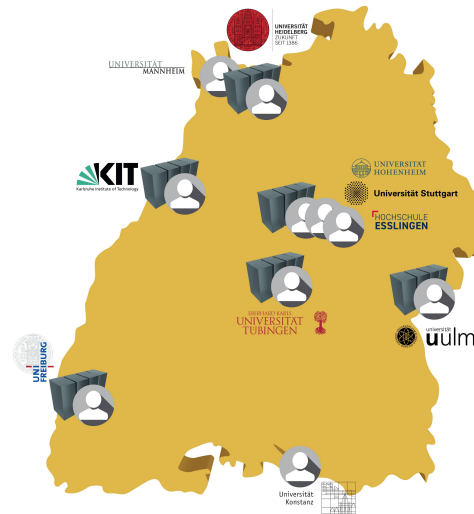


Batch system – Best Practices and Running parallel jobs

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KIT, SCC



Reference: bwHPC Wiki

- Most information given by this talk can be found at <https://wiki.bwhpc.de>
 - Select cluster
 - Select “Batch System” or “Running Batch Jobs”

Workshop reservation bwUniCluster3.0

```
sbatch -p cpu --reservation=ws ...
```

The screenshot shows the bwHPC Wiki page for BwUniCluster3.0. The left sidebar contains a navigation menu with items like 'BwHPC Web Page', 'BwHPC Systems', 'BwUniCluster 3.0', 'JUSTUS 2', 'Helix', 'BMC', 'BMC2', 'Documentation', 'Registration', 'Running Calculations', 'Software Modules', 'Data Transfer', 'Development', 'HPC Glossary', 'Support', 'eLearning', 'Ticketing System', 'Feedback', 'Data Storage', 'SDS@hd', 'bwDataArchive', 'Tools', 'Wiki links here', 'Related changes', 'Special pages', 'Printable version', 'Permanent link', and 'Page information'. The main content area has a header 'BwUniCluster3.0' and a sub-header 'The bwUniCluster 3.0+KIT-GFA-HPC 3 is the joint high-performance computer system of Baden-Württemberg's Universities and Universities of Applied Sciences for general purpose'. Below this is a photo of server racks. Further down, there are sections for 'Transition bwUniCluster 2.0 -> bwUniCluster 3.0', 'Registration', 'Changes', 'Migration', 'Training & Support', and 'User Documentation'. The 'User Documentation' section is highlighted with a red circle, and it contains sub-items like 'Access: Registration, Deregistration', 'Login', 'SSH Clients', 'Data Transfer', 'Hardware and Architecture', 'Compute Resources', 'File Systems', 'Cluster Specific Software', 'Running Jobs', 'Running Batch Jobs', 'Running Interactive Jobs', and 'Interactive Computing with Jupyter'.

Reference: NHR@KIT User Documentation

- Most information given by this talk can be found at <https://www.nhr.kit.edu/userdocs>

- Select cluster
- Select "Using HoreKa or Haicore"
→ "Batch System"

HoreKa
Project management >
Using HoreKa or HAICORE >
Account Registration
2-Factor Authentication
Interactive Login
Hardware Overview
File Systems
Software
Batch system
Compilers & Runtimes >
Parallel and GPU Programming models >
Debugging >
Performance Optimization >
Advanced topics >
Support >

Overview

Welcome to the Tier 2 High Performance Computing system "Hochleistungsrechner Karlsruhe" (HoreKa) at KIT.

HoreKa is an innovative hybrid system with more than 60,000 processor cores, nearly 300 terabytes of main memory and more than 750 NVIDIA (A100 and H100) GPUs. The CPU partition is called **HoreKa Blue**, while the GPU partition is called **HoreKa Green** and the NVIDIA H100 GPU partition is called **HoreKa Teal**.

The HoreKa supercomputer at KIT (Simon Raffener, KIT/SCC)

- Workshop reservation HoreKa:

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

Material: Slides & Scripts

- https://indico.scc.kit.edu/e/hpc_course_2025-10-22
- BwUniCluster 3.0: /opt/bwhpc/common/workshops/2025-10-22/
- HoreKa: /software/all/workshop/2025-10-22/

How to read the following slides

Abbreviation	Full meaning
<code>\$ command -option value</code>	<code>\$</code> = prompt of the interactive shell The full prompt may look like: <code>user@machine:path\$</code> The command has been entered in the interactive shell session
<code><integer>, <string></code>	<code><></code> = Placeholder for integer, string etc
<code>foo, bar</code>	Metasyntactic variables
<code>\${WORKSHOP}</code>	<code>/opt/bwhpc/common/workshops/2025-10-22/</code> (bwUniCluster) <code>/software/all/workshops/2025-10-22/</code> (HoreKa)

Outline

- Best Practices
- Parallel jobs
 - OpenMP
 - MPI
 - Hybrid (MPI + OpenMP)

Best practices

Best practices for job submission

- SLURM long options for the batch script, short options for the command line
- Set default values in the script, overwrite in command line if needed
- Pass arguments to batch job on submission via command line: `$ sbatch job.sh -x argument`
- When using shared nodes:
 - Only requested resources available (e.g. memory; defaults apply though)
 - SSD storage is shared **without** resource control!

■ Environment and data paths

- Always ensure a well-defined environment

```
module purge  
module load foo bar
```

```
#SBATCH --export=NONE # do not export env
```

- Change to absolute path, Slurm submit directory or similar

Job script templates

- Many software packages provide help description, example cases or job templates
- How to get it?

Search in description for example directory

=> Example Turbomole

```
$ module show chem/turbomole 2>&1 | grep "EXA_DIR"  
/opt/bwhpc/common/chem/turbomole/7.4.1_tmolex452/bwhpc-examples
```

bwHPC_turbomole_single-node_tmpdir_example.sh

```
#!/bin/bash  
  
## Purpose: Turbomole JOB example script for bwHPC, such as  
bw{For,Uni}Cluster  
##           for   S I N G L E   N O D E   runs   O N L Y  
...  

```

Job monitoring

- Do NOT run script that submits **every second** commands like:
 - `squeue`
 - `scontrol show job <JOB_ID>`
 - `tail -f <Global_file_system>/<file>`
 - Change to „`tail -f -s 10`“ etc.
- How to follow **live** the job progress on compute node?
 - `srun --jobid=<JOB_ID> [--overlap] --pty /usr/bin/bash`
 - `htop`
 - monitor local storage

Job monitoring - job report

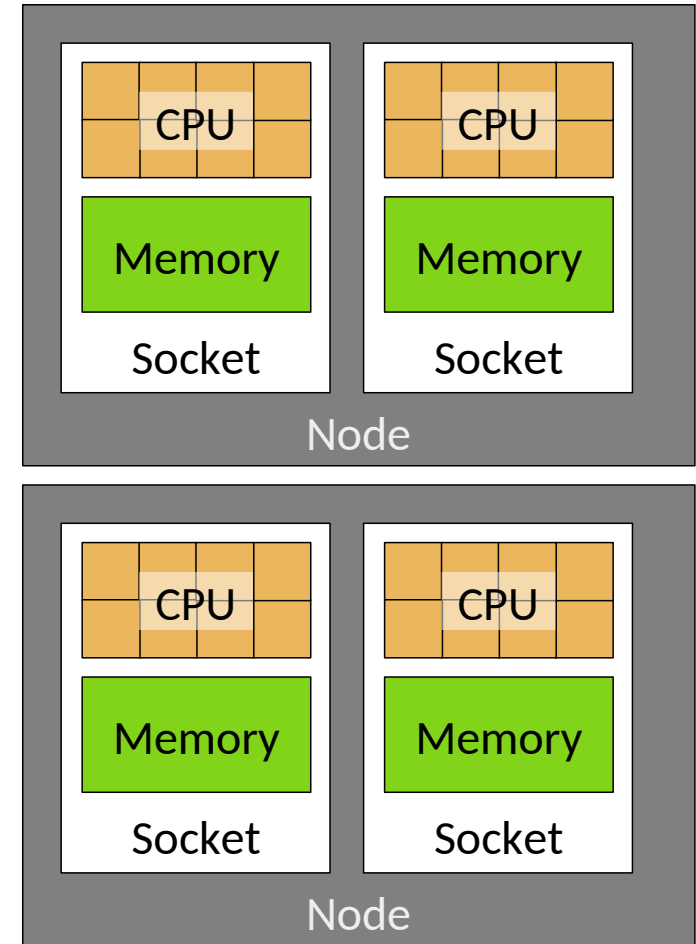
- Check out resource usage for optimization
 - Wallclock time
 - CPU
 - Memory
 - Energy
- Further monitoring
 - => Talk tomorrow

```
===== JOB FEEDBACK =====  
  
Job ID: 23482310  
Cluster: hk  
User/Group: ab1234/my-project  
Account: my-project  
State: COMPLETED (exit code 0)  
Partition: cpuonly  
Nodes: 4  
Cores per node: 152  
Nodelist: hkn[0201-0202,1603-1604]  
CPU Utilized: 00:21:29  
CPU Efficiency: 3.59% of 09:57:52 core-walltime  
Job Wall-clock time: 00:00:59  
Starttime: Mon Mar 25 13:35:31 2024  
Endtime: Mon Mar 25 13:36:30 2024  
Memory Utilized: 25.92 GB  
Memory Efficiency: 2.73% of 950.00 GB  
Energy Consumed: 68710 Joule / 19.086111111111 Watthours  
Average node power draw: 1164.57627118644 Watt
```

Parallel Jobs

Resource specifications

- Computing resources are clustered in several layers:
 - node = compute server
(sharing main memory, mostly 2 sockets per node)
 - socket = set of cpu unit (with several cores) + main memory
 - cpu = CPU Core (with two threads each)
 - task = instance of your program
 - thread = sequence for instructions
-
- Hyperthreading:
 - Use of both threads per core
 - Only with OpenMP, not MPI
 - Only in some cases beneficial => test if it improves performance



How to do the exercises?

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

```
$ ws_allocate bwhpc-course 30
Workspace created. Duration is 720 hours.
Further extensions available: 3
/pfs/work2/workspace/scratch/xy1234-bwhpc-course-0
```

- Copy examples to your workspace

```
$ WORKSHOP=/opt/bwhpc/common/workshops/2025-10-22 # bwUniCluster
$ WROKSHOP=/software/all/workshops/2025-10-22      # HoreKa
$ cd $(ws_find bwhpc-course)
$ mkdir -v 2025-10-22; cd 2025-10-22
$ cp -pr ${WORKSHOP}/exercises/04 ./
```

- Submit jobs from your workspace

```
$ cd $(ws_find bwhpc-course)/2025-10-22/04
$ sbatch -p {single|cpuonly} --reservation=ws [--exclusive] <jobscript>
```

Compile executables

- We need executables „pi_omp“, “parmmul” and “parmmul_omp”
- Open files “omp.README” and “parmmul.README”
=> execute commands in these files
- Hints:
 - You can use cat for an easy copy paste

```
$ cat omp.README
module load compiler/intel
...
# pi_omp
# first compile seconds.c
icc -DFTNLINKSUFFIX -O -c seconds.c -o seconds.o
ifort -O -qopenmp pi.f90 seconds.o -o pi_omp
```

- You can parse the whole file with bash to execute all commands subsequently

```
$ bash omp.README
$ bash parmmul.README
```

OpenMP

- OpenMP = Open Multi-Processing
 - Compiler directives, library routines, environment variables to enable multi-threading on **shared-memory** multiprocessor platforms (e.g. on single node)
 - <https://www.openmp.org>
- Single task is split into multiple threads for parallel execution
 - E.g. `for` loop for a matrix multiplication
- Typical issues:
 - Number of spawned threads should match resources: typically 1 thread per core
 - Proper thread binding and mapping

OpenMP parallel example

```
#!/bin/bash
#SBATCH --nodes=1
#SBATCH --ntasks=4
#SBATCH --time=00:05:00

# Set executable name to variable
exe=./pi_omp
# Load modules
module load compiler/intel

# Setup OpenMP environment variable
export OMP_NUM_THREADS=${SLURM_NPROCS}

# Printout number of threads
echo "No.threads = ${OMP_NUM_THREADS}"

# Execute program
${exe}
```

Example:

```
${WORKSHOP}/exercises/04/omp.sh
```

- Shared memory is restricted to 1 node.
- Use the precompiled pi_omp or store the executable in pi_omp
- Do not define number of threads explicitly. Use environment variables.

OpenMP parallel example: thread pinning

```
#!/bin/bash
#SBATCH --nodes=1
#SBATCH --ntasks=10
#SBATCH --time=00:01:00
# Set executable name to variable
exe=./pi_omp
# Load modules
module load compiler/intel

# Setup OpenMP environment variable
export OMP_NUM_THREADS=${SLURM_NPROCS}
# Use different pinning: none, scatter, compact
export KMP_AFFINITY=verbose,scatter

# Printout number of threads
echo "No.threads = ${OMP_NUM_THREADS}"

# Execute program
${exe}
```

Using Intel OpenMP Thread Affinity
for Pinning Threads differently

```
${WORKSHOP}/exercises/04/omp_v2.sh
```

- Submit script with different pinnings:
 - none
 - scatter
 - compact
 - compact,1,0
- Compare results

MPI

■ MPI = Message Passing Interface

- Open standard for parallelization on **distributed memory** systems, e.g. multiple nodes
- Program is started by wrapper (e.g. mpirun, srun, ...), spawning several tasks (on multiple nodes)
 - Each task executes the same binary
 - Differences between the tasks execution depend on the rank (task id) and total number of tasks
=> relevant for the programmer
- Standard on <https://www.mpi-forum.org>

■ Variants on the clusters

- Intel-MPI
- OpenMPI
 - => different versions, depending on different compilers

■ Typical issues: task assignment and binding

MPI process binding

- Compute-bound job
 - One MPI task per available core
- Memory-bound job
 - One/few MPI tasks per socket or node
- Hybrid jobs (MPI + OpenMP)
 - One MPI task per socket or node
 - OpenMP multithreading over the whole socket/node

MPI parallel jobs: compute-bound

```
#!/bin/bash

#SBATCH --nodes=1
#SBATCH --ntasks=20
#SBATCH --time=00:05:00

# Set executable name to variable
exe=./parmmul
# Load modules
module purge
module load compiler/intel
module load mpi/openmpi
# Printout number of tasks
echo "No.MPI tasks = ${SLURM_NPROCS}"

# Spawn for each core 1 MPI task
mpirun --bind-to core --report-bindings ${exe}
```

Example:

```
${WORKSHOP}/exercises/04/openmpi.sh
```

- Use parallel multiplication binary
- Load Intel compiler module and OpenMPI module
- Use mpirun to execute the binary, print details of task pinning.

MPI parallel jobs: memory-bound

```
#!/bin/bash
#SBATCH --nodes=2
#SBATCH --ntasks-per-node=2
#SBATCH --time=00:05:00

# Set executable name to variable
exe=./parmmul
# Load modules
module purge
module load compiler/intel
module load mpi/openmpi

# Printout number of MPI tasks
echo "No.MPI tasks = ${SLURM_NTASKS}"

# Spawn only one MPI task per socket
mpirun --bind-to core --map-by socket \
       --report=bindings ${exe}
```

Example:

```
${WORKSHOP}/exercises/04/openmpi_v2.sh
```

- 2 tasks per node
→ each task can consume 45 GB
(120 GB on HoreKa)
- Loading the needed environment
- Map each MPI task to one socket

MPI + OpenMP hybrid job

Spawning 1 MPI task per socket, and 20 OpenMP threads per MPI task

```
#!/bin/bash
#SBATCH --nodes=2
#SBATCH --ntasks-per-node=2
#SBATCH --cpus-per-task=20
#SBATCH --time=00:05:00
exe=./parmmul_omp
# Load modules
module load compiler/intel mpi/openmpi
# Setup OpenMP env variable
export OMP_NUM_THREADS=${SLURM_CPUS_PER_TASK}
export KMP_AFFINITY=verbose,scatter
# Printout number of nodes = MPI tasks
echo "No. MPI tasks (nodes) = ${SLURM_NTASKS}"
echo "No. threads per node = ${OMP_NUM_THREADS}"
# Spawn only one MPI task per socket
mpirun -n ${SLURM_NTASKS} --bind-to core --map-by socket:PE=${OMP_NUM_THREADS} \
    --report-bindings ${exe}
```

`${WORKSHOP}/exercises/04/hybrid_openmpi_omp.sh`

Set KMP_AFFINITY
to bind and map
threads to cores!

Thank you for your attention.

Questions?