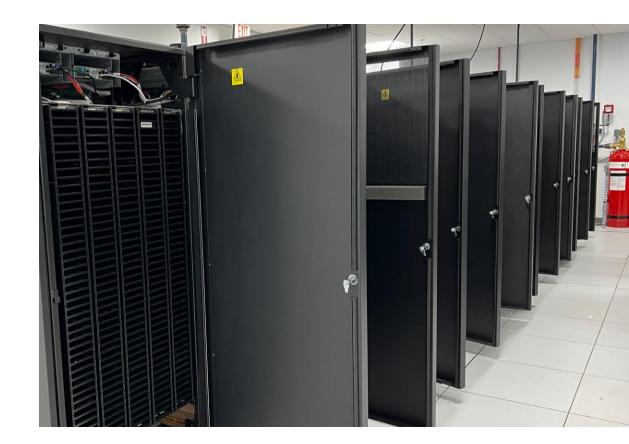
SciOps + ENP Coordination

February 2023



Thursday, February 2, 2023







- The 24 Farm23 nodes were deployed on Jan 23, 2023
 - 256 CPU (hardware threads) per node, 512GB memory
 - 7TB local scratch space per node
- A scheduling change was made to help prevent large-job scheduling problems when the queue was long and there was contention for resources
- SWIF workflow management working well/ integrated with /cache
- Lustre is performing well

	farm19	farm23 AMD EPYC™ 7003 Series	
Product Line	AMD EPYC [™] 7002 Series		
# of CPU Cores	32	64	
# of Threads	64	128	
Max. Boost Clock	Up to 3.35GHz	Up to 3.5GHz	
Base Clock	2.5GHz	2.45GHz	
L3 Cache	128MB	256MB	
Default TDP	180W	280W	
CPU Socket	SP3	SP3	
Socket Count	1P/2P	1P/2P	
System Memory Type	DDR4	DDR4	
Memory Channels	8	8	
System Memory Specification	stem Memory Specification Up to 3200MHz Up to 3		
Per Socket Mem BW	204.8 GB/s	204.8 GB/s	



Reminder: Multi-Factor Authentication for Interactive Access

- March Maintenance day -- March 21st, 2023
- Status
 - Login machines are up and ready for testing
 - credentials are being issued to everyone with access. 300 more to go out of ~1700.
- I will send another email reminder soon
- Tools that may help
 - https://tmuxcheatsheet.com/quick-start/
 - SSH Configuration Suggestions
- Questions that have come up
 - MobilePass tokes, Google Authenticator, Microsoft authenticator all work
 - Existing tokens used for hallgw access are the same



Farm Resource Monitoring

- The aspiration is to keep all CPUs busy
- Supporting this
 - Jasmine disk cache work (more on this)
 - Job Efficiency Monitoring
- We are stepping up monitoring for outliers that affect performance
 - Memory over-allocation (email and web)
 - <u>https://scicomp.jlab.org/scicomp/slurmJo</u>
 <u>b/memoryEff</u>
- This is also the focus of the LDRD, which has broader scope

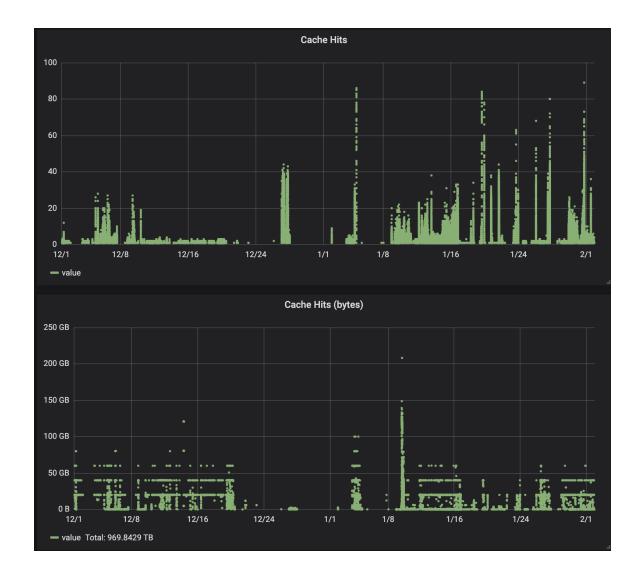
User Name	Account Name	Average Walltime	Average CPU Ef	Low Memory ficiency Job Count	Average mory Efficiency
robertej	clas12	29 mins	1	23,909	0.89%
keigo	halld	0 mins	1	6,380	0.02%
billlee	eic	2 mins	1	1,638	0.04%
andrsmit	halld	10 mins	5	126	0.03%
osg-eic	eic	44 mins	8	59	0.51%
erins	clas	1 mins	1	56	0.06%
mfmce	clas12	2 hrs 57 mins	3	54	2.24%
ruonanli	hallc	57 mins	1	30	0.38%
gmat	clas12	0 mins	3	22	0.02%
osg- clas12	clas12	44 mins	8	18	0.52%
nwickjlb	eic	2 hrs 20 mins	1	17	12.61%
heinricn	hallc	6 mins	1	11	0.21%

Jobs included in this tables are finished successfully in last three days



Update: Jasmine Internal Disk Cache Performance

- Now fully in production
- Distinct from user visible /cache
- Aim is to avoid going to tape for current workflows
- Useful for duplicate creation, small files, "hot files" that age out of /cache.
- Current deletion strategy prioritizes high cost retrievals. This will be tuned as we learn more
- Nearly 1PB of cache hits in 2 months
- Aim: Keep the farm fed, reduce reliance on tape for current experiments
- Cache size will expand as hardware is available to down-cycle.





- The farm Slurm configuration uses the task/affinity plugin. This binds threads to cpus.
- Further optimization that helps to avoid traversing memory cache domains. Keeping all the jobs on the the same socket will be a performance advantage.
 - For farm19, there are 32 cores per socket (64 threads)
 - For farm23, there are 64 cores per socket (128 threads)
 - Slurm CPU== hardware thread
 - A 128 CPU job on farm23 Milan can be bound to one socket
- Slurm allows for "hints" and explicit configuration that may help.
 - https://slurm.schedmd.com/mc_support.html
 - Low Level: --cpu-bind
 - Hints: --hint=compute_bound, --hint=memory_bound, --hint=[no]multithread
 - High Level: --threads-per-core, --cores-per-socket, --sockets-per-node



Short Updates

- Rucio first test system built
 - -Security
 - -Storage investigation
 - -Aligns with our Jasmine/XRootD
- XRootD writeable storage
 - EIC test caes next
- Do we need a farm23 ifarm machine?
 - If so, how should it be provisioned? (memory, disk)
- Lustre23 purchase for farm
 - Planning is starting.
- Back to 4 halls!

