#### Informative session and best practices



DIPC 2019/03/13

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#### **Materials**

http://dipc.ehu.es/cc/computing\_resources

### Outline

- Storage solutions.
- Good practices regarding the use of the storage solutions.

- Data transfers and connecting to the HPC systems.
- Fine-tuning your job specification.
- What is coming next?
- Getting help.

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- Full and incremental backups on tape. You can recover your home directory's state if is no more than 2 months old.

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- But turns out the problem is software related.

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- Support provider is taking care of the system right now.

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- It is meant to be used as the work space for jobs.

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- You should use it only to submit jobs and redirect all your I/O.
- Once the jobs is finished, you should clear the /scratch.

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When the occupancy goes above 80% the BeeGFS filesystem shows a performance degradation that affects all users.
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- The performance of the /scratch filesystem has been deeply degraded 3 times over the lifetime of Atlas: Apr. 2018, Nov. 2018, and Feb. 2019. The three events were related to the fact that some researchers had tens and hundreds of thousands of files under their directories.
- Avoid storing more than a few thousand of files (<3000) per directory.

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- However the capacity of the /scratch remains constant.

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- Periodical deletion of files older than X days. (Not considering this right now)
- Update the permanent storage solution.
- However, if the permanent storage is not enough to hold your data, then you should move it to your local machine or any local device.



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• There are no restrictions on Ponto in this regard.

# Scratch filesystems: What if I need to temporarily keep many files?

- Distribute your files accross multiple directories.
- Archive your files using tools like tar.

Archive a bunch of files:

tar -cvf archive.tar file1 file2 [..] fileN

Unarchive an archive file:

tar -xvf archive.tar

#### Data transfer



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- How much cputime?
- How many nodes/cores?

There is not one clear answer to that questions.

If you do not know the amount of resources in terms of memory or time your jobs are going to need, you should overestimate this values in the first runs and tweak those values up as you learn how jobs behave

# Fine-tuning job specifications: learning how jobs behave

Once a jobs finishes we can query the system to get information about the resources the job consumed.

• tracejob

Usage:

tracejob -n X <job\_id>

• DCRAB

http://dipc.ehu.es/cc/computing\_resources/apps/dcrab.html

### Fine-tuning job specifications: Number of cores



60/91

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63/91

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- Accessible from all the HPC systems and desktop computers.
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- Fully backed up.
- Fast connection: 40 Gbps Ethernet.

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- New 200 TB /scratch filesystem shared between old and new nodes.
# What you can expect in the near future: ATLAS-EDR

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- 20 of them featuring 2 x GPGPUs (Tesla P40).
- Independent login nodes for login and compilation.
- New software servers.
- New 200 TB /scratch filesystem shared between old and new nodes.
- New nodes will also be able to access the old 88 TB /scratch solution.

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- It is not prepared to manage accelerators such as GPGPUs.
- SLURM has great community and support from developers.
- Becoming more and more a standard in the HPC industry.
- First and exclusively on Atlas-EDR.
- We will gradually add nodes from Atlas-FDR (A.K.A Atlas).

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- This FairShare factor halves every X days, so if a user stops using the system their future jobs will have more priority than the ones sent in the present.

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- So people do not monopolize the resources.

#### What is 'backfilling'?

## Where you can help and assistance?

You can find the contact information of the DIPC-CC staff here:

http://dipc.ehu.es/cc/computing\_resources/general/staff.html

You can find information relative to the use of the HPC Systems here:

http://dipc.ehu.es/cc/computing\_resources

You can reach us by:

- Email (preferred)
- Phone
- In person at our offices located in Building 3

#### Thank you!