

# Hyalite Cheatsheet

## Information Technology Center

P.O. Box 173240 Bozeman, MT 59717-3240

Mountains & Minds

Tel 406-994-7466 Fax 406-994-4600

### CONNECTING TO HYALITE AND MOVING DATA

| Action                   | Command/Tool  | Notes  |
|--------------------------|---|--|
|                          |   | 1.111  |
| Connect to Hyalite       | Windows:  | Connection Settings:   |
|                          | MobaXterm ( <a href="http://mobaxterm.mobatek.net">http://mobaxterm.mobatek.net</a> ) | - <b>host</b> : hyalite.rci.montana.ed                         |
|                          | Mac & Linux: Terminal (ssh command)   | - <b>user</b> : your NetID                                     |
|                          | <pre>- ssh <netid>@hyalite.rci.montana.edu</netid></pre>                              | - <b>password</b> : your NetID Password                        |
| Copy data to Hyalite     | Windows:  | Connection Settings: same as SSH above                         |
| Head node (<2GB,         | MobaXterm (http://mobaxterm.mobatek.net)  | Other Notes  |
| slow)                    | Mac/Linux   | - MobaXterm and Cyberduck provide drag/drop interfaces for     |
|                          | GUI: Cyberduck ( <a href="https://cyberduck.io">https://cyberduck.io</a> )            | copying files.   |
|                          | Terminal: scp or rsync  | - MobaXterm and Cyberduck also have built-in editors for       |
|                          |   | editing sbatch scripts and viewing output logs                 |
| Copy data to Hyalite via | Same as above, just using different connection  | Connection Settings:   |
| the Data Transfer        | settings.   | - host: dtn.rci.montana.edu                                    |
| Nodes (DTNs)             |   | - <b>user</b> : your NetID                                     |
| (Any Size, slow)         | - Note: this transfer method is slow.   | - password: SSH Key Only Access                                |
|                          |   | Append your ssh public key to:                                 |
|                          |   | hyalite:\$STORE/.ssh/authorized_keys                           |
| Copy data to Hyalite via | 1. Log into Globus with your NetID  | - Fastest transfer method possible.                            |
| Globus                   | https://www.globus.org  | - Choose "Montana State University - Bozeman" from the         |
| (Any Size, Fastest!)     | 2. Install Globus Connect Personal on your  | existing login screen. Authenticate with your NetID.           |
|                          | local computer.   | - If you don't see the "Get Globus Connect Personal" link, you |
|                          | 3. Go to Manage Data > Transfer Files   | can install it from here:                                      |
|                          | 4. Select files and click the blue arrow to start                                     | https://www.globus.org/app/endpoints/create-gcp                |
|                          | a transfer  |  |

#### **SLURM WORKLOAD MANAGER**

| Slurm Terminology  |   | Help Documentation  |
|--|---|---|
| Node: A physical computer to run computation jobs Partition: A group of nodes with associated settings (also referred to as a queue) Job: An allocation of resources assigned to a user for a limited time within a partition. |   | - Many useful options for each command - <command/> help: for brief information - man <command/> : for detailed information - Technical documentation online here: http://slurm.schedmd.com |
| Action   | Command   | Notes   |
| Run a Job Script   | sbatch <script></td><td>Submits the script to the scheduler. You will see it in squeue after it is submitted.  - Put job options in the script  - May include srun job steps to run in parallel</td></tr><tr><td>Run a Job Step</td><td>srun [options] <command></td><td>Run a parallel job step (-n option specifies the number of simultaneous tasks)  - Can be run inside an sbatch script or by itself</td></tr><tr><td>Run an Interactive<br>XWindows Job</td><td>srun.x11</td><td><ul> <li>You must load the "srun.x11" module first.</li> <li>Run without a command, then run your task in the subsequent shell.</li> <li>SSH X11 forwarding required (MobaXTerm does this automatically).</li> </ul></td></tr><tr><td>List Current Jobs</td><td>squeue</td><td><ul> <li>By default, only shows your partitions</li> <li>Run with '-a' option to see all jobs/partitions</li> <li>Run with '-u <netid>' option to see jobs for just one user.</li> </ul></td></tr><tr><td>Check Cluster Status</td><td>sinfo</td><td>- By default, only shows your partitions<br>- Run with '-a' option to see all partitions</td></tr><tr><td>Cancel a Job</td><td>scancel <JobID></td><td>- Cancel a pending or running job.</td></tr><tr><td>Graphical Status UI</td><td>sview</td><td>SSH X11 forwarding required (MobaXTerm does this automatically)</td></tr></tbody></table></script> |   |

#### LINUX SHELL

If you don't know the Linux Shell, the recommended online training is (free): <a href="http://cli.learncodethehardway.org/">http://cli.learncodethehardway.org/</a>

| A note about period and tilde  | Storage Environment Variables  |  |
|--|--|--|
| Period and tilde are special aliases in Linux  (period): The directory you are currently in.  (double period): The parent directory of your current directory.  - ~ (tilde): Your home directory  - These can be used anywhere that a directory can. | <ul> <li>\$HOME: Your home directory (/home/first.last)</li> <li>\$SCRATCH, \$WORK, \$STORE: large storage directories</li> <li>These can be used anywhere that expects a directory name or path (similarly to _, _, and ~).</li> <li>Run the storage-help script on Hyalite for more info.</li> </ul> |  |

#### READ-ONLY COMMANDS (NOT DANGEROUS TO RUN)

| List files and directories and<br>their metadata (permissions,<br>size, creation date, etc) | ls [options] [path]   | Useful Options:  - l: list extra file information  - h: print human readable file sizes  - a: show all (show hidden files and directories)  If run without options: Lists current directory   |  |
|---|---|---|--|
|   | Is Example  |   |  |
|   | List all home files, show size in kilobytes, megabytes, etc.  ls -lah \$HOME  List all files in parent directory, show size in bytes  ls -la  List details for a file in my home directory  ls -l ~/myfile.data |   |  |
| Change your current directory   | cd [path]   | - Change current directory to the one specified<br>- If run without options: change directory to your \$HOME.   |  |
|   | cd Example  |   |  |
|   | change directory to your home directory  cd \$HOME or cd ~ or just cd  change directory to system ramdisk (extremely fast storage)  cd /dev/shm   |   |  |
| Page through the contents of a file   | less <file></file>  | <ul> <li>Use arrow keys and pgup/pgdn to navigate</li> <li>Use '/' to search</li> <li>Press 'q' to quit</li> </ul>  |  |
| View the beginning of a file  | head <file><br/>head -5 <file></file></file>  | - Use a -# option to specify the number of lines. For example: head -30 foo.out would output the first 30 lines of foo.out.   |  |
| View the end of a file  | tail <file> tail -10 <file> tail -f <file></file></file></file>   | <ul> <li>Use a -# option to specify the number of lines. For example: tail -30 foo.out would output the last 30 lines of foo.out.</li> <li>Use the -f option to "follow" the output. It will continually update your terminal with any new output to the file.</li> </ul> |  |

#### **MODULE COMMANDS**

| List available modules | module av                        | Any command can be shortened so long as it is unambiguous. |
|------------------------|----------------------------------|--|
| Add a module           | module load <module></module>    | The option "add" is synonymous with "load"                 |
| Remove a module        | module unload <module></module>  | The option "rm" is synonymous with "unload"                |
| List loaded modules    | module list                      | All modules loaded in your environment will be listed.     |
| Always load a module   | module initadd <module></module> | This will load the module every time you log in.           |