HPC Application Deployment through Environment Modules and NFS

Stephen R. Wheat

Professor of Computer Science

Director of the Oral Roberts University Research Computing and Analytics Facility





Motivation



- Applications for one or more users ... typically more than one.
- Desire to install applications without rebooting the compute nodes
- Install updated versions of the application without interfering with the use of prior versions.
- Install complex applications with "minimal" effort.

Assumptions



OS Dependencies

- Some applications may need additional libraries or services to be available,
 some of which must be installed in standard locations
 - For example: OpenSSL.
- For this talk, it is assumed that all such dependencies are already installed in the OS images for the compute nodes.

CPU Architectures

- It is assumed that all compute nodes are of the same CPU architecture and generation.
- It is assumed that the "build" node is of the same architecture/generation as the compute node

Introduction to Environment Modules



- The Environment Modules (or simply "modules") environment provides for the deployment and management of applications
- Users access an application by "loading" the appropriate module
 - The loading action transparently modifies the user's PATH and LD_LIBRARY_PATH (and more) environment variables such that the application's executable(s) and libraries are made accessible.
- Users run the application through direct invocation of the application name, without providing a full path to the application.
- This talk utilizes the Lmod modules management system

Live Example of Usage of Modules



- Finding which modules are available
- Loading one or more modules
- Running the application
- Using modules in sbatch scripts
- Unloading modules
- Purging all modules

Modules architecture



- Modules are typically installed in an NFS shared file system. At ORU, we deploy them in a shared /opt.
- Modules directory: There can be more than one, we'll focus on /opt/modules
 - There can be more than one collection of modules, each a directory within /opt/modules.
 At ORU, we have these and more:
 - For those installed via Easybuild (more on Easybuild later)
 - all the applications
 - tools tools such as compilers
 - For the intel OneAPI modules, we have:
 - /opt/intel/oneapi
- Applications directory: /opt/software
 - This is where the applications executables and libraries are installed
 - For example: /opt/software/BLAST+

Installing the Applications Environment - Lmodes

- There are several ways to install Lmod. For consistency and simplicity, we use the Imod package provided in the OpenHPC repo.
- Use the following commands

```
dnf -y install http://repos.openhpc.community/OpenHPC/2/EL 8/x86 64/ohpc-release-2-
1.el8.x86 64.rpm
dnf -y install dnf-plugins-core
```

dnf config-manager --set-enabled powertools
dnf -y install lmod-ohpc

• The Lmod package has been installed, but to "see" it, log out and back in again. Then issue "which modules" to verify it is there.

Prepare for EasyBuild



- We will configure EasyBuild to install applications in /opt/modules/all and /opt/modules/tools
- Create an easybuild user that belongs to group root, choose an ID as appropriate

useradd -u 1003 -d /home/easybuild easybuild -g root

Create the directories for easybuild's apps

mkdir -p /opt/modules/all /opt/modules/tools /opt/software
chown -R easybuild /opt/modules /opt/software

Easybuild will need python3

dnf -y install python3

Further prep for Easybuild



 These may be needed for both building and running certain applications. If needed for running, they will need to be also installed in the OS image of the compute nodes.

```
dnf -y install openssl
dnf -y groupinstall "Development Tools"
dnf -y install openssl-devel
dnf -y install rdma-core-devel
```

 Now edit /etc/profile.d/lmod.sh to know about the EasyBuild directories. Add:/opt/modules/all:/opt/modules/tools to the colon-separated MODULEPATH variable exports.

Installing EasyBuild, part 1



- Somewhat following the "install EasyBuild with EasyBuild" section of https://docs.easybuild.io/installation/#more_pip_env_EB_VERBOSE
- Log in as easybuild

```
su - easybuild
```

Install a temporary copy of EasyBuild

```
export EB_TMPDIR=/tmp/$USER/eb_tmp
python3 -m pip install --ignore-installed --prefix $EB_TMPDIR easybuild
```

Installing Easybuild, part 2



- As user easybuild, create a config file.
 mkdir -p ~/.config/easybuild
- Put the following into .config/easybuild/config.cfg

```
[basic]
# always enable logging to stdout
#logtostdout = true
[config]
# use Lmod as modules tool
modules-tool: Lmod
# use different default installation path
prefix = .local/easybuild/
installpath = /opt
installpath-modules = /opt/modules
```

Installing Easybuild, part 3



Set up to use the temporary version of EB

```
export PATH=$EB_TMPDIR/bin:$PATH
export PYTHONPATH=$(/bin/ls -rtd -1 $EB_TMPDIR/lib*/python*/site-
packages | tail -1):$PYTHONPATH
export EB_PYTHON=python3
```

Install the production version of EasyBuild

```
eb --install-latest-eb-release
```

Verify that it was installed

ls /opt/modules/EasyBuild

Installing Easybuild, part 4



- Now log out and log back in as easybuild
- Then issue the command: module avail
- It should show EasyBuild/4.7.2 (D) in /opt/modules/all

Useful module commands



- module list shows the currently "loaded" modules in your environment
- module purge Removes all modules from your environment
- module avail Displays all the modules available
- module load xyz Causes the "xyz" module to be loaded

Using EasyBuild to build applications



- su easybuild get into the easybuild persona
- module purge unload all default loaded modules
- module load EasyBuild load the EasyBuild module
- Let's build and install the latest version of GCC; first find a listing of the EB configurations. With the following command, we will find GCC-13.1.0 is the latest

```
eb -S GCC | grep \/GCC\/
```

Issue the following command to build and install that version

```
eb GCC-13.1.0.eb --robot
```

- The --robot tells it to build any/all the packages upon which it depends.
- This will take a while. And it will populate several additional modules.
- To build the latest version of OpenFoam: