**LUMI Software Stacks** 

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# Software stack design considerations $\overline{L \cup M \mid}$

- Very leading edge and inhomogeneous machine (new interconnect, new GPU architecture with an immature software ecosystem, some NVIDIA GPUs for visualisation, a mix of zen2 and zen3)
  - Need to remain agile
- Users that come to LUMI from 11 different channels (not counting subchannels), with different expectations
- Small central support team considering the expected number of projects and users and the tasks the support team has
  - But contributions from local support teams
- Cray Programming Environment is a key part of our system
- Need for customised setups
  - Everybody wants a central stack as long as their software is in there but not much more
  - Look at the success of conda, Python virtual environments, containers, ...

## The LUMI solution

- Software organised in extensible software stacks based on a particular release of the PE
  - Many base libraries and some packages already pre-installed
  - Easy way to install additional packages in project space
- Modules managed by Lmod
  - More powerful than the (old) Modules Environment
  - Powerful features to search for modules
- EasyBuild is our primary tool for software installations
  - But uses HPE Cray specific toolchains
  - Offer a library of installation recipes
  - User installations integrate seamlessly with the central stack
  - We do have a Spack setup but don't do development in Spack ourselves

### **Policies**

- Bring-your-own-license except for a selection of tools that are useful to a larger community
  - One downside of the distributed user management is that we do not even have the information needed to determine if a particular userid can use a particular software license
  - Even for software on the system, users remain responsible for checking the license!
- LUST tries to help with installations of recent software, but porting or bug fixing is not our work
  - Not all Linux or even supercomputer software will work on LUMI
  - We're too small a team to do all software installations, so don't count on us to do all the work
- Conda, (large) Python installations need to go in containers
  - We offer a container-based wrapper (<u>lumi-container-wrapper</u>) to do that

# **Organisation: Software stacks**

- **CrayEnv:** Cray environment with some additional tools pushed in through EasyBuild
- LUMI stacks, each one corresponding to a particular release of the PE
  - Work with the Cray PE modules, but accessed through a replacement for the PrgEnv-\* modules
  - Tuned versions for the 3 4 types of hardware: zen2 (login, large memory nodes), zen3 (LUMI-C compute nodes), zen2 + NVIDIA GPU (visualisation partition), zen3 + MI250X (LUMI-G GPU partition)
- **spack:** Install software with Spack using compilers from the PE
  - Offered as-is for users who know Spack, but we do not do development in Spack
- Far future: Stack based on common EB toolchains as-is for LUMI-C

# Accessing the Cray PE on LUMI 3 different ways

- Very bare environment available directly after login
  - What you can expect on a typical Cray system
  - Few tools as only the base OS image is available
  - User fully responsible for managing the target modules

#### • CrayEnv

- "Enriched" Cray PE environment
- Takes care of managing the target modules: (re)loading CrayEnv will reload an optimal set for the node you're on
- Some additional tools, e.g., newer build tools (offered here and not in the bare environment as we need to avoid conflicts with other software stacks)
- Otherwise used in the way discussed in this course

# Accessing the Cray PE on LUMI 3 different ways

- LUMI software stack
  - Each stack based on a particular release of the HPE Cray PE
    - Other modules are accessible but hidden from the default view
  - Better not to use the PrgEnv modules but the EasyBuild LUMI toolchains

HPE Cray PE	LUMI toolchain	
PrgEnv-cray	cpeCray	Cray Compiling Environment
PrgEnv-gnu	cpeGNU	GNU C/C++ and Fortran
PrgEnv-aocc	cpeAOCC	AMD CPU compilers
PrgEnv-amd	cpeAMD	AMD ROCm GPU compilers (LUMI-G only)

• Environment in which we install most software (mostly with EasyBuild)

#### Accessing the Cray PE on LUMI The LUMI software stack



- The LUMI software stack uses two levels of modules
  - LUMI/22.08, LUMI/22.12, LUMI/23.03: Versions of the LUMI stack
  - partition/L, partition/C, partition/G (and future partition/D): To select software optimised for the respective LUMI partition
    - partition/L is for both the login nodes and the large memory nodes (4TB)
  - Hidden partition/common for software that is available everywhere, but be careful using it for your own installs
  - When (re)loaded, the LUMI module will load the best matching partition module.
  - So be careful in job scripts: When your job starts, the environment will be that of the login nodes, but if you trigger a reload of the LUMI module it will be that of the compute node!

# Installing software on HPC systems

- Software on an HPC system is rarely installed from RPM
  - Generic RPMs not optimised for the specific CPU
  - Generic RPMs may not work with the specific LUMI environment (SlingShot interconnect, kernel modules, resource manager)
  - Multi-user system so usually no "one version fits all"
  - Need a small system image as nodes are diskless
- Spack and EasyBuild are the two most popular HPC-specific software build and installation frameworks
  - Usually install from sources to adapt the software to the underlying hardware and OS
  - Installation instructions in a way that can be communicated and executed easily
  - Make software available via modules
  - Dependency handling compatible with modules

### Extending the LUMI stack with EasyBuild

- Fully integrated in the LUMI software stack
  - Load the LUMI module and modules should appear in your module view
  - EasyBuild-user module to install packages in your user space
  - Will use existing modules for dependencies if those are already on the system or in your personal/project stack
- EasyBuild built-in easyconfigs do not work on LUMI, not even on LUMI-C
  - GNU-based toolchains: Would give problems with MPI
  - Intel-based toolchains: Intel compilers and AMD CPUs are a problematic cocktail
- Library of recipes that we made in the <u>LUMI-EasyBuild-contrib GitHub repository</u>
  - EasyBuild-user will find a copy on the system or in your install
  - List of recipes in <u>lumi-supercomputer.github.io/LUMI-EasyBuild-docs</u>

## EasyBuild recipes - easyconfigs

- Build recipe for an individual package = module
  - Relies on either a generic or a specific installation process provided by an easyblock
- Steps
  - Downloading sources and patches
  - Typical configure build (test) install process
  - Extensions mechanism for perl/python/R packages
  - Some simple checks
  - Creation of the module
- All have several parameters in the easyconfig file

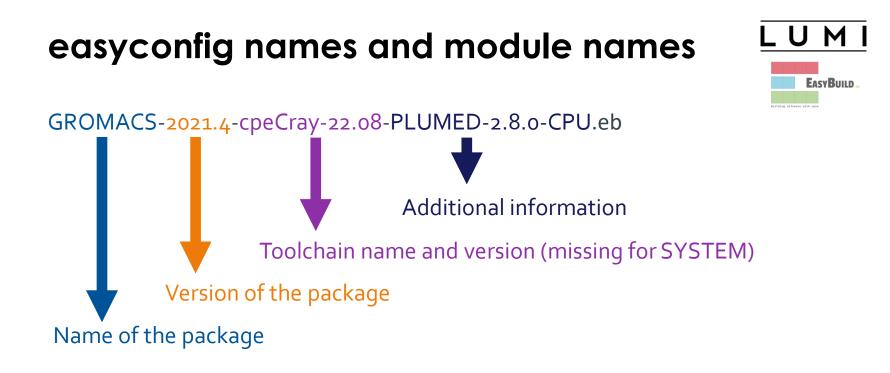
### The toolchain concept

- A set of compiler, MPI implementation and basic math libraries
  - Simplified concept on LUMI as there is no hierarchy as on some other EasyBuild systems
- These are the cpeCray, cpeGNU, cpeAOCC and cpeAMD modules mentioned before!

HPE Cray PE	LUMI toolchain	
PrgEnv-cray	cpeCray	Cray Compiling Environment
PrgEnv-gnu	cpeGNU	GNU C/C++ and Fortran
PrgEnv-aocc	cpeAOCC	AMD CPU compilers
PrgEnv-amd	cpeAMD	AMD ROCm GPU compilers (LUMI-G only)

# The toolchain concept (2)

- Special toolchain: SYSTEM to use the system compiler
  - Does not fully function in the same way as the other toolchains when it comes to dependency handling
  - Used on LUMI for CrayEnv and some packages with few dependencies
- It is not possible to load packages from different cpe toolchains at the same time
  - EasyBuild restriction, because mixing libraries compiled with different compilers does not always work
- Packages compiled with one cpe toolchain can be loaded together with packages compiled with the SYSTEM toolchain
  - But we do avoid mixing them when linking



Module: GROMACS/2021.4-cpeCray-22.08-PLUMED-2.8.0-CPU

#### Installing Step 1: Where to install

- Default location is \$HOME/EasyBuild
- But better is to install in your project directory for the whole project
  - export EBU\_USER\_PREFIX=/project/project\_465000000/EasyBuild
  - Set this *before* loading the LUMI module
  - All users of the software tree have to set this environment variable to use the software tree

#### Installing Step 2: Configure the environment

- Load the modules for the LUMI software stack and partition that you want to use. E.g., module load LUMI/22.08 partition/C
- Load the EasyBuild-user module to make EasyBuild available and to configure it for installing software in the chosen stack and partition: module load EasyBuild-user
- In many cases, cross-compilation is possible by loading a different partition module than the one auto-loaded by LUMI
  - Though cross-compilation is currently problematic for GPU code

module load LUMI/22.08 partition/C
module load EasyBuild-user

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	kulust@uan01.lumi.csc - ~ (ssh)	<b></b> #1	+	
old ticket for a proper handling o	rcomputer.eu/user-support/need-help/. Please don't recycle an new request but fill in the form again. This ensures the f your request. LUMI user support is active on workdays m central-European time so covers the regular 9-to-5 business tries of EuroHPC.			
[lumi][kulust@uan	91-851 ~]\$ module load LUMI/22.08 partition/C			
Lmod is automatic	ally replacing "craype-x86-rome" with "craype-x86-milan".			
[lumi][kulust@uan	91-852 ~]\$ module load EasyBuild-user			
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* Repository: // * Work directory	yBuild/modules/LUMI/22.08/partition/C users/kulust/EasyBuild/ebrepo_files/LUMI-22.08/LUMI-C y for builds and logs: /run/user/327000143/easybuild rectory with clear-eb			
[lumi][kulust@uan	91-853 ~]\$			

#### Installing Step 3: Install the software

- Let's, e.g., install GROMACS
  - Search if GROMACS build recipes are available
    - eb --search GROMACS
    - eb -S GROMACS

But we now also have the <u>LUMI Software Library</u> that lists all available software through EasyBuild.

- Let's take GROMACS-2021.4-cpeCray-22.08-PLUMED-2.8.0-CPU.eb: eb GROMACS-2021.4-cpeCray-22.08-PLUMED-2.8.0-CPU.eb -D eb GROMACS-2021.4-cpeCray-22.08-PLUMED-2.8.0-CPU.eb -r
- Now the module should be available module avail GROMACS

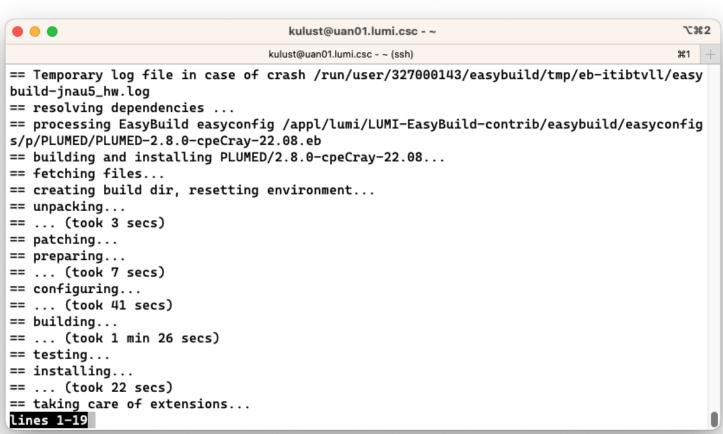
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eb -S GROMACS | less

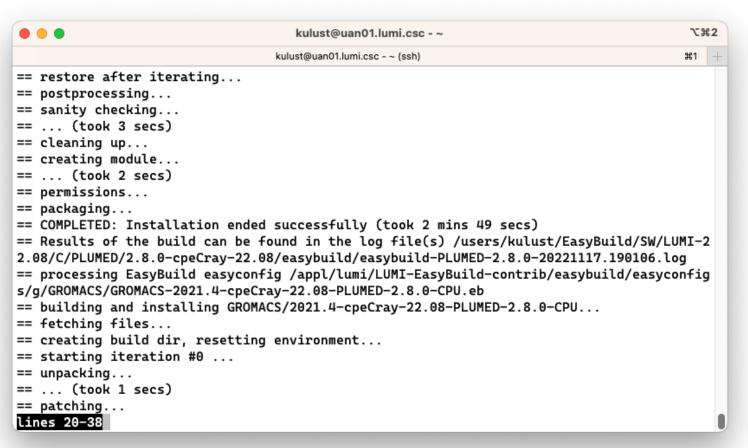
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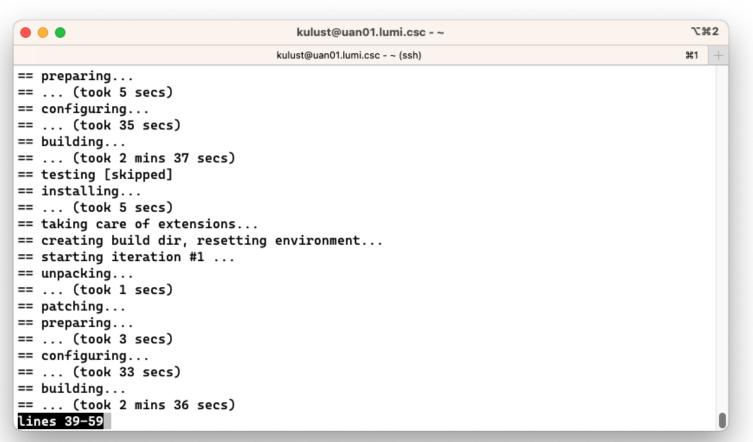
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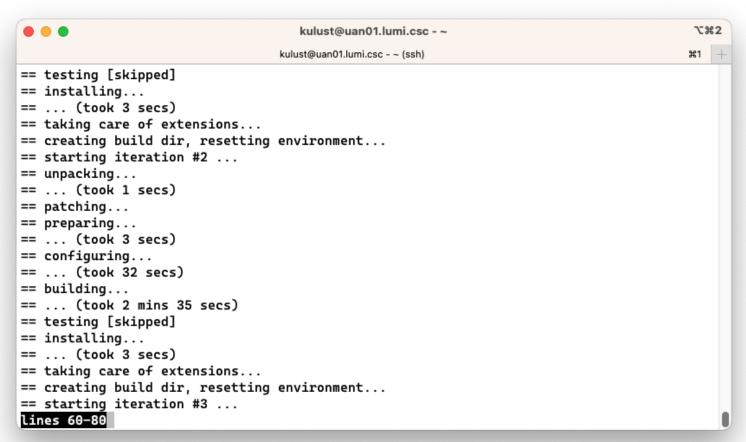
eb GROMACS-2021.4-cpeCray-22.08-PLUMED-2.8.0-CPU.eb -r (2)



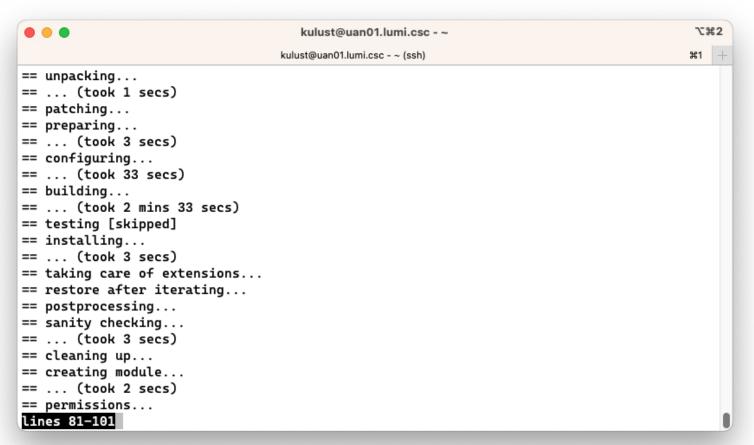
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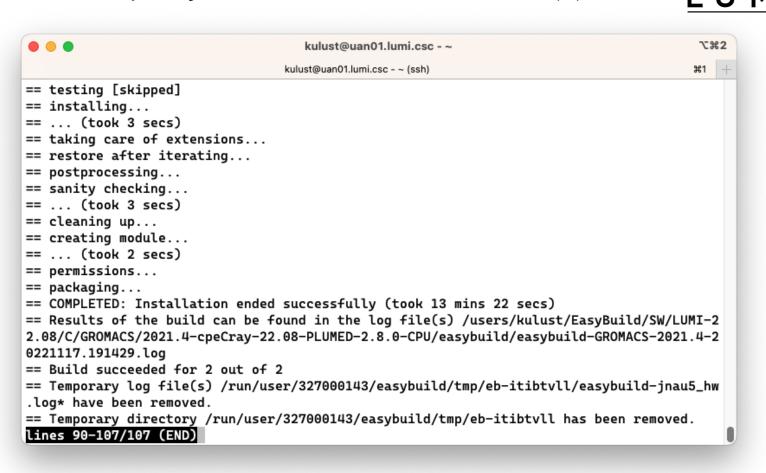


#### UMI



#### UMI





#### Installing Step 3: Install the software - Note

- Note: Sometimes the module does not show up immediately. This is because Lmod keeps a cache and fails to detect that the cache is outdated.
  - Remove \$HOME/.lmod.d/.cache
     rm -rf \$HOME/.lmod.d/.cache
  - We've seen rare cases where internal Lmod data structures where corrupt and logging out and in again was needed
- Installing this way is 100% equivalent to an installation in the central software tree. The application is compiled in exactly the same way as we would do and served from the same file systems.

### More advanced work

- You can also install some EasyBuild recipes that you got from support and are in the current directory (preferably one without subdirectories):
   eb my\_recipe.eb -r .
  - Note the dot after the -r to tell EasyBuild to also look for dependencies in the current directory (and its subdirectories)
- In some cases you will have to download the sources by hand, e.g., for VASP, which is then at the same time a way for us to ensure that you have a license for VASP. E.g.,
  - eb --search VASP
  - Then from the directory with the VASP sources: eb VASP-6.3.2-cpeGNU-22.08.eb -r .

### More advanced work (2): Repositories

- It is possible to have your own clone of the LUMI-EasyBuild-contrib repo in your \$EBU\_USER\_PREFIX subdirectory if you want the latest and greatest before it is in the centrally maintained repository
  - cd \$EBU\_USER\_PREFIX git clone https://github.com/Lumi-supercomputer/LUMI-EasyBuildcontrib.git
- It is also possible to maintain your own repo
  - The directory should be \$EBU\_USER\_PREFIX/UserRepo (but of course on GitHub the repository can have a different name)
  - Structure should be compatible with EasyBuild: easyconfig files go in \$EBU\_USER\_PREFIX/easybuild/easyconfigs

### More advanced work (3): Reproducibility

- EasyBuild will keep a copy of the sources in \$EBU\_USER\_PREFIX/sources
- EasyBuild also keeps copies of all installed easyconfig files in two locations:
  - In \$EBU\_USER\_PREFIX/ebrepo\_files
    - And note that EasyBuild will use this version if you try to reinstall and did not delete this version first!

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- This ensures that the information that EasyBuild has about the installed application is compatible with what's in the module files
- With the installed software (in \$EBU\_USER\_PREFIX/SW) in a subdirectory called easybuild

This is meant to have all information about how EasyBuild installed the application and to help in reproducing

### EasyBuild tips&tricks

- Updating version: Often some trivial changes in the EasyConfig (.eb) file
  - Checksums may be annoying: Use --ignore-checksums with the eb command
- Updating to a new toolchain:
  - Be careful, it is more than changing one number
  - Versions of preinstalled dependencies should be changed and EasyConfig files of other dependencies also checked
- <u>LUMI Software Library</u> at <u>lumi-supercomputer.github.io/LUMI-EasyBuild-docs</u>
  - For most packages, pointers to the license
  - User documentation gives info about the use of the package, or restrictions
  - Technical documentation aimed at users who want more information about how we build the package

# EasyBuild training for advanced users and $\_LUMI$ developers

- EasyBuild web site: <u>easybuild.io</u>
- Generic EasyBuild training materials on <u>easybuilders.github.io/easybuild-</u> <u>tutorial</u>.
- Training for CSC and local support organisations: Most up-to-date version of the training materials on <u>lumi-supercomputer.github.io/easybuild-tutorial</u>.