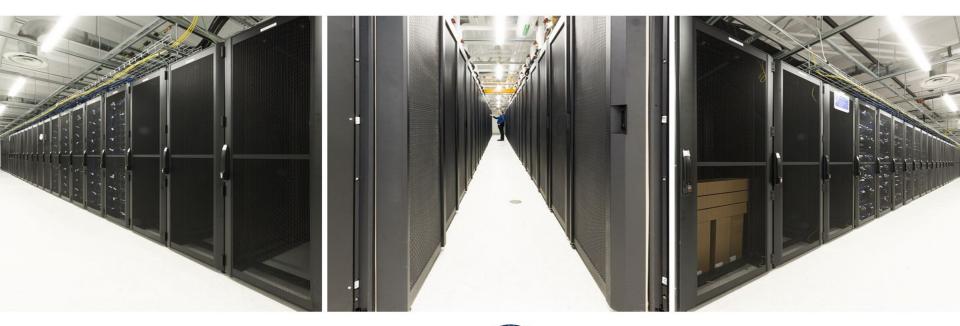
New User Seminar







SHARCNET

- Where to look for information and get help
- Essentials
 - What are available
 - How to connect to graham
 - How to manage disk storage
 - How to run your programs jobs
- Common mistakes to avoid
- Q & A

What is SHARCNET?



A consortium of 19 Ontario institutions providing advanced computing resources and support...





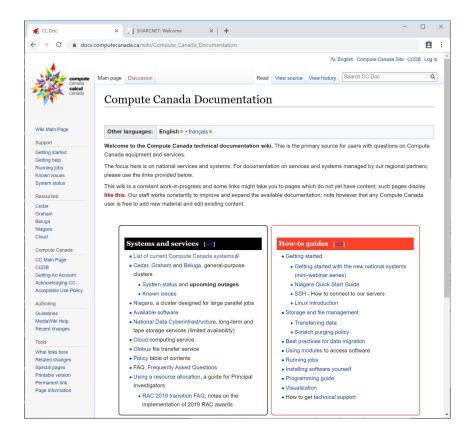


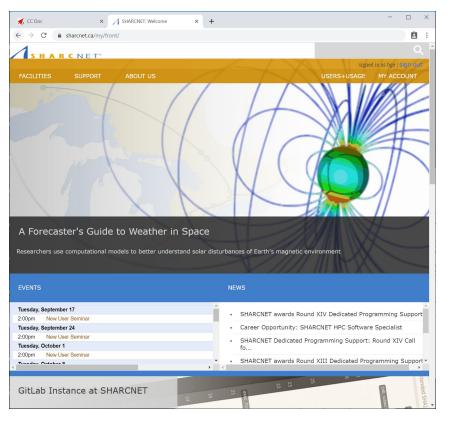


- SHARCNET
- Where to look for information and get help
- Essentials
 - What are available
 - How to connect to graham
 - How to transfer files
 - How to compile programs
 - How to submit jobs
 - Manage files
- Do's and don't do's
- Q & A

Where to look for information







Getting Help:



SHARCNET web siteL https://www.sharcnet.ca/

Documentation and training materials:

- Help pages, tutorials: Support > Wiki
- SHARCNET's youtube channel: youtube.sharcnet.ca

Ticketing system

Send an email to help@sharcnet.ca

Getting Help: Compute Canada site



Compute Canada web site (docs.computecanada.ca)

- How-to guides
- Systems and services
- Discipline guides
- Regional partners
- Compute Canada's problem tracking system
 - Email to support@computecanada.ca
 - Email to help@sharcnet.ca



- SHARCNET
- Where to look for information and get help

Essentials

- What are available
- How to connect to graham
- How to manage disk storage
- How to run your programs jobs
- Common mistakes to avoid
- Q & A

Essentials: Computing Environment



- Systems
 - Clusters, Cloud facilities
- Operating Systems
 - Linux (64-bit CentOS)
- Languages
 - C/C++, Fortran, Matlab/Octave, Python, R, Java, etc.
- Key Parallel Development Support
 - MPI, pthreads, OpenMP, CUDA, OpenACC, OpenCL
- Software Modules
 - select pre-built and configured software, as well as versions, with the module command
- Batch Scheduling
 - SLURM scheduler

Essentials: Graham cluster



- Number of CPU cores: 33,448
- Number of nodes: 1043
- 32 cpu cores per node
- Between 128 and 3072 GB of RAM per node
- Number of NVIDIA P100 GPUs: 320
- Networking: EDR (cpu nodes) and FDR (GPU and cloud nodes)
 InfiniBand

Essentials: Access to SHARCNET

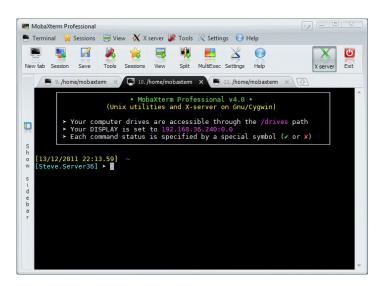


Connecting to clusters

- All systems are only accessible via secure shell (ssh), using your Compute Canada credentials
 \$ ssh <u>user@graham.computecanada.ca</u>
- We recommend authenticating using an ssh key agent. See the SSH page in our help wiki for details

Connection and file transfer programs

- Unix / Mac
 - scp or sftp, rsync
- Windows
 - MobaXterm
 - Cygwin (a full Unix-like suite)
 - Windows Subsystem for Linux
- Any OS (from a browser)
 - Globus



Essentials: File systems



File system	Quotas	Backed up?	Purged?	Available by Default?	Mounted on Compute Nodes?
Home Space /home	50 GB and 0.5M files per user	Yes	No	Yes	Yes
Scratch Space /scratch	20 TB and 1M files per user, can request increase to 100 TB	No	Yes, all files older than 60 days	Yes	Yes
Project Space /project	1 TB and 0.5M files per group, can request increase to 10 TB	Yes	No	Yes	Yes
Nearline Space	5 TB per group	No	No	Yes	No

 Run quota command on Graham/Cedar to find out if you are approaching or over the disk quota.

Essentials: Running programs with SLURM



Jobs are submitted using the sbatch command with a script, e.g. run_job.sh, containing

```
#!/bin/bash
#SBATCH --time=0-00:05
                                  # Run time limit (DD-HH:MM)
#SBATCH --account=def-user
#SBATCH --ntasks=32
                                  # Number of MPI processes, default 1
                                  # Normally defined for threaded jobs
#SBATCH --cpus-per-task=32
#SBATCH --gres=gpu:2
                                  # request GPU "generic resource", 4 on Cedar, 2 on Graham
#SBATCH --mem=1024M
                                 # memory; default unit is megabytes
#SBATCH --mem-per-cpu=1024M
#SBATCH --job-name=hello
                                  # Optional, for user's reference
                                  # You give any name
#SBATCH --output=%x-%J.log
                                  # Replace with mpiexec ./myprog or srun ./myprog for MPI jobs
./myprog
```

- squeue: to list the status of submitted jobs.
- sacct: to show details of recent jobs.
- scancel: to kill jobs.

Why is my job not starting?



- There may be multiple reasons
- Graham/Cedar are very busy clusters, with ~15% of the cycles available to non-RAC jobs. *Tip: consider applying for RAC*.
- Requesting much more resources (runtime, CPU cores, memory) than
 what is actually needed will result in a longer queue wait time, for no
 good reason. Tip: request only what the job needs, with a bit of leeway.
- If your job uses multiples of 32 cpu cores, sometimes the queue wait time can be much shorter if you do a by-node reservation, instead of the default by-core one. *Tip: use --nodes=N and --ntasks-per-node=32 sbatch arguments to request the by-node reservation*.



- SHARCNET
- Where to look for information and get help
- Essentials
 - What are available
 - How to connect to graham
 - How to manage disk storage
 - How to run your programs jobs
- Common mistakes to avoid
- Q & A

Common mistakes to avoid



- Do not run significant programs on login nodes, nor run programs directly on compute nodes.
- Do not specify a maximum job run time blindly (say, 7 days), or more memory than required for your program
 - pick an appropriate value, eg. 130% of the measured/expected run time or memory per processor
- Do not create millions of tiny files, or large amounts (> GB) of uncompressed (eg. ASCII) output
 - aggregate files with tar, use binary or compressed file formats

Common mistakes to avoid



- Do not run "watch squeue". If it is required please add a delay of at least 60 seconds between updates, with "watch -n 60 squeue".
- Do not submit more than 1 job per second to the scheduler. Add a delay of at least 1 second between each job submission.
- Do not submit very short jobs (less than 10 minutes). In this case combine tasks into longer jobs.
- If you have many jobs to submit, consider using alternatives
 - Check "Serial farming on Graham" webinar on youtube.sharcnet.ca