

# Urblauna

## Kesako?

Urblauna (Romanche), or Lagopède Alpin in French, is a bird known for its changing plumage which functions as a very effective camouflage. More information is available at

<https://www.vogelwarte.ch/fr/oiseaux/les-oiseaux-de-suisse/lagopede-alpin>

It's also the name of our new sensitive data compute cluster which will replace the Jura cluster.

Information on how to connect to Urblauna can be [found here](#).

Information on the Jura to Urblauna migration can be [found here](#)

The differences between Jura and Urblauna are [described here](#)

## Hardware

### Compute

The cluster is composed of 18 compute nodes of which two have GPUs. All have the same 24 core processor.

Number of nodes	Memory	CPU	GPU
16	1024 GB	2 x AMD Epyc3 7443	-
2	1024 GB	2 x AMD Epyc3 7443	2 x NVIDIA A100



The GPUs are partitioned to create 4 GPUs on each machine with 20GB of memory per GPU

### Storage

The storage is based on IBM Spectrum Scale / Lenovo DSS and provides 1PB of space in the /data filesystem.

Whilst reliable this space is not backed up and all important data should also be stored on /archive

The Curnagl /work filesystem is visible in read-only mode on Urblauna and can be used to install software on an internet connected system before using it on Urblauna.

**Filesystem mount point**	**Description**
/users	Urblauna home directory
/scratch	Urblauna scratch space (automatic cleanup)
/data	Urblauna data space (no backup)
/archive	Secure data space with backup (login node access only)
/work	Curnagl data space (read only)
/jura_home	Jura home directories (read only, login node only)
/jura_data	Jura data space (read only, login node only)

## Software

For information on the DCSR software stack see the following link:

<https://wiki.unil.ch/ci/books/high-performance-computing-hpc/page/dcsr-software-stack>

## Slurm partitions

On Urblauna there are two partitions - "urblauna" and "interactive"

```
$ sinfo
```

```
PARTITION AVAIL TIMELIMIT NODES STATE NODELIST
urblauna* up 3-00:00:00 17 idle sna[002-016],snagpu[001-002]
interactive up 8:00:00 4 idle sna[015-016],snagpu[001-002]
```

There is no separate GPU partition so to use a GPU simply request

```
#SBATCH --gres=gpu:1
```

To launch an interactive session you can use `Sinteractive` as on Curnagl

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