

## Tips about Job Submission

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### Basics

- Samples for each application can be found at `/apl/(application name)/(version/revision)/samples` directory. Those sample files can be used as template files for your own software.

Jobscript skeleton for `/bin/sh` or `/bin/bash`:

```
#!/bin/sh
#PBS -l select=...
#PBS -l walltime=(walltime; 24:00:00 for example)

# PBS_O_WORKDIR corresponds to the working directory when you submit the job.
# If you want to use the same working directory when running the job on the computation node(s),
# you need to "cd" to the directory beforehand.
if [ ! -z ${PBS_O_WORKDIR} ]; then
  cd ${PBS_O_WORKDIR} # if PBS_O_WORKDIR exists, cd to that dir.
fi

(actual commands; file copy, setenv, run, etc.)
```

Jobscript skeleton for `csch/tcsh`:

```
#!/bin/csh -f
#PBS -l select=...
#PBS -l walltime=(walltime; 24:00:00 for example)

if ( ${PBS_O_WORKDIR} ) then
  cd $PBS_O_WORKDIR # same as sh/bash case.
endif

(actual commands; file copy, setenv, run, etc.)
```

### Sample Job Header (select line)

- The number following `select=` represents **the number of nodes** (1 if omitted).
- Other numbers (`ncpus`, `mpiprocs`, `ompthreads`, `ngpus`) are **the resource amounts per node**
- `OMP_NUM_THREADS` environment variable is automatically set to the number specified by `ompthreads`.
- If you employ one of MPI environments installed under `/apl` (OpenMPI, IntelMPI, MVAPICH), you don't need to specify `hostlist` (or `machinefile`) in `mpirun` argument.
  - "`mpirun -np` (number specified for "`mpiprocs`") `command options`" will work.
  - (If you add `--with-tm=/apl/pbs/22.05.11` option to "configure" upon your OpenMPI build, you may not need to specify `hostlist`.)
- When you request GPUs, you don't need to pay special attention on `CUDA_VISIBLE_DEVICES` environment variable. (The job server will handle resources wisely.)
  - (Some software may need a special setting when multiple GPU cards are employed.)

**1 vnode, for each vnode: 64 CPU cores, MPI\*64, no OpenMP** (Flat MPI) (1 node and 64 CPU cores in total), 72 hours (= 3 days) (`jobtype=vnode` implicitly)

```
#PBS -l select=1:ncpus=64:mpiprocs=64:ompthreads=1
#PBS -l walltime=72:00:00
```

**jobtype=small, 4 nodes, for each node: 128 CPU cores, MPI\*128, no OpenMP** (4 nodes and 512 CPU cores in total), 168 hours (= a week) (`jobtype=vnode` implicitly)

```
#PBS -l select=4:ncpus=128:mpiprocs=128:ompthreads=1
#PBS -l walltime=168:00:00
```

**jobtype=largemem, 1 node, for each node: 128 CPU cores, MPI\*64, OpenMP\*2** (1 node and 128 CPU cores in total), 30 minutes

```
#PBS -l select=1:ncpus=128:mpiprocs=64:ompthreads=2:jobtype=largemem
#PBS -l walltime=00:30:00
```

jobtype=largemem, 2 vnodes, for each vnode: 64 CPU cores, MPI\*64, no OpenMP (2 vnodes and 128 CPU cores in total), 1 hour

```
#PBS -l select=2:ncpus=64:mpiprocs=64:ompthreads=1:jobtype=largemem
#PBS -l walltime=01:00:00
```

This job may be performed on two separate nodes or on only one node. For the example one above, that will run on only one node.

1 CPU core, 168 hours (jobtype=core implicitly)

```
#PBS -l select=1:ncpus=1:mpiprocs=1:ompthreads=1
#PBS -l walltime=168:00:00
```

12 CPU cores, MPI\*4, no OpenMP, 12 hours (jobtype=core implicitly)

```
#PBS -l select=1:ncpus=12:mpiprocs=4:ompthreads=1
#PBS -l walltime=12:00:00
```

(Available memory amount is proportional to the number of cpu cores employed. If you want to increase memory amount but not mpiprocs, this types of description is useful/necessary for jobtype=core.)

18 CPU cores, MPI\*9, OpenMP\*2, 3 hours (jobtype=core implicitly)

```
#PBS -l select=1:ncpus=18:mpiprocs=9:ompthreads=2
#PBS -l walltime=03:00:00
```

32 CPU cores, MPI\*8, OpenMP\*4, 168 hours (jobtype=core implicitly)

```
#PBS -l select=1:ncpus=32:mpiprocs=8:ompthreads=4
#PBS -l walltime=168:00:00
```

60 CPU cores, OpenMP\*60, 168 hours (jobtype=core implicitly)

```
#PBS -l select=1:ncpus=60:mpiprocs=1:ompthreads=60
#PBS -l walltime=168:00:00
```

64 CPU cores, OpenMP\*60, 168 hours (jobtype=vnode implicitly)

```
#PBS -l select=1:ncpus=64:mpiprocs=1:ompthreads=60
#PBS -l walltime=168:00:00
```

The calculation itself is the same as the example one above; 60 cores are used with OpenMP. However, CPU points per hour of this job is 45, smaller than the example one above (60 points/hour). This difference comes from the jobtype of these two jobs.

1 CPU core, 1 GPU, 24 hours (jobtype=gpu, implicitly)

```
#PBS -l select=1:ncpus=1:mpiprocs=1:ompthreads=1:ngpus=1
#PBS -l walltime=24:00:00
```

12 CPU cores, MPI\*12, no-OpenMP, 1 GPU, 12 hours (jobtype=gpu, implicitly)

```
#PBS -l select=1:ncpus=12:mpiprocs=12:ompthreads=1:ngpus=1
#PBS -l walltime=12:00:00
```

(In case of ngpus=1, ncpus must be <= 16.)

4 nodes, for each node: 8 CPU cores, MPI\*2, OpenMP\*4, 2 GPUs (4 nodes, 32 CPU cores, 8 GPUs), 12 hours (jobtype=gpu, implicitly)

```
#PBS -l select=4:ncpus=8:mpiprocs=2:ompthreads=4:ngpus=2
#PBS -l walltime=12:00:00
```

(Value of "mpiprocs" must be multiple of that of "ngpus". Even if you use only 1 CPU core and multiple GPUs, your

"ncpus" specification must be equal to number of GPUs at least.)

2 nodes, for each node: 24 CPU cores, MPI\*24, no OpenMP, 2 GPUs (2 nodes, 48 CPU cores, 4 GPUs), 24 hours (jobtype=gpu, implicitly)

```
#PBS -l select=2:ncpus=24:mpiprocs=24:ompthreads=1:ngpus=2  
#PBS -l walltime=24:00:00
```

(The MPI processes might be scattered up to 4 nodes.)