

## **Job Submission**

salloc - Obtain a job allocation.

**sbatch** - Submit a batch script for later execution.

**srun** - Obtain a job allocation (as needed) and execute an application.

array= <indexes> (e.g. "array=1-10")</indexes>	Job array specification. (sbatch command only)
account= <name></name>	Account to be charged for resources used.
begin= <time> (e.g. "begin=18:00:00")</time>	Initiate job after specified time.
clusters= <name></name>	Cluster(s) to run the job. (sbatch command only)
constraint= <features></features>	Required node features.
cpu_per_task= <count></count>	Number of CPUs required per task.
dependency= <state:jobid></state:jobid>	Defer job until specified jobs reach specified state.
error= <filename></filename>	File in which to store job error messages.
exclude= <names></names>	Specific host names to exclude from job allocation.
exclusive[=user]	Allocated nodes can not be shared with other jobs/users.
export= <name[=value]></name[=value]>	Export identified environment variables.
gres= <name[:count]></name[:count]>	Generic resources required per node.
input= <name></name>	File from which to read job input data.
job-name= <name></name>	Job name.
label	Prepend task ID to output. (srun command only)
licenses= <name[:count]></name[:count]>	License resources required for entire job.

mem= <mb></mb>	Memory required per node.
mem_per_cpu= <mb></mb>	Memory required per allocated CPU.
-N <minnodes[-maxnodes]></minnodes[-maxnodes]>	Node count required for the job.
-n <count></count>	Number of tasks to be launched.
nodelist= <names></names>	Specific host names to include in job allocation.
output= <name></name>	File in which to store job output.
partition= <names></names>	Partition/queue in which to run the job.
qos= <name></name>	Quality Of Service.
signal=[B:] <num>[@time]</num>	Signal job when approaching time limit.
time= <time></time>	Wall clock time limit.
wrap= <command_string></command_string>	Wrap specified command in a simple "sh" shell. (sbatch command only)

## Accounting

sacct - Display accounting data.

allusers	Displays all users jobs.
accounts= <name></name>	Displays jobs with specified accounts.
endtime= <time></time>	End of reporting period.
format= <spec></spec>	Format output.
name= <jobname></jobname>	Display jobs that have any of these name(s).
partition= <names></names>	Comma separated list of partitions to select jobs and job steps from.
state= <state_list></state_list>	Display jobs with specified states.
starttime= <time></time>	Start of reporting period.



# sacctmgr - View and modify account information. Options:

immediate	Commit changes immediately.
parseable	Output delimited by ' '

#### Commands:

add <entity> <specs> create <entity> <specs></specs></entity></specs></entity>	Add an entity. Identical to the <b>create</b> command.
delete < <i>ENTITY</i> > where < <i>SPECS</i> >	Delete the specified entities.
list <entity> [<specs>]</specs></entity>	Display information about the specific entity.
modify < <i>ENTITY</i> > where < <i>SPECS</i> > set < <i>SPECS</i> >	Modify an entity.

#### **Entities:**

account	Account associated with job.
cluster	ClusterName parameter in the slurm.conf.
qos	Quality of Service.
user	User name in system.

## Job Management

**sbcast** - Transfer file to a job's compute nodes.

#### sbcast [options] SOURCE DESTINATION

force	Replace previously existing file.
preserve	Preserve modification times, access times, and
	access permissions.

#### scancel - Signal jobs, job arrays, and/or job steps.

account= <name></name>	Operate only on jobs charging the specified account.
name= <name></name>	Operate only on jobs with specified name.
partition= <names></names>	Operate only on jobs in the specified partition/queue.
qos= <name></name>	Operate only on jobs using the specified quality of service.

reservation= <name></name>	Operate only on jobs using the specified reservation.
state= <names></names>	Operate only on jobs in the specified state.
user= <name></name>	Operate only on jobs from the specified user.
nodelist= <names></names>	Operate only on jobs using the specified compute nodes.

## **squeue** - View information about jobs.

account= <name></name>	View only jobs with specified accounts.
clusters= <name></name>	View jobs on specified clusters.
format= <spec> (e.g. "format=%i %j")</spec>	Output format to display. Specify fields, size, order, etc.
jobs <job_id_list></job_id_list>	Comma separated list of job IDs to display.
name= <name></name>	View only jobs with specified names.
partition= <names></names>	View only jobs in specified partitions.
priority	Sort jobs by priority.
qos= <name></name>	View only jobs with specified Qualities Of Service.
start	Report the expected start time and resources to be allocated for pending jobs in order of increasing start time.
state= <names></names>	View only jobs with specified states.
users= <names></names>	View only jobs for specified users.

# $\boldsymbol{sinfo}$ - View information about nodes and partitions.

all	Display information about all partitions.
dead	If set, only report state information for non-responding (dead) nodes.

format= <spec></spec>		Output format to display.	
iterate= <seconds></seconds>		Print the state at specified interval.	
long		Print more detailed information.	
Node		Print information in a node-oriented format.	
partition= <names></names>		View only specified partitions.	
reservation		Display information about advanced reservations.	
-R		Display reasons nodes are in the down, drained, fail or failing state.	
state= <names></names>		View only nodes specified states.	

**scontrol** - Used view and modify configuration and state. Also see the **sview** graphical user interface version.

details	Make show command print more details.
oneliner	Print information on one line.

#### Commands:

	create SPECIFICATION		Create a new partition or		
	delete SPECIFICA	ITION	Delete the ent specified SPE	-	
	reconfigure		All Slurm dae the configurat		
	requeue JOB_LIST show ENTITY ID		Requeue a run completed bat	-	
			Display the sta entity with the identification		
	update SPECIFICATION		Update job, step, node, partition, or reservation configuration per the supplied specification.		uration per

## **Environment Variables**

SLURM_ARRAY_JOB_ID	Set to the job ID if part of a job array.

SLURM_ARRAY_TASK_ID	Set to the task ID if part of a job array.	
SLURM_CLUSTER_NAME	Name of the cluster executing the job.	
SLURM_CPUS_PER_TASK	Number of CPUs requested per task.	
SLURM_JOB_ACCOUNT	Account name.	
SLURM_JOB_ID	Job ID.	
SLURM_JOB_NAME	Job Name.	
SLURM_JOB_NODELIST	Names of nodes allocated to job.	
SLURM_JOB_NUM_NODES	Number of nodes allocated to job.	
SLURM_JOB_PARTITION	Partition/queue running the job.	
SLURM_JOB_UID	User ID of the job's owner.	
SLURM_JOB_USER	User name of the job's owner.	
SLURM_RESTART_COUNT	Number of times job has restarted.	
SLURM_PROCID	Task ID (MPI rank).	
SLURM_STEP_ID	Job step ID.	
SLURM_STEP_NUM_TASKS	Task count (number of MPI ranks).	

## **Daemons**

slurmctld	Executes on cluster's "head" node to manage workload.	
slurmd	Executes on each compute node to locally manage resources.	
slurmdbd	Manages database of resources limits, licenses, and archives accounting records.	





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