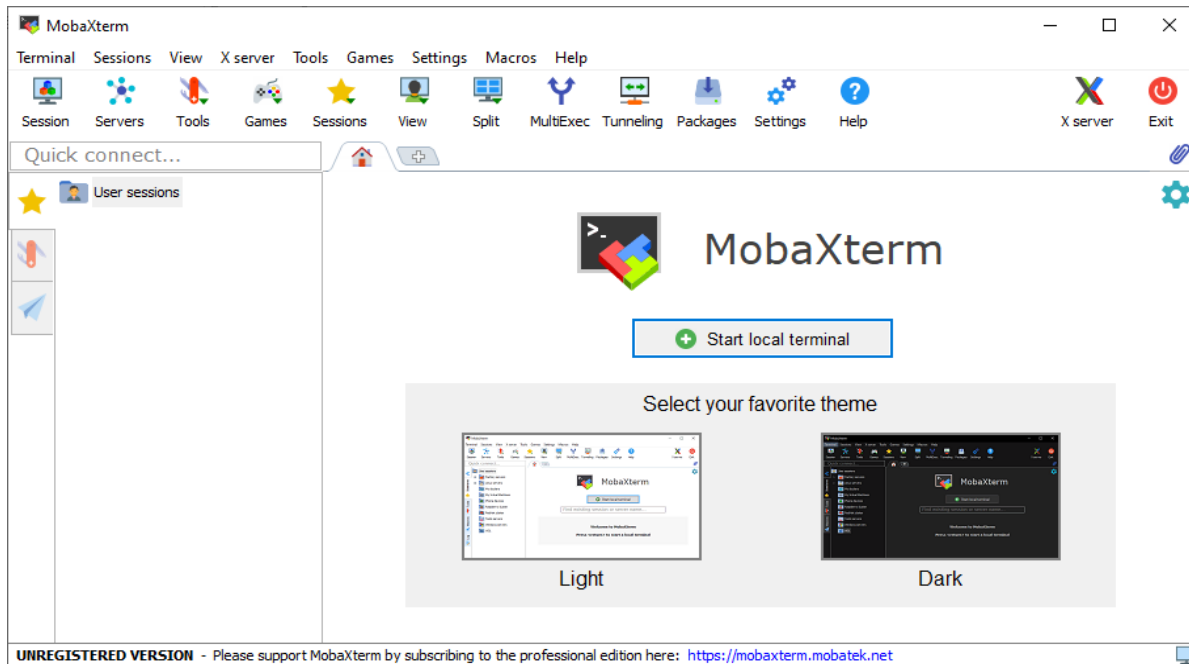
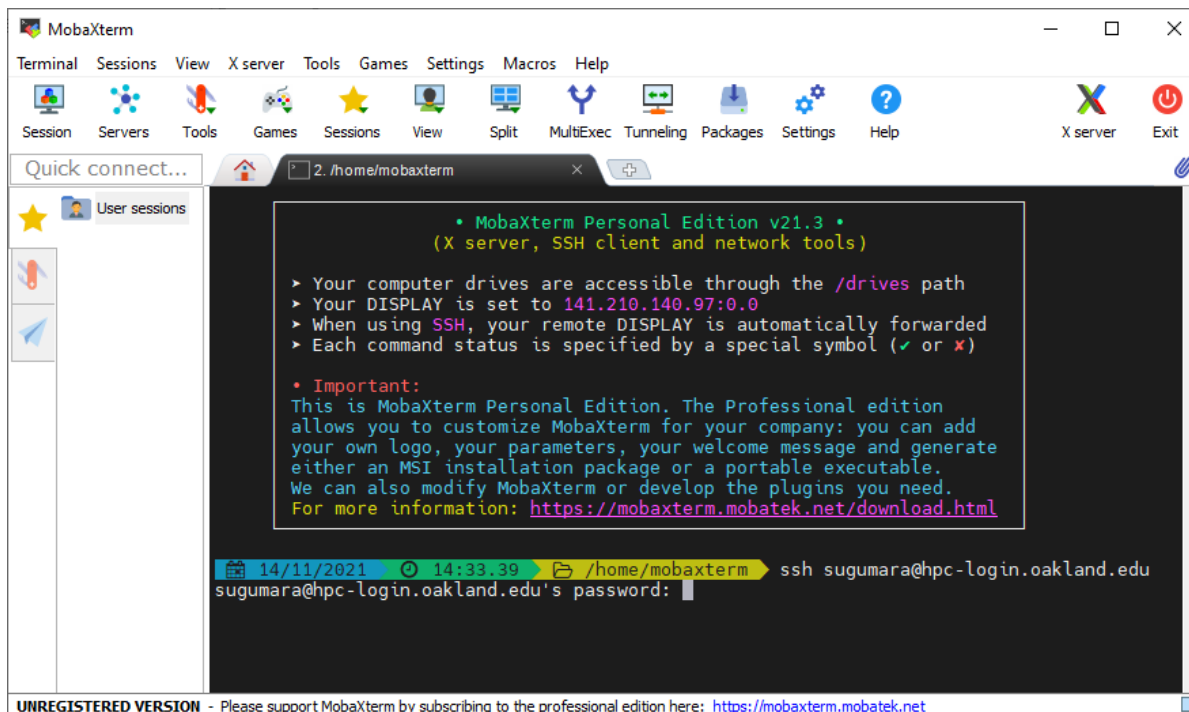


Logging into the HPC Cluster

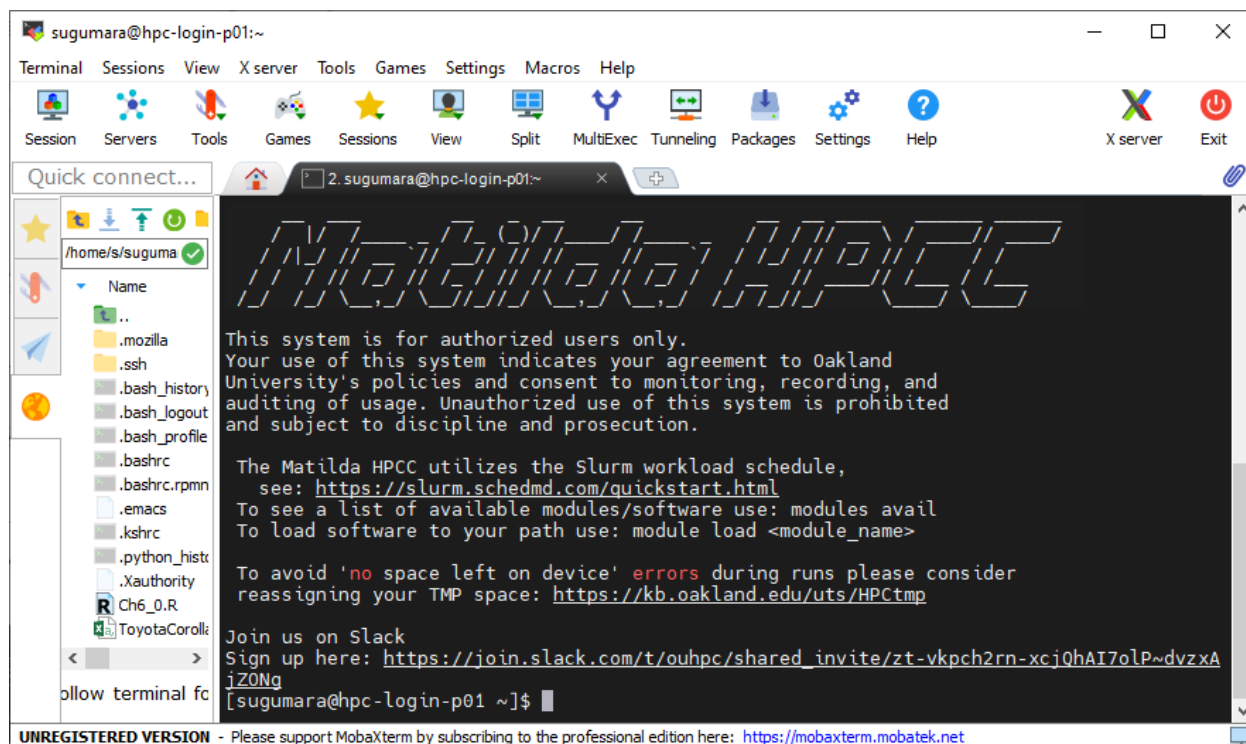
Start MobaXterm



Click on “Start local terminal” button.



Type the following and hit return. Then enter the OU NetID password to



- Now you are logged into the HPC cluster. Your home directory on the cluster will be created upon first login and has a 20GB quota.
- You have user scratch space with a 10TB quota at:
/scratch/users/sugumara
- If you require Project/Group space please fill out the following Google Form
<<https://forms.gle/wKAX55NdLTT2FezHA>>.
- Currently any files on /scratch are set to be deleted after 45 days and they are not backed up. For persistent file storage use either your home directory or request Project/Group space if applicable.
- The cluster utilizes the Slurm Workload Manager for resource scheduling and job queues. You may wish to review <<https://slurm.schedmd.com/quickstart.html>> for information on Slurm.
- All users log in through the login node and login node resources are limited. Login nodes are for logging in and for transferring data files. Other work should be done through the Slurm Workload Manager.
- The Matilda HPCC also utilizes the Environment Modules <<http://modules.sourceforge.net/>> system for setting up your user environment to use software we have installed on the cluster.
- You can run "module available" to see a list of available software modules and "module load <module_name>" to load the module for use.

- You can make a call to your SLURM submit script to set up your environment appropriately. e.g.:
module add gcc/9.2.0
- For quick troubleshooting help or brief questions you and your group members can join our "OU HPC" Slack group using the following link: https://join.slack.com/t/ouhpc/shared_invite/zt-hkifo1lj-vJ8N~CKwouT091nz9ok8bg or otherwise send email to uts@oakland.edu to open a support ticket. If you want us to send a direct invitation to the individual users of your group to join the "OU HPC" Slack group let us know and we can do that.
- SLURM – Simple Linux Utility for Resource Management