

CPU vs GPU

- Account (--account / -A)
 - -A <account> for CPU
 - -A <account g> for GPU
- Constraints (--constraint / -C)
 - -C cpu
 - -C gpu
- Modules
 - Load `cpu`
 - Load `gpu`(default, CUDA aware MPI)







Always specify your account

Ensure the appropriate allocation is charged

Default is set in iris, not always the one you want

#SBATCH --account=<NERSC Account>







Do not run production jobs in your home directory

Run in \$SCRATCH

- Large, temporary storage
- Optimized for reads and writes

Install Software to Global Common

- /global/common/software
- Optimized for reads
- Mounted read-only to compute nodes via DVS (more later)







Set job time limits

Due to backfill scheduling, short and variable-length jobs generally start quickly resulting in much better job throughput

```
#SBATCH --time-min=<lower_bound> #SBATCH --time=<upper_bound>
```







Set job filesystem licenses

A batch job will not start if any of the specified file systems are unavailable due to maintenance or an outage

#SBATCH --licenses=scratch,cfs







Specify the logical core per task

Each CPU core has two hardware threads

A CPU-only compute node has a total of 128 physical cores, or 256 logical CPUs total.

The GPU compute node has a total of 64 physical cores, or 128 logical CPUs total.

Why double? CPU-only compute nodes have two processors, GPU compute nodes have one.

More: https://docs.nersc.gov/jobs/affinity/#process-and-thread-affinity







Specify the logical core per task (CPU)

Logical cores per task (-c, --cpus-per-task)

- CPU: 2×L128 / tasks per nodeJ
- GPU: 2×L64 / tasks per nodeJ

Example: 5 MPI tasks per GPU node

• $2 \times 164 / 5 = 2 \times 12 = -c 24$

What is it for a CPU node?

• -c 50







And there's more

https://docs.nersc.gov/jobs/best-practices/

- Some are more advanced than others
- Some require knowing more about your code
- Some require knowing more about the system

https://www.nersc.gov/users/training/events/2023/migrating-from-cori-to-perlmutter-training-march2023/







