

Table of Contents

Information about the batch system (SLURM)	2
Overview	2
Available Partitions	2
Remark about environment	2
An introductory example	3
From a shell on a node	3
Running directly from the front ends	3
Batch script	4
Heterogeneous jobs	4
Heterogeneous jobs with MPI communication across modules	5
Information on past jobs and accounting	6
FAQ	7
Is there a cheat sheet for all main Slurm commands?	7
Why's my job not running?	7
How can I check which jobs are running in the machine?	7
How do I do chain jobs with dependencies?	7
How can check the status of partitions and nodes?	7
Can I join stderr and stdout like it was done with -joe in Torque?	8
What is the default binding/pinning behaviour on DEEP?	8
How do I use SMT on the DEEP CPUs?	9

Information about the batch system (SLURM)

Please confer `/etc/slurm/README`.

The documentation of Slurm can be found [?here](#).

Overview

Slurm offers interactive and batch jobs (scripts submitted into the system). The relevant commands are `srun` and `sbatch`. The `srun` command can be used to spawn processes (**please do not use `mpiexec`**), both from the frontend and from within a batch script. You can also get a shell on a node to work locally there (e.g. to compile your application natively for a special platform).

Available Partitions

Please note that there is no default partition configured. In order to run a job, you have to specify one of the following partitions, using the `--partition=...` switch:

Name	Description
dp-cn	dp-cn[01-50], DEEP-EST Cluster nodes (Xeon Skylake)
dp-dam	dp-dam[01-16], DEEP-EST Dam nodes (Xeon Cascadelake + 1 V100 + 1 Stratix 10)
dp-dam-ext	dp-dam[09-16], DEEP-EST Dam nodes connected with Extoll Tourmalet
dp-esb	dp-esb[01-25], DEEP-EST Esb nodes (Xeon Cascadelake + 1 V100)
dp-sdv-esb	dp-sdv-esb[01-02], DEEP-EST ESB Test nodes (Xeon Cascadelake + 1 V100)
ml-gpu	ml-gpu[01-03], GPU test nodes for ML applications (up to 4 V100 cards)
sdv	deeper-sdv[01-16], cluster test nodes with Xeon Haswell CPU
extoll	deeper-sdv[01-16] (these nodes use an Extoll Tourmalet fabric)
knl	knl[01,04-06], KNL nodes
knl256	knl[01,05], KNL nodes with 64 cores
knl272	knl[04,06], KNL nodes with 68 cores
snc4	knl[05], KNL node in snc4 memory mode
psgw-cluster	gateway test node
psgw-booster	gateway test node
debug	all compute nodes (no gateways)

Anytime, you can list the state of the partitions with the `sinfo` command. The properties of a partition can be seen using

```
scontrol show partition <partition>
```

Remark about environment

By default, Slurm passes the environment from your job submission session directly to the execution environment. Please be aware of this when running jobs with `srun` or when submitting scripts with `sbatch`. This behavior can be controlled via the `--export` option. Please refer to the [?Slurm documentation](#) to get more information about this.

In particular, when submitting job scripts, it is recommended to load the necessary modules within the script and submit the script from a clean environment.

An introductory example

Suppose you have an mpi executable named `hello_mpi`. There are three ways to start the binary.

From a shell on a node

First, start a shell on a node. You would like to run your mpi task on 4 machines with 2 tasks per machine:

```
[kreutz1@deepv /p/project/cdeep/kreutz1/Temp]$ srun -A deep -p dp-cn -N 4 -n 8 -t 00:30:00 --pty /bin/bash -i
[kreutz1@dp-cn01 /p/project/cdeep/kreutz1/Temp]$
```

The environment is transported to the remote shell, no `.profile`, `.bashrc`, ... are sourced (especially not the modules default from `/etc/profile.d/modules.sh`). As of March 2020, an account has to be specified using the `--account` (short `-A`) option, which is "deep" for the project members. For people not included in the DEEP-EST project, please use the "Budget" name you received along with your account creation.

Once you get to the compute node, start your application using `srun`. Note that the number of tasks used is the same as specified in the initial `srun` command above (4 nodes with two tasks each):

```
[kreutz1@deepv Temp]$ srun -A deep -p dp-cn -N 4 -n 8 -t 00:30:00 --pty /bin/bash -i
[kreutz1@dp-cn01 Temp]$ srun ./MPI_HelloWorld
Hello World from rank 3 of 8 on dp-cn02
Hello World from rank 7 of 8 on dp-cn04
Hello World from rank 2 of 8 on dp-cn02
Hello World from rank 6 of 8 on dp-cn04
Hello World from rank 0 of 8 on dp-cn01
Hello World from rank 4 of 8 on dp-cn03
Hello World from rank 1 of 8 on dp-cn01
Hello World from rank 5 of 8 on dp-cn03
```

You can ignore potential warnings about the cpu binding. ParaStation will pin your processes.

Running directly from the front ends

You can run the application directly from the frontend, bypassing the shell:

```
[kreutz1@deepv Temp]$ srun -A deep -p dp-cn -N 4 -n 8 -t 00:30:00 ./MPI_HelloWorld
Hello World from rank 7 of 8 on dp-cn04
Hello World from rank 3 of 8 on dp-cn02
Hello World from rank 6 of 8 on dp-cn04
Hello World from rank 2 of 8 on dp-cn02
Hello World from rank 4 of 8 on dp-cn03
Hello World from rank 0 of 8 on dp-cn01
Hello World from rank 1 of 8 on dp-cn01
Hello World from rank 5 of 8 on dp-cn03
```

In this case, it can be useful to create an allocation which you can use for several runs of your job:

```
[kreutz1@deepv Temp]$ salloc -A deep -p dp-cn -N 4 -n 8 -t 00:30:00
salloc: Granted job allocation 69263
[kreutz1@deepv Temp]$ srun ./MPI_HelloWorld
Hello World from rank 7 of 8 on dp-cn04
Hello World from rank 3 of 8 on dp-cn02
Hello World from rank 6 of 8 on dp-cn04
Hello World from rank 2 of 8 on dp-cn02
Hello World from rank 5 of 8 on dp-cn03
Hello World from rank 1 of 8 on dp-cn01
Hello World from rank 4 of 8 on dp-cn03
Hello World from rank 0 of 8 on dp-cn01
...
# several more runs
```

```
...
[kreutz1@deepv Temp]$ exit
exit
salloc: Relinquishing job allocation 69263
```

Batch script

Given the following script `hello_cluster.sh`:

```
#!/bin/bash

#SBATCH --partition=dp-cn
#SBATCH -A deep
#SBATCH -N 4
#SBATCH -n 8
#SBATCH -o /p/project/cdeep/kreutz1/hello_cluster-%j.out
#SBATCH -e /p/project/cdeep/kreutz1/hello_cluster-%j.err
#SBATCH --time=00:10:00

srun ./MPI_HelloWorld
```

This script requests 4 nodes with 8 tasks, specifies the stdout and stderr files, and asks for 10 minutes of walltime. Submit:

```
[kreutz1@deepv Temp]$ sbatch hello_cluster.sh
Submitted batch job 69264
```

Check what it's doing:

```
[kreutz1@deepv Temp]$ squeue -u $USER
```

JOBID	PARTITION	NAME	USER	ST	TIME	NODES	ODELIST(Reason)
69264	dp-cn	hello_cl	kreutz1	CG	0:04	4	dp-cn[01-04]

Check the result:

```
[kreutz1@deepv Temp]$ cat /p/project/cdeep/kreutz1/hello_cluster-69264.out
Hello World from rank 6 of 8 on dp-cn04
Hello World from rank 3 of 8 on dp-cn02
Hello World from rank 0 of 8 on dp-cn01
Hello World from rank 4 of 8 on dp-cn03
Hello World from rank 2 of 8 on dp-cn02
Hello World from rank 7 of 8 on dp-cn04
Hello World from rank 5 of 8 on dp-cn03
Hello World from rank 1 of 8 on dp-cn01
```

Heterogeneous jobs

As of version 17.11 of Slurm, heterogeneous jobs are supported. For example, the user can run:

```
srun --account=deep --partition=dp-cn -N 1 -n 1 hostname : --partition=dp-dam -N 1 -n 1 hostname
dp-cn01
dp-dam01
```

Please notice the `:` separating the definitions for each sub-job of the heterogeneous job. Also, please be aware that it is possible to have more than two sub-jobs in a heterogeneous job.

The user can also request several sets of nodes in a heterogeneous allocation using `salloc`. For example:

```
salloc --partition=dp-cn -N 2 : --partition=dp-dam -N 4
```

In order to submit a heterogeneous job via sbatch, the user needs to set the batch script similar to the following one:

```
#!/bin/bash

#SBATCH --job-name=imb_execute_1
#SBATCH --account=deep
#SBATCH --mail-user=
#SBATCH --mail-type=ALL
#SBATCH --output=job.out
#SBATCH --error=job.err
#SBATCH --time=00:02:00

#SBATCH --partition=dp-cn
#SBATCH --nodes=1
#SBATCH --ntasks=12
#SBATCH --ntasks-per-node=12
#SBATCH --cpus-per-task=1

#SBATCH packjob

#SBATCH --partition=dp-dam
#SBATCH --constraint=
#SBATCH --nodes=1
#SBATCH --ntasks=12
#SBATCH --ntasks-per-node=12
#SBATCH --cpus-per-task=1

srun ./app_cn : ./app_dam
```

Here the packjob keyword allows to define Slurm parameters for each sub-job of the heterogeneous job. Some Slurm options can be defined once at the beginning of the script and are automatically propagated to all sub-jobs of the heterogeneous job, while some others (i.e. --nodes or --ntasks) must be defined for each sub-job. You can find a list of the propagated options on the [?Slurm documentation](#).

When submitting a heterogeneous job with this colon notation using ParaStationMPI, a unique MPI_COMM_WORLD is created, spanning across the two partitions. If this is not desired, one can use the --pack-group key to submit independent job steps to the different node-groups of a heterogeneous allocation:

```
srun --pack-group=0 ./app_cn ; srun --pack-group=1 ./app_dam
```

Using this configuration implies that inter-communication must be established manually by the applications during run time, if needed.

For more information about heterogeneous jobs please refer to the [?relevant page](#) of the Slurm documentation.

Heterogeneous jobs with MPI communication across modules

In order to establish MPI communication across modules using different interconnect technologies, some special Gateway nodes must be used. On the DEEP-EST system, MPI communication across gateways is needed only between Infiniband and Extoll interconnects.

Attention: Only ParaStation MPI supports MPI communication across gateway nodes.

This is an example job script for setting up an Intel MPI benchmark between a Cluster and a DAM node using a IB ↔ Extoll gateway for MPI communication:

```
#!/bin/bash

# Script to launch IMB PingPong between DAM-CN using 1 Gateway
# Use the gateway allocation provided by SLURM
# Use the packjob feature to launch separately CM and DAM executable

# General configuration of the job
```

```

#SBATCH --job-name=modular-imb
#SBATCH --account=deep
#SBATCH --time=00:10:00
#SBATCH --output=modular-imb-%j.out
#SBATCH --error=modular-imb-%j.err

# Configure the gateway daemon
#SBATCH --gw_num=1
#SBATCH --gw_psgwd_per_node=1

# Configure node and process count on the CM
#SBATCH --partition=dp-cn
#SBATCH --nodes=1
#SBATCH --ntasks-per-node=1

#SBATCH packjob

# Configure node and process count on the DAM
#SBATCH --partition=dp-dam-ext
#SBATCH --nodes=1
#SBATCH --ntasks-per-node=1

# Echo job configuration
echo "DEBUG: SLURM_JOB_NODELIST=$SLURM_JOB_NODELIST"
echo "DEBUG: SLURM_NNODES=$SLURM_NNODES"
echo "DEBUG: SLURM_TASKS_PER_NODE=$SLURM_TASKS_PER_NODE"

# Set the environment to use PS-MPI
module --force purge
module use $OTHERSTAGES
module load Stages/Devel-2019a
module load Intel
module load ParaStationMPI

# Show the hosts we are running on
srun hostname : hostname

# Execute
APP="./IMB-MPI1 Uniband"
srun ${APP} : ${APP}

```

Attention: During the first part of 2020, only the DAM nodes will have Extoll interconnect, while the CM and the ESB nodes will be connected via Infiniband. This will change later during the course of the project (expected Summer 2020), when the ESB will be equipped with Extoll connectivity (Infiniband will be removed from the ESB and left only for the CM).

A general description of how the user can request and use gateway nodes is provided at [?this section](#) of the JURECA documentation.

Attention: some information provided on the JURECA documentation do not apply for the DEEP system. In particular:

- as of 31/03/2020, the DEEP system has 2 gateway nodes.
- As of 09/01/2020 the gateway nodes are exclusive to the job requesting them. Given the limited number of gateway nodes available on the system, this may change in the future.
- As of 09/04/2020 the xenv utility (necessary on JURECA to load modules for different architectures - Haswell and KNL) is not needed any more on DEEP when using the latest version of ParaStationMPI (currently available in the Devel-2019a stage and soon available on the default production stage).

Information on past jobs and accounting

The `sacct` command can be used to enquire the Slurm database about a past job.

```
[kreutz1@deepv Temp]$ sacct -j 69268
```

JobID	JobName	Partition	Account	AllocCPUS	State	ExitCode
69268+0	bash	dp-cn	deepest-a+	96	COMPLETED	0:0
69268+0.0	MPI_Hello+		deepest-a+	2	COMPLETED	0:0
69268+1	bash	dp-dam	deepest-a+	384	COMPLETED	0:0

On the Cluster (CM) nodes it's possible to query the consumed energy for a certain job:

```
[kreutz1@deepv kreutz1]$ sacct -o ConsumedEnergy,JobName,JobID,CPUTime,AllocNodes -j 69326
```

ConsumedEnergy	JobName	JobID	CPUTime	AllocNodes
496.70K	hpl_MKL_0+	69326	16:28:48	1
0	batch	69326.batch	16:28:48	1
496.70K	xlinpack_+	69326.0	08:10:24	1

This feature will also be for the ESB nodes.

FAQ

Is there a cheat sheet for all main Slurm commands?

Yes, it is available [?here](#).

Why's my job not running?

You can check the state of your job with

```
scontrol show job <job id>
```

In the output, look for the Reason field.

You can check the existing reservations using

```
scontrol show res
```

How can I check which jobs are running in the machine?

Please use the squeue command (the "-u \$USER" option to only list jobs belonging to your user id).

How do I do chain jobs with dependencies?

Please confer the sbatch/srun man page, especially the

```
-d, --dependency=<dependency_list>
```

entry.

Also, jobs can be chained after they have been submitted using the scontrol command by updating their Dependency field.

How can check the status of partitions and nodes?

The main command to use is sinfo. By default, when called alone, sinfo will list the available partitions and the number of nodes in each partition in a given status. For example:

```
[deamicis1@deepv hybridhello]$ sinfo
```

PARTITION	AVAIL	TIMELIMIT	NODES	STATE	ODELIST
sdv	up	20:00:00	11	idle	deeper-sdv[06-16]
kn1	up	20:00:00	1	drain	kn101
kn1	up	20:00:00	3	idle	kn1[04-06]

```

kn1256      up    20:00:00      1 drain kn101
kn1256      up    20:00:00      1 idle kn105
kn1272      up    20:00:00      2 idle knl[04,06]
snc4        up    20:00:00      1 idle kn105
extoll      up    20:00:00     11 idle deeper-sdv[06-16]
ml-gpu      up    20:00:00      3 idle ml-gpu[01-03]
dp-cn       up    20:00:00      1 drain dp-cn33
dp-cn       up    20:00:00      5 resv dp-cn[09-10,25,49-50]
dp-cn       up    20:00:00     44 idle dp-cn[01-08,11-24,26-32,34-48]
dp-dam      up    20:00:00      1 drain* dp-dam08
dp-dam      up    20:00:00      2 drain dp-dam[03,07]
dp-dam      up    20:00:00      3 resv dp-dam[05,09-10]
dp-dam      up    20:00:00      2 alloc dp-dam[01,04]
dp-dam      up    20:00:00      8 idle dp-dam[02,06,11-16]
dp-dam-ext  up    20:00:00      2 resv dp-dam[09-10]
dp-dam-ext  up    20:00:00      6 idle dp-dam[11-16]
dp-esb      up    20:00:00     51 drain* dp-esb[11,26-75]
dp-esb      up    20:00:00      2 drain dp-esb[08,23]
dp-esb      up    20:00:00      2 alloc dp-esb[09-10]
dp-esb      up    20:00:00     20 idle dp-esb[01-07,12-22,24-25]
dp-sdv-esb  up    20:00:00      2 resv dp-sdv-esb[01-02]
psgw-cluster up    20:00:00      1 idle nfgw01
psgw-booster up    20:00:00      1 idle nfgw02
debug       up    20:00:00      1 drain* dp-dam08
debug       up    20:00:00      4 drain dp-cn33,dp-dam[03,07],knl01
debug       up    20:00:00     10 resv dp-cn[09-10,25,49-50],dp-dam[05,09-10],dp-sdv-esb[01-02]
debug       up    20:00:00      2 alloc dp-dam[01,04]
debug       up    20:00:00     69 idle deeper-sdv[06-16],dp-cn[01-08,11-24,26-32,34-48],dp-dam[02,06,11-16],knl[04-06]

```

Please refer to the man page for `sinfo` for more information.

Can I join `stderr` and `stdout` like it was done with `-joe` in Torque?

Not directly. In your batch script, redirect `stdout` and `stderr` to the same file:

```

...
#SBATCH -o /point/to/the/common/logfile-%j.log
#SBATCH -e /point/to/the/common/logfile-%j.log
...

```

(The `%j` will place the job id in the output file). N.B. It might be more efficient to redirect the output of your script's commands to a dedicated file.

What is the default binding/pinning behaviour on DEEP?

DEEP uses a ParTec-modified version of Slurm called `psslurm`. In `psslurm`, the options concerning binding and pinning are different from the ones provided in Vanilla Slurm. By default, `psslurm` will use a *by rank* pinning strategy, assigning each Slurm task to a different physical thread on the node starting from OS processor 0. For example:

```

[deamicis1@deepv hybridhello]$ OMP_NUM_THREADS=1 srun -N 1 -n 4 -p dp-cn ./HybridHello | sort -k9n -k11n
Hello from node dp-cn50, core 0; AKA rank 0, thread 0
Hello from node dp-cn50, core 1; AKA rank 1, thread 0
Hello from node dp-cn50, core 2; AKA rank 2, thread 0
Hello from node dp-cn50, core 3; AKA rank 3, thread 0

```

Attention: please be aware that the `psslurm` affinity settings only affect the tasks spawned by Slurm. When using threaded applications, the thread affinity will be inherited from the task affinity of the process originally spawned by Slurm. For example, for a hybrid MPI-OpenMP application:

```

[deamicis1@deepv hybridhello]$ OMP_NUM_THREADS=4 srun -N 1 -n 4 -c 4 -p dp-dam ./HybridHello | sort -k9n -k11n
Hello from node dp-dam01, core 0-3; AKA rank 0, thread 0
Hello from node dp-dam01, core 0-3; AKA rank 0, thread 1

```



```

Hello from node dp-dam01, core 0-3; AKA rank 0, thread 2
Hello from node dp-dam01, core 0-3; AKA rank 0, thread 3
Hello from node dp-dam01, core 4-7; AKA rank 1, thread 0
Hello from node dp-dam01, core 4-7; AKA rank 1, thread 1
Hello from node dp-dam01, core 4-7; AKA rank 1, thread 2
Hello from node dp-dam01, core 4-7; AKA rank 1, thread 3
Hello from node dp-dam01, core 8-11; AKA rank 2, thread 0
Hello from node dp-dam01, core 8-11; AKA rank 2, thread 1
Hello from node dp-dam01, core 8-11; AKA rank 2, thread 2
Hello from node dp-dam01, core 8-11; AKA rank 2, thread 3
Hello from node dp-dam01, core 12-15; AKA rank 3, thread 0
Hello from node dp-dam01, core 12-15; AKA rank 3, thread 1
Hello from node dp-dam01, core 12-15; AKA rank 3, thread 2
Hello from node dp-dam01, core 12-15; AKA rank 3, thread 3

```

Be sure to explicitly set the thread affinity settings in your script (e.g. exporting environment variables) or directly in your code. Taking the previous example:

```
[deamicis1@deepv hybridhello]$ OMP_NUM_THREADS=4 OMP_PROC_BIND=close srun -N 1 -n 4 -c 4 -p dp-dam ./HybridHello | sort -k
```

Hello from node dp-dam01, core 0; AKA rank 0, thread 0
Hello from node dp-dam01, core 1; AKA rank 0, thread 1
Hello from node dp-dam01, core 2; AKA rank 0, thread 2
Hello from node dp-dam01, core 3; AKA rank 0, thread 3
Hello from node dp-dam01, core 4; AKA rank 1, thread 0
Hello from node dp-dam01, core 5; AKA rank 1, thread 1
Hello from node dp-dam01, core 6; AKA rank 1, thread 2
Hello from node dp-dam01, core 7; AKA rank 1, thread 3
Hello from node dp-dam01, core 8; AKA rank 2, thread 0
Hello from node dp-dam01, core 9; AKA rank 2, thread 1
Hello from node dp-dam01, core 10; AKA rank 2, thread 2
Hello from node dp-dam01, core 11; AKA rank 2, thread 3
Hello from node dp-dam01, core 12; AKA rank 3, thread 0
Hello from node dp-dam01, core 13; AKA rank 3, thread 1
Hello from node dp-dam01, core 14; AKA rank 3, thread 2
Hello from node dp-dam01, core 15; AKA rank 3, thread 3

Please refer to the [following page](#) on the JURECA documentation for more information about how to affect affinity on the DEEP system using psslurm options. Please be aware that different partitions on DEEP have different number of sockets per node and cores/threads per socket with respect to JURECA. Please refer to the [System overview](#) or run the `lstopo-no-graphics` on the compute nodes to get more information about the hardware configuration on the different modules.

How do I use SMT on the DEEP CPUs?

On DEEP, SMT is enabled by default on all nodes. Please be aware that on all JSC systems (including DEEP), each hardware thread is exposed by the OS as a separate CPU. For a n -core node, with m hardware threads per core, the OS cores from 0 to $n-1$ will correspond to the first hardware thread of all hardware cores (from all sockets), the OS cores from n to $2n-1$ to the second hardware thread of the hardware cores, and so on.

For instance, on a Cluster node (with two sockets with 12 cores each, with 2 hardware threads per core):

```
[deamicis1@deepv hybridhello]$ srtn -N 1 -n 1 -p dp-cn lstopo-no-graphics --no-caches --no-io --no-bridges --of ascii
????????????????????????????????????????????????????????????????????????????????????????????????????????????
? Machine (191GB total)
?
? ?????????????????????????????????????????????????????????????????????????????????????????????????????????????
? ? ?????????????????????????????????????????????????????????????????????????????????????????????????????????????
? ? ? NUMANode P#0 (95GB) ? ? ? ? NUMANode P#1 (96GB)
? ? ?????????????????????????????????????????????????????????????????????????????????????????????????????????????
? ? ?
? ? ?????????????????????????????????????????????????????????????????????????????????????????????????????????????
? ? ? ? Package P#0 ? ? ? ? Package P#1
? ? ? ? ? ?
```

[illegible]

The PU P#X are the Processing Units numbers exposed by the OS.

To exploit SMT, simply run a job using a number of tasks*threads_per_task higher than the number of physical cores available on a node. Please refer to the [?relevant page](#) of the JURECA documentation for more information on how to use SMT on the DEEP nodes.

Attention: currently the only way to assign Slurm tasks to hardware threads belonging to the same hardware core is to use the `--cpu-bind` option of `psslurm` using `mask_cpu` to provide affinity masks for each task. For example:

```
[deamicis1@deepvp hybridhello]$ OMP_NUM_THREADS=2 OMP_PROC_BIND=close OMP_PLACES=threads srun -N 1 -n 2 -p dp-dam --cpu-bin
Hello from node dp-dam01, core 0; AKA rank 0, thread 0
Hello from node dp-dam01, core 48; AKA rank 0, thread 1
Hello from node dp-dam01, core 1; AKA rank 1, thread 0
Hello from node dp-dam01, core 49; AKA rank 1, thread 1
```

This can be cumbersome for jobs using a large number of tasks per node. In such cases, a tool like [?hwloc](#) (currently available on the compute nodes, but not on the login node!) can be used to calculate the affinity masks to be passed to psslurm.