

- generate ssh keys on the the server **login node**

```
bash
1 | ssh gtusername@login-ice-1.pace.gatech.edu
2 | mkdir ~/.ssh
3 | ssh-keygen -t ssh-ed25519
4 |
5 | # specify filename to directory: /path/to/ice/home/username/.ssh/id_ice_key
6 |
7 | cat ~/.ssh/id_ice_key.pub >> ~/.ssh/authorized_keys
8 | chmod 644 ~/.ssh/authorized_keys
```

- add the following to ~/.ssh/config

```
Host atl* login*
  PubkeyAuthentication yes
  GSSAPIAuthentication no
  IdentityFile ~/.ssh/id_ice_key
```

```
chmod 644 ~/.ssh/config
```

- copy ~/.ssh/id\_ice\_key from the server, to your **local machine** ssh director, e.g., on windows: /c/Users/localusername/.ssh/
- add the following to ~/.ssh/config on your local machine

```
AddKeysToAgent yes
User gtusername

Host ice
  HostName login-ice-1.pace.gatech.edu
  User gtusername
  GSSAPIAuthentication yes
  GSSAPIDelegateCredentials yes
  PubkeyAuthentication no
  ServerAliveInterval 240

Host atl*
  User gtusername
  ProxyJump ice
  PubkeyAuthentication yes
  IdentityFile ~/.ssh/id_ice_key
  ForwardX11Trusted yes
  StrictHostKeyChecking no
  UserKnownHostsFile /dev/null
```

- back on the **server login node**
- allocate a job

```
salloc --gres=gpu:H100:1 --ntasks-per-node=1 --time=1:00:00
```

- get the **compute node** hostname

```
echo $SLURM_NODELIST
```

- e.g, output:

```
atl1-1-03-010-20-0
```

- test that you can ssh into the compute node through ssh. should automatically ask password with gtusername login

```
ssh atl1-1-03-010-20-0
```

- this should load into the compute node directory
- on VSCode you can now directly ssh into the computer node and setup debugging with compute node resources

