What do we do?
Infrastructure for Researchers

**RCIC builds and maintains real infrastructure for**
- High-performance and high-throughput computing
- Research data storage and analysis,
- Scientific software tool integration.

Computing and data infrastructure is operated in a *shared financial model* where campus researchers are given no-cost access to a baseline level of computing and highly-reliable storage.

**Faculty can also purchase additional capacity and capability using grant or other funds.**
RCIC Faculty Oversight

**Executive Committee** – Chair Filipp Furche, Professor, Dept. of Chemistry
- Help with strategic guidance and direction
- Approval chain for large purchases (> $100K) and high-level policy
- Meet approximately quarterly

**Advisory Committee**
- About 30 researchers from disciplines across UCI
- Key feedback on what RCIC does right and wrong. They are not shy about expressing their views.

Formation of RCIC was the result of the **UCI Cyberinfrastructure Vision 2016**
Key Resources @ RCIC

HPC3
- ~6900 Cores/162 Hosts (expanding to ~8500/200)
- 52 Tesla V100 16Gb Nvidia GPUs
- EDR (100Gbps) Infiniband
- 10GbE Ethernet
- Minimum
  - 4GB memory/core
  - AVX2 instruction set (Epyc/Intel CPUs)

Six Parallel File Systems
- DFS2, DFS3a, DFS3b, ...
- 3.9PB usable storage
- ~6GB/sec bandwidth/System
- Single Copy/No Snapshots

Campus Research Storage Pool (CRSP)
- 1 PB usable storage
- Available anywhere on UCI Network
- Dual Copy of All Data
- Snapshots
- Highly available

Computing Clusters

Cluster Storage

Campus Research Storage

OIT DC

ICS DC

UCI Net
## High-level View of what things cost

### No Cost Allocations

<table>
<thead>
<tr>
<th>Role</th>
<th>HPC3 Core Hours</th>
<th>GPU Hours</th>
<th>Home Area Storage</th>
<th>DFS Storage</th>
<th>CRSP Storage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Faculty</td>
<td>200K hours/year&lt;sup&gt;1&lt;/sup&gt;</td>
<td>By Request ~2K hours/year&lt;sup&gt;1&lt;/sup&gt;</td>
<td>50GB</td>
<td>1TB in Pub</td>
<td>1 TB</td>
</tr>
<tr>
<td>Student</td>
<td>1000 hours</td>
<td>---</td>
<td>50GB</td>
<td>1 TB in Pub</td>
<td>---</td>
</tr>
</tbody>
</table>

### Cloud-like Costs

<table>
<thead>
<tr>
<th>Role</th>
<th>HPC3 Core Hours</th>
<th>GPU Hours</th>
<th>Home Area Storage</th>
<th>DFS Storage</th>
<th>CRSP Storage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Faculty</td>
<td>$.01/core hour</td>
<td>$0.32/GPU hour</td>
<td>Not expandable</td>
<td>$100/TB/5 years</td>
<td>$60/TB/year</td>
</tr>
<tr>
<td>AWS</td>
<td>C5n.large $.063</td>
<td>P3.2xlarge $1.95</td>
<td>---</td>
<td>---</td>
<td>S3&lt;sup&gt;2&lt;/sup&gt; Standard $242/TB/year</td>
</tr>
</tbody>
</table>

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<sup>1</sup> Exact amounts dependent on # requests/available hardware

<sup>2</sup> Comparison difficult - S3 has higher durability, CRSP has no networking fee.
HPC$^3$ – High Performance Community Computing Cluster

- Short History – And Expansion
- Different Use Cases of HPC3
- How HPC3 is physically connected to UCI
- Queueing and Allocations
- Software Environment
  - What happens when you ask RCIC to install software
  - Organization
  - Insights to usage
- How has HPC3 been used since Jan 1, 2021
Short History of HPC3

Predecessor - HPC

- Catalyzed shared computing at UCI
  Hat-Tip to retired personnel: Joseph Farran, Harry Mangalam, Allen Schiano, Dana Roode, and Garr Updegraff
- Expanded primarily through faculty node purchases (condo computing)
- Reached end of life Dec 2020 – 10500 cores at its peak. Cores 1-9 years in age

HPC3 catalyzed by NSF Major Research Instrumentation Grant

- PI: Chandramowlishwaran
- Co-PIs: Furche, Roode

Initially constructed from Grant, Faculty Purchase, and Significant UCI investment

- RFP (won by HPE) in Oct 2019. ~100 CPU and GPU nodes (4000 cores total).
- Most nodes arrived after March 2020 during shutdown
- Expanded through faculty/UCI purchase Oct/Dec 2020
- Expanded via compatible HPC nodes moved to HPC3 Jan 2021
- Expanded via UCI/Faculty purchase via April 2021 Competitive Bid (nodes arriving now)
Network Connectivity of HPC3

Inbound: `ssh` and `https`

Outbound: to UCI

No HPC3 node is directly-connected to a public network.

Balancers & firewall are the only network paths in/out.

UCINet

pfSense firewall

pfSense firewall (failover)

HA Proxy Load Balancer

HA Proxy Load Balancer (failover)

Login nodes:
- login-i15
- login-i16
- login-i17

Arista Switch/router

Arista Switch/router

Management node

xcat

scheduler

Slurm

Private Network

HPC3 Compute / GPU / HighMemory nodes

Lightpath
Different Ways People are Using HPC3

1. Most common: command-line, batch queue, job submission
   `ssh hpc3.rcic.uci.edu`

2. Teaching courses
   **Quarter:**
   - Grad courses
   - Lower division physics labs
   **Short-term:**
   - UCI machine learning hackathon

3. Specialized Jupyter Labs

4. Via Singularity Containers
Two Types of Jobs

Allocated (accounted)

- Slurm account must have sufficient balance to fund the job to completion
- Job once started cannot be pre-empted
- Standard, *mem, gpu, *debug partitions

Free

- Slurm account is not debited
- Allocated jobs can pre-epmt running free jobs at any time
- free, free-gpu partitions

Q: Why is my job not running and squeue output shows AssocGrpCPUMinutesLimit?
A: not enough balance in your slurm account

Q: Is there checkpointing?
A: NO checkpointing! not a viable technology
Allocated Jobs (standard, *mem, GPU queues)

- All allocated jobs use a common “currency” (SU)
- CPU cores cost 1 SU/Hour
  - There is no differentiation on memory used.
- GPUs cost 32 SUs/Hour
- What about owner hardware/queues?
  - Owner queues do NOT exist. Instead
  - Theoretical capacity of owner hardware is converted into SUs
    - 95% * (# cores) * 8760 hours/year – 40 core node ~ 325K SUs/year
    - 95% * (# gpus) * 32 * 8760 hours/year.
  - GPU SUs and CPU SUs are not “convertible”. → need a GPU account to charge runs on the GPU queue.
Automated Refill of Allocations for labs

- Account balances are reset every 6 months
- Each Lab is on their own cycle
- Allocations are for “the next 6 months”
- **SUs not utilized in the previous 6 months are lost**
- Purchased cycles can be spent over 18 months.
Policy on allocating UCI-paid cycles

Ideal – every cycle allocated is utilized

Allocation Tiers for CPU Cores (6 months horizon):
• 100K, 75K, 50K, 25K, 12.5K

Your next allocation is based on your previous 6 months of usage
• > 80% of current allocation utilized, go up one tier
• 50% - 80%. Remain in same tier
• 25% - 50%. Go down on tier
• < 25% go down two tiers
Limits

• Philosophy
  Allow users to do what they need to do.
  Generally, only place limits to address: stability, fairness, responsiveness

• Example System-wide limits
  \[
  \begin{align*}
  \text{MaxArraySize} &= 100000 \\
  \text{MaxJobCount} &= 50000
  \end{align*}
  \]

• When we see a file system “under stress”
  1. Identify user/users
  2. Contact them to find out “what their applications are doing”
  3. Determine if
     - limits (like maxjobs or maximum cores) are needed to mitigate
     - or
     - can a restructuring of jobs address the issue

• Example user-specific limit:

<table>
<thead>
<tr>
<th>Account</th>
<th>User</th>
<th>Partition</th>
<th>Share</th>
<th>MaxJobs</th>
<th>GrpTRES</th>
</tr>
</thead>
<tbody>
<tr>
<td>uci_lab</td>
<td>panteater</td>
<td>1</td>
<td>300</td>
<td>cpu=800</td>
<td></td>
</tr>
</tbody>
</table>
Software environment on HPC3
Software Applications

Build software across spectrum of sciences and disciplines

Who is using an application?
How often is it used?
Which versions are needed?
What are the dependencies?
When to add or update?
When to sunset?

Provide coherent software environment

Automate system and software builds

We package most applications in the OS-native format: RPM
• Some apps have very deep dependencies
• Capture dependencies during the build
• Enable auto loading of dependencies
• User needs to load a single module:

```bash
module load trinity/2.8.6
```
Module Dependencies

Most used modules since Jan 1, 2021

- python/3.8.0: 701,106
- gcc/8.4.0: 408,170

Updating a single package

Can affect many others, how?
Which ones?
What we do to install software

**Building**
- Find and download
- Build
  - create a patch
  - prerequisites
- Create package yaml file
- Build package RPM (and filter)
- Create module yaml file
- Build module RPM
- Install RPMs
- Record build in git
- Add source to google drive

**Verification**
- Download from git
- Build RPMs and apply fixes
- Install RPMs locally
- Record build in git

**Production**
- Copy RPMS to HPC3
- Update HPC3 nodes using ansible system
- Taking advantage of system automation

**Goals:**
- Automation yaml2rpm
- Reproducibility
- Coherency
Modules Usage (since Jan 1)

**Modules:**
- 261 built
- 39 unused
- 6 user-authored

**RPMs:**
- ~1700 built and installed

**Summary of tracking:**
1. All software was requested
2. Fair fraction (~ 49%) is rarely or never (15%) used
3. Helps to answer the question “When to install, update, or sunset the software”
Request Tracker (RT) History

Start: 2019-01-01
End: 2021-05-31

move to HPC3

Configuration automation (Ansible) + Applications \(\rightarrow\) fewer issues (and usage has increased)
How has HPC3 been used since Jan 1, 2021
CPU Use Summary: Up Trend

2/1/2020 to 5/28/2021:

- ~ 500 active users
- ~ 1% [power] users

Total core count:
- ~ 4000 cores 2/2020)
- ~ 7000 cores 6/2021)
- ~ 9000 cores 9/2021)
- ! 16000 cores 1/2025)

- ~ 22M CPU hours delivered
- ~ 5 cores per job on average
- ~ 1280 cores largest jobs

70% average CPU utilization
HPC3 CPU Utilization

Max CPU Utilization: 94.2%

End of Quarter.
- Partition (queue) has ~5500 cores.
- Standard partition dominates by day
  - Free partition by night and weekend
- ~ 40% of jobs go through standard partition
  - Users not spending their allocations

Waiting for a job a Standard job to run is rare:

Example: Standard Pending Jobs on 5/19/21 ~ 14:35pm
~ 16,000 cores requested

Reason for pending job? See next slide...
Standard Jobs Wait Time: Minimal

- Job taken care of in ~18 hours.
GPUs Summary

~ 14 nodes = 56 GPUs (V100)
~ 170,000 total gpu hours
~ 20k/month
~ 65% avg gpu utilization
- Increasing as people learn how to use them
- There is a longer wait for GPUs than CPUs

=> Need more GPUs
GPU Partition Job State

Different from Standard Partition: there are Always Pending Jobs
Reasons for Pending Jobs in GPU Partition

Now jobs are pending due to:
- Lack of Resources
- Priority

Before:
- Dependencies

 cứu 2021-05-31 06:00:00

- None: 0
- Resources: 21
- Priority: 193
- Nodes_required_for_job_are_DOWN: 233
- Dependency: 2
- ReqNodeNotAvail: 0
- AssocGrpCPUMinutesLimit: 0
- AssocGrpCpuLimit: 0
- AssocMaxJobsLimit: 0
- gpus lack resources: 21
Large Multi-node Jobs: No special provisions needed to run

- Avg. Job size: 5 cores
- Max Job size: 1280 cores

Large Jobs [129, 1280] cores
- Use ~3% of CPU time
- Reasonable wait time

10^3 range in core requests

Chart showing CPU usage by job size from July 2020 to January 2021.
Talking to RCIC and to Each Other

• How do I ask for help/talk to RCIC?
  • Send email to hpc-support@uci.edu
    This automatically creates a help ticket
  • Read that fine website: https://rcic.uci.edu

• What about talking to RCIC and the other users at UCI?
  • Join the new! Google group https://groups.google.com/a/uci.edu/g/rcic-users
  • Chat with us on Slack: https://rcicos.slack.com/
Resources

• Github repositories for the software builds
  https://github.com/RCIC-UCI-Public

• RCIC website  https://rcic.uci.edu