Practical Introduction to UL HPC

Xavier Besseron

UL HPC School June 25, 2015







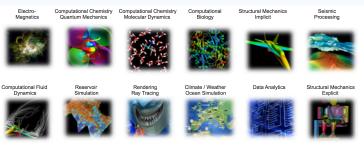


Best Practices for UL HPC





Computer Simulation is everywhere



- Computational Fluid Dynamics (OpenFOAM)
- Finite Element Analysis (Abaqus)
- Climate / Weather / Ocean Simulation (WRF)
- Molecular Dynamics (Gromacs, Amber)
- Quantum Chemistry (Quantum Espresso)
- Visualization (Paraview)
- Data processing (R, Matlab)

• .



What is High Performance Computing?

High Performance Computing (HPC)

- · Use of parallel and distributed computers with fast interconnects
- To execute an application quickly and efficiently

Why parallel computers?

- Performance of single CPU core is getting limited (power, physics)
- Multiple cores are used to increase the computing capacity

HPC is challenging

- Active research domain
- Provides tools for many other researchers



Can you benefit from HPC?

Your application is limited by the performance of your computer

	Your workstation	UL HPC platform ¹
CPU	160 GFlops	49.9 T Flops
Memory	16 G Bytes	20.6 T Bytes
Storage	2 T Bytes	3.4 PBytes
Network	Ethernet 1 Gb/s	Infiniband 40 Gb/s
Accelerators	1 GPU	29 GPUs

\Rightarrow HPC provides the **tools** for your application to run faster

¹shared among many users



Other benefits of using the UL HPC platform

over using your personal computer

Long uptime and stable

Cluster nodes are always running

Remote access

· Start a job from work, check results from home

No administration

• The HPC team maintain the hardware/software

Large software collection

Scientific and general-purpose applications pre-installed

Backup

Automatic backup of your Home directory²

²Always keep a backup of your critical data!













Getting Fast & Efficient

Know the basics!

Get an account

- https://hpc.uni.lu/users/get_an_account.html
- Please read carefully the Acceptable Use Policy

Access the clusters, access and reserve nodes

- Use SSH and public key authentication https://hpc.uni.lu/users/docs/access.html
- Learn how to use the OAR resource manager https://hpc.uni.lu/users/docs/oar.html

Transfer files between your computer and the clusters

• Learn how to use tools like scp, rsync, etc. https://hpc.uni.lu/users/docs/filetransfer.html

Use pre-installed software

• Search and use software with the module command https://hpc.uni.lu/users/docs/modules.html

Join session PS 1B to learn the basics!



Check Live Status of the platform

Current node status with Monika

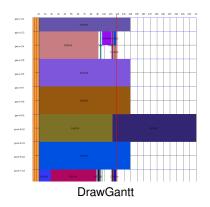
https://hpc.uni.lu/status/monika.html

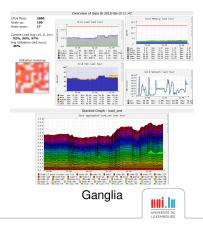
Platform occupation – Gantt chart with DrawGantt

https://hpc.uni.lu/status/drawgantt.html

Resource usage with Ganglia

https://hpc.uni.lu/status/ganglia.html





Getting Fast & Efficient

Getting help

• Check the UL HPC quick reference

https://hpc.uni.lu/download/documents/ulhpc-quickref.pdf

RTFM! Online Documentation available at

https://hpc.uni.lu/users/docs/

- Google is your friend!
- Ask other users on the mailing list hpc-users@uni.lu
- Ask the HPC sys-admins hpc-sysadmins@uni.lu



Workflow for Experiment Campaigns

1. Before the campaign

- Send data to the clusters
- Check/Install required software

2. Preparation

- Test and debug
- Prepare launcher script

3. Execution

- Run the campaign
- Monitor the execution

4. After a campaign

- Retrieve output data
- Archive and cleanup your data



Workflow for Experiment Campaigns

1. Before the campaign $\rightarrow cf$ the Basics

- Send data to the clusters
- Check/Install required software

2. Preparation

- Test and debug
- Prepare launcher script

3. Execution

- Run the campaign
- Monitor the execution

4. After a campaign \rightarrow *cf* the Basics

- Retrieve output data
- Archive and cleanup your data



Experiment campaign: Preparation

Goals

- Make sure everything will run OK
- Prepare submission script / launcher

Interactive approach

- Use option -I (Interactive) of oarsub command
- Allows to try commands one by one
- · Work on a small case with a small number of cores
- Debug and check the results

Why prepare a submission script?

- Contains all commands and parameters
 - \Rightarrow Easy re-execution
- No need to stay in front your computer



Experiment campaign: Execution

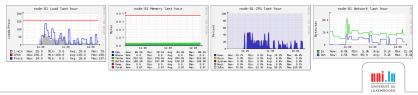
Submit the jobs

- Use the submission script / launcher
- Submit to OAR with option -S (Script) of oarsub
- Actual experiment execution with possibly many nodes
- Non interactive execution, it might not start immediately

Monitor the execution

- Status of your job: oarstat -j <OAR_JOBID> -f
- Output/Logfile of your application
- Resource usage (CPU, memory, etc.) on the node: htop

with Ganglia: https://hpc.uni.lu/status/ganglia.html





Getting Fast & Efficient



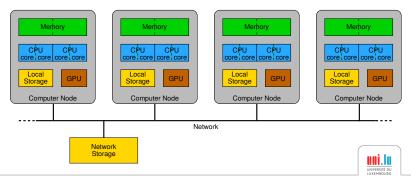






Note for code developers: The first bottleneck is your algorithm!

- Computer nodes are connected using a fast interconnect
- Different types of resources: Processors, GPU, Memory, Storage, Network

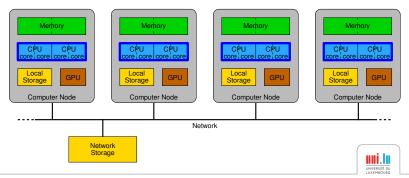


Note for code developers: The first bottleneck is your algorithm!

Know the hardware

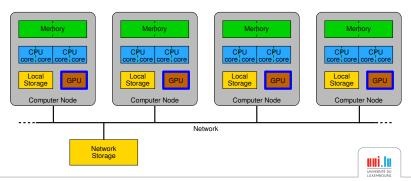
- Computer nodes are connected using a fast interconnect
- Different types of resources:

Processors, GPU, Memory, Storage, Network



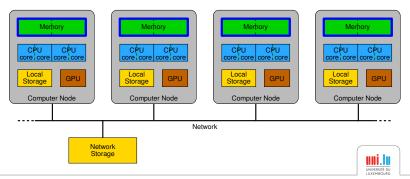
Note for code developers: The first bottleneck is your algorithm!

- Computer nodes are connected using a fast interconnect
- Different types of resources: Processors, GPU, Memory, Storage, Network



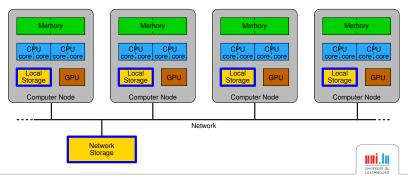
Note for code developers: The first bottleneck is your algorithm!

- Computer nodes are connected using a fast interconnect
- Different types of resources: Processors, GPU, Memory, Storage, Network



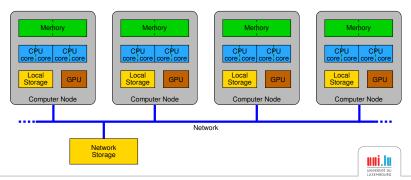
Note for code developers: The first bottleneck is your algorithm!

- Computer nodes are connected using a fast interconnect
- Different types of resources: Processors, GPU, Memory, Storage, Network



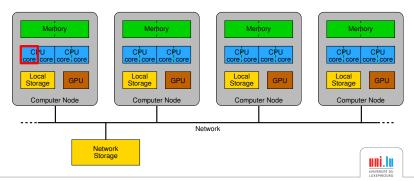
Note for code developers: The first bottleneck is your algorithm!

- Computer nodes are connected using a fast interconnect
- Different types of resources: Processors, GPU, Memory, Storage, Network



Getting Fast & Efficient

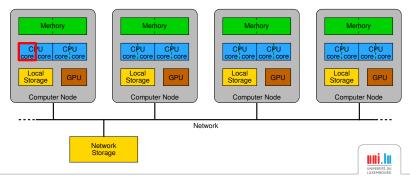
Processor bottleneck



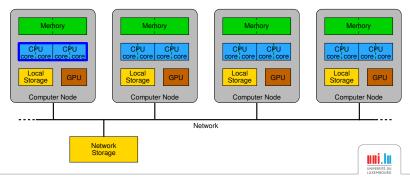
Processor bottleneck

Application is limited by the speed of the processor

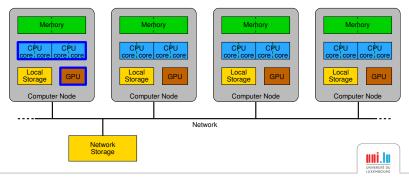
 \rightarrow Optimize your code



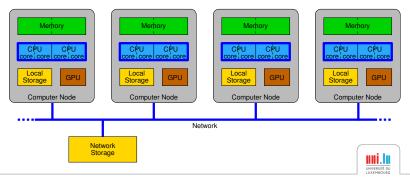
- \rightarrow Optimize your code
- \rightarrow Parallel execution on a single node (pthread, OpenMP, Intel TBB)



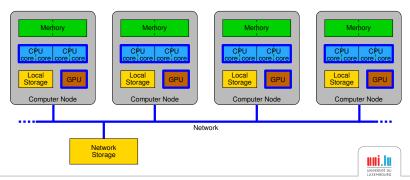
- ightarrow Optimize your code
- → Parallel execution on a single node (pthread, OpenMP, Intel TBB)
- \rightarrow Use GPU accelerator (CUDA)



- ightarrow Optimize your code
- → Parallel execution on a single node (pthread, OpenMP, Intel TBB)
- \rightarrow Use GPU accelerator (CUDA)
- \rightarrow Parallel execution on multiple nodes (MPI)



- ightarrow Optimize your code
- → Parallel execution on a single node (pthread, OpenMP, Intel TBB)
- \rightarrow Use GPU accelerator (CUDA)
- \rightarrow Parallel execution on multiple nodes (MPI)
- \rightarrow Parallel execution on multiple nodes with GPUs (MPI+CUDA)

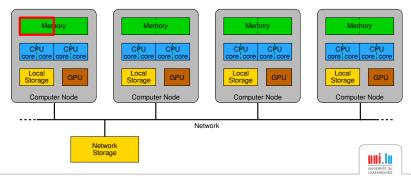


Getting Fast & Efficient

Memory bottleneck

Application is limited by the size of the memory

There is one memory bank per CPU

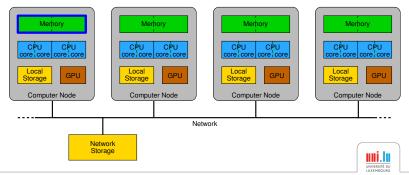


Getting Fast & Efficient

Memory bottleneck

Application is limited by the size of the memory

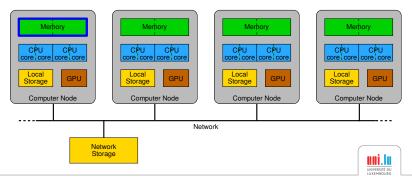
- There is one memory bank per CPU
- \rightarrow Allocate all CPUs on a single node



Memory bottleneck

Application is limited by the size of the memory

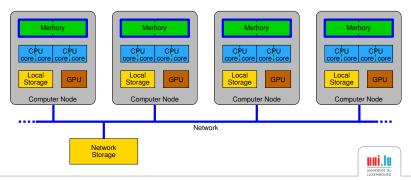
- There is one memory bank per CPU
- $\rightarrow\,$ Allocate all CPUs on a single node
- \rightarrow Use a node with a bigger memory (4TB-memory node at UL)



Memory bottleneck

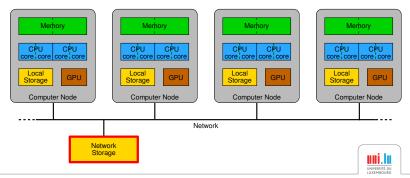
Application is limited by the size of the memory

- There is one memory bank per CPU
- \rightarrow Allocate all CPUs on a single node
- \rightarrow Use a node with a bigger memory (4TB-memory node at UL)
- → Distributed execution on multiple nodes (MPI)



Storage space bottleneck

Application is limited by the available storage space

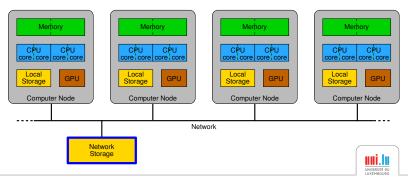


Getting Fast & Efficient

Storage space bottleneck

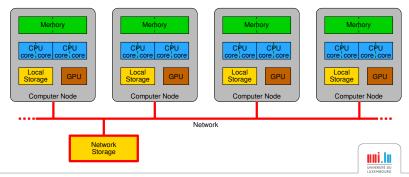
Application is limited by the available storage space

 \rightarrow Use \$WORK (3 TB) or \$SCRATCH (10 TB) (no backup!)



Getting Fast & Efficient

Storage speed bottleneck

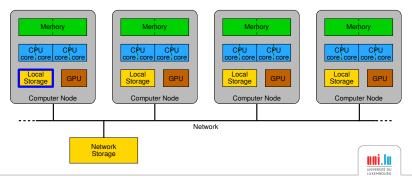


Getting Fast & Efficient

Storage speed bottleneck

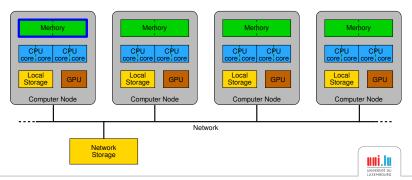
Application is limited by the speed of the storage

→ Use local storage instead of network storage (copy data back to network storage after execution)



Storage speed bottleneck

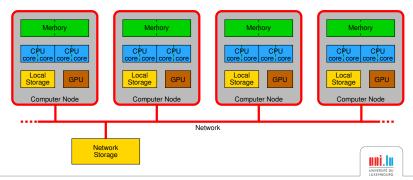
- → Use local storage instead of network storage (copy data back to network storage after execution)
- → Use local memory, eg /dev/shm (space is limited!)



Getting Fast & Efficient

Network bottleneck

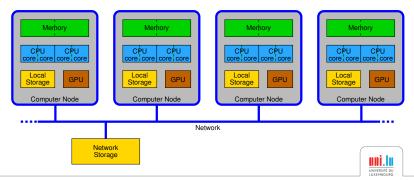
Application is limited by the speed of the network (too many communications)



Network bottleneck

Application is limited by the speed of the network (too many communications)

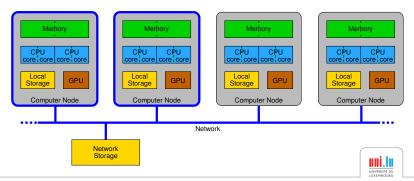
 \rightarrow Use Infiniband network instead of Ethernet



Network bottleneck

Application is limited by the speed of the network (too many communications)

- \rightarrow Use Infiniband network instead of Ethernet
- $\rightarrow\,$ Reduce the number of nodes



Quick Tips for classic use-cases

Sequential job PS 2A,

PS 2A, PS 5C

- \rightarrow Parallelization: OpenMP, MPI
- \rightarrow Use accelerators: CUDA

Long job PS 6C

→ Checkpoint/Restart: BLCR

Large number of jobs PS 6C

eg parametric studies

- → Parallel launcher
- \rightarrow Best effort queue
- \rightarrow OAR Job containers

Visualization / Rendering

→ GPU nodes with graphic session using XCS portal

Keynote 4, PS 6B

MATLAB

PS 2B, PS 3B

- → Parallelization: Parallel Computing Toolbox
- → Checkpoint/Restart: save()/load() functions

R

PS 3C

- → Use optimized data structure / package: data.table / plyr
- → Parallelization: packages parallel, Rmpi, snow

Python

- → Library for scientific computing: NumPy, Scipy, matplotlib
- → Parallelization: multiprocessing library
- \rightarrow Use latest version of Python

