ICT Solutions for Brilliant Minds

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Webinar: From Taito to Puhti

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Contents

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- Overview of Puhti
- Getting access to Puhti
- Disk areas in Puhti
- Module system and running jobs
- Building applications yourself

Taito general availability has ended

Limited support Full decommissioning latest in March 2020

User documentation: docs.csc.fi



Puhti - computing cluster



Puhti has in total three partitions with 1002 compute nodes

1. CPU partition (Puhti)

o 682 CPU nodes with 40 cores per node, in total 27280 cores
o Floating point performance is 1.8 Petaflops

2. GPU partition (Puhti – AI)

80 nodes with 40 CPU cores and 4 GPUs per node, in total 3200 CPU cores and 320 GPUs
Floating point performance is 2.7 Petaflops

- FMI partition (Puhti-FMI)
 0240 CPU nodes, in total 9600 CPU cores
 Owned by FMI and operated by CSC Not available for normal CSC users
- 4.8 Petabytes work disk for data under active use



Puhti – latest generation technologies

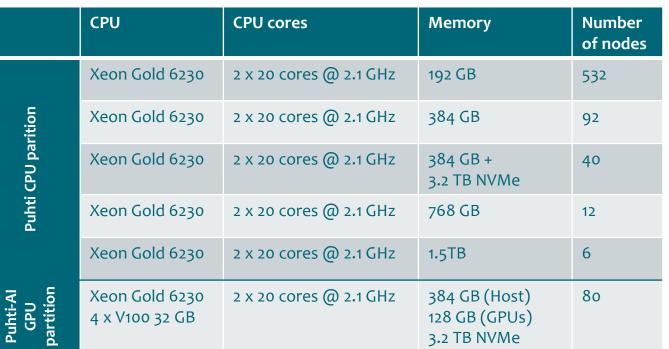
- All nodes equipped with latest generation Intel Xeon Scalable processors
 - o 20 cores per CPU, 40 cores per node running at 2.1 GHz
 - Supports AVX-512 instructions for vectorized computations 2x speedup (theoretical) compared to Haswell CPUs in Sisu and Taito per core
 - Supports VNNI instructions for Al *inference* workloads speedup up to 10x
- GPU nodes equipped NVIDIA V100 (Volta) GPUs 032 GB of memory per GPU – 2x more than in current Pascal GPUs
- Infiniband HDR interconnect between nodes

 100 GB/s bandwidth in CPU nodes
 200 GB/s bandwidth in GPU nodes

PUH

Technical specifications for nodes

Puhti CPU parition



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Getting access to Puhti

- All users need to apply for new services via new CSC customer portal <u>my.csc.fi</u>
- Project manager of CSC project need to apply oProject participants need to accept terms and conditions
- Connect with ssh

ossh <csc_username>@puhti.csc.fi





Storage in new infrastructure



- HOME: User specific directory for small data.
- PROJAPPL: **Project specific** directory, for example for sharing projects own application codes.
- SCRATCH: **Project specific** area for temporary data, i.e. intermittent simulation results.
 - Similar to WRKDIR in current systems (however, WRKDIR was user specific)

• Requested quota consumes billing units

- Automatic cleaning: Files will be deleted 90 days from last access, relevant data should be moved to Allas
- PROJAPPL, SCRATCH: By default, all files and directories are accessible to all project members



Storage in new infrastructure



- Default quotas can be found in <u>docs.csc.fi</u> (Computing -> Disk areas)
 - o Note! Also maximum number of files is limited
- SCRATCH directories are of the form: /scratch/<project>
- PROJAPPL: /projappl/<project>
- Project names and other information can be found at my.csc.fi
- **csc-workspaces** –command can be used for listing available directories in Puhti

 \circ In future, also project names are made available in Puhti



Running preinstalled applications

- Scientific software offering by CSC remains mostly the same
- Similar module system as previously oi.e. module load biokit, module spider gromacs, etc.
- Optimum runtime parameters (number of CPU cores etc.) most likely different than in Taito/Sisu
- Similar SLURM batch job queuing system as previously

 New queues and policies (number and type of nodes, running times)
 Recommended to write new batch job scripts starting from the
 templates in <u>docs.csc.fi</u> (Computing -> Running jobs)





SLURM configuration



• Obligatory:

o#SBATCH --account=project_XXXXXX

- When communication is not critical: o#SBATCH --ntasks=120
- For minimum spread, optimal communication:
 #SBATCH --nodes=3 #SBATCH --ntasks-per-node=40
- Ask for the memory you need

 Either cores or memory can run out in a node
 In partition hugemem, placement is based on requested amount
 Check resource usage with seff <SLURM_JOBID>



Billing is by used or requested resources



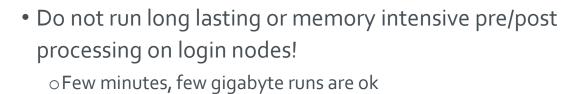
- Additive billing of used/requested resources
 - \circ Core hours (used) 1h = 1 BU
 - GPU hours (used) 1h = 6o BU
 - o Memory (requested) 1 GiBh = 0,1 BU
 - oNMVe (requested) GiBh = 0,006 BU

GPU or CPU? Compare BU cost.

- → Total BUs = (NCores * 1 + MemGiBs * 0.1 + NVMeGiBs * 0.006
- + NGPUs * 6o) * Walltime hours
- Lustre (SCRATCH, PROJAPPL) quota 1 TiB = 50000 / year
 Note, first TiB is for free
- Try with our calculator:
 - research.csc.fi/billing-and-monitoring



Interactive jobs



- Interactive jobs can be run in compute nodes via batch system
 See <u>docs.csc.fi</u> (Computing -> Running jobs -> Example job scripts)
- For GUI applications NoMachine is recommended
 Tutorial about NoMachine in <u>docs.csc.fi</u> (Support -> Tutorials)





New: NVMe Fast local disk



- Request 2000 GB with o#SBATCH --gres:nvme=2000
- More details in <u>docs.csc.fi</u> (Computing -> Running jobs -> Creating a batch job script)
- Typical use cases: oTurbomole oOrca





Installing applications by yourself

- New software stack
 - GNU and Intel compilers
 Various high-performance libraries
 HPC-X (OpenMPI based) and MPICH MPI libraries
- Applications should be rebuilt • Configure scripts, Makefiles etc. may need modifications
- Recommended compiler flags etc. in <u>docs.csc.fi</u> (Computing -> Compiling)
- Applications should be installed in PROJAPPL disk area • Easier sharing for the whole project
- Ask for help in servicedesk@csc.fi





Questions?

- Up-to-date information about timetables, relevant changes for users etc. : <u>research.csc.fi/dl2021-utilization</u>
- CSC Customer portal: my.csc.fi
- User documention: docs.csc.fi

