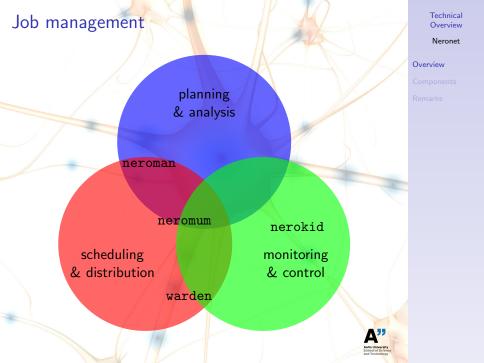
In more technical terms:

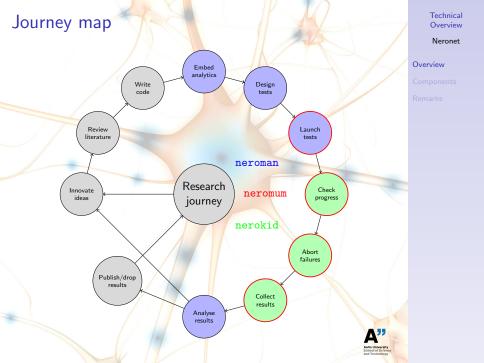
- Nerokid is a program designed to be launched by a job scheduler or Neromum directly in a cluster node to monitor, analyse and control a single experiment job and its environment in tandem with a Neromum
- Neromum is a job scheduler, manager and communications agent designed to work by herself or with a standard cluster job scheduler such as SLURM, OGE or Jobman (a Warden)
- Neroman is a tool that acts as the Neronet frontend and user interface to provide Neronet's functionality by dispatching Neromums in specified clusters or nodes with a bunch of jobs to do. The Neromums in turn dispatch the jobs to the Nerokids and then continue as communication intermediaries.

The following three slides provide a good introduction:

- Job management the associated problem domain spheres and how the system components are related to them
- Journey map the journey or work flow of a typical system user (a computational researcher) and the steps in which the Neronet tools are designed to be used
- 3. Basic use case A sample basic system use case description







- ▶ User: A computational researcher
- ► Goal: To test how well a new design works with several different configuration options and parameter values
- Preconditions: SLURM cluster and Neronet setup, code and analytics developed and test inputs setup in Neronet compatible manner
- Basic flow:
 - Specify a batch of Nerokids in the config YAML with parameters, inputs and other configurations
 - Dispatch the jobs to the SLURM setup with autogenerated sbatch scripts and arguments: neroman --submit triton 124-186
 - 3. Receive and check progress notifications from email
 - Monitor the experiment to see near realtime updates of analytics variable updates: neroman --submit triton 124-186
 - 5. Receive final results data and updates. To a log data file.
 - 6. Analyse, reiterate and/or publish results
- Post conditions: Computational experiments have been conducted in a very straightforward, effective and researcher friendly fashion





- All Nero components are lightweight Python programs run with just the researcher's privileges on any modern
 *nix
- SSH is used for communication between Neroman and Neromums (user's existing ssh keys, ssh configs and privileges are used)
- Sockets are used between Neromums and Nerokids
- Neromum communicates with any Wardens using their CLIs and/or APIs
- ► The system is ment to be easy to setup, lightweight and the usability good for several types of uses.



Communication

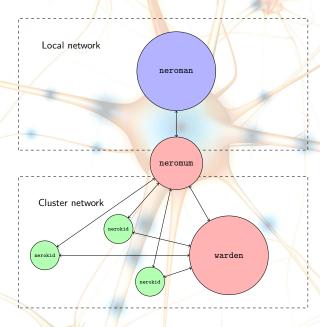
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- ► A daemon administered and configured by the researcher herself
- Should be run on a system with two way SSH access to the cluster gateway or nodes where the Neromums are deployed
- Key functionality
 - Facilitate and standardize experiment specification
 - Batch submit experiment jobs to Neromums
 - Send email notifications with progress data
 - ► Facilitate monitoring and control of running jobs
 - Autocollect key job results into a researcher specifiable format (f. ex. Excel)
 - ► Facilitate experiment analysis and history management
 - ► Lightweight and extendable with custom functionality
 - Configurable via YAML files



- ► A daemon started and administered by a Neroman.
- Should be run on a system with two way SSH access to the Neroman and socket access to the nodes where Nerokids are deployed
- Collaborates with standard Wardens.¹
- Key functionality
 - Receive and execute commands from Neroman
 - Communicate with any Wardens by autogenerating job scripts (eg. sbatch) and their CLIs and/or APIs.
 - ► Collect information from Nerokids, process and cache them, send them to Neroman on request
 - ► Transmit commands from Neroman to the Nerokids

¹SLURM is currently used by Triton and CSC. OGE is still used A worldwide. Johnan could be setup for the CS gpu cluster.

- A daemon started and administered by a Neromum directly or through a Warden on any modern *nix system (typically a cluster node) to start and monitor computational jobs
- Key functionality
 - Send information to Neroman via Neromum as configured
 - computing environment information
 - experiment job progress information read either through an API or by parsing output logs and data files (eg. CSV, JSON)
 - Interact with the Warden as specified (eg. autotermination based on poor experiment progress)
 - Lightweight and extendable with custom functionality
 - Configurable via YAML files and perhaps a Python API





- A server (Neroman) per user approach is chosen because
 - easy minimalist setup (easy to try)
 - no need for special privileges
 - fully customizable by the user herself
 - low resources overhead per setup
 - total number of users relatively low as well
- SSH is used because
 - it is an existing standard among target system environments
 - user's existing SSH keys and configs provide an easy and effective way to provide secure networking
 - no need for network, port routing or privileges adjustments



Python 3 is used because

- it is already available in most modern *nix systems
- ▶ it has good support for the known software requirements
- it is already popular among computational researchers
- many related research libraries use it (Scipy, Numpy, Theano, Lasange, Pylearn, Blocks)
- Sockets are used because
 - they provide fast and efficient realtime communication in tightly connected networks
 - they are lightweight for the cluster filesystem