

SCR (Scalable Checkpoint Restart)

Configuration

SCR can be configured using Environment Variables or via configuration files. Environment variables have to be exported in a batch script via

```
export SCR_VAR=<value>
```

while in configuration files they only need to be defined via

```
SCR_VAR=<value>
```

List of variables

```
SCR_CONF_FILE = <path to conf file> #let SCR use this configuration file
SCR_PREFIX = <directory> # should point to the global file system (typically /sdv-work/$USER/your_checkpoints). All Checkpoints
SCR_USER_NAME=$USER #mandatory
SCR_JOB_NAME=$PBS_JOBNAME #mandatory
SCR_JOB_ID=`echo $PBS_JOBID | awk -v FS="." '{print $1}'` #mandatory: used to extract the jobid from PBS for identifying
SCR_COPY_TYPE="FILE"|"LOCAL"|"PARTNER"|"BUDDY"
#"FILE" instructs SCR to use multiple checkpoint descriptors defined in the configuration file
#"LOCAL" instructs SCR to use only _1_ node-local checkpointing
#"PARTNER" instructs SCR using also a partner node to store the checkpoints (SCR intrinsic Buddy-Checkpointing)
#"BUDDY" instructs to use the SIONlib Buddy-Checkpointing. Further information on this can be retrieved from k.thust@fz-juelich.de

SCR_FLUSH=X # Let SCR flush from node-local directory to global file system every X checkpoints
SCR_CACHE_BASE=<cache-directory> # Directory to store node-local files, only used when setting SCR_COPY_TYPE="SINGLE" (default=1)
SCR_CACHE_SIZE=X # Only store X Checkpoints inside the cache directory (default=2)
SCR_FETCH=<1/0> # enable or disable fetching from global file system during restart.
SCR_DEBUG=X # use verbosity level X when running with SCR. Higher X => more output!
```

Configuration File Example

```
SCR_FLUSH=1 # flush every checkpoint
SCR_DEBUG=0 # ne debug output needed
SCR_MODE=PIO #use node-local parallel I/O with e.g SIONlib or HDF5. Other Option is "DEFAULT", to use task-local serial I/O
SCR_FLUSH_ASYNC=1 #use asynchronous transfer (only available when using STORE TYPE = BEEGFS)

STORE=/mnt/beeond COUNT=10 TYPE=BEEGFS
#using the /mnt/beeond as a cache enables asynchronous transfers of CP files to the global FS (synchronous as well)
#COUNT=X: Store X CPs inside this store
#TYPE=DEFAULT/BEEGFS defines if this store is a BEEGFS Cache or not

#STORE=/tmp COUNT=10 TYPE=DEFAULT #when using DEFAULT, no beegfs flushing will be available. Only synchronous flushing copy

STORE=/tmp #mandatory: Needed to store metadata for SCR

# Specify the different types of checkpoints for a job
# 1 is used to store every time a CP to the BEEGFS Cache in this case
# 2 could be used to create a PARTNER Checkpoint every 4th time.
# 3 could be used to create a BUDDY Checkpoint with SIONlib every 6th time.
# times is by means of calling SCR_Need_checkpoint(int *flag) in your code, when flag=1
# every CKPT descriptor needs an appropriate configured STORE (see above)

CKPT=1 STORE=/mnt/beeond INTERVAL=1 TYPE=SINGLE
#CKPT=2 STORE=/tmp INTERVAL=4 TYPE=PARTNER
#CKPT=3 STORE=/tmp INTERVAL=6 TYPE=BUDDY
```