

Advanced (Batch) Job Scripting

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How to read the following slides

Abbreviation/Colour code	Full meaning
<code>\$ command -opt value</code>	<code>\$</code> = prompt of the interactive shell The full prompt may look like: user@machine:path \$ The command has been entered in the interactive shell session
<code><integer></code> <code><string></code>	<code><></code> = Placeholder for integer, string etc
<code>foo, bar</code>	Metasyntactic variables
<code>\${WORKSHOP}</code>	@uc2:/opt/bwhpc/common/workshops/2024-04-10 @hk:/software/all/workshops/2024-04-10

Where to get the slides/exercises/reservation?

- https://indico.scc.kit.edu/e/hpc_course_2024-04-10 or

bwUniCluster: /opt/bwhpc/common/workshops/2024-04-10

horeka:/software/all/workshops/2024-04-10

- exercises
- slides

- Workshop reservation:

bwUniCluster: single node:

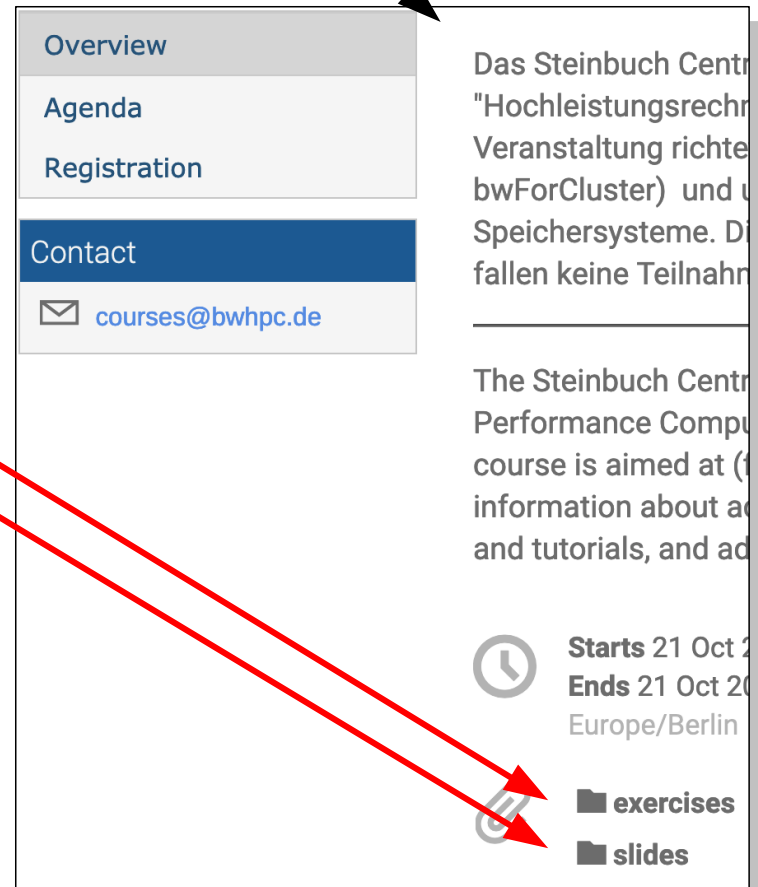
```
sbatch -p single --reservation=ws
```

- bwUniCluster: multi node:

```
sbatch -p multiple --reservation=ws-m
```

- HoreKa: multi node:

```
sbatch -p cpuonly --reservation=ws
```



Overview

Agenda

Registration

Contact

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Das Steinbuch Centre for High-Performance Computing (HPC) is a leading research center in the field of high-performance computing. The event is aimed at providing information about the course and tutorials, and about the HPC resources available at the Steinbuch Centre.

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Starts 21 Oct 2024
Ends 21 Oct 2024
Europe/Berlin

exercises

slides

How to do exercises?

- Login to cluster & Generate workspace „bwhpc-course“

```
$ ws_allocate bwhpc-course 30
Info: creating workspace
/pfs/work7/workspace/scratch/ab1234-bwhpc-course
remaining extensions : 3
remaining time in days: 30
```

- Copy examples to your workspace

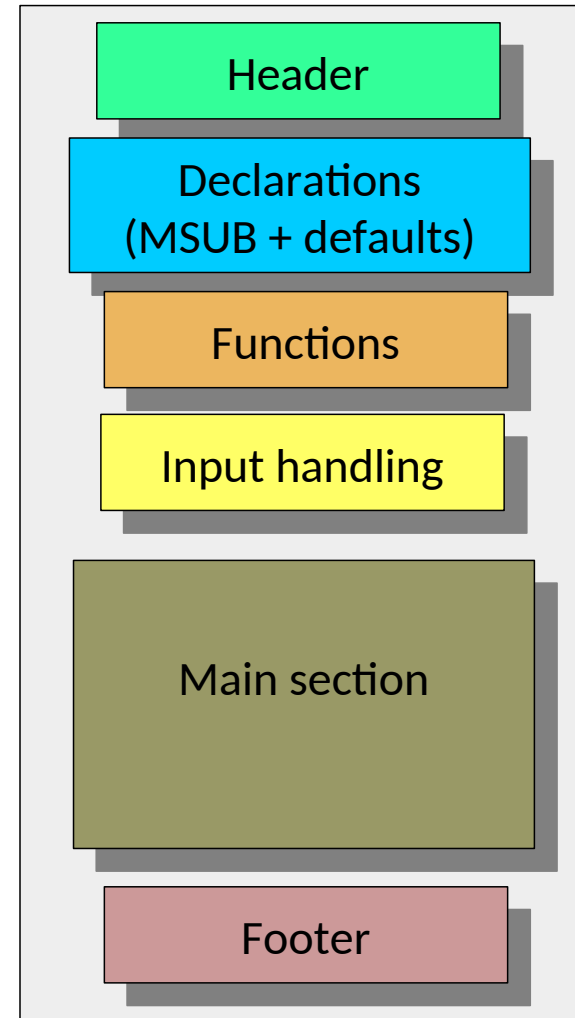
```
$ WORKSHOP=/opt/bwhpc/common/workshops/2024-04-10
$ cd $(ws_find bwhpc-course)
$ mkdir -v 2024-04-10; cd 2024-04-10
$ cp -vpr ${WORKSHOP}/exercises/02 ./
```

- Submit jobs from your workspace

```
$ cd $(ws_find bwhpc-course)/2024-04-10/02
$ sbatch -p {single|cpuonly} --res=ws <jobscript>
```

Goal

- Be descriptive!
 - Comment your code
 - e.g. via headers sections of script and functions.
 - Decipherable names for variables and functions
- Organise and structure!
 - Break complex scripts into simpler blocks
e.g. use functions
 - Use exit codes
 - Use standardized parameter flags for script invocation.
- Write job script that runs **interactively**
→ Then add part for Slurm



Typical Issues & Cases (1)

■ Singlenode Issues

■ (Parallel) File System Issues

- Workflow for job on a different Filesystem (on \$TMPDIR/BEEOND, Case 1)

■ *OpenMP Jobs (cf. Afternoon – talk no. 4)*

■ Multinode Issues

■ Parallel File System Issues

■ *MPI Jobs (cf. Afternoon – talk no. 4)*

■ Walltime Issues

■ Job abortion (Case 2)

■ Task Issues

■ Bulk Jobs (Case 3)

■ Array Jobs (Case 4)

■ Chain Jobs (Case 5)

Typical Issues & Cases (2)

■ Login Node Issues

- @bwUniCluster, we have 4 Login nodes but over 2000! users
- „only want to test fast/interactively“ slows the login nodes

→ Do not Run your code, application, job on login nodes / in $\${HOME}$:

- for interactive jobs use **sacct**
- For development use **develop queue**

SLURM variables (bwUniCluster 2.0, HoreKa)

■ [bwHPC Wiki](#) , excerpt:

Environment	Brief explanation
SLURM_JOB_CPUS_PER_NODE	Number of processes per node dedicated to the job
SLURM_JOB_NODELIST	List of nodes dedicated to the job
SLURM_JOB_NUM_NODES	Number of nodes dedicated to the job
SLURM_MEM_PER_NODE	Memory per node dedicated to the job
SLURM_NPROCS	Total number of processes dedicated to the job
SLURM_CLUSTER_NAME	Name of the cluster executing the job
SLURM_CPUS_PER_TASK	Number of CPUs requested per task
SLURM_JOB_ACCOUNT	Account name
SLURM_JOB_ID	Job ID

■ SLURM Submit options (excerpt):

```
#!/bin/bash
#SBATCH -J test
#SBATCH -N1 -n1 --mem=50
#SBATCH -t 00:05:00
#SBATCH --mail-type=all
#SBATCH --export="my_own_variable=arguments"

if [ ! -z ${SLURM_JOB_NAME} ] ; then
    printenv 2>&1 | grep -e "(SLURM|my_own_variable)"
else
    printenv 2>&1 | grep 'TMPDIR'
fi
```

```
${WORKSHOP}/exercises/02/00_switch.sh
```


MOAB variables (bwForC. NEMO & BinAC)

■ [bwHPC Wiki](#) , excerpt:

MOAB variables	
Environment variables	Description
MOAB_CLASS	Class name
MOAB_GROUP	Group name
MOAB_JOBID	Job ID
MOAB_JOBNAME	Job name
MOAB_NODECOUNT	Number of nodes allocated to job
MOAB_PARTITION	Partition name the job is running in
MOAB_PROCCOUNT	Number of processors allocated to job
MOAB_SUBMITDIR	Directory of job submission
MOAB_USER	User name

■ MSUB submit options (excerpt):

```
#!/bin/bash

#MSUB -N test
#MSUB -l nodes=1:ppn=1,mem=50mb
#MSUB -l walltime=00:05:00
#MSUB -m n
#MSUB -v my_own_variable="arguments"
```

File system issues (1)

■ Multinode Job:

- For most cases

→ use *workspaces*

But: Producing Tbyte of scratch files & >10000 File?

Change your application code

Need help for that? Apply for [Tiger Team Support](#).

- A lot of I/O over all nodes

→ **opt out to local parallel file system (FS)** instead of global one

use BeeOND: but requires a „workflow“

■ Singlenode Job:

- A lot of I/O?

→ **opt out to local file system** instead of global one

use `${TMPDIR}`/BeeOND: but requires a „workflow“

Jobs @ local/private FS (1)

- If temporary files of job > Gbyte
→ Run your job at local/private Filesystem
- Basic script recipe:
 - 1. Set “declarations”/defaults
 - 2. Use “private” subdirectory, assign to `${run_DIR}`
 - 3. Prepare `${run_DIR}` or Copy “things” to `${run_DIR}`
 - 4. Change to `${run_DIR}` & start your application
 - 5. Copy results back to DIR where job was submitted
- How?
 - Start with templates:

```
${WORKSHOP}/exercises/02/01_job_run_under_local_fs.sh  
+  
${WORKSHOP}/exercises/02/{01_gen_files,01_gen_files.inp}
```

Jobs @ local/private FS (2)

■ Code snip: `${WORKSHOP}/exercises/02/01_job_run_under_local_fs.sh`

```
#!/bin/bash
...
## 1.a-f) Declaration: defaults + load modules

## 2) Define your run private local filesystem
##   Interactive / NODES=1 / NODES>1:
mkdir -pv "${TMPDIR}/${USER}.${SLURM_JOB_ID:-$}"
run_DIR=???

## 3.a) Check existence of run directory

## 3.b) Copy files from submit directory
##   to run directory
cd $SLURM_SUBMIT_DIR
cp -pv gen_files.x "${TMPDIR}/${USER}.${SLURM_JOB_ID:-$}"
##   Check if copy succeeded
cp -pv gen_files.inp "${TMPDIR}/${USER}.${SLURM_JOB_ID:-$}"

## 4) Change to run directory (check if succeeded) and start binary + input file
cd "${TMP}/${USER}.${SLURM_JOB_ID:-$}"
./01_gen_files.x 01_gen_files.inp

## 5.a) Check run status

## 5.b) Transfer files to submit directory
cp -pv files*.out "${SLURM_SUBMIT_DIR}"

## 5.c) Cleanup run_DIR
```

TASK/ToDo:

- * Generalise blue code avoiding repetition
- * Write code for 1-5
- * Redirect output of binary

Jobs @ local/private FS (3)

■ Part 1/3:

```
${WORKSHOP}/solutions/02/01_job_run_under_local_fs_solv.sh
```

Solution!

```
## 1.a) Define your binary
submitdir=${SLURM_SUBMIT_DIR:-${PWD}}
EXE="01_gen_files.x"

## 1.b) Define output file
##      = Name of executable w/o extension + JOBID or PID
output="$(basename ${EXE/.*/})_${SLURM_JOB_ID:-$$}.log"

## 1.c) Define full path input files
Input="01_gen_files.inp"

## 1.d) Define input files to be copied
copy_list="${EXE} ${input}"

## 1.e) Define files to be copied back after run, i.e. output file
save_list="${output} files_*.out"

## 1.f) Load modules INTEL+MKL
for mod in compiler/intel numlib/mkl ; do
    module load "${mod}"
done
```

Jobs @ local/private FS (4)

Part 2/3:

```
${WORKSHOP}/solutions/02/01_job_run_under_local_fs_solv.sh
```

Solution!

```
## 2) Define your run directory and generate via mkdir
## Nodes=1 -> TMPDIR option: run_DIR <=> tmpdir + username + JobID or PID
## Nodes>1 -> BEEOND option: run_DIR <=> path to BEEOND directories
if [ ! -z ${SLURM_JOB_NAME} ] ; then
    if [ ${SLURM_NNODES:-1} -gt 1 ] ; then
        run_DIR=/mnt/odfs/${SLURM_JOB_ID}/stripe_16/
    else
        run_DIR=${TMPDIR}
    fi
else
    run_DIR="${TMPDIR}/${USER}.${SLURM_JOB_ID:-$$}"
    mkdir -pv "${run_DIR}"
fi

## 3.a) Check existence of run directory
if [ ! -d "${run_DIR}" ] ; then
    echo "ERROR: Run DIR = ${run_DIR} does not exist"; exit 1
fi

## 3.b) Change to Submit Dir or PWD / Copy files from submit_DIR to run_DIR
cd "${submitdir}"
for X in ${copy_list} ; do
    cp -pv "${X}" "${run_DIR}"
    if [ $? -ne 0 ] ; then echo "ERROR: Copy of ${X} failed"; exit 1; fi
done
```

Jobs @ local/private FS (5)

■ Part 3/3:

```
${WORKSHOP}/solutions/02/01_job_run_under_local_fs_solv.sh
```

Solution!

```
## 4) Change to runDIR and start binary
cd "${run_DIR}"
if [ $? -ne 0 ] ; then echo "ERROR: Entering ${run_DIR} failed"; exit 1; fi
./$EXE ${input} > $output 2>&1

## 5.a) Check run status
if [ $? -ne 0 ] ; then
    echo "WARNING: ${EXE} did not run properly!"
fi

## 5.b) Transfer output files to submit directory
cd "${run_DIR}"
for X in ${save_list} ; do
    cp -pv "${X}" "${submitdir}"
    if [ $? -ne 0 ] ; then echo "WARNING: Copy of ${X} failed"; fi
done

## 5.c) Cleanup run directory
rm -f ${run_DIR}/*; rmdir ${run_DIR}; exit 0
```

Walltime Issues (1)

■ Revision:

- Jobs have limited runtime (=walltime)
- Define walltime by your own, cf. `sbatch -t D-HH:MM:SS`

■ Issue:

- Executable needs more time than given walltime
→ queueing system is terminating your jobscript and its child processes

■ Solution:

- `sbatch --signal=B:<sigint>@<seconds>` , e.g. 120 before walltime send `sigterm` (15)

TASK/ToDo:

* combine "sbatch --signal" & "trap" to trigger message and "exit 1"

- template: `${WORKSHOP}/exercises/02/04_handle_aborts.sh`

Walltime Issues (2)

Solution!

- Use: „**sbatch --signal**“ and „trap“ to abort job on own terms

`${WORKSHOP}/solutions/02/04_handle_aborts_solvr.sh`

```
#!/bin/bash
## Pre-termination via Slurm
## sending signal with defined offset

#SBATCH -n 1 -t 00:01:00
#SBATCH --mem=100
#SBATCH --signal=B:15@10
#SBATCH -p ws

cleanup(){
    echo "Cleanup before walltime reached"
    exit 0
}

trap cleanup 15

echo "Repeating \"sleep 1\" loop until SIGTERM"
i=1
while true ; do
    sleep 1; echo $i; let i+=1
done
```

Slurm sends **SIGTERM** (kill -15)
10 seconds before walltime
is reached

Bulk Jobs (1)

- Many (>100) „independent“ jobs with very short runtime

- Solution:

→ Pack in one multinode/multitask job with long runtime

HowTo?

- Assign resources for „parallel“ task processing, aka „workers“
- Load balance „workers“, i.e., and assign step by step free „workers“ with jobs

Bulk Jobs: MPI based solution (1)

■ Parbatch → MPI task based

Example: job script

```
${WORKSHOP}/exercises/02/03_parbatch.sh
```

```
#!/bin/bash

#SBATCH -n 4 -N 1
#SBATCH --mem=150
#SBATCH -t 00:03:00

module load system/parbatch

parbatch joblist.txt
```

+ joblist.txt

```
${WORKSHOP}/exercises/02/03_joblist.txt
```

```
echo "Subjob 01"; hostname
echo "Subjob 02"; hostname
echo "Subjob 03"; hostname
echo "Subjob 04"; hostname
echo "Subjob 05"; hostname
echo "Subjob 06"; hostname
echo "Subjob 07"; hostname
echo "Subjob 08"; hostname
```

TASK/ToDo:

- Prepare joblist with 10 jobs each running max. 15 seconds and submit it with „workers“

Bulk Jobs: MPI based solution (2)

Solution!

■ Parbatch → MPI task based

Example: job script

```
#!/bin/bash

#SBATCH -n 2 -N 1
#SBATCH --mem=150
#SBATCH -t 00:03:00

module load system/parbatch

parbatch joblist.txt
```

+ joblist.txt

`${WORKSHOP}/exercises/02/03_joblist.txt`

```
sleep 10; echo 'Hello'; sleep 5
sleep 10; echo 'World'; sleep 5
sleep 10; echo 'today'; sleep 5
sleep 10; echo 'it is'; sleep 5
sleep 10; echo 'time'; sleep 5
sleep 10; echo 'for'; sleep 5
sleep 10; echo 'something'; sleep 5
sleep 10; echo 'new'; sleep 5
```

Job Arrays (1)

- Jobs with a „task range“

- with the same executable and resource requirements
→ but different input (files)

- Interactive setup (aka „pure“ bash script setup):

- Master script:

- Translating index setup into list, executing each index value as a job

- Slurm:

- Available as submit feature:

```
sbatch --array [<indexlist>]:<delim> job.sh
```

→ makes master script obsolete & groups Job IDs (= easier to handle)

→ `job.sh` gets index value via `$SLURM_ARRAY_TASK_ID`

Job Arrays (2)

- Simple slurm array example: `${WORKSHOP}/exercises/02/05_slurm_array.sh`

```
#!/bin/bash
```

```
#SBATCH -J ws_array
```

```
#SBATCH -N1 -n2
```

```
#SBATCH -t 00:01:00
```

```
#SBATCH --array=0-10:2
```

```
#SBATCH --output=array_%A-%2a.out
```

```
printenv | grep "SLURM_ARRAY"
```

```
## Generate real number, e.g. via exp fct.
```

```
echo ${SLURM_ARRAY_TASK_ID} | awk '{printf "%.4f\n",exp($X)}'
```

```
sleep 2
```

List from 0 to 10
with increment of 2

Default is: `slurm-%A_%a.out`,
but generates here:

`slurm-12346_0.out`

...

`slurm-123456_10.out`

`%2a` = pads one-digit
numbers with zeros

current array task ID

Bash based Job Array (3)

■ Without array submit features → approach:

a.) handle each index value as one job/task

b.) handle as one (=master) sbatch job

#!/bin/bash

export IARR="0-10:2"

\${WORKSHOP}/exercises/02/05_master_job_array.sh

#SBATCH --export="All,IARR=2-10:2" # index setup: *min-max:inc*

Define subjob script

subjob="./05_array_task.sh"

Decipher index setup:

IARR=\${IARR:-**1-5:1**}

if [[\${IARR//:/} = \${IARR}]] ; then **inc=1** ; else **inc=\${IARR/*:}** ; fi

IARR=\${IARR/*:}

if [[\${IARR//-//} = \${IARR}]] ; then **max=1** ; else **max=\${IARR/*-}** ; fi

min=\${IARR/--}

ndm="\${#max}" ## Number of digits of max

Automatic padding
digits with zeros

echo "Generate index list from \${min} to \${max} with increment \${inc}"

while [[\$min -le \$max]] ; do

printf " Execute \${subjob} **%0\${ndm}d**\n" "\${min}"

##\${subjob} \$(printf "%0\${ndm}d" "\${min}")

let min+=\${inc}

done

Bash based Job Array (4)

TASK/ToDo:

- Modify 05_master_job_array.sh
 - To do parallel (use parbatch):
- 05_array_task.sh writes index value to indexed output

`${WORKSHOP}/exercises/02/05_array_task.sh`

```
#!/bin/bash

## Get index value via positional parameter
value="?"

## Define name of output file, array_<jobid>-<task-id>.out
outputfile="?"

## Write value to file
??
```


Bash based Job Array (4)

Solution!

- Modify 05_master_job_array.sh
 - To do parallel (use parbatch):
- 05_array_task.sh writes index value to indexed output

```
${WORKSHOP}/solutions/02/05_array_task_solv.sh
```

```
## Get index value via positional parameter
value="${1:?missing_value}"
## Define name of output file
outputfile="array_${SLURM_JOB_ID:-$$}-${value}.out"
## Write value to file
echo ${value} > ${outputfile}
```

```
${WORKSHOP}/solutions/02/05_master_job_array_solv.sh
```

```
module load system/parbatch
...
joblist=joblist_${SLURM_JOB_ID:-$$}.txt
while [[ $min -le $max ]] ; do
    printf "  Execute ${subjob} %0${ndm}d\n" "${min}"
    echo "${subjob}" $(printf "%0${ndm}d" "${min}") >> ${joblist}
    let min+=${inc}
done
# Execute parbatch
parbatch ${joblist}
```

Bonus: Chain Jobs (1)

- Idea:
 - Do N consecutive Jobs via N Batch Jobs
- Goal:
 - Do everything in one script
 - Submit only at the beginning
- „Pre-step“: generate script that runs interactively
 - Result: `${WORKSHOP}/exercises/02/02_chain_job.sh`

Bonus: Bash script based Chain Jobs (2)

```
#!/bin/bash
## Defaults
loop_max=10
cmd='sleep 2'

## Check if counter environment variable is set
if [ -z "${myloop_counter}" ] ; then
    echo " ERROR: myloop_counter is undefined, stop chain job"; exit 1
fi

## Only continue if below loop_max
if [ ${myloop_counter} -lt ${loop_max} ] ; then
    ## Increase counter
    let myloop_counter+=1
    ## Print current Job number
    echo " Chain job iteration = ${myloop_counter}"
    ## Execute your command
    echo " -> executing ${cmd}"
    ${cmd}

    if [ $? -eq 0 ] ; then
        ## Continue only if last command was successful
        export myloop_counter=${myloop_counter}
        ./${0}
    else
        ## Terminate chain
        echo " ERROR: ${cmd} of chain job no. ${myloop_counter} terminated unexpectedly"
        exit 1
    fi
fi
```

Terminal Output:

```
${WORKSHOP}/exercises/02/02_chain_job.sh
$ export myloop_counter=0
$ ./02_chain_job.sh
```

loop

Bonus: Chain Jobs (3) → How for Slurm?

```
#!/bin/bash
#SBATCH ...
## Defaults
loop_max=10
cmd='sleep 2'
## Check if counter environment variable is set
if [ -z "${myloop_counter}" ] ; then
    echo "  ERROR: myloop_counter is undefined, stop chain job"; exit 1
fi
## only continue if below loop_max
if [ ${myloop_counter} -lt ${loop_max} ] ; then
    ## increase counter
    let myloop_counter+=1
    ## print current Job number
    echo "  Chain job iteration = ${myloop_counter}"
    ## Execute your command
    echo "  -> executing ${cmd}"
    ${cmd}

    if [ $? -eq 0 ] ; then
        ## continue only if last command was successful
        export myloop_counter=${myloop_counter}
        ./${0}
    else
        ## Terminate chain
        echo "  ERROR: ${cmd} of chain job no. ${myloop_counter} terminated unexpectedly"
        exit 1
    fi
fi
```

loop

TASK/ToDo:
* add the parts for Slurm

Bonus: Chain Jobs (4) → Solution! for Slurm

```
#!/bin/bash
#SBATCH -N1 -n1 -t 00:00:05 -mem=250 -p ws
## Defaults
loop_max=10
cmd='sleep 2'

## Check if counter environment variable is set
if [ -z "${myloop_counter}" ] ; then
    echo " ERROR: myloop_counter is undefined, stop chain job"; exit 1
fi
## only continue if below loop_max
if [ ${myloop_counter} -lt ${loop_max} ] ; then
    ## increase counter
    let myloop_counter+=1
    ## print current Job number
    echo " Chain job iteration = ${myloop_counter}"
    ## Execute your command
    echo " -> executing ${cmd}"
    ${cmd}
    if [ $? -eq 0 ] ; then
        ## continue only if last command was successful
        sbatch --export=myloop_counter=${myloop_counter} ./02_chain_job_solv.sh
    else
        ## Terminate chain
        echo " ERROR: ${cmd} of chain job no. ${myloop_counter} terminated unexpectedly"
        exit 1
    fi
fi
```

Terminal Command:

```
$ sbatch --export=myloop_counter=0 ./02_chain_job_solv.sh
```

Bonus: Chain Jobs (5)

■ Slurm + interactive script =

```
${WORKSHOP}/solutions/02/02_gen_chain_job_solv.sh
```

```
. . .
if [ $? -eq 0 ] ; then
    ## continue only if last command was successful
    if [ ! -z ${MOAB_JOBNAME} ] ; then
        ## If MOAB_JOBNAME environment variable is defined
        ## -> this script is under MOAB "control"
        msub -v myloop_counter=${myloop_counter} ./02_gen_chain_job_solv.sh
    elif [ ! -z ${SLURM_JOB_NAME} ] ; then
        sbatch --export="myloop_counter=${myloop_counter}" ./02_gen_chain_job_solv.sh
    else
        export myloop_counter=${myloop_counter}
        ./${0}
    fi
else
    ## Terminate chain
    echo "  ERROR: ${cmd} of chain job no. ${myloop_counter} terminated unexpectedly"
    exit 1
fi
. . .
```

→ USE bash programming to **generalise** and **unify** your batch job scripts

Bonus: Chain Jobs: Optimization (1)

■ Problem of 02_generalised_chain_job.sh: **Waiting time!**

■ Solution: two scripts (master + links) + `sbatch -d afterok:<jobID>`

■ 1. script - links: `${WORKSHOP}/solutions/02/02_chain_link_job_solv.sh`

```
#!/bin/bash
#SBATCH ...

## Define your command
cmd='sleep 30'

## Execute your command
echo "  -> executing ${cmd}"
${cmd}

## Do you check if correctly terminated
if [ $? -ne 0 ] ; then
    ## Terminate chain
    echo "  ERROR: ${cmd} of chain job no. ${myloop_counter:-1} terminated unexpectedly"
    exit 1
fi
```

Bonus: Chain Jobs: Optimization (2)

■ 2. script - master: `${WORKSHOP}/solutions/02/02_submitter_f_chain_job_solv.sh`

```
#!/bin/bash
max_nojob=${1:-5}
chain_link_job=${PWD}/02_chain_link_job_solv.sh
dep_type="${2:-afterok}"

myloop_counter=1
while [ ${myloop_counter} -le ${max_nojob} ] ; do
    if [ ${myloop_counter} -eq 1 ] ; then
        slurm_opt=""
    else
        slurm_opt="-d ${dep_type}:${jobID}"
    fi

    echo "Chain job iteration = ${myloop_counter}"
    echo "    sbatch --export=myloop_counter=${myloop_counter} ${slurm_opt} ${chain_link_job}"
    ## Store job ID for next iteration by storing output of msub command with empty lines
    jobID=$(sbatch --export=myloop_counter=${myloop_counter} ${slurm_opt} ${chain_link_job}
        2>&1 | sed 's/[S,a-z]* //g')

    ## Check if ERROR occurred
    if [[ "${jobID}" =~ "ERROR" ]] ; then
        echo "    -> submission failed!" ; exit 1
    else
        echo "    -> job number = ${jobID}"
    fi

    ## Increase counter
    let myloop_counter+=1
done
```

loop

Your Workflows?

- Tell us about your typical workflow
 - Preprocessing methods
 - Input methods
 - Data staging methods
 - I/O management
 - Postprocessing methods
 -
 - If you have issue, please contact us via:

<https://www.bwhpc.de/supportportal.php>

Thank you for your attention!
Questions?