

NVIDIA Base Command Manager 10

Installation Manual

Revision: 0d3713c61

Date: Wed Jul 23 2025

©2025 NVIDIA Corporation & affiliates. All Rights Reserved. This manual or parts thereof may not be reproduced in any form unless permitted by contract or by written permission of NVIDIA Corporation.

Trademarks

Linux is a registered trademark of Linus Torvalds. PathScale is a registered trademark of Cray, Inc. Red Hat and all Red Hat-based trademarks are trademarks or registered trademarks of Red Hat, Inc. SUSE is a registered trademark of SUSE LLC. NVIDIA, CUDA, GPUDirect, HPC SDK, NVIDIA DGX, NVIDIA Nsight, and NVLink are registered trademarks of NVIDIA Corporation. FLEXlm is a registered trademark of Flexera Software, Inc. PBS Professional, and Green Provisioning are trademarks of Altair Engineering, Inc. All other trademarks are the property of their respective owners.

Rights and Restrictions

All statements, specifications, recommendations, and technical information contained herein are current or planned as of the date of publication of this document. They are reliable as of the time of this writing and are presented without warranty of any kind, expressed or implied. NVIDIA Corporation shall not be liable for technical or editorial errors or omissions which may occur in this document. NVIDIA Corporation shall not be liable for any damages resulting from the use of this document.

Limitation of Liability and Damages Pertaining to NVIDIA Corporation

The NVIDIA Base Command Manager product principally consists of free software that is licensed by the Linux authors free of charge. NVIDIA Corporation shall have no liability nor will NVIDIA Corporation provide any warranty for the NVIDIA Base Command Manager to the extent that is permitted by law. Unless confirmed in writing, the Linux authors and/or third parties provide the program as is without any warranty, either expressed or implied, including, but not limited to, marketability or suitability for a specific purpose. The user of the NVIDIA Base Command Manager product shall accept the full risk for the quality or performance of the product. Should the product malfunction, the costs for repair, service, or correction will be borne by the user of the NVIDIA Base Command Manager product. No copyright owner or third party who has modified or distributed the program as permitted in this license shall be held liable for damages, including general or specific damages, damages caused by side effects or consequential damages, resulting from the use of the program or the un-usability of the program (including, but not limited to, loss of data, incorrect processing of data, losses that must be borne by you or others, or the inability of the program to work together with any other program), even if a copyright owner or third party had been advised about the possibility of such damages unless such copyright owner or third party has signed a writing to the contrary.

Table of Contents

Table of Contents	i
1 Quickstart Installation Guide	1
1.1 Installing The Head Node	1
1.2 First Boot	4
1.3 Booting Regular Nodes	4
1.4 Quickstart For GPUs	6
1.5 Optional: Upgrading Python	9
1.6 Running Base View	10
2 Introduction	13
2.1 What Is NVIDIA Base Command Manager?	13
2.1.1 What OS Platforms Is It Available For?	13
2.1.2 What Architectures Does It Run On?	14
2.1.3 What Features Are Supported Per OS And Architecture?	14
2.1.4 What OS Platforms Can It Be Managed From?	14
2.2 Cluster Structure	14
3 Installing NVIDIA Base Command Manager	17
3.1 Minimal Hardware Requirements	17
3.1.1 Head Node	17
3.1.2 Compute Nodes	18
3.2 Supported Hardware	18
3.2.1 Compute Nodes	18
3.2.2 Ethernet Switches	18
3.2.3 Power Distribution Units	18
3.2.4 Management Controllers	19
3.2.5 InfiniBand And Similar	19
3.2.6 GPUs	19
3.2.7 RAID	19
3.3 Head Node Installation: Bare Metal Method	19
3.3.1 ISO Boot Menu	20
3.3.2 Welcome Screen	21
3.3.3 Software Licenses	21
3.3.4 Kernel Modules Configuration	23
3.3.5 Hardware Info	24
3.3.6 Installation Source	25
3.3.7 Cluster Settings	25
3.3.8 Workload Management Configuration	26
3.3.9 Network Topology	27
3.3.10 Head Node Settings	30

3.3.11	Compute Nodes Settings	31
3.3.12	BMC Configuration	32
3.3.13	Networks	33
3.3.14	Head node interfaces	35
3.3.15	Compute node interfaces	35
3.3.16	Disk Layout	37
3.3.17	Disk Layout Settings	37
3.3.18	Additional Software	40
3.3.19	Summary	41
3.3.20	Deployment	42
3.3.21	Licensing And Further Configuration	43
3.4	Head Node Installation: Ansible Add-On Method	43
3.4.1	An Overview Of Ansible	44
3.4.2	The Head Node Add-on Installer And Ansible	44
3.5	Enabling Remote Browser-Based Installation Via The Text Mode Installer	45
4	Licensing NVIDIA Base Command Manager	47
4.1	Displaying License Attributes	48
4.1.1	Displaying License Attributes Within Base View	48
4.1.2	Displaying License Attributes Within cmsh	48
4.2	Verifying A License—The verify-license Utility	49
4.2.1	The verify-license Utility Can Be Used When licenseinfo Cannot Be Used	49
4.2.2	Using The verify-license Utility To Troubleshoot License Issues	49
4.2.3	Using The versioninfo Command To Verify The BCM Software Version	51
4.3	Requesting And Installing A License Using A Product Key	51
4.3.1	Is A License Needed?—Verifying License Attributes	52
4.3.2	The Product Key	52
4.3.3	Requesting A License With The request-license Script	53
4.3.4	Installing A License With The install-license Script	55
4.3.5	Re-Installing A License After Replacing The Hardware	56
4.3.6	Re-Installing A License After Wiping Or Replacing The Hard Drive	56
4.3.7	Rebooting Nodes After An Install	57
4.3.8	Getting Help With Licensing Issues	58
5	Linux Distributions That Use Registration	59
5.1	Registering A Red Hat Enterprise Linux Based Cluster	59
5.1.1	Registering A Head Node With RHEL	59
5.1.2	Registering A Software Image With RHEL	60
5.2	Registering A SUSE Linux Enterprise Server Based Cluster	60
5.2.1	Registering A Head Node With SUSE	60
5.2.2	Registering A Software Image With SUSE	61
6	Changing The Network Parameters Of The Head Node	63
6.1	Introduction	63
6.2	Method	63
6.3	Terminology	63

7	Third Party Software	67
7.1	Modules Environment	67
7.2	Shorewall	67
7.2.1	The Shorewall Service Paradigm	67
7.2.2	Shorewall Zones, Policies, And Rules	68
7.2.3	Clear And Stop Behavior In service Options, bash Shell Command, And cmsh Shell	69
7.2.4	Adding To Shorewall Configuration Via A Role In cmsh	69
7.2.5	Further Shorewall Quirks	71
7.3	The GCC Compiler	72
7.4	AMD GPU Driver Installation	72
7.4.1	AMD GPU Hardware Check	73
7.4.2	AMD GPU Driver Installation Per Supported Distribution	73
8	The NVIDIA HPC SDK	77
8.1	Packages And Versions	77
8.2	Compiler Modules	78
8.3	Viewing Installed Available CUDA Versions, And The Running CUDA Version	78
8.4	Changing The Running CUDA Version	79
9	CUDA For GPUs	81
9.1	Installing CUDA	81
9.1.1	CUDA Packages Available	81
9.1.2	CUDA Package Dependencies	84
9.2	Installing Kernel Development Packages	86
9.3	Verifying CUDA	86
9.4	Verifying OpenCL	87
9.5	Configuring The X Server For SLES15	88
9.6	NVIDIA Validation Suite (Package: cuda-dcgm-nvvs)	90
9.7	Further NVIDIA Configuration Via The Cluster Manager	90
10	OFED Software Stack	91
10.1	Choosing A Distribution Version, Or A Vendor Version, Ensuring The Kernel Matches, And Logging The Installation	91
10.2	Mellanox OFED Stack Installation Using The BCM Package Repository	92
10.2.1	Installing The OFED Stack Provided By The BCM Repository Vendor Package	93
10.2.2	Upgrading Kernels When The OFED Stack Has Been Provided By The BCM Repository Vendor Package—Reinstallation Of The OFED Stack	94
11	Burning Nodes	97
11.1	Test Scripts Deployment	97
11.2	Burn Configurations	97
11.2.1	Burn Configuration Simple XML Example	97
11.2.2	Burn Configuration XML Schema Definition	99
11.3	Running A Burn Configuration	99
11.3.1	Burn Configuration And Execution In cmsh	99
11.3.2	Writing A Test Script	105
11.3.3	Burn Failures	108

11.4 Relocating The Burn Logs	109
11.4.1 Configuring The Relocation	109
11.4.2 Testing The Relocation	110
12 Installing And Configuring SELinux	113
12.1 Introduction	113
12.2 Enabling SELinux On RHEL8, Rocky 9	113
12.2.1 Setting SELinux Parameters	113
12.2.2 Setting Up On The Head Node	114
12.2.3 Setting Up On The Regular Nodes	114
A Other Licenses, Subscriptions, Or Support Vendors	117
B Hardware Recommendations	119
B.1 Heuristics For Requirements	119
B.1.1 Heuristics For Requirements For A Regular Node	119
B.1.2 Heuristics For Requirements For A Head Node	119
B.2 Observed Head Node Resources Use, And Suggested Specification	120
B.2.1 Observed Head Node Example CMDaemon And MySQL Resources Use	120
B.2.2 Suggested Head Node Specification For Clusters Beyond 1000 Nodes	120
C Base Command Manager Essentials And NVIDIA AI Enterprise	121
C.1 Scope Of BCME	121
C.2 BCME And Support For NVIDIA AI Enterprise	122
C.2.1 Certified Features Of BCME For NVIDIA AI Enterprise	122
C.2.2 NVIDIA AI Enterprise Compatible Servers	122
C.2.3 NVIDIA Software Versions Supported	122
C.2.4 NVIDIA AI Enterprise Product Support Matrix	122
D NVIDIA BCM Scope Of Support	123
D.1 Included In BCM Support	123
D.1.1 Support For Cluster Installation	123
D.1.2 Support For Cluster Configuration	123
D.1.3 Support For Integration Of Cluster In Site Infrastructure	123
D.1.4 Support For Integration With Microsoft Active Directory	123
D.1.5 Support For First-Party Hardware Only	124
D.1.6 Support For Software Upgrades	124
D.2 Excluded From BCM Support	124
D.2.1 Help With Third-Party Software	124
D.2.2 Help With User Applications	124
D.2.3 Help With Workload Management	124
D.2.4 Help With Performance Issues	124
D.2.5 Root-Cause Analysis	124
D.2.6 Phone Support	124
D.3 Support Outside Of The Standard Scope—Getting Professional Services	125

1

Quickstart Installation Guide

This chapter describes a basic and quick installation of NVIDIA Base Command Manager (BCM) on “bare metal” cluster hardware as a step-by-step process, and gives very little explanation of the steps. Following these steps should allow a moderately experienced cluster administrator to get a cluster up and running in a fairly standard configuration as quickly as possible. This would be without even having to read the introductory Chapter 2 of this manual, let alone the entire manual. References to chapters and sections are provided where appropriate.

Some asides, before getting on with the steps themselves:

- If the cluster has already been installed, tested, and configured, but only needs to be configured now for a new network, then the administrator should only need to look at Chapter 6. Chapter 6 lays out how to carry out the most common configuration changes that usually need to be done to make the cluster work in the new network.
- For administrators that are very unfamiliar with clusters, reading the introduction (Chapter 2) and then the more detailed installation walkthrough for a bare metal installation (Chapter 3, sections 3.1, 3.2, and 3.3) is recommended. Having carried out the head node installation, the administrator can then return to this quickstart chapter (Chapter 1), and continue onward with the quickstart process of regular node installation (section 1.3).
- The configuration and administration of the cluster after it has been installed is covered in the *BCM Administrator Manual*. The *Administrator Manual* should be consulted for further background information as well as guidance on cluster administration tasks, after the introduction (Chapter 2) of the *Installation Manual* has been read.
- If all else fails, administrator-level support is available via <https://www.nvidia.com/en-us/data-center/bright-cluster-manager/support/>. Section 16.2 of the *Administrator Manual* has further details on how to brief the support team, so that the issue can be resolved as quickly as possible.

The quickstart steps now follow:

1.1 Installing The Head Node

The head node does not need to be connected to the regular nodes at this point, though it helps to have the wiring done beforehand so that how things are connected is known.

1. The BIOS of the head node should have the local time set.
2. The head node should be booted from the BCM installation DVD or from a USB flash drive with the DVD ISO on it.

3. The option: `Start Base Command Manager Graphical Installer`, or `Start Base Command ManagerText Installer`, should be selected in the text boot menu. The graphical installation is recommended, and brings up the GUI installation welcome screen. The text installer provides a minimal ncurses-based version of the GUI installation.

Only the GUI installation is discussed in the rest of this quickstart for convenience.

4. At the GUI welcome screen, the `Start installation` button should be clicked.
5. At the EULA screens:
 - At the NVIDIA EULA screen, the acceptance checkbox should be ticked. `Next` should then be ticked.
 - At the Linux base distribution EULA screen, the acceptance checkbox should be ticked. `Next` should then be clicked.
6. At the `Kernel modules` screen, `Next` should be clicked.
7. At the `Hardware info` screen, the detected hardware should be reviewed. If additional kernel modules are required, then the administrator should go back to the `Kernel Modules` screen. Once all the relevant hardware (Ethernet interfaces, hard drive and DVD drive) is detected, `Next` should be clicked.
8. At the `Installation source` screen, the DVD drive containing the BCM DVD, or the USB flash drive containing the DVD ISO, should be selected, then `Next` clicked.
9. At the `General cluster settings` screen, one or more nameservers and one or more domains can be set, if they have not already been automatically filled. The remaining settings can usually be left as is.
10. At the `Workload management` screen, an HPC workload manager can be selected. The choice can be made later on too, after BCM has been installed.
11. For the `Network topology` screen, a `Type 1` network is the most common.
12. For the `Head node settings` screen, the head is given a name and a password.
13. For the `Compute nodes settings` screen, the head is given a name and a password.
 - The number of racks and regular nodes are specified
 - The base name for the regular nodes is set. Accepting the default of `node` means nodes names are prefixed with `node`, for example: `node001`, `node002`...
 - The number of digits to append to the base name is set. For example, accepting the default of 3 means nodes from `node001` to `node999` are possible names.
 - The correct hardware manufacturer is selected
14. For the `BMC configuration` screen, the use of `IPMI/iLO/DRAC/CIMC/Redfish` BMCs is carried out. Adding an `IPMI/iLO/DRAC/CIMC/Redfish` network is needed to configure `IPMI/iLO/DRAC/CIMC/Redfish` interfaces in a different IP subnet, and is recommended.
15. At the `Networks` screen, the network parameters for the head node should be entered for the interface facing the network named `externalnet`:
 - If using DHCP on that interface, the parameters for `IP Address`, `Netmask` and `Gateway` as suggested by the DHCP server on the external network can be accepted.
 - If not using DHCP on that interface, static values put in instead.

The network parameters for externalnet that can be set include the:

- base address (also called the *network address*)
- netmask
- domain name

The network externalnet corresponds to the site network that the cluster resides in (for example, a corporate or campus network). The IP address details are therefore the details of the head node for a type 1 externalnet network (figure 3.10). A domain name should be entered to suit the local requirements.

16. For the `Head node interfaces` screen, the head node network interfaces are assigned networks and IP addresses. The assigned values can be reviewed and changed.
17. At the `Compute node interfaces` screen, the compute node interfaces are assigned networks and IP addresses. The assigned values can be reviewed and changed.
18. At the `Disk layout` screen, a drive should be selected for the head node. The installation will be done onto this drive, overwriting all its previous content.
19. At the `Disk layout Settings` screen, the administrator can modify the disk layout for the head node by selecting a pre-defined layout.

For hard drives that have less than about 500GB space, the XML file `master-one-big-partition.xml` in the installer file system is used by default:

Partition	Space	Mounted At	Filesystem Type
1	1G	/boot	ext2
0	100M	/boot/efi	fat
2	16G	-	swap
3	rest	/	xfs

Default layout for up to 500GB: One big partition.

For hard drives that have about 500GB or more of space, the XML file `master-standard.xml` is used by default:

Partition	Space	Mounted At	Filesystem Type
1	1G	/boot	ext2
0	100M	/boot/efi	fat
2	16G	-	swap
3	20G	/tmp	xfs
4	180G	/var	xfs
5	rest	/	xfs

Default layout for more than 500GB: Several partitions.

The layouts indicated by these tables may be fine-tuned by editing the XML partitioning definition during this stage. The “max” setting in the XML file corresponds to the “rest” entry in these tables, and means the rest of the drive space is used up for the associated partition, whatever the leftover space is.

There are layout templates available from a menu, other than the preceding default layouts.

20. At the `Additional software` screen, extra software options can be chosen for installation if these were selected for the installation ISO. The extra software options are:
 - CUDA
 - Ceph
 - OFED stack
21. The `Summary` screen should be reviewed. A wrong entry can still be fixed at this point. The `Next` button then starts the installation.
22. The `Deployment` screen should eventually complete. Clicking on `Reboot` reboots the head node.

1.2 First Boot

1. The DVD should be removed or the boot-order altered in the BIOS to ensure that the head node boots from the first hard drive.
2. Once the machine is fully booted, a login should be done as `root` with the password that was entered during installation.
3. A check should be done to confirm that the machine is visible on the external network. Also, it should be checked that the second NIC (i.e. `eth1`) is physically connected to the external network.
4. If the parent distribution for BCM is RHEL and SUSE then registration (Chapter 5) should usually be done.
5. The license parameters should be verified to be correct:

```
cmsh -c "main licenseinfo"
```

If the license being used is a temporary license (see `End Time` value), a new license should be requested well before the temporary license expires. The procedure for requesting and installing a new license is described in Chapter 4.
6. The head node software should be updated via its package manager (`yum`, `dnf`, `apt`, `zypper`) so that it has the latest packages (sections 11.2 -11.3 of the *Administrator Manual*).

1.3 Booting Regular Nodes

1. A check should be done to make sure the first NIC (i.e. `eth0`) on the head node is physically connected to the internal cluster network.
2. The BIOS of regular nodes should be configured to boot from the network. The regular nodes should then be booted. No operating system is expected to be on the regular nodes already. If there is an operating system there already, then by default, it is overwritten by a default image provided by the head node during the next stages.
3. If everything goes well, the node-installer component starts on each regular node and a certificate request is sent to the head node.

If a regular node does not make it to the node-installer stage, then it is possible that additional kernel modules are needed. Section 5.8 of the *Administrator Manual* contains more information on how to diagnose problems during the regular node booting process.
4. To identify the regular nodes (that is, to assign a host name to each physical node), several options are available. Which option is most convenient depends mostly on the number of regular nodes and whether a (configured) managed Ethernet switch is present.

Rather than identifying nodes based on their MAC address, it is often beneficial (especially in larger clusters) to identify nodes based on the Ethernet switch port that they are connected to. To allow nodes to be identified based on Ethernet switch ports, section 3.9 of the *Administrator Manual* should be consulted.

If a node is unidentified, then its node console displays an ncurses message to indicate it is an unknown node, and the net boot keeps retrying its identification attempts. Any one of the following methods may be used to assign node identities when nodes start up as unidentified nodes:

- a. **Identifying each node on the node console:** To manually identify each node, the “Manually select node” option is selected for each node. The node is then identified manually by selecting a node-entry from the list, choosing the Accept option. This option is easiest when there are not many nodes. It requires being able to view the console of each node and keyboard entry to the console.
- b. **Identifying nodes using cmsh:** In cmsh the newnodes command in device mode (page 247, section 5.4.2 of the *Administrator Manual*) can be used to assign identities to nodes from the command line. When called without parameters, the newnodes command can be used to verify that all nodes have booted into the node-installer and are all waiting to be assigned an identity.
- c. **Identifying nodes using Base View:** The node identification resource (page 251, section 5.4.2 of the *Administrator Manual*) in Base View automates the process of assigning identities so that manual identification of nodes at the console is not required.

Example

To verify that all regular nodes have booted into the node-installer:

```
[root@mycluster ~]# cmsh
[mycluster]% device newnodes
MAC                First appeared          Detected on switch port
-----
00:0C:29:D2:68:8D  05 Sep 2011 13:43:13 PDT [no port detected]
00:0C:29:54:F5:94  05 Sep 2011 13:49:41 PDT [no port detected]
..
[mycluster]% device newnodes | wc -l
MAC                First appeared          Detected on switch port
-----
32
[mycluster]% exit
[root@mycluster ~]#
```

Example

Once all regular nodes have been booted in the proper order, the order of their appearance on the network can be used to assign node identities. To assign identities node001 through node032 to the first 32 nodes that were booted, the following commands may be used:

```
[root@mycluster ~]# cmsh
[mycluster]% device newnodes -s -n node001..node032
MAC                First appeared          Hostname
-----
00:0C:29:D2:68:8D  Mon, 05 Sep 2011 13:43:13 PDT node001
00:0C:29:54:F5:94  Mon, 05 Sep 2011 13:49:41 PDT node002
..
[mycluster]% exit
[root@mycluster ~]#
```

5. Each regular node is now provisioned and eventually fully boots. In case of problems, section 5.8 of the *Administrator Manual* should be consulted.
6. *Optional:* To configure power management, Chapter 4 of the *Administrator Manual* should be consulted.
7. To update the software on the nodes, a package manager is used to install to the node image filesystem that is on the head node.

The node image filesystem should be updated via its package manager (yum, dnf, apt, zypper) so that it has the latest packages (sections 11.4 -11.5 of the *Administrator Manual*).

1.4 Quickstart For GPUs

This assumes that the head nodes and regular nodes are up and running. Getting GPUs set up right can be done as follows for a typical installation:

1. GPU Hardware And Sanity Check

If the hardware is not detected, then that must first be fixed. Checking for the hardware can be done as follows:

- (a) NVIDIA GPU hardware should be detected on the nodes that use it. This is true for NVIDIA GPU units (separate from the nodes) as well as for on-board NVIDIA GPUs. The `lspci` command can be used for detection. For example, for a GPU used by node001:

Example

```
[root@basecm10 ~]# ssh node001 lspci | grep NVIDIA
00:07.0 3D controller: NVIDIA Corporation GK110BGL [Tesla K40c] (rev a1)
```

- (b) AMD CPUs, which have a GPU integrated with the CPU, the CPU chip can similarly be identified with `lscpu`:

Example

```
[root@basecm10 ~]# ssh node001 lscpu | grep "Model name:"
Model name:          AMD Ryzen 5 2500U with Radeon Vega Mobile Gfx
```

The AMD chips can then be checked against the list of AMD chips with AMD GPUs, as listed at <https://www.amd.com/en/support/kb/release-notes/rn-prorad-lin-18-20>

2. Installing The Software

- (a) Details of AMD GPU software installation are given in section 7.4.
- (b) For NVIDIA GPUs, assuming the GPU is on the regular node node001, and that the hardware is supported by CUDA 12.6, then software installation is carried out at the head node as follows:

- i. The software components are installed for the head node itself with:

```
[root@basecm10 ~]# yum install cuda12.6-toolkit cuda12.6-sdk cuda12.6-visual-tools
```

- ii. Components are installed into the image used by the nodes that have the GPUs, for example the image `default-image`, with:

```
[root@basecm10 ~]# cm-chroot-sw-img /cm/images/default-image
... enters chrooted image...
[root@default-image /]# yum install cuda-driver cuda-dcgm
```

- iii. The nodes with GPUs can then simply be rebooted to compile the CUDA drivers as the node boots, and to start the CUDA driver up:

```
[root@basecm10 ~]# cmsb -c 'device reboot -n node001..node015'
```

Further details on the basic installation of CUDA for NVIDIA GPUs are given in Chapter 9.

3. Configuring GPUs For The Cluster Manager

After the GPU software has been installed, the `gpusettings` submode can be used under `device` mode for the nodes that have GPUs. This submode allows the cluster administrator to modify GPU values. Keeping the default settings in the submode should be fine, which means configuration of GPU settings can simply be skipped.

However, if needed, then the settings can be modified as described in section 3.16.2 of the *Administrator Manual*,

- (a) on page 153 for NVIDIA GPUs
- (b) on page 156 for AMD GPUs.

4. Configuring GPUs For The Workload Manager

A workload manager can be set up from the head node by running:

```
[root@basecm10 ~]# cm-wlm-setup
```

This starts up a TUI configuration. An NVIDIA GPU can be configured via for Slurm using the Setup (Step by Step) option for Slurm (section 7.3.2 of the *Administrator Manual*).

After configuring the WLM server, WLM submission and WLM client roles for the nodes of the cluster, a screen that asks if GPU resources should be configured is displayed (figure 1.1):

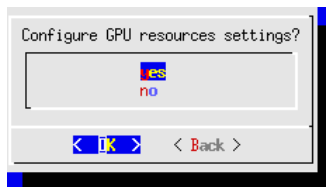


Figure 1.1: Slurm With `cm-wlm-setup`: GPU Configuration Entry Screen

Following through brings up a GPU device settings configuration screen (figure 1.2):

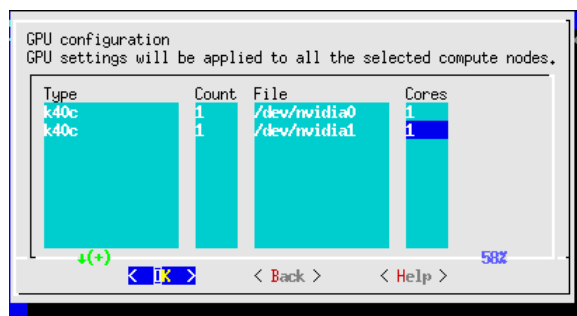


Figure 1.2: Slurm With `cm-wlm-setup`: GPU Device Settings Configuration Screen

The help text option in the screen gives hints based on the descriptions at <https://slurm.schedmd.com/gres.conf.html>, and also as seen in Slurm's `man gres.conf.1`.

Figure 1.2 shows 2 physical GPUs on the node being configured. The type is an arbitrary string for the GPU, and each CPU core is allocated an alias GPU device.

The next screen (figure 1.3) allows the NVIDIA CUDA MPS (Multi-Process Service) to be configured:

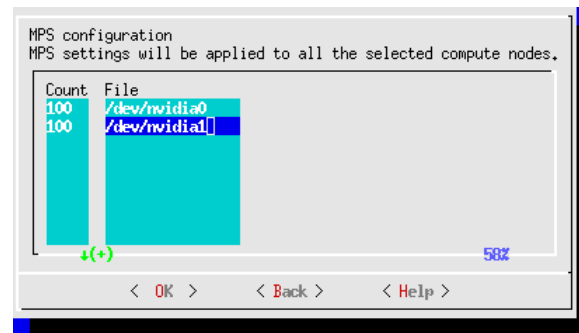


Figure 1.3: Configuring An NVIDIA GPU For Slurm With `cm-wlm-setup`: MPS Settings Configuration Screen

The help text for this screen gives hints on how the fields can be filled in. The number of GPU cores (figure 1.3) for a GPU device can be set.

The rest of the `cm-wlm-setup` procedure can then be completed.

The regular nodes that had a role change during `cm-wlm-setup` can then be rebooted to pick up the workload manager (WLM) services. A check via the `cmsh` command `ds` should show what nodes need a restart.

Example

```
[root@basecm10 ~]# cmsh -c 'ds'
node001 ... [ UP ], restart required (cm-wlm-setup: compute role assigned)
node002 ... [ UP ], restart required (cm-wlm-setup: compute role assigned)
...
```

If, for example, the range from `node001` to `node015` needs to be restarted to get the WLM services running, then it could be carried out with:

Example

```
[root@basecm10 ~]# cmsh -c 'device; reboot -n node001..node015'
```

NVIDIA configuration for Slurm and other workload managers is described in further detail in section 7.5 of the *Administrator Manual*

5. Running A GPU Slurm Job

A user can be created with, for example, an unimaginative name such as `auser`:

```
[root@basecm10 ~]# cmsh
[basecm10]% user add auser
[basecm10->user*[auser*]]% set password
enter new password:
retype new password:
[basecm10->user*[auser*]]% ..
[basecm10->user*]% commit
```

The “Hello World” `helloworld.cu` script from section 8.5.4 of the *User Manual* can be saved in auser’s directory, and then compiled for a GPU with `nvcc`:

```
[auser@basecm10 ~]$ module load shared cuda12.3/toolkit
[auser@basecm10 ~]$ nvcc helloworld.cu -o helloworld
```

A `slurmgpuhello.sh` batch script can be built as follows:

```
[auser@basecm10 ~]$ cat slurmgpuhello.sh
#!/bin/sh
#SBATCH -o my.stdout
#SBATCH --time=30      #time limit to batch job
#SBATCH --ntasks-per-node=1
#SBATCH -p defq        #assuming gpu is in defq
#SBATCH --gpus=1
echo -n "hostname is "; hostname
module clear -f
./helloworld
```

It can be submitted as a batch job from the head node:

```
[auser@basecm10 ~]$ module load slurm
[auser@basecm10 ~]$ sbatch slurmgpuhello.sh
Submitted batch job 35
```

The output from submission to a node with a GPU can then be seen:

```
[auser@basecm10 ~]$ cat my.stdout
hostname is node001
String for encode/decode: Hello World!
String encoded on CPU as: Uryy|-d|yq.
String decoded on GPU as: Hello World!
[auser@basecm10 ~]$
```

More about Slurm batch scripts and GPU compilation can be found in Chapter 8 of the *User Manual*.

1.5 Optional: Upgrading Python

The version of Python provided by the Linux-based OS distributors typically lags significantly behind the latest upstream version. This is normally a good thing, since the distributors provide integration, and carry out testing to make sure that it works well with the rest of the OS.

Some BCM tools and packages rely on some of the later features of Python, and by default BCM installs its own later Python version via a package dependency when needed. So explicit upgrades to Python are not needed for BCM itself. For example, for Rocky Linux 9.3, the default (distribution) version of Python at the time of writing (March 2024) is 3.9, while BCM installs and deploys a version 3.11 when needed.

However, some cluster administrators would also like to have various Python versions available on their cluster for user applications. For example, because users too would like to use later versions for their nicer features. BCM therefore makes these various versions of Python available for the end user in an integrated manner, as an optional installation.

For example, for NVIDIA Base Command Manager version 10.0, the Python packages that can be installed to provide their associated features are:

- `cm-python39`, for Python 3.9
- `cm-python311`, for Python 3.11

Users can use the `modules` command to switch the environment to the appropriate Python version. For example, to switch to Python 3.11:

```
[root@basecm10 ~]# python -V
Python 3.9.18
[root@basecm10 ~]# module load python39
[root@basecm10 ~]# python -V
Python 3.9.10
```

If the change is carried out correctly, then support is not available for Python-related bugs, but is available for BCM-related features.

The Jupyter module is an example of a module that automatically loads its own version of Python. This may cause confusion if the system administrator is not paying attention to which version of Python is active. For example, in BCM 10.0, if the user has loaded `python311`, and then loads Jupyter, the active version of Python is 3.9:

Example

```
[root@basecm10 ~]# module list
Currently Loaded Modulefiles:
  1) shared    2) cmsh    3) cmd    4) cluster-tools/10.0    5) cm-setup/10.0    6) cm-image/10.0
  7) openmpi4/gcc/4.1.5    8) python311
[root@basecm10 ~]# python -V
Python 3.11.3
[root@basecm10 ~]# module load jupyter
Loading jupyter/15.3.0
  Loading requirement: python39
[root@basecm10 ~]# python -V
Python 3.9.18
```

1.6 Running Base View

To run the Cluster Management GUI (Base View) on the cluster from a workstation running X11: A recent web browser should be used, and pointed to

`https://<head node address>:8081/base-view/`

A suitable web browser is the latest Chrome from Google, but Opera, Firefox, Chromium, and similar should all also just work. The hardware on which the browser runs must be fast enough, and for a reasonable experience, should be roughly equivalent to that of a mid- to high-end desktop of 2016.

The cluster should now be ready for running compute jobs.

For more information:

- This manual, the *Installation Manual*, has more details and background on the installation of the cluster in the next chapters.
- The *Upgrade Manual* describes upgrading from earlier versions of NVIDIA Base Command Manager.
- The *Administrator Manual* describes the general management of the cluster.
- The *User Manual* describes the user environment and how to submit jobs for the end user
- The *Cloudbursting Manual* describes how to deploy the cloud capabilities of the cluster.

-
- The *Developer Manual* has useful information for developers who would like to program with BCM.
 - The *Machine Learning Manual* describes how to install and configure machine learning capabilities with BCM.
 - The *Containerization Manual* describes how to manage containers with BCM.

2

Introduction

This chapter introduces some features of NVIDIA Base Command Manager and describes a basic cluster in terms of its hardware.

2.1 What Is NVIDIA Base Command Manager?

NVIDIA Base Command Manager 10 is a cluster management application built on top of major Linux distributions.

Name Changes From Version 9.2 To 10

The cluster manager software was originally developed by Bright Computing and the name “Bright” featured previously in the product, repositories, websites, and manuals.

Bright Computing was acquired by NVIDIA in 2022. The corresponding name changes, to be consistent with NVIDIA branding and products, are a work in progress. There is some catching up to do in places. For now, some parts of the manual still refer to Bright Computing and Bright Cluster Manager. These remnants will eventually disappear during updates.

BCM in particular is a convenient abbreviation that happens to have the same letters as the former Bright Cluster Manager. With the branding change in version 10, Base Command Manager is the official full name for the product formerly known as Bright Cluster Manager, and BCM is the official abbreviation for Base Command Manager.

2.1.1 What OS Platforms Is It Available For?

BCM is available for the following OS platforms:

- Red Hat Enterprise Linux Server and some derivatives, such as Rocky Linux
 - Versions 8.x
 - Versions 9.x.
- SLES versions:
 - SUSE Enterprise Server 15
- Ubuntu versions:
 - Focal Fossa 20.04
 - Jammy Jellyfish 22.04
 - Noble Numbat 24.04
 - DGX OS 6 (described at <https://docs.nvidia.com/dgx/dgx-os-6-user-guide/introduction.html>)

Typically BCM is installed either on a head node, or on a pair of head nodes in a high availability configuration. Images are provisioned to the non-head nodes from the head node(s). The OS for the images is by default the same as that of the head node(s), but the OS used for the images can be changed later on (section 11.6 of the *Administrator Manual*).

At the time of writing of this section in September 2023, the OS platforms listed all support NVIDIA AI Enterprise (<https://docs.nvidia.com/ai-enterprise/index.html>), with the exception for now of RHEL9 and derivatives.

2.1.2 What Architectures Does It Run On?

Within the distributions listed in section 2.1.1, the BCM application runs on the following architectures:

- on the x86_64 architecture that is supported by Intel and AMD 64-bit CPUs
- on the arm64 (AArch64) architecture that is supported by ARMv8 CPUs

2.1.3 What Features Are Supported Per OS And Architecture?

BCM aims to run so that it is independent of the chosen OS and architecture. That is, it aims to work the same way for each OS or architecture. There are necessarily some limitations to this, and these are documented in a feature matrix at <https://support.brightcomputing.com/feature-matrix/>.

2.1.4 What OS Platforms Can It Be Managed From?

While BCM runs directly on the OS platforms listed in section 2.1.1, BCM can be managed from many more OS platforms, when controlled by these front ends:

- Base View (section 2.4 of the *Administrator Manual*): a GUI which conveniently runs on modern desktop web browsers, and therefore on all operating system versions that support a modern browser. This includes Microsoft Windows, MacOS and iOS, and Linux.
- cmsh (section 2.5 of the *Administrator Manual*): an interactive shell front end that can be accessed from any computing device with a secured SSH terminal access.

2.2 Cluster Structure

In its most basic form, a cluster running BCM contains:

- One machine designated as the *head node*
- Several machines designated as *compute nodes*
- One or more (possibly managed) *Ethernet switches*
- One or more *power distribution units* (Optional)

The head node is the most important machine within a cluster because it controls all other devices, such as compute nodes, switches and power distribution units. Furthermore, the head node is also the host that all users (including the administrator) log in to in a default cluster. The head node is typically the only machine that is connected directly to the external network and is usually the only machine in a cluster that is equipped with a monitor and keyboard. The head node provides several vital services to the rest of the cluster, such as central data storage, workload management, user management, DNS and DHCP service. The head node in a cluster is also frequently referred to as the *master node*.

Often, the head node is replicated to a second head node, frequently called a passive head node. If the active head node fails, the passive head node can become active and take over. This is known as a high availability setup, and is a typical configuration (Chapter 17 of the *Administrator Manual*) in BCM.

A cluster normally contains a considerable number of non-head, or *regular nodes*, also referred to simply as nodes. The head node, not surprisingly, manages these regular nodes over the network.

Most of the regular nodes are *compute nodes*. Compute nodes are the machines that will do the heavy work when a cluster is being used for large computations. In addition to compute nodes, larger clusters may have other types of nodes as well (e.g. storage nodes and login nodes). Nodes typically install automatically through the (network bootable) node provisioning system that is included with BCM. Every time a compute node is started, the software installed on its local hard drive is synchronized automatically against a software image which resides on the head node. This ensures that a node can always be brought back to a “known state”. The node provisioning system greatly eases compute node administration and makes it trivial to replace an entire node in the event of hardware failure. Software changes need to be carried out only once (in the software image), and can easily be undone. In general, there will rarely be a need to log on to a compute node directly.

In most cases, a cluster has a private internal network, which is usually built from one or multiple managed Gigabit Ethernet switches, or made up of an InfiniBand or Omni-Path fabric. The internal network connects all nodes to the head node and to each other. Compute nodes use the internal network for booting, data storage and interprocess communication. In more advanced cluster setups, there may be several dedicated networks. It should be noted that the external network—which could be a university campus network, company network or the Internet—is not normally directly connected to the internal network. Instead, only the head node is connected to the external network.

Figure 2.1 illustrates a typical cluster network setup.

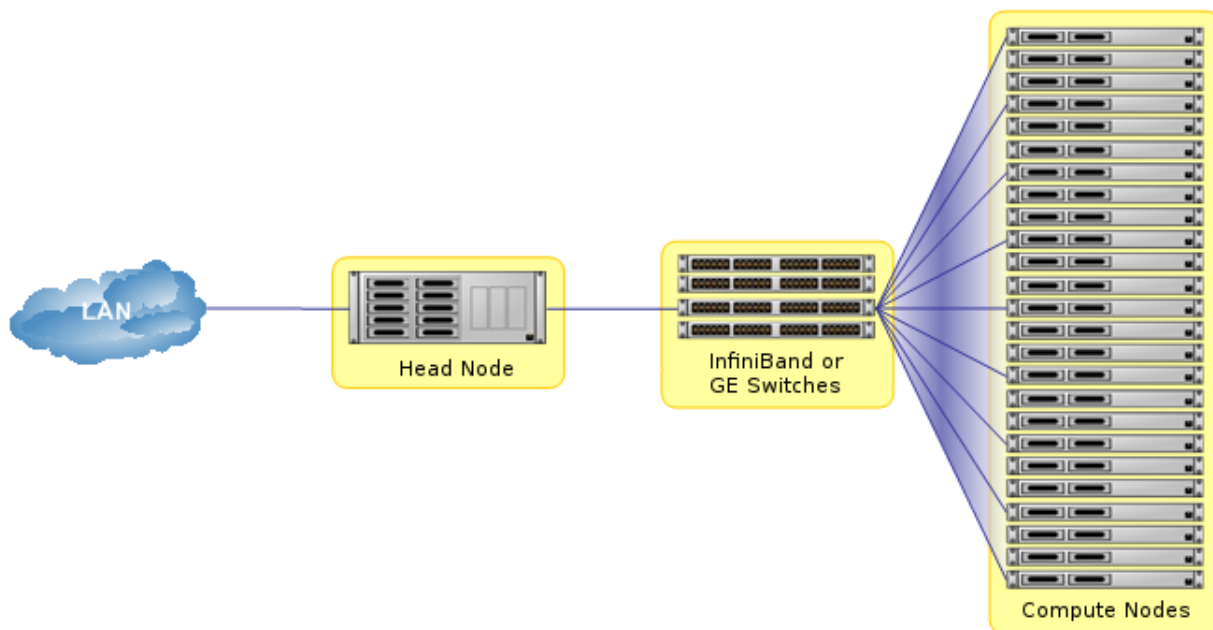


Figure 2.1: Cluster network

Most clusters are equipped with one or more power distribution units. These units supply power to all compute nodes and are also connected to the internal cluster network. The head node in a cluster can use the power control units to switch compute nodes on or off. From the head node, it is straightforward to power on/off a large number of compute nodes with a single command.

3

Installing NVIDIA Base Command Manager

This chapter describes in detail the installation of NVIDIA Base Command Manager onto the head node of a cluster. Sections 3.1 and 3.2 list hardware requirements and supported hardware. Section 3.3 gives step-by-step instructions on installing BCM from a DVD or USB drive onto a head node that has no operating system running on it initially, while section 3.4 gives instructions on installing onto a head node that already has an operating system running on it.

Once the head node is installed, the other, regular, nodes can (network) boot off the head node and provision themselves from it with a default image, without requiring a Linux distribution DVD or USB drive themselves. Regular nodes normally have any existing data wiped during the process of provisioning from the head node, which means that a faulty drive can normally simply be replaced by taking the regular node offline, replacing its drive, and then bringing the node back online, without special reconfiguration. The details of the network boot and provisioning process for the regular nodes are described in Chapter 5 of the *Administrator Manual*.

The installation of software on an already-configured cluster running BCM is described in Chapter 11 of the *Administrator Manual*.

3.1 Minimal Hardware Requirements

The following are minimal hardware requirements, suitable for a cluster of one head node and two regular compute nodes:

3.1.1 Head Node

- x86-64, or ARMv8 CPU
- For running the application software:
 - 4GB RAM for the x86 architecture ¹
 - 16GB RAM for the ARMv8 architecture,
- 80GB diskspace
- 2 Gigabit Ethernet NICs (for the most common Type 1 topology (section 3.3.9))
- DVD drive or USB drive

¹The value of 4GB RAM for the x86 head node, while technically correct as a minimum for running the application, is generally not a practical minimum when carrying out a standard installation. This is because the standard bare-metal installation (section 3.3) runs best with 8GB RAM.

3.1.2 Compute Nodes

- x86-64, ARMv8 CPU
- 1GB RAM (at least 4GB is recommended for diskless nodes)
- 1 Gigabit Ethernet NIC

Recommended hardware requirements for larger clusters are discussed in detail in Appendix B.

3.2 Supported Hardware

An NVIDIA-certified for AI enterprise system is a system with NVIDIA GPUs and networking that has passed a set of certification tests to validate its performance, reliability, and scale for data centers. Many system builders that have partnered with NVIDIA can provide such certified hardware. These system builders are listed in <https://www.nvidia.com/en-us/data-center/data-center-gpus/qualified-system-catalog>.

The following hardware is also supported, even if it may not be NVIDIA-certified for AI Enterprise:

3.2.1 Compute Nodes

- ASUS
- Atos
- Cisco
- Dell EMC
- Fujitsu
- HPE (Hewlett Packard Enterprise)
- IBM
- Lenovo
- NVIDIA DGX
- Oracle
- Supermicro

Other brands are also expected to work, even if not explicitly supported.

3.2.2 Ethernet Switches

- Cisco
- Dell
- HP Networking Switches
- Netgear
- Supermicro

Other brands are also expected to work, although not explicitly supported.

3.2.3 Power Distribution Units

- APC (American Power Conversion) Switched Rack PDU

Other brands with the same SNMP MIB mappings are also expected to work, although not explicitly supported.

3.2.4 Management Controllers

- HP iLO
- iDRAC
- IPMI 1.5/2.0
- CIMC
- Redfish v1

3.2.5 InfiniBand And Similar

- NVIDIA (formerly Mellanox) HCAs, and most other InfiniBand HCAs
- NVIDIA (formerly Mellanox), and most other InfiniBand switches

3.2.6 GPUs

- NVIDIA Tesla with latest recommended drivers
- NVIDIA GeForce and other older generations are mostly supported. The BCM support team can be consulted for details.
- NVIDIA DGX servers and workstations are supported for Ubuntu 22.04 at the time of writing of this section (October 2024).
- AMD Radeon GPUs, as listed at <https://support.amd.com/en-us/kb-articles/Pages/Radeon-Software-for-Linux-Release-Notes.aspx>

The GPUs that are NVIDIA-certified for AI Enterprise are listed in the support matrix at <https://docs.nvidia.com/ai-enterprise/latest/product-support-matrix/index.html#support-matrix>.

3.2.7 RAID

Software or hardware RAID are supported. Fake RAID is not regarded as a serious production option and is supported accordingly.

3.3 Head Node Installation: Bare Metal Method

A *bare metal* installation, that is, installing the head node onto a machine with no operating system on it already, is the recommended option. This is because it cannot run into issues from an existing configuration. An operating system from one of the ones listed in section 2.1 is installed during a bare metal installation. The alternative to a bare metal installation is the *add-on* installation of section 3.4.

Just to be clear, a bare metal installation can be a physical machine with nothing running on it, but it can also be a virtual machine—such as a VMware, VirtualBox, or KVM instance—with nothing running on it. Virtual instances may need some additional adjustment to ensure virtualization-related settings are dealt with correctly. Details on installing BCM onto virtual instances can be found in the BCM Knowledge Base at <http://kb.brightcomputing.com>.

To start a physical bare metal installation, the time in the BIOS of the head node is set to local time. The head node is then made to boot from DVD or USB, which can typically be done by appropriate keystrokes when the head node boots, or via a BIOS configuration.

Special steps for installation from a bootable USB device: If a bootable USB device is to be used, then the instructions within the BCM ISO, in the file README.BRIGHTUSB should be followed to copy the ISO image over to the USB device. After copying the ISO image, the MD5 checksum should be validated to verify that the copied ISO is not corrupt. This is important, because corruption is possible in subtle ways that may affect operations later on, and in ways that are difficult to uncover.

3.3.1 ISO Boot Menu

If booting from a DVD or USB drive, then a pre-installer menu called the *ISO boot menu* first loads up (figure 3.1).

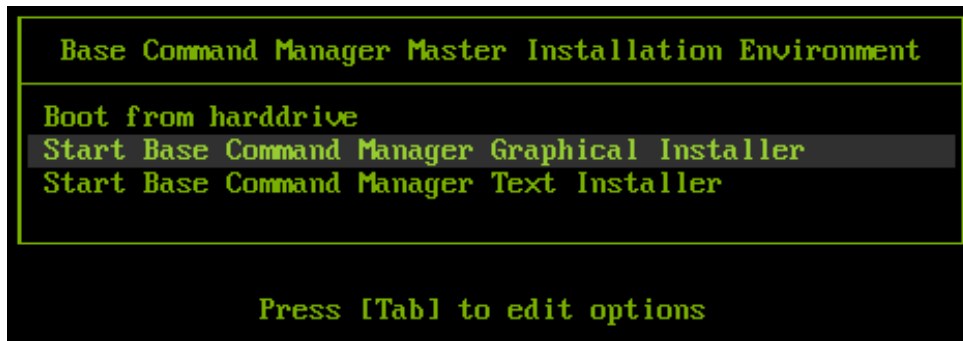


Figure 3.1: Installation: ISO Boot Menu

The ISO Boot menu offers a default option of booting from the hard drive, with a countdown to starting the hard drive boot. To install BCM, the countdown should be interrupted by selecting the option of “Start Base Command Manager Graphical Installer” instead.

Selecting the option allows kernel parameter options to be provided to the installer.

Default kernel parameter options are provided so that the administrator can simply press the enter key to go straight on to start the installer, and bring up the welcome screen (section 3.3.2).

Optional: The `netconf` Custom Kernel Parameter

A non-default kernel parameter option is `netconf`. Setting configuration values for this option configures login and network settings for the cluster manager, and also means that SSH and VNC servers are launched as the welcome screen (section 3.3.2) of the BCM installer starts up. This then allows the cluster administrator to carry out a remote installation, instead of having to remain at the console.

The `netconf` option can be set for both the GUI and text installer installation.

The `netconf` custom kernel parameter requires 3 settings:

1. a setting for the external network interface that is to be used. For example: `eth0` or `eth1`.
2. a setting for the network configuration of the external network, to be explained soon. The network configuration option can be built either using static IP addressing or with DHCP.
 - For static IP addressing, the network configuration format is comma-separated:
`static:<IP address>,<gateway address>,<netmask>`
 - For DHCP addressing, the format is simply specified using the string `dhcp`.
3. a setting for the password, for example `secretpass`, for the login to the cluster manager that is about to be installed.

Example

With static IP addressing:

```
netconf=eth0:static:10.141.161.253,10.141.255.254,255.255.0.0:secretpass
```

Example

With DHCP addressing:

```
netconf=eth0:dhcp:secretpass
```

A remote installation can alternatively be carried out later on without setting `netconf`, by using the text mode installer to set up networking (section 3.5), or by using GUI mode installer Continue remotely option (figure 3.3).

3.3.2 Welcome Screen

The welcome screen is shown in figure 3.2.

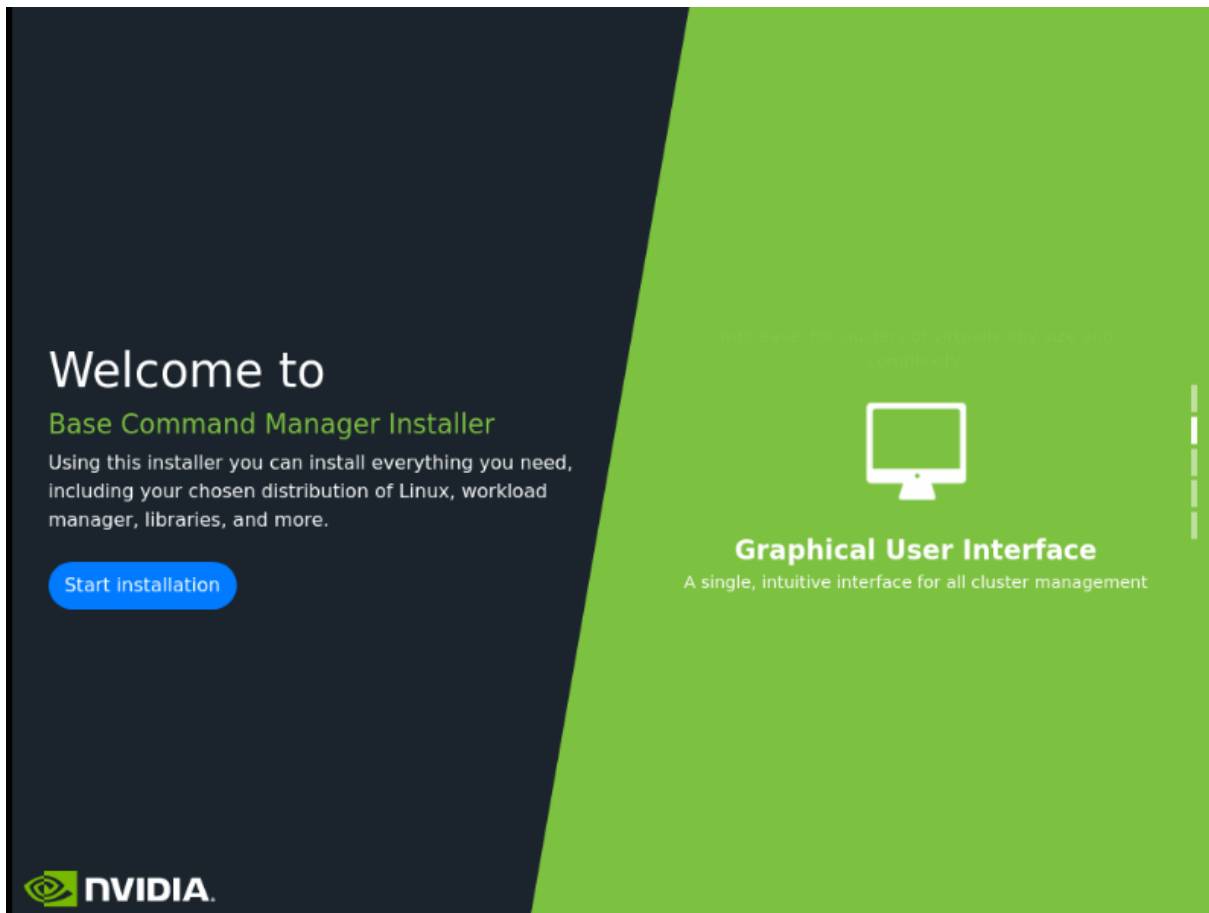


Figure 3.2: Installation welcome screen for BCM

An administrator who would like to simply start installation can click on the `Start installation` button at the left side of the screen.

3.3.3 Software Licenses

The next screen that is displayed asks the user to agree to the NVIDIA AI Product EULA (figure 3.3):

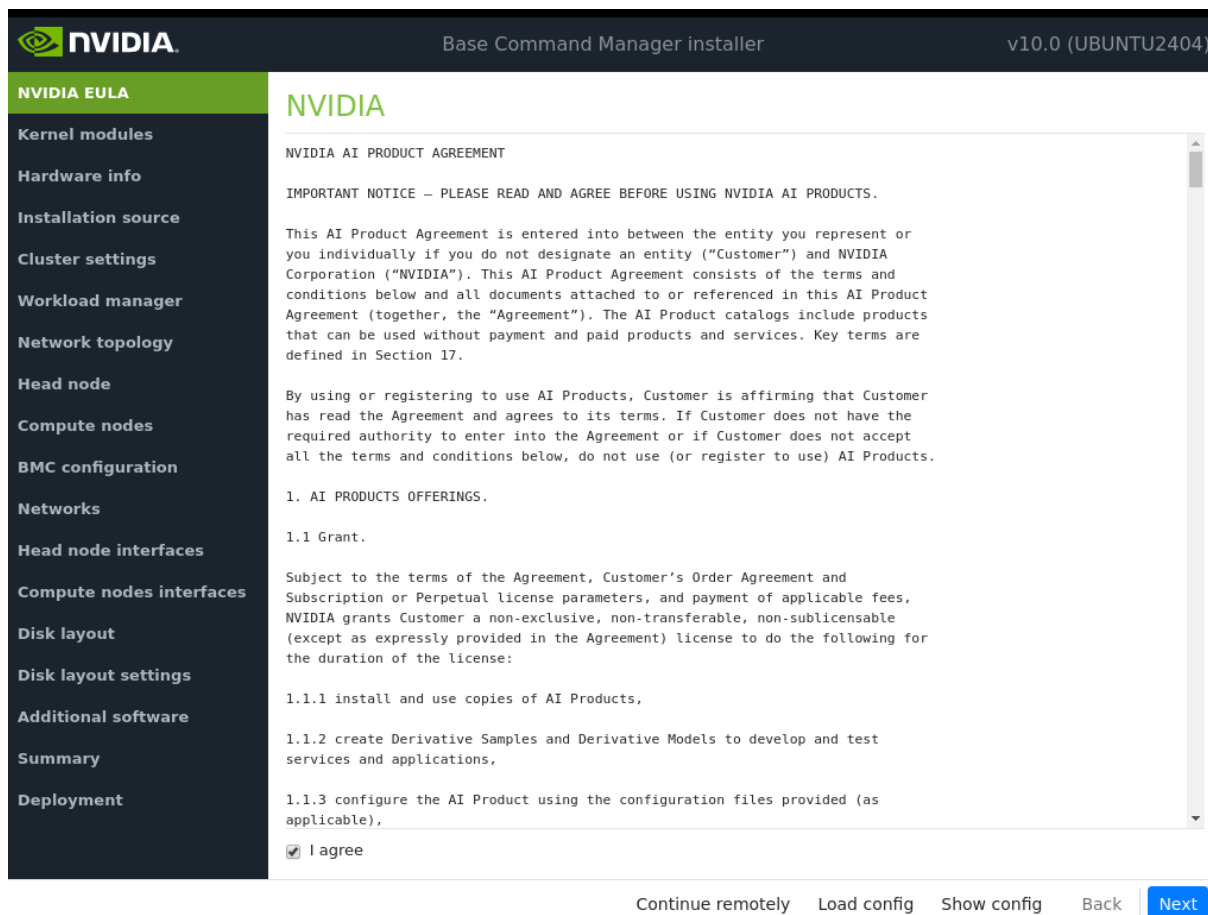


Figure 3.3: NVIDIA Base Command Manager Software License

The agreement is carried out by ticking the checkbox and clicking on the Next button.

A similar screen after that asks the user to agree to the Base Distribution EULA. This is the end user license agreement for the distribution (RHEL, Rocky, Ubuntu and so on) that is to be used as the base upon which BCM is to run.

Options During The Installation Screens

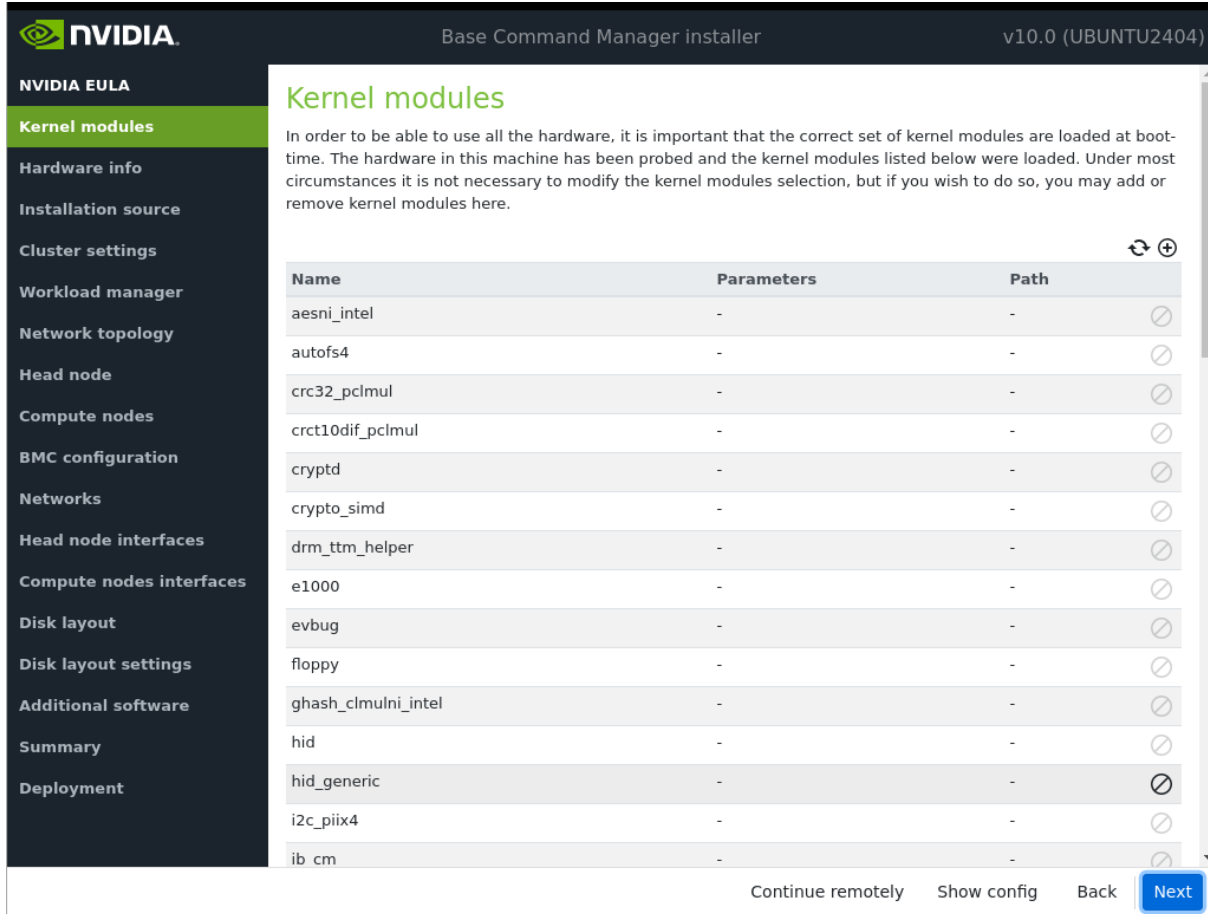
As is seen in figure 3.3, the main screens during installation have the following clickable options along the bottom of the screen:

- **Load config:** allows an existing configuration file to be loaded and used by the installation. This option is available only during the first few screens.
- **Show config:** allows any already loaded configuration file to be displayed. There is a default configuration loaded by default, with values that may suit the cluster already. However, the defaults are not expected to be optimal, and may not even work for the actual physical configuration.
- **Continue remotely:** allows the administrator to leave the console and access the cluster from a remote location. This can be useful for administrators who, for example, prefer to avoid working inside a noisy cold data center. If **Continue remotely** is selected, then addresses are displayed on the console screen, for use with a web browser or SSH, and the console installation screen is locked.
- **Back:** if not grayed out, the Back option allows the administrator to go back a step in the installation.

- Next: allows the administrator to proceed to the next screen.

3.3.4 Kernel Modules Configuration

The Kernel Modules screen (figure 3.4) shows the kernel modules recommended for loading based on a hardware probe:



NVIDIA Base Command Manager installer v10.0 (UBUNTU2404)

NVIDIA EULA

Kernel modules

Hardware info

Installation source

Cluster settings

Workload manager

Network topology

Head node

Compute nodes

BMC configuration

Networks

Head node interfaces

Compute nodes interfaces

Disk layout

Disk layout settings

Additional software

Summary

Deployment

Kernel modules

In order to be able to use all the hardware, it is important that the correct set of kernel modules are loaded at boot-time. The hardware in this machine has been probed and the kernel modules listed below were loaded. Under most circumstances it is not necessary to modify the kernel modules selection, but if you wish to do so, you may add or remove kernel modules here.

Name	Parameters	Path	
aesni_intel	-	-	<input type="checkbox"/>
autofs4	-	-	<input type="checkbox"/>
crc32_pclmul	-	-	<input type="checkbox"/>
crct10dif_pclmul	-	-	<input type="checkbox"/>
cryptd	-	-	<input type="checkbox"/>
crypto_simd	-	-	<input type="checkbox"/>
drm_ttm_helper	-	-	<input type="checkbox"/>
e1000	-	-	<input type="checkbox"/>
evbug	-	-	<input type="checkbox"/>
floppy	-	-	<input type="checkbox"/>
ghash_clmulni_intel	-	-	<input type="checkbox"/>
hid	-	-	<input type="checkbox"/>
hid_generic	-	-	<input checked="" type="checkbox"/>
i2c_piix4	-	-	<input type="checkbox"/>
ib_cm	-	-	<input type="checkbox"/>

Continue remotely Show config Back **Next**

Figure 3.4: Kernel Modules Recommended For Loading After Probing

Changes to the modules to be loaded can be entered by reordering the loading order of modules, by removing modules, and adding new modules. Clicking the \oplus button opens an input box for adding a module name and optional module parameters (figure 3.5). The module can be selected from a built-in; it can be automatically extracted from a .deb or .rpm package; or it can simply be selected by selecting an available .ko kernel module file from the filesystem.

A module can also be blacklisted, which means it is prevented from being used, by clicking on the \otimes button. This can be useful when replacing one module with another.

Figure 3.5: Adding Kernel Modules

Clicking Next then leads to the “Hardware info” overview screen, described next.

3.3.5 Hardware Info

The Hardware Info screen (figure 3.6) provides an overview of detected hardware based on the hardware probe used to load kernel modules. If any hardware is not detected at this stage, then the Back button can be used to go back to the Kernel Modules screen (figure 3.4) to add the appropriate modules, and then the Hardware Information screen can be returned to, to see if the hardware has been detected.

Type	Device	Model
Cd Rom	/dev/cdrom	QEMU DVD-ROM
Keyboard	/dev/input/event1	AT Translated Set 2 keyboard
Mouse	/dev/input/mice	Adomax QEMU USB Tablet
	/dev/input/mice	ImExPS/2 Generic Explorer Mouse
Network Interfaces	ens3	Network interface [e1000]
	ens4	Network interface [e1000]
Storage	/dev/sda	85GB QEMU HARDDISK
Storage Controllers	-	-
USB	mouse:	-
	/dev/input/mice	Adomax QEMU USB Tablet
	hub:	-
	Linux	Foundation 1.1 root hub
	Linux	Foundation 1.1 root hub
	Linux	Foundation 2.0 root hub
	Linux	Foundation 1.1 root hub

At the bottom right of the screen are buttons: Continue remotely, Show config, Back, and Next (highlighted).

Figure 3.6: Hardware Overview Based On Hardware Detection Used For Loading Kernel Modules

Clicking Next in the Hardware Info screen leads to the Installation source configuration screen, described next.

3.3.6 Installation Source

The installation source screen (figure 3.7) detects the available DVD-ROM devices.

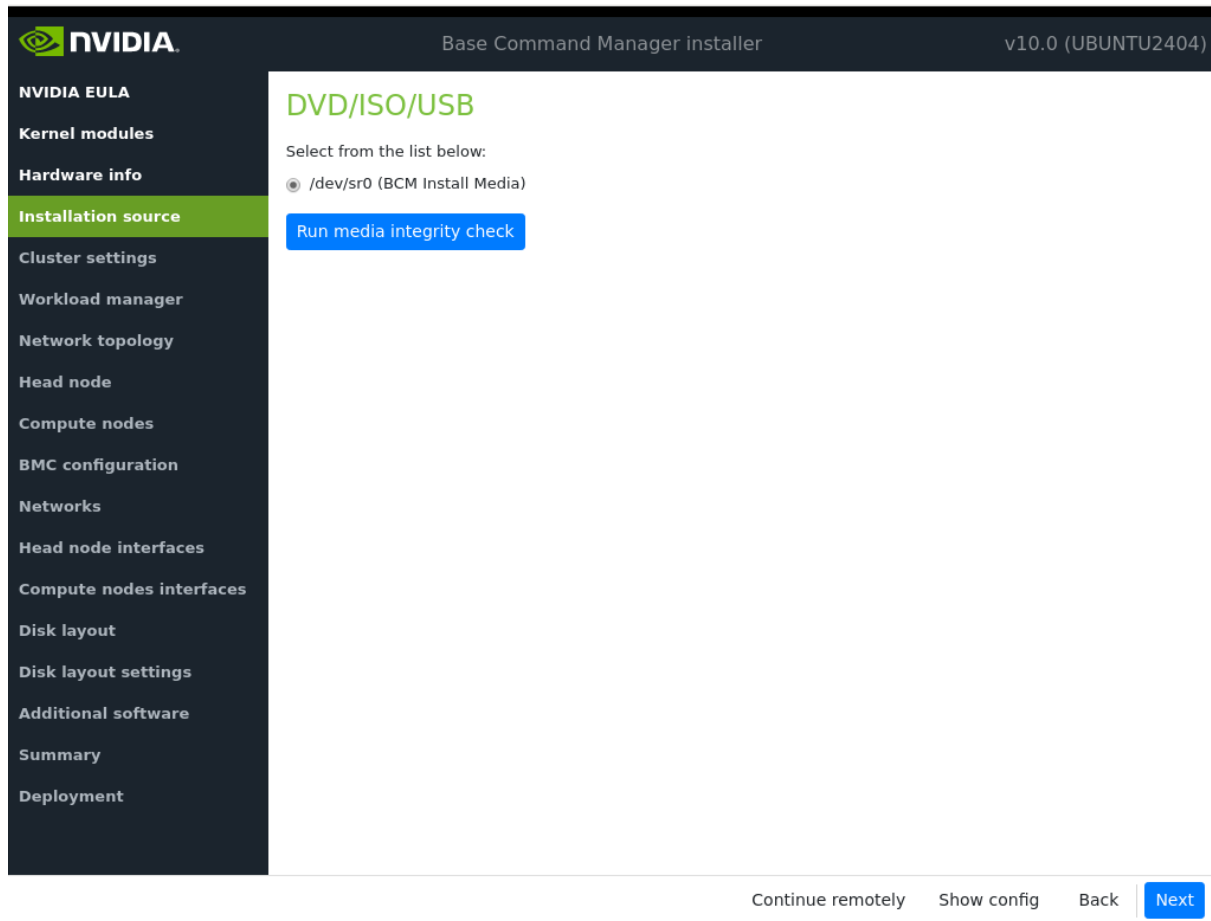


Figure 3.7: DVD Selection

The administrator must select the correct device to continue the installation.

Optionally, a media integrity check can be set.

Clicking on the Next button starts the media integrity check, if it was set. The media integrity check can take about a minute to run. If all is well, then the “Cluster settings” setup screen is displayed, as described next.

3.3.7 Cluster Settings

The General cluster settings screen (figure 3.8) provides an overview of some mandatory and optional settings.

NVIDIA Base Command Manager installer v10.0 (UBUNTU2404)

Cluster settings

BCM 10.0 Cluster

Organization name: NVIDIA

Administrator email:

☐ Send email to the administrator on first boot

Time zone: (GMT+01:00) Europe/Amsterdam

Time servers: 0.pool.ntp.org 1.pool.ntp.org 2.pool.ntp.org

Nameservers:

Search domains:

Environment modules: Tcl modules

Continue remotely Show config Back **Next**

Figure 3.8: General cluster settings

Settings that can be provided in this screen are:

- **Cluster name**
- **Administrator email:** Where mail to the administrator goes. This need not be local.
- **Time zone**
- **Time servers:** The defaults are pool.ntp.org servers. A time server is recommended to avoid problems due to time discrepancies between nodes.
- **Nameservers:** One or more DNS servers can be set.
- **Search domains:** One or more domains can be set.
- **Environment modules:** Traditional Tcl modules are set by default. Lmod is an alternative.

3.3.8 Workload Management Configuration

The “Workload manager” configuration screen (figure 3.9) allows a supported workload manager to be selected. A workload management system is highly recommended to run multiple compute jobs on a cluster.

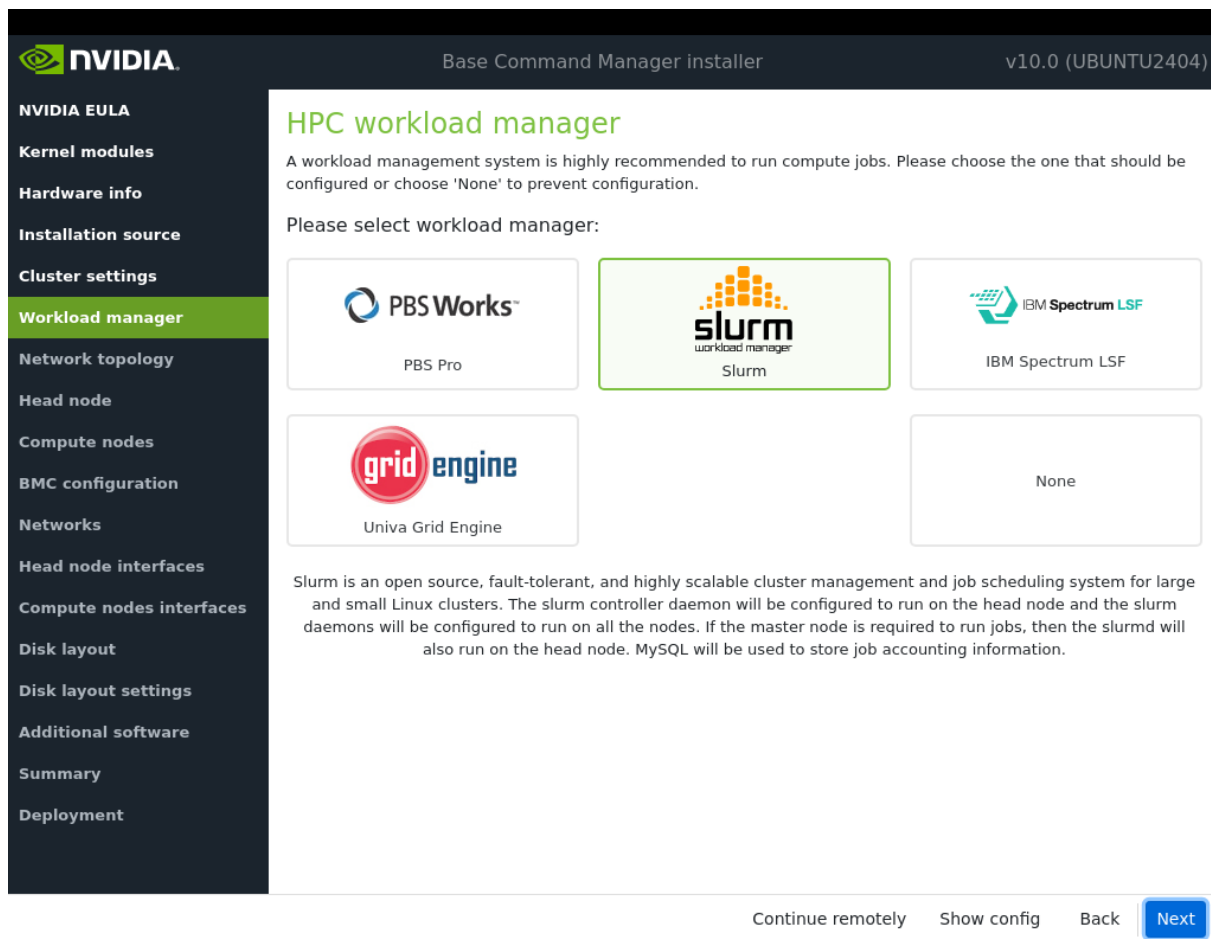


Figure 3.9: Workload Management Setup

If no workload manager is selected here, then it can be installed later on, after the cluster installation without the workload manager has been done. Details on installing a workload manager later on are given in Chapter 7 on workload management of the *Administrator Manual*.

The default client slot number that is set depends on the workload manager chosen.

- If PBS Professional or OpenPBS is selected as a workload management system, then the number of client slots defaults to 1. After the installation is completed the administrator should update the value in the `pbsproclient` role to the desired number of slots for the compute nodes.
- For all other workload management systems, the number of client slots is determined automatically.

The head node can also be selected for running jobs, thereby acting as an additional compute node. This can be a sensible choice on small clusters if the head node can spare such resources.

Clicking Next on this screen leads to the Network topology screen.

3.3.9 Network Topology

Regular nodes are always located on an internal network, by default called `Internalnet`.

The Network Topology screen allows selection of one of three different network topologies (figures 3.10, 3.11, 3.12):

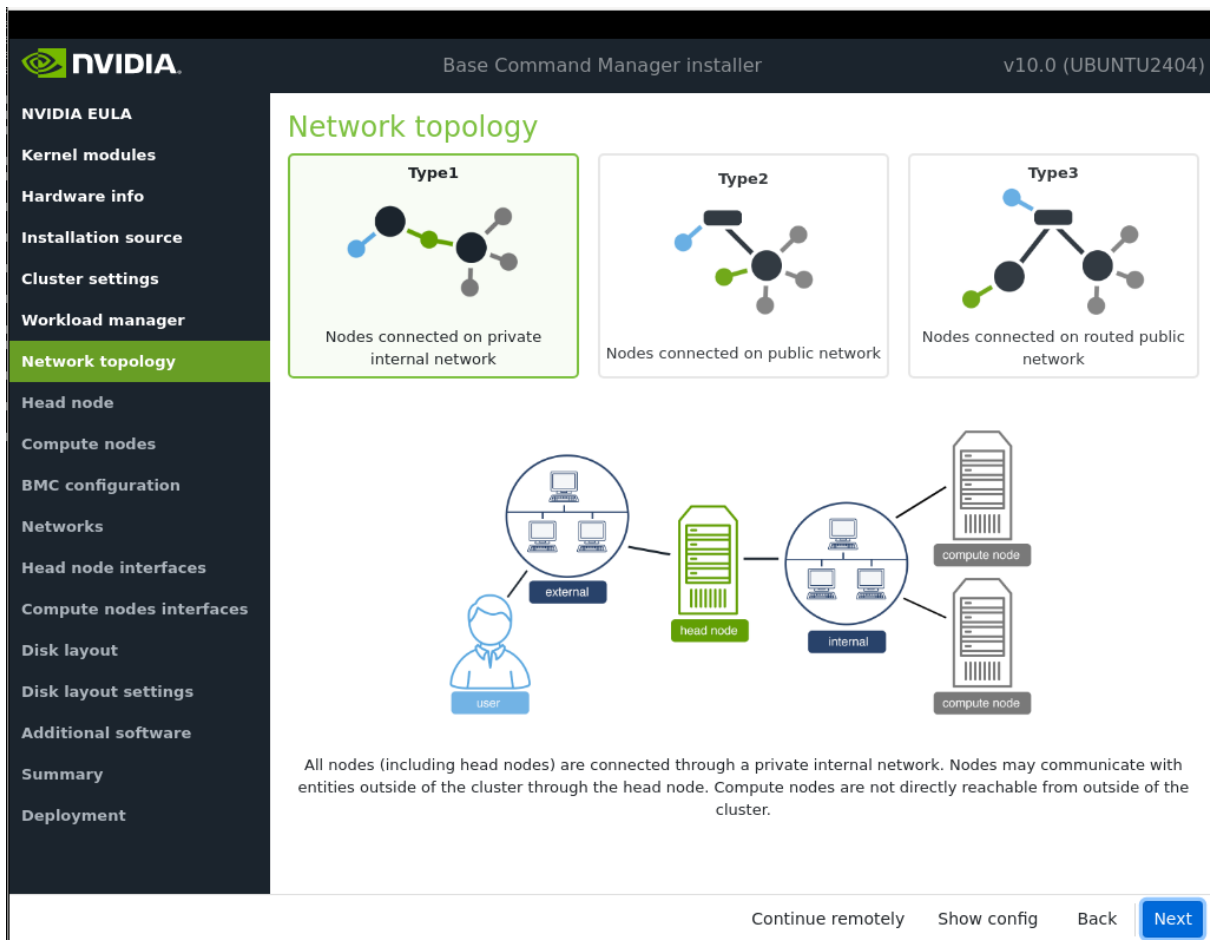


Figure 3.10: Networks Topology: Type 1 network selection

A *type 1* network: has its nodes connected on a private internal network. This is the default network setup. In this topology, a network packet from a head or regular node destined for any external network that the cluster is attached to, by default called `Externalnet`, can only reach the external network by being routed and forwarded at the head node itself. The packet routing for `Externalnet` is configured at the head node.

A type 1 network is the most common and simple way to run the cluster. It means that the head node provides DHCP and PXE services (during pre-init stage node booting only) to a secondary, isolated network for the worker nodes, segregating the cluster traffic. The external (typically a corporate) network is then only used to provide access to the head node(s) for management.

One limitation is that broader network access must be provided through routing or via a proxy, should anyone outside of the cluster network need to access a node.

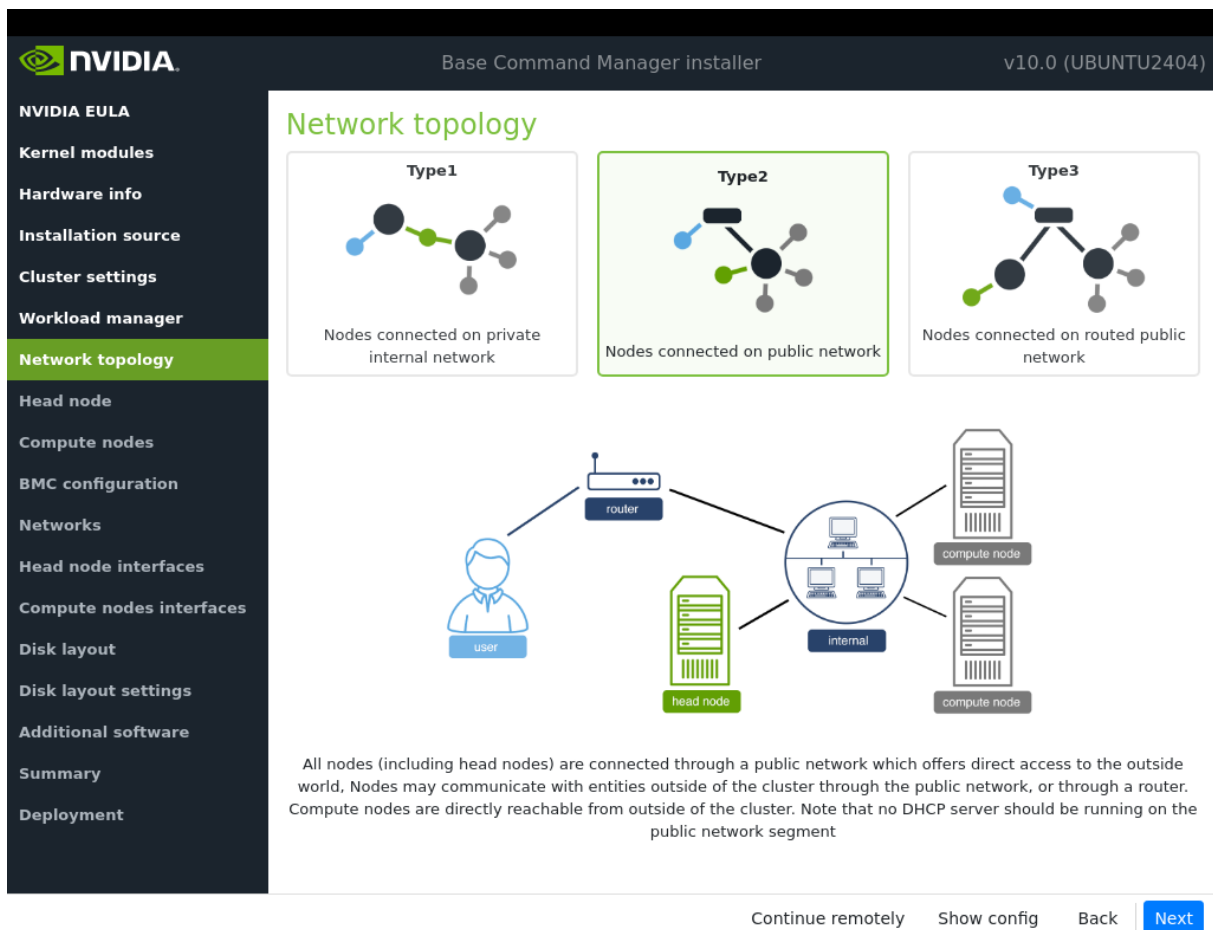


Figure 3.11: Networks Topology: Type 2 network selection

A *type 2* network: has its nodes connected via a router to a public network. In this topology, a network packet from a regular node destined for outside the cluster does not go via the head node, but uses the router to reach a public network.

Packets between the regular nodes and the head node however still normally go directly to each other, including the DHCP/PXE-related packets during pre-init stage node booting, since in a normal configuration the regular nodes and head node are on the same network.

Any routing for beyond the router is configured on the router, and not on the cluster or its parts. Care should be taken to avoid conflicts between the DHCP server on the head node and any existing DHCP server on the internal network, if the cluster is being placed within an existing corporate network that is also part of Internalnet (there is no Externalnet in this topology). Typically, in the case where the cluster becomes part of an existing network, there is another router configured and placed between the regular corporate machines and the cluster nodes to shield them from effects on each other.

A type 2 network does not isolate the worker nodes from the network above it. Instead, each node remains reachable through the main data plane. This is useful for clusters hosting services, such as a web portal, avoiding the use of proxies.

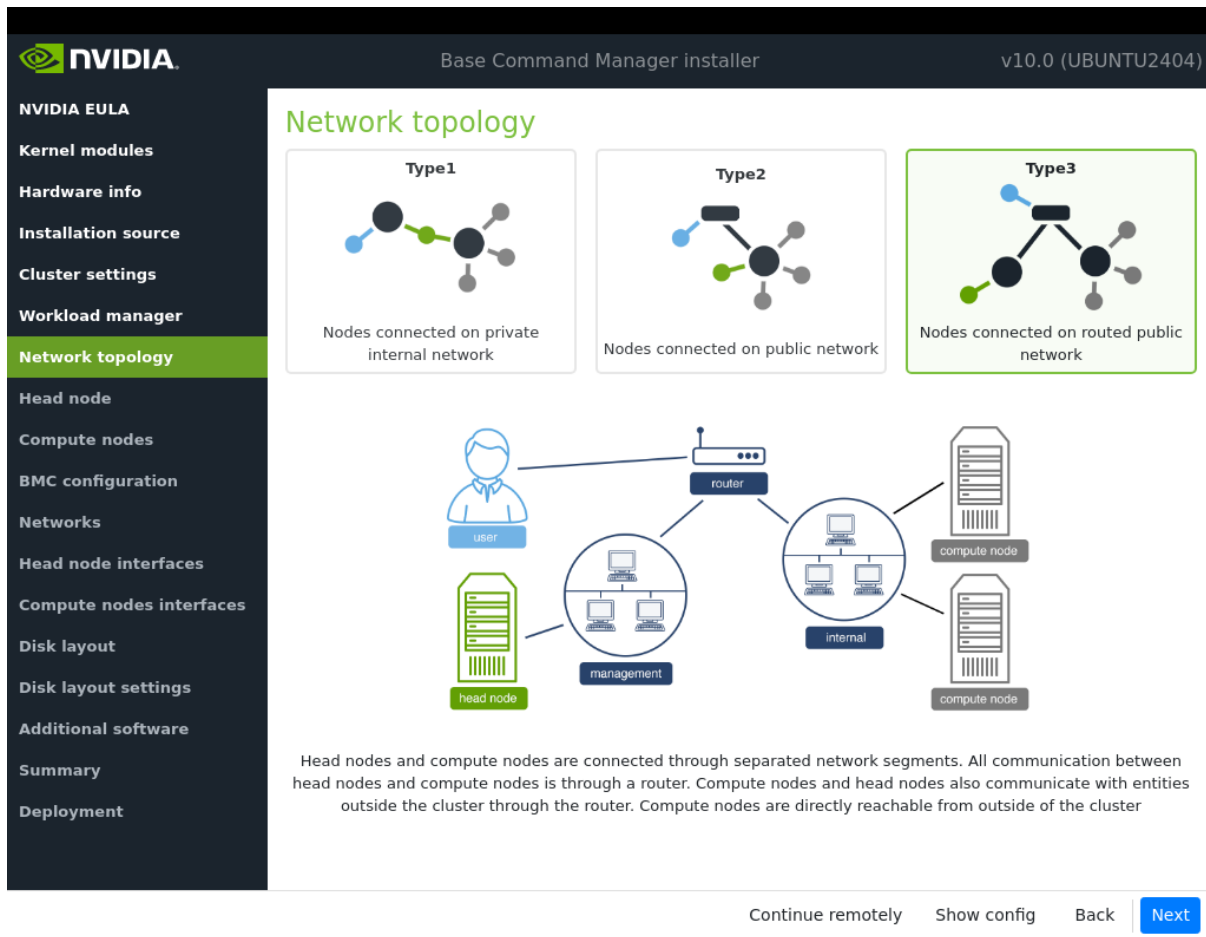


Figure 3.12: Networks Topology: Type 3 network selection

A *type 3* network: has its nodes connected on a routed public network. In this topology, a network packet from a regular node, destined for another network, uses a router to get to it. The head node, being on another network, can only be reached via a router too. The network the regular nodes are on is called `Internalnet` by default, and the network the head node is on is called `Managementnet` by default. Any routing configuration for beyond the routers that are attached to the `Internalnet` and `Managementnet` networks is configured on the routers, and not on the clusters or its parts.

A consequence of using a router in the type 3 configuration is that the communication between the head node and the regular nodes is via OSI layer 3. So, OSI layer 2 used by DHCP is not directly supported. However, DHCP/PXE packets still need to be exchanged between the head and regular nodes during pre-init node boot. The usual way to relay the packets is using a *DHCP relay agent*. Configuration of a DHCP relay agent is outside the scope of BCM configuration, and is typically done by the network administrator or the router vendor.

For a type 2 network, a DHCP relay agent may also be needed if the regular nodes are spread across several subnets.

Selecting the network topology helps decide the predefined networks on the Networks settings screen later (figure 3.16). Clicking Next here leads to the Head node settings screen, described next.

3.3.10 Head Node Settings

The head node settings screen (figure 3.13) can be used to set, for the head node:

- the hostname

- the password
- the hardware manufacturer

Figure 3.13: Head node settings

Clicking Next leads to the Compute node settings screen, described next.

3.3.11 Compute Nodes Settings

The compute nodes settings screen (figure 3.14) can be used to set, for the compute nodes:

- the number of racks used to host the nodes
- the number of nodes
- the naming format for the nodes. This consists of:
 - the node base name (default: node)
 - the node start number (default: 1)
 - the node digits (default: 3)

By default therefore, the first compute node takes the name node001, the second compute node takes the name node002, and so on.

- the hardware manufacturer

NVIDIA Base Command Manager installer v10.0 (UBUNTU2404)

Compute nodes settings

Number of racks:

Number of nodes:

Node start number:

Node base name:

Node digits:

Hardware manufacturer:

Continue remotely Show config Back **Next**

Figure 3.14: Compute node settings

Clicking Next leads to the BMC configuration screen, described next.

3.3.12 BMC Configuration

The BMC (Baseboard Management Controller) screen (figure 3.15) configures BMCs compatible with IPMI, iDRAC, iLO, or CIMC.

The BMCs can be configured for the head or compute nodes.

NVIDIA Base Command Manager installer v10.0 (UBUNTU2404)

BMC configuration

Head Node

Will head node have IPMI/iDRAC/iLO/CIMC compatible BMCs?
☒ Yes ☐ No

BMC network type:
 IPMI

Use DHCP to obtain BMC IP addresses?
☐ Yes ☒ No

Automatically configure BMC when node boots?
☐ Yes ☒ No

To which Ethernet segment is BMC connected?
 Internal network

Create new layer-3 network(i.e. IP subnet) for BMC interfaces
☒ Yes ☐ No

Will the head node use a dedicated interface to reach the BMC networks?
☐ Yes ☒ No

Compute Nodes

Will compute nodes have IPMI/iDRAC/iLO/CIMC compatible BMCs?
☒ Yes ☐ No

BMC network type:
 IPMI

Use DHCP to obtain BMC IP addresses?
☐ Yes ☒ No

Automatically configure BMC when node boots?
☒ Yes ☐ No

To which Ethernet segment is BMC connected?
 Internal network

Continue remotely Show config Back **Next**

Figure 3.15: BMC configuration

If the administrator confirms that the nodes are to use BMCs (Baseboard Management Controllers) that are compatible with IPMI, iLO, CIMC, iDRAC, or Redfish, then the BMC network options appear.

By default, for the compute nodes, the BMC is automatically configured.

For a Type 1 network, the head node BMC is often connected to an ethernet segment that has the external network running on it, while the BMCs on the compute nodes are normally connected to an ethernet segment that has the internal network on it.

Once a network associated with the ethernet segment is chosen, it means that further BMC-related networking values can be set for the BMCs.

A new Layer 3 IP subnet can be created for BMC interfaces.

The BMC interface can be configured as a shared physical interface with an already existing network interface. However this can in some cases cause problems during early system BIOS checks. A dedicated physical BMC interface is therefore recommended.

If a BMC is configured, then the BMC password is set to a random value. Retrieving and changing a BMC password is covered in section 3.7.2 of the *Administrator Manual*. BMC configuration is discussed further in section 3.7 of the *Administrator Manual*.

Clicking Next leads to the Networks screen, described next.

3.3.13 Networks

The Networks configuration screen (figure 3.16) displays the predefined list of networks, based on the selection of network topology and BMC networks made in the earlier screens.

NVIDIA Base Command Manager installer v10.0 (UBUNTU2404)

Networks

The following IP networks have been pre-configured. Using the controls below, the network settings may be altered.

internalnet ✕ managementnet ipminet ⊕

Name: internalnet

Base IP address: 10.141.0.0

Netmask: 255.255.0.0(/16) ✕ ▾

Dynamic range start: 10.141.160.0

Dynamic range end: 10.141.167.255

Domain name: eth.cluster

Gateway: Optional

By default the head node will be used as the default gateway.

MTU:

Continue remotely Show config Back **Next**

Figure 3.16: Networks configuration, internalnet tab

The Networks configuration screen allows the parameters of the network interfaces to be configured via tabs for each network. In addition to any BMC networks:

For a *type 1* setup, an external network and an internal network are always defined.

For a *type 2* setup, an internal network is defined but no external network is defined.

For a *type 3* setup, an internal network and a management network are defined.

Thus, for a type 1 network, for example, the networking details:

- for externalnet correspond to the details of the head node external network interface.
- for internalnet correspond to the details of how the compute nodes are configured.
- for a BMC network correspond to the details of how the BMC is connected

Additional custom networks can be added in the Networks configuration screen by clicking on the ⊕ button.

Clicking Next in this screen validates all network settings. Invalid settings for any of the defined networks cause an alert to be displayed, explaining the error. A correction is then needed to proceed further. Settings may of course be valid, but incorrect—the validation is merely a sanity check. It may be wise for the cluster administrator to check with the network specialist that the networks that have been configured are set up as really intended.

If all settings are valid, then the Next button brings the installation on to the Head node interfaces screen, described next.

3.3.14 Head node interfaces

The Head node interfaces screen (figure 3.17) allows a review of the head node network interfaces and their proposed settings.

NVIDIA Base Command Manager installer v10.0 (UBUNTU2404)

Head node network interfaces

Interface	Network	IP address
ens3	internalnet	10.141.255.254
ens4	externalnet	DHCP
ipmi0	ipminet	10.148.255.254
ens3:ipmi	ipminet	10.148.255.253

Continue remotely Show config Back **Next**

Figure 3.17: Head node interfaces configuration

If a BMC network is to be shared with a regular network, then an alias interface is shown too. In figure 3.17 an alias interface, `ens3:ipmi`, is shown.

Interfaces can be created or removed.

Dropdown selection allows the proposed values to be changed. It is possible to swap network interfaces with dropdown selection.

Clicking the Next button brings the installation on to the Compute node interfaces screen, described next.

3.3.15 Compute node interfaces

The Compute node interfaces screen (figure 3.18) allows a review of the compute node network interfaces and their proposed settings.

NVIDIA Base Command Manager installer v10.0 (UBUNTU2404)

Compute nodes network interfaces

Interface	Network	IP offset
BOOTIF	internalnet	0.0.0.0
ipmi0	ipminet	0.0.0.0

IP addresses for each of the interfaces on all nodes will be assigned automatically from a consecutive range of IP addresses. The starting address in the range is determined by adding the specified offset to the base address of the network. For example, a selected network base address 10.141.0.0 with an IP offset of 0.0.0.0 will cause the first node to be assigned 10.141.0.1, and the second node 10.141.0.2.

Continue remotely Show config Back **Next**

Figure 3.18: Compute node interfaces configuration

The boot interface BOOTIF is used to pick up the image for the node via node provisioning.

The IP offset is used to calculate the IP address assigned to a regular node interface. The nodes are conveniently numbered in a sequence, so their interfaces are typically also given a network IP address that is in a sequence on a selected network. In BCM, interfaces by default have their IP addresses assigned to them sequentially, in steps of 1, starting after the network base address.

The default IP offset is 0.0.0.0, which means that the node interfaces by default start their range at the usual default values in their network.

With a modified IP offset, the point at which addressing starts is altered. For example, a different offset might be desirable when no IPMI network has been defined, but the nodes of the cluster do have IPMI interfaces in addition to the regular network interfaces. If a modified IP offset is not set for one of the interfaces, then the BOOTIF and ipmi0 interfaces get IP addresses assigned on the same network by default, which could be confusing.

However, if an offset is entered for the ipmi0 interface, then the assigned IPMI IP addresses start from the IP address specified by the offset. That is, each modified IPMI address takes the value:

address that would be assigned by default + IP offset

Example

Taking the case where BOOTIF and IPMI interfaces would have IP addresses on the same network with the default IP offset:

Then, on a cluster of 10 nodes, a modified IPMI IP offset of 0.0.0.20 means:

- the BOOTIF interfaces stay on 10.141.0.1,...,10.141.0.10 while

- the IPMI interfaces range from 10.141.0.21,...,10.141.0.30

Clicking the Next button brings the installation on to the Disk layout screen, described next.

3.3.16 Disk Layout

In the Disk layout configuration screen (figure 3.19) the administrator must select the drive on the head node where the BCM software is to be installed.

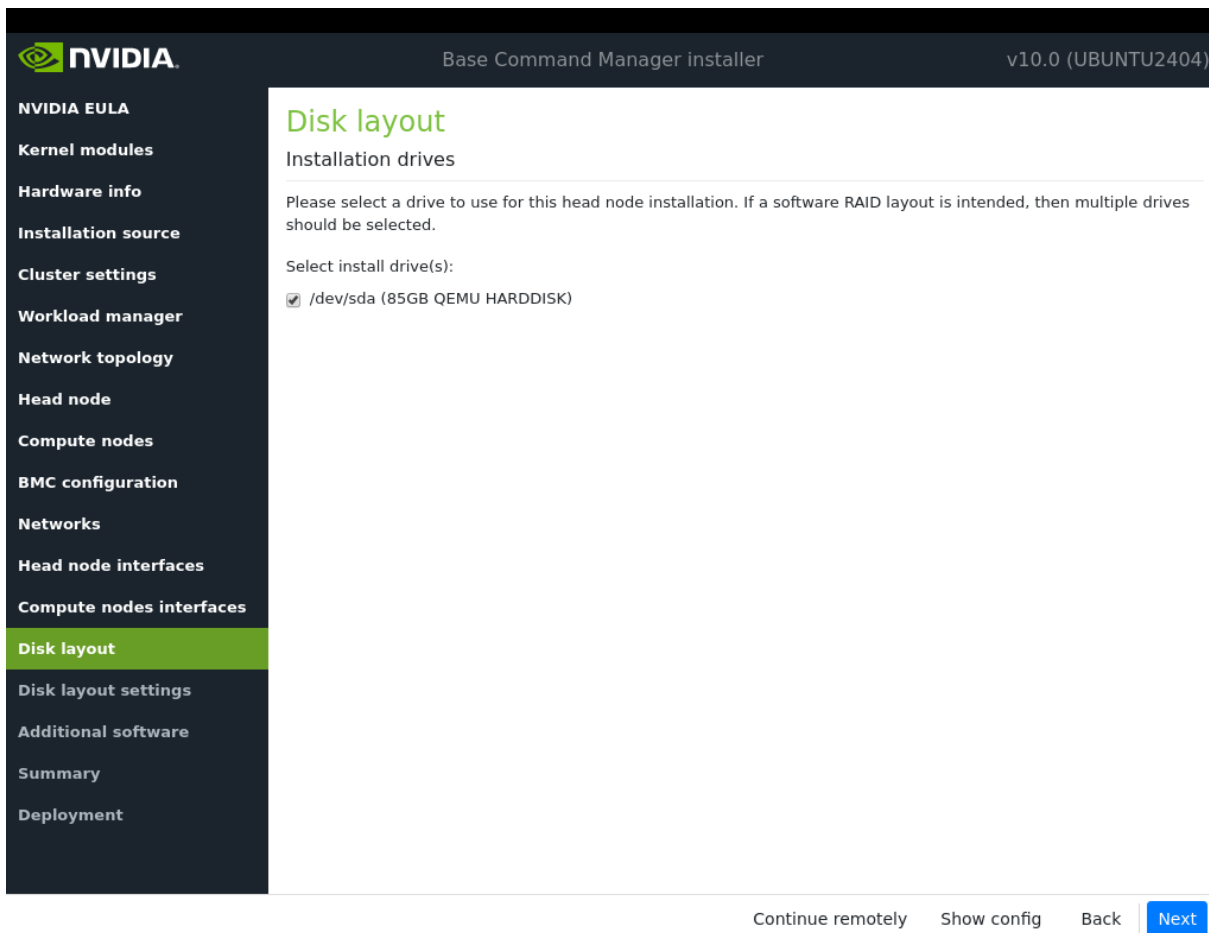


Figure 3.19: Disk layout screen

3.3.17 Disk Layout Settings

The next screen is the Disk layout settings configuration screen (figure 3.20).

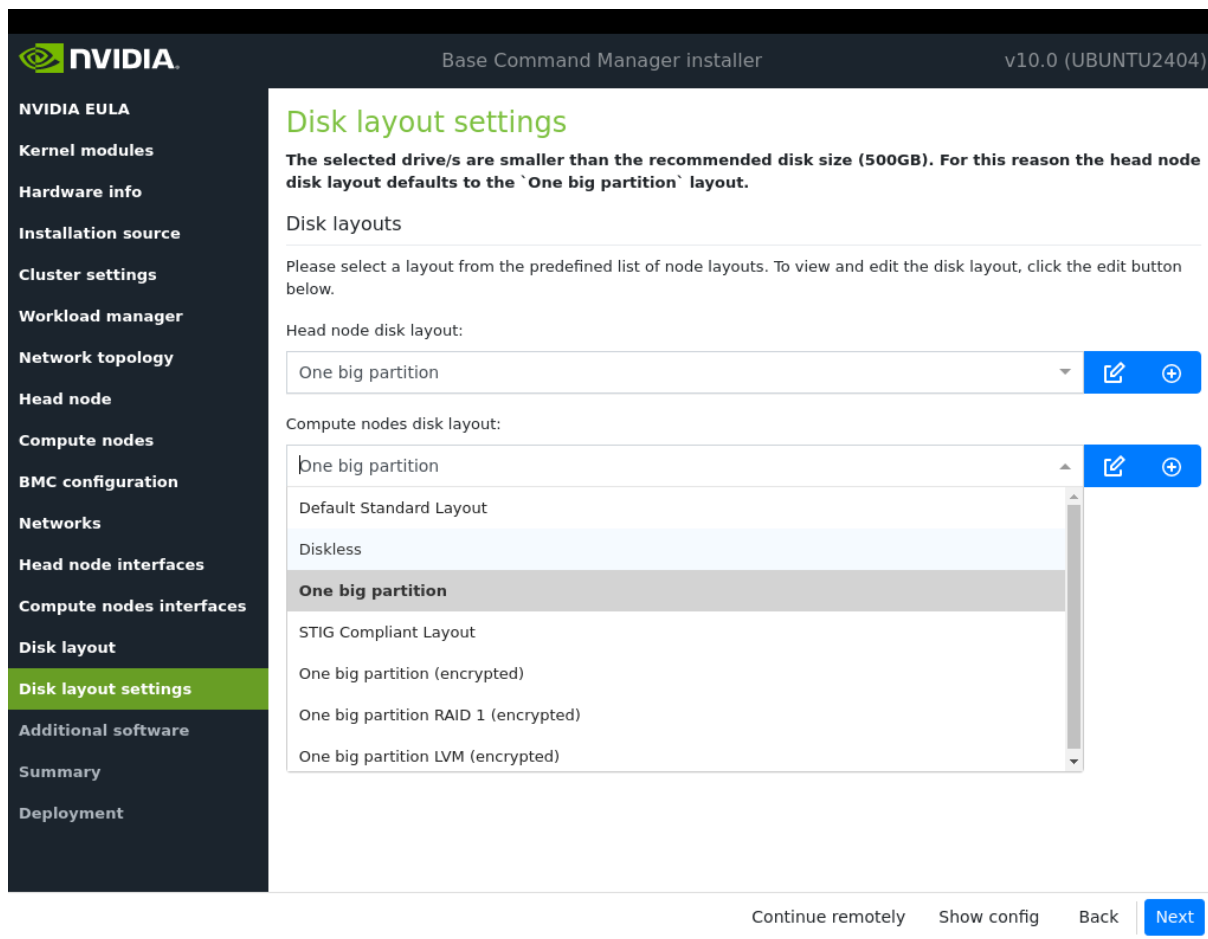




Figure 3.20: Disk layout settings screen

It is used to set the partitioning layouts. The partitioning layout XML schema is described in detail in Appendix D of the *Administrator Manual*.

The administrator must set the disk partitioning layout for the head node and regular nodes with the two options: `Head node disk layout` and `Compute nodes disk layout`.

- – The head node by default uses
 - * one big partition if it has a drive size smaller than about 500GB
 - * several partitions if it has a drive size greater than or equal to about 500GB.
- The compute node by default uses several partitions, using the `Default Standard Layout`.

A partitioning layout other than the default can be selected for installation from the drop-down options for the head node and regular nodes. Possible partitioning options include RAID, failover, STIG-compliant, and LUKS schemes.

- The  icon can be clicked to allow a custom partitioning layout specification to be added:
 - as a file
 - from the default template, for use as a starting point for a specification
- Partitioning layouts can be edited with the  icon. This brings up a screen (figure 3.21) that allows the administrator to view and change layout values within the layout's configuration XML file:

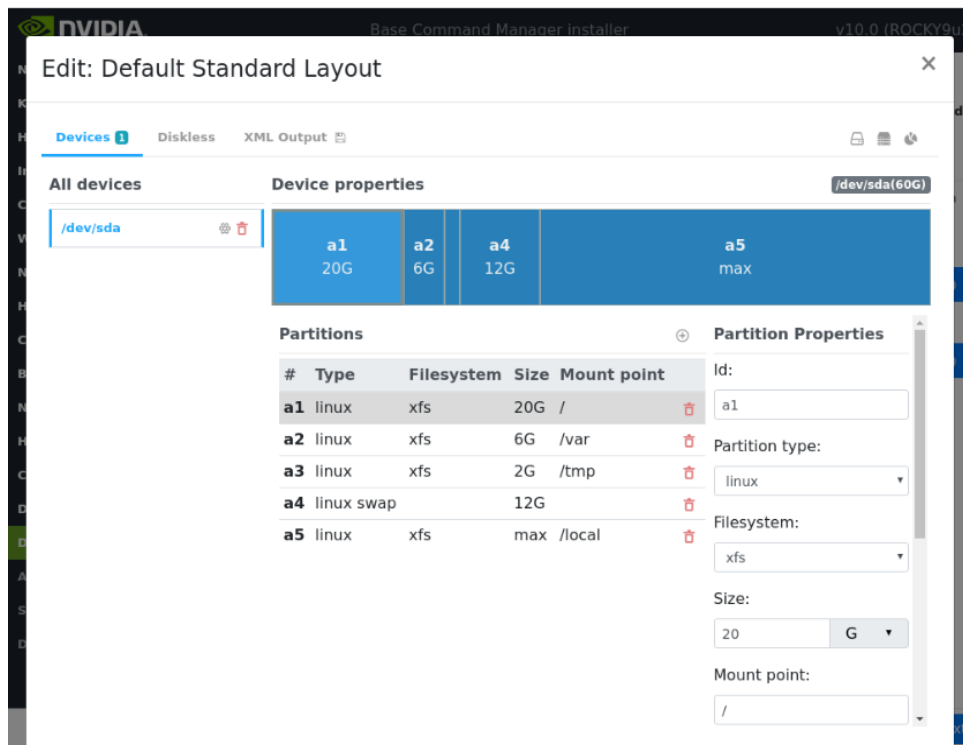


Figure 3.21: Edit Disk Partitioning

The XML schema is described in Appendix D.1 of the *Administrator Manual*.

- The head node partitioning layout is the only installation setting that cannot easily be changed after the completion (section 3.3.20) of installation. It should therefore be decided upon with care.
- By default, BCM mounts filesystems on the head node with ACLs set and extended attributes set.
- The XML schema allows the definition of a great variety of layouts in the layout's configuration XML file:

Example

1. for a large cluster or for a cluster that is generating a lot of monitoring or burn data, the default partition layout partition size for /var may fill up with log messages because log messages are usually stored under /var/log/. If /var is in a partition of its own, as in the default head node partitioning layout presented when the hard drive is about 500GB or more, then providing a larger size of partition than the default for /var allows more logging to take place before /var is full. Modifying the value found within the `<size></size>` tags associated with that partition in the XML file modifies the size of the partition that is to be installed. This can be conveniently done from the front end shown in figure 3.21.
2. the administrator could specify the layout for multiple non-RAID drives on the head node using one `<blockdev></blockdev>` tag pair within an enclosing `<device></device>` tag pair for each drive.
3. For non-boot partitions, it is possible to set up LUKS encrypted disk partitions on head and regular nodes. Scrolling through the Partition Properties column of figure 3.21, and ticking the Enable encryption checkbox, makes the LUKS configuration parameters available (figure 3.22):

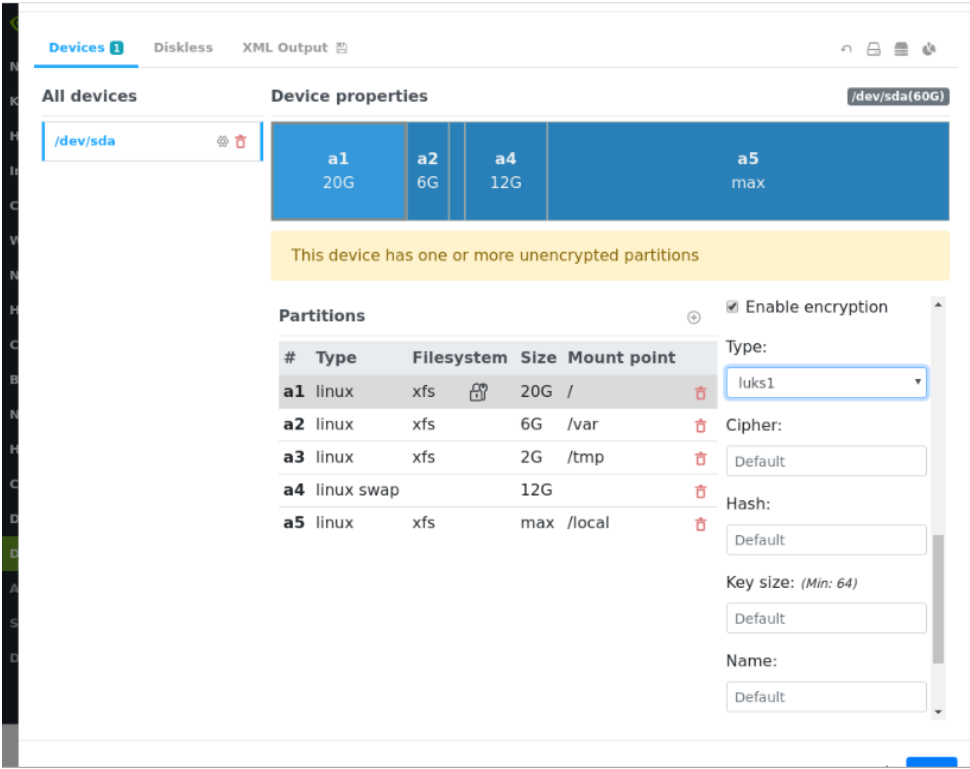


Figure 3.22: Disk Encryption Configuration

The parameters can be left at their default values to set up an encrypted partition. If setting parameters, then there are some existing fields to set the more common parameters. Settings for less-common parameters that have no existing fields can be specified and appended to the field with the `Additional Parameters:` setting. The settings are automatically stored in the XML specification for the disk layout and can be viewed there by selecting the `XML Output` tab. How a cluster administrator applies this configured disk encryption to a node that is booting up is covered in Appendix D.17 of the *Administrator Manual*.

Clicking `Next` on the `Disk layout` screen leads to the `Additional software` screen, described next.

3.3.18 Additional Software

The `Additional software` screen (figure 3.23) displays software that can be added to the cluster if it was provided with the installer. The software is only provided to the installer if selected when generating the installer ISO. Ceph, CUDA, and OFED are possible additional softwares. If NVIDIA AI Enterprise is to be used, then these options must not be selected.

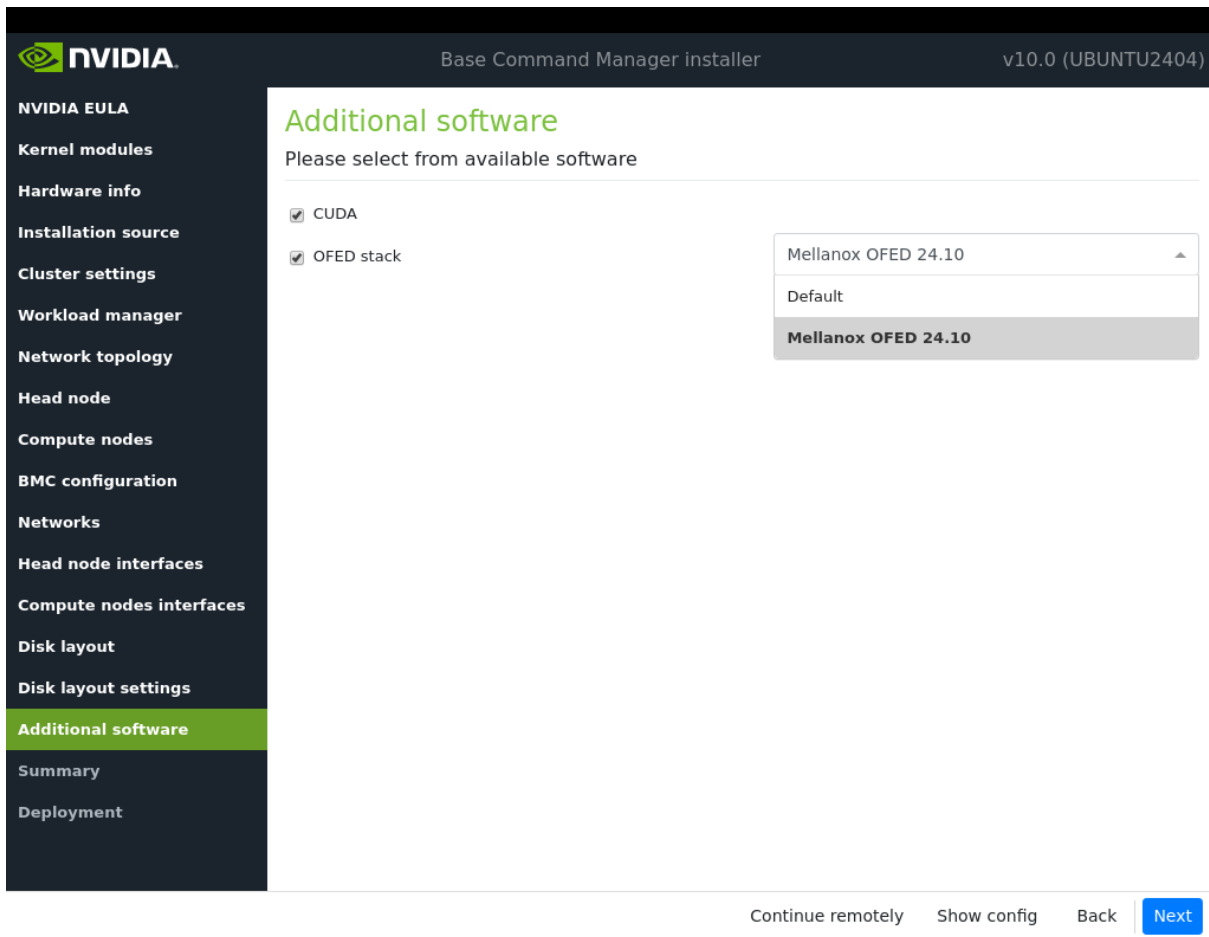


Figure 3.23: Additional software screen

Clicking **Next** on the **Additional software** screen leads to the **Summary** screen, described next.

3.3.19 Summary

The **Summary** screen (figure 3.24), summarizes some of the installation settings and parameters configured during the previous stages.

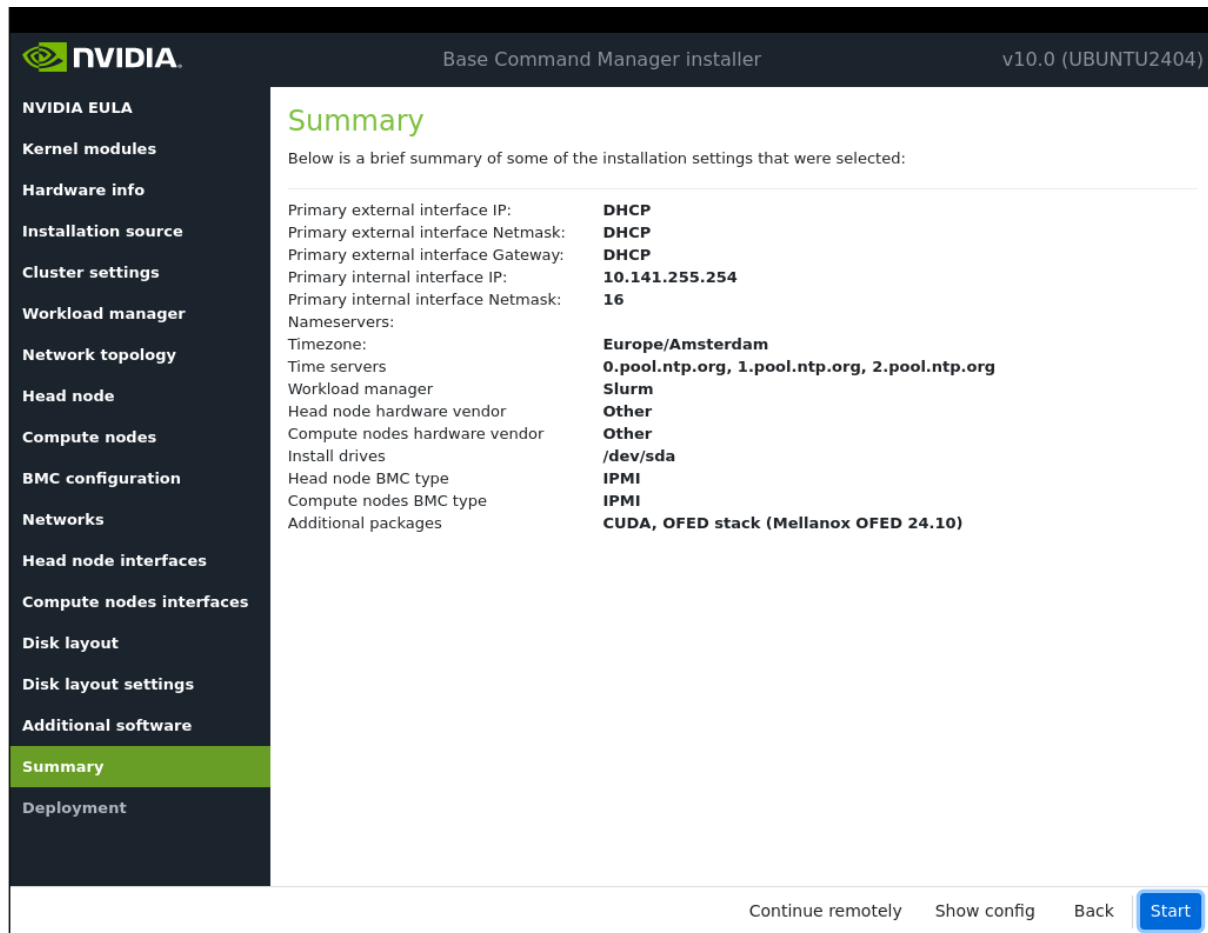


Figure 3.24: Summary of Installation Settings

Going back to correct values is still possible at this stage.

Clicking on the Next button leads to the “Deployment” screen, described next.

3.3.20 Deployment

The Deployment screen (figure 3.25) shows the progress of the deployment. It is not possible to navigate back to previous screens once the installation has begun. The installation log can be viewed in detail by clicking on Install log.

The Reboot button restarts the machine. Alternatively, the head node can be set to automatically reboot when deployment is complete.

During the reboot, the BIOS boot order may need changing, or the DVD may need to be removed, in order to boot from the hard drive on which BCM has been installed.

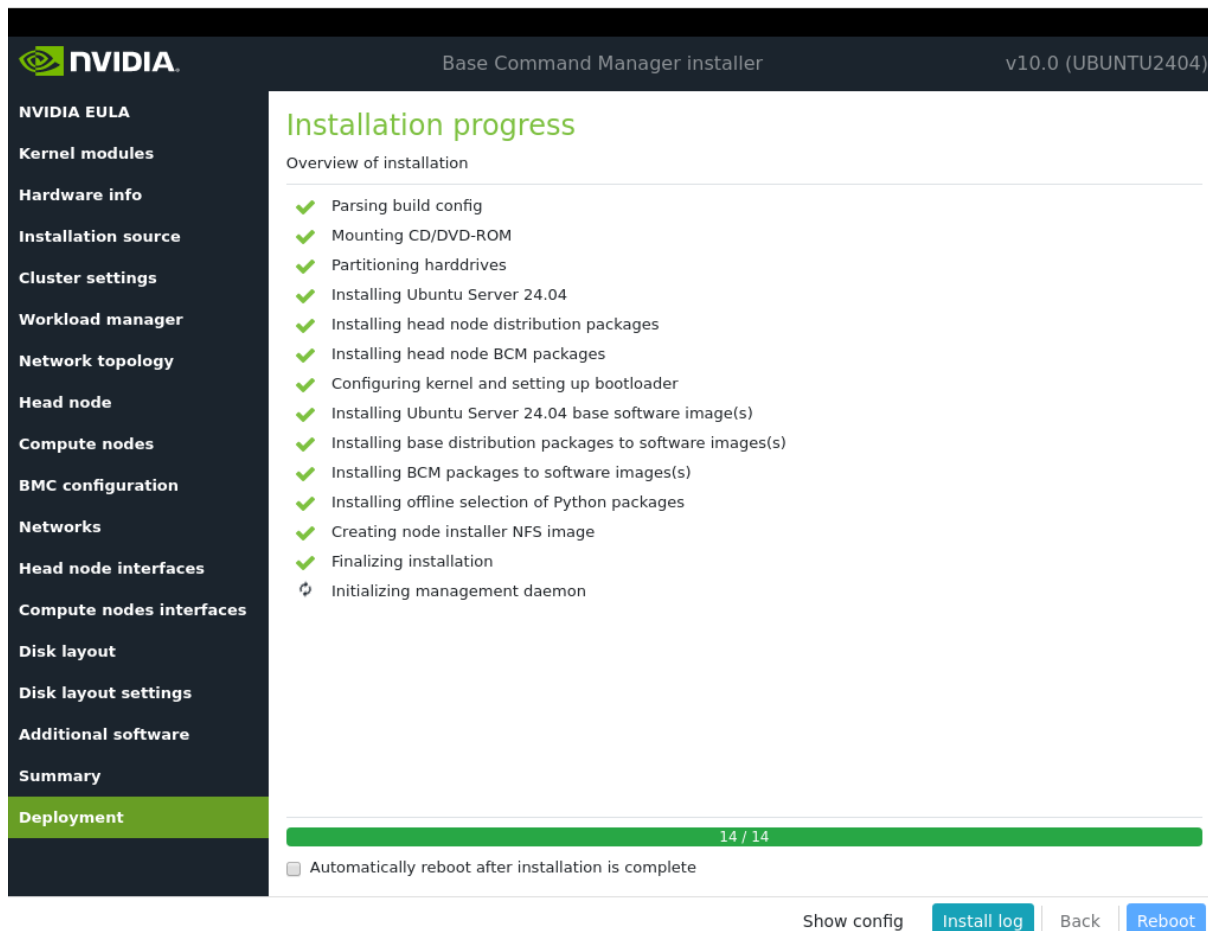


Figure 3.25: Deployment completed

After rebooting, the system starts and presents a login prompt. The cluster administrator can log in as root using the password that was set during the installation procedure.

The cluster should then be updated with the latest packages (Chapter 11 of the *Administrator Manual*). After the latest updates have been installed, the system is ready to be configured.

3.3.21 Licensing And Further Configuration

The administrator with no interest in the add-on method of installation can skip on to installing the license (Chapter 4). After that, the administrator can look through the *Administrator Manual*, where tools and concepts used with BCM are introduced, so that further cluster configuration can be carried out.

3.4 Head Node Installation: Ansible Add-On Method

An *add-on* installation, in contrast to the bare metal installation (section 3.3), is an installation that is done onto a machine that is already running one of the supported distributions of section 2.1. The installation of the distribution can therefore be skipped for this case. The add-on is not recommended for inexperienced cluster administrators. This is because of the following reasons:

- The installation configuration may conflict with what has already been installed. The problems that arise can always be resolved, but an administrator that is not familiar with BCM should be prepared for troubleshooting.
- Additional repositories typically need to be added

- Dependency and deprecated issues may need workarounds.

With the release of BCM version 9.2, using the head node installer Ansible collection is the method for performing add-on installations.

Aside: Ansible can also be used with BCM once NVIDIA Base Command Manager is installed. This integration is described in section 16.10 of the *Administrator Manual*.

3.4.1 An Overview Of Ansible

Ansible is a popular automated configuration management software.

The BCM administrator is expected to have some experience already with Ansible. The basic concepts are covered in the official Ansible documentation at https://docs.ansible.com/ansible/latest/user_guide/basic_concepts.html, and further details are accessible from that site too.

As a reminder:

- Ansible is designed to administer groups of machines from an *inventory* of machines.
- An Ansible *module* is code, usually in Python, that is executed by Ansible to carry out Ansible *tasks*, usually on a remote node. The module returns values.
- An Ansible *playbook* is a YAML file. The file declares a configuration that is to be executed (“the playbook is followed”) on selected machines. The execution is usually carried out over SSH, by placing modules on the remote machine.
- Traditionally, official Ansible content was obtained as a part of milestone releases of Ansible Engine, (the Red Hat version of Ansible for the enterprise).
- Since Ansible version 2.10, the official way to distribute content is via Ansible content *collections*. Collections are composed of Ansible playbooks, modules, module utilities and plugins. The collection is a formatted set of tools used to achieve automation with Ansible.
- The official Ansible list of collections is at <https://docs.ansible.com/ansible/latest/collections/index.html#list-of-collections>. At the time of writing of this section (March 2022) there were 100 collections.
- Community-supported collections are also available, at galaxy.ansible.com.

3.4.2 The Head Node Add-on Installer And Ansible

The head node installer is shipped as an Ansible collection. If the correct parameters are defined in the user’s playbooks and roles, then the collection defines `brightcomputing.installer.head_node`. The `brightcomputing.installer.head_node` deploys the BCM head node onto the supported distribution,

The head node installation also includes deployment of the default software image and node-installer image components, which is required for provisioning compute nodes. Using the head node installer collection requires practical knowledge of Ansible and BCM. Add-on deployment is supported on both bare-metal and public cloud (AWS and Azure).

Locations For The Head Node Add-on Installer

- <https://galaxy.ansible.com/ui/repo/published/brightcomputing/installer100/> is the official Ansible Galaxy location for detailed documentation about the head node installer collection and its usage.
- <https://github.com/Bright-Computing/bright-installer-ansible/tree/main/playbooks> contains additional documentation and example playbooks.

3.5 Enabling Remote Browser-Based Installation Via The Text Mode Installer

When carrying out an installation as in section 3.3, the installer is normally run on the machine that is to be the head node of the cluster. A text mode installer is presented as an alternative to the GUI installer (figure 3.1).

The text mode installer is a very minimal installer compared with the GUI installer. The GUI installation is therefore usually preferred.

However, in some cases the GUI installation can fail to start. For example, if X is not working correctly for some reason on the head node.

A way to still run a GUI installation is then to first run the text mode installer, and use it to run the Remote Install option from its main menu (figure 3.26):

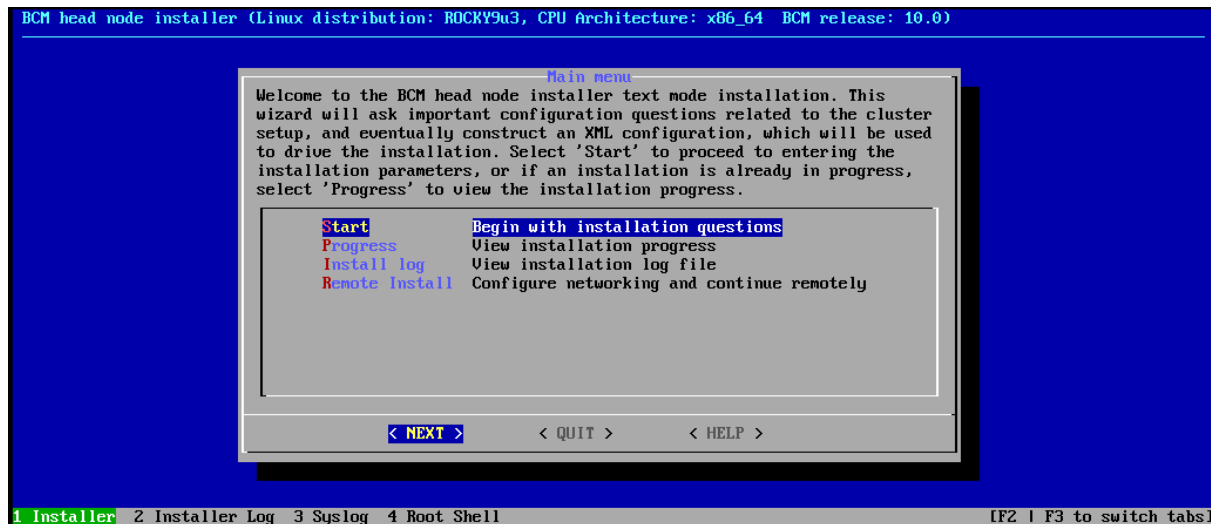


Figure 3.26: ncurses Remote Installation Option

This then sets up network connectivity, and provides the cluster administrator with a remote URL (figure 3.27):

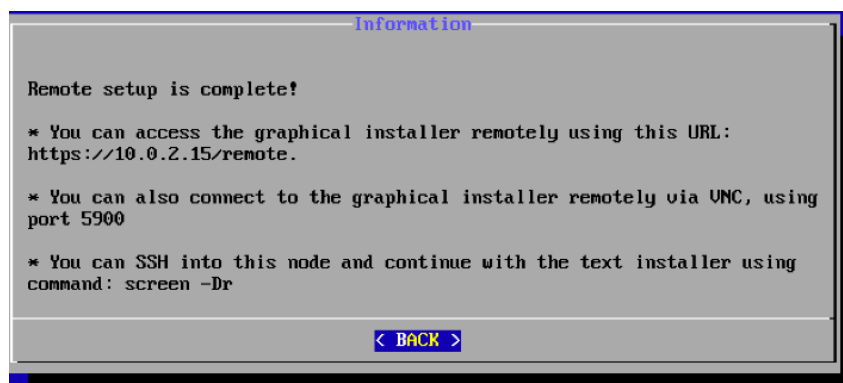


Figure 3.27: ncurses Remote Installation Remote URL Displayed

A browser that is on a machine with connectivity to the head node can then use the provided remote URL. This then brings up the GUI installer within the browser.

An alternative to running the text mode installer to obtain the remote URL is to use the `netconf` kernel parameter instead. Details on configuring this are given in section 3.3.1.

4

Licensing NVIDIA Base Command Manager

This chapter explains how an NVIDIA Base Command Manager license is viewed, verified, requested, and installed. The use of a product key to activate the license is also explained.

Typically, for a new cluster that is purchased from a reseller, the cluster has BCM already set up on it.

- BCM can be run with a temporary, or *evaluation license*, which allows the administrator to try it out. This typically has some restrictions on the period of validity for the license, or the number of nodes or GPUs in the cluster.
 - The default evaluation license comes with the online ISO download. The ISO is available for product key owners via <http://customer.brightcomputing.com/Download>. The license that is shipped with the ISO allows up to two nodes to be used. It can be used for a head node and up to one compute node, or it can be used with two head nodes. Clusters that run with this license do not qualify for support beyond the basic installation of Chapter 3. The idea behind this license is that the installed BCM software then allows installation of an evaluation license with greater privileges, or another full license.
 - A custom evaluation license can be set up by the NVIDIA sales team and configured for an agreed-upon number of GPUs and an agreed-upon validity period, typically from 1 to 3 months.
- In contrast to an evaluation license, there is the *full license*. A full license is almost always a subscription license. Installing a full license allows BCM to function without the restrictions of an evaluation license. The administrator therefore usually requests a full license, and installs it. This normally only requires the administrator to:
 - Have the product key at hand
 - Run the `request-license` script on the head node

The preceding takes care of the licensing needs for most administrators, and the rest of this chapter can then usually conveniently be skipped.

Administrators who would like a better background understanding on how licensing is installed and used in BCM can go on to read the rest of this chapter.

CMDaemon can run only with an unexpired evaluation or unexpired full license. CMDaemon is the engine that runs BCM, and is what is normally recommended for further configuration of the cluster. Basic CMDaemon-based cluster configuration is covered in Chapter 3 of the *Administrator Manual*.

Any BCM installation requires a *license file* to be present on the head node. The license file details the attributes under which a particular BCM installation has been licensed.

Example

- the “Licensee” details, which include the name of the organization, is an attribute of the license file that specifies the condition that only the specified organization may use the software
- the “Licensed tokens” attribute specifies the maximum number of GPUs that the cluster manager may manage. This is also the maximum number of nodes that the license covers. Head nodes are also regarded as nodes for this attribute.
- the “Expiration date” of the license is an attribute that sets when the license expires. It is sometimes set to a date in the near future so that the cluster owner effectively has a trial period. A new license with a longer period can be requested (section 4.3) after the owner decides to continue using the cluster with BCM

A license file can only be used on the machine for which it has been generated and cannot be changed once it has been issued. This means that to change licensing conditions, a new license file must be issued.

The license file is sometimes referred to as the *cluster certificate*, or *head node certificate*, because it is the X509v3 certificate of the head node, and is used throughout cluster operations. Its components are located under `/cm/local/apps/cmd/etc/`. Section 2.3 of the *Administrator Manual* has more information on certificate-based authentication.

4.1 Displaying License Attributes

Before starting the configuration of a cluster, it is important to verify that the attributes included in the license file have been assigned the correct values. The license file is installed in the following location:

```
/cm/local/apps/cmd/etc/cluster.pem
```

and the associated private key file is in:

```
/cm/local/apps/cmd/etc/cluster.key
```

4.1.1 Displaying License Attributes Within Base View

If using Base View¹, then to verify that the attributes of the license have been assigned the correct values, the license details can be displayed using the navigation path `Cluster > License info` (figure 4.1):

4.1.2 Displaying License Attributes Within `cmsh`

Alternatively the `licenseinfo` command within the main mode of `cmsh` may be used:

Example

```
[root@basecm10 ~]# cmsh
[basecm10]% main licenseinfo
License Information
-----
Licensee                /C=US/ST=California/L=San Jose/O=BCM
                        /OU=Temporary Licensing/CN=003040
Serial number           2072238
Start time              Thu Sep 29 01:00:00 2022
End time                Sat Jan 1 00:59:00 2039
Version                 7.0 and above
Edition                 Advanced
Type                    Commercial
Licensed nodes           2/131072
Licensed accelerators    1/131072
```

¹Base View is typically accessed via a “home” URL in the form of `https://<head node address>:8081/base-view/`

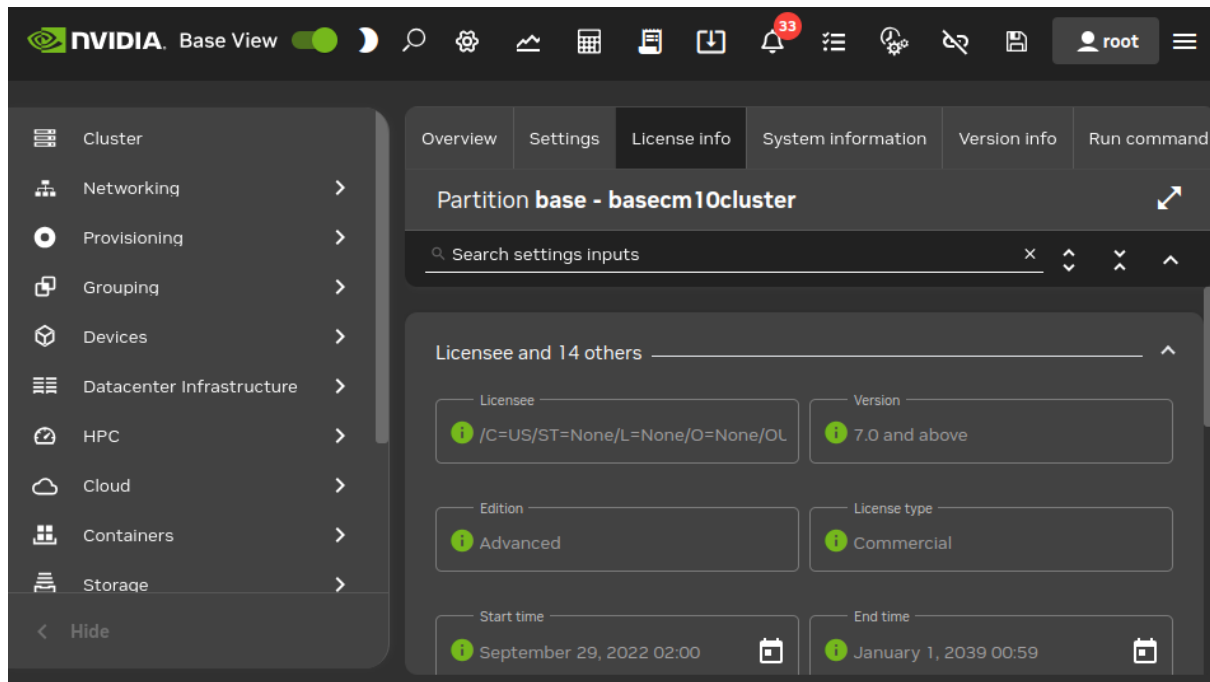


Figure 4.1: License information

```
Accelerators details          1 * 1 gpu
Allow edge sites              Yes
MAC address / Cloud ID       FA:16:3E:F4:28:26
[basecm10]%
```

The license shown in the preceding example allows 131072 nodes and 131072 GPUs to be used.

The license is tied to a specific MAC address, so it cannot simply be used elsewhere. For convenience, the `Used tokens` field in the output of `licenseinfo` shows the current number of nodes used.

4.2 Verifying A License—The verify-license Utility

4.2.1 The verify-license Utility Can Be Used When licenseinfo Cannot Be Used

Unlike the `licenseinfo` command in `cmsh` (section 4.1), the `verify-license` utility can check licenses even if the cluster management daemon is not running.

When an invalid license is used, the cluster management daemon cannot start. The license problem is logged in the cluster management daemon log file:

Example

```
[root@basecm10 ~]# service cmd start
Waiting for CMDaemon to start...
CMDaemon failed to start please see log file.
[root@basecm10 ~]# tail -1 /var/log/cmdaemon
Dec 30 15:57:02 basecm10 CMDaemon: Fatal: License has expired
```

but further information cannot be obtained using Base View or `cmsh`, because these clients themselves obtain their information from the cluster management daemon.

In such a case, the `verify-license` utility allows the troubleshooting of license issues.

4.2.2 Using The verify-license Utility To Troubleshoot License Issues

There are four ways in which the `verify-license` utility can be used:

1. Using verify-license with no options: simply displays a usage text:

Example

```
[root@basecm10 ~]# verify-license
Usage: verify-license <path to certificate> <path to keyfile> <verify|info|monthsleft[=12]>
       verify-license <verify|info|monthsleft[=12]> (uses /cm/local/apps/cmd/etc/cluster.pem,key)
```

2. Using verify-license with the info option: prints license details:

Example

```
[root@basecm10 ~]# verify-license info
===== Certificate Information =====
Version:                7.1
Edition:                Advanced
Common name:            basecm10
Organization:           BCM
Organizational unit:    Development
Locality:               San Jose
State:                  California
Country:                US
Serial:                 1768388
Starting date:          29/Sep/2022
Expiration date:        31/Dec/2038
MAC address / Cloud ID: FA:16:3E:F4:28:26
Licensed tokens:        131072
Accounting & Reporting: Yes
Allow edge sites:       Yes
License type:           Commercial
=====
```

3. Using verify-license with the verify option: checks the validity of the license:

- If the license is valid, then no output is produced and the utility exits with exit-code 0.
- If the license is invalid, then output is produced indicating what is wrong. Messages such as these are then displayed:
 - If the license is old:

Example

```
[root@basecm10 ~]# verify-license verify
License has expired
License verification failed.
```

- If the certificate is not from Bright Computing:

Example

```
[root@basecm10 ~]# verify-license verify
Invalid license: This certificate was not signed by a correct signing authority
License verification failed.
```


4. Using `verify-license` with the `monthsleft[=<value>]` option:

- If a number value is set for `monthsleft`, then
 - if the license is due to expire in more than that number of months, then the `verify-license` command returns nothing.
 - if the license is due to expire in less than that number of months, then the `verify-license` command returns the date of expiry
- If a number value is not set for `monthsleft`, then the value is set to 12 by default. In other words, the default value means that if the license is due to expire in less than 12 months, then the date of expiry of the license is displayed.

Example

```
[root@basecm10 etc]# date
Tue Sep 19 14:55:16 CET 2023
[root@basecm10 etc]# verify-license monthsleft
Cluster Manager License expiration date: 31/Dec/2023
[root@basecm10 etc]# verify-license monthsleft=3
[root@basecm10 etc]# verify-license monthsleft=4
Cluster Manager License expiration date: 31/Dec/2023, time remaining 14w 5d
```

4.2.3 Using The `versioninfo` Command To Verify The BCM Software Version

The license version should not be confused with the BCM software version. The license version is a license format version that rarely changes between cluster manager version releases. Thus a cluster can have a license with version 7.0, which was the license format introduced during NVIDIA Base Command Manager 7.0 (also known as Bright Cluster Manager 7.0), and have a software version 8.1.

The version of a cluster can be viewed with using the `versioninfo` command, which can be run from the main mode of `cmsh` as follows:

Example

```
root@basecm10 ~]# cmsh
[basecm10]% main
[basecm10->main]% versioninfo
Version Information
-----
Cluster Manager      10.0
CMDaemon             3.0
CMDaemon Build Index 156921
CMDaemon Build Hash  5d3db827b4
Database Version      36294
```

In the preceding example, the version of the cluster manager is 10.0.

4.3 Requesting And Installing A License Using A Product Key

The license file is introduced at the start of this chapter (Chapter 4). As stated there, most administrators that have installed a new cluster, and who need to install a license on the cluster in order to make their BCM fully functional, only need to do the following:

- Have their product key at hand
- Run the `install-license` script on the head node

The details of this section are therefore usually only of interest if a more explicit understanding of the process is required for some reason.

4.3.1 Is A License Needed?—Verifying License Attributes

Before installing a license, the license attributes should be verified (section 4.2) to check if installation is actually needed. If the attributes of the license are correct, the remaining parts of this section (4.3) may safely be skipped. Otherwise the *product key* (page 52) is used to install a license.

Incorrect license attributes will cause cluster configuration to fail or may lead to a misconfigured cluster. A misconfigured cluster may, for example, not have the ability to handle the full number of GPUs or nodes. In particular, the license date should be checked to make sure that the license has not expired. If the license is invalid, and it should be valid according to the administrator, then the BCM reseller that provided the software should be contacted with details to correct matters.

If BCM is already running with a regular license, and if the license is due to expire, then reminders are sent to the administrator e-mail address (page 65 of the *Administrator Manual*).

4.3.2 The Product Key

A product key is issued by an account manager for BCM. The product key allows a license to be obtained to run BCM.

An account manager is the person from BCM who checks that the product key user has the right entitlements to use the key before it is issued. The customer is informed who the account manager is when BCM is purchased. Purchasing and licensing period queries are normally dealt with by the account manager, while other technical queries that cannot be answered by existing documentation can be dealt with by BCM technical support (section 16.2 of the *Administrator Manual*).

The following product key types are possible:

- **Evaluation product key:** An evaluation license is a temporary license that can be installed via an evaluation product key. The evaluation product key is valid for a maximum of 3 months from a specified date, unless the account manager approves a further extension.

If a cluster has BCM installed on it, then a temporary license to run the cluster can be installed with an evaluation product key. Such a key allows to the cluster to run with defined attributes, such as a certain number of nodes and features enabled, depending on what was agreed upon with the account manager. The temporary license is valid until the product key expires, unless the account manager has approved further extension of the product key, and the license has been re-installed.

Evaluation ISO downloads of BCM from the BCM website come with a built-in license that overrides any product key attributes. The license is temporary. An evaluation ISO product key allows the user to download the ISO with a temporary built-in license. The temporary built-in license then allows 2-node clusters to be tried out. Such a cluster can comprise 1 head node and 1 compute node, or it can comprise 2 head nodes. A 2-node cluster is a very limited cluster, and support for this is given accordingly.

- **Subscription product key:** A subscription license is a license that can be installed with a subscription product key. The subscription product key has some attributes that decide the subscription length and other settings for the license. The length can be set to any value.

If a cluster has BCM installed on it, then a subscription license to run the cluster can be installed with a subscription product key. Such a key allows the cluster to run with defined attributes, such as a certain number of nodes and features enabled, depending on what was agreed upon with the account manager. The subscription license is valid until the subscription product key expires.

- **Hardware lifetime product key:** This is a legacy product key that is supported for the hardware lifetime. It is no longer issued.

The product key looks like: the following pattern of digits:

000354-515786-112224-207441-186713

If the product key has been used on the cluster already: then it can be retrieved from the CSR file (page 54) with the command:

```
cm-get-product-key
```

The product key allows: the administrator to obtain and activate a license, which allows the cluster manager to function.

The following terminology is used: when talking about product keys, locking, licenses, installation, and registration:

- **activating a license:** A product key is obtained from any BCM (re)seller. It is used to obtain and *activate* a license file. Activation means that NVIDIA records that the product key has been used to obtain a license file. The license obtained by product key activation permits the cluster to work with particular settings. For example, the subscription period, and the number of nodes. The subscription start and end date cannot be altered for the license file associated with the key, so an administrator normally activates the license file as soon as possible after the starting date in order to not waste the subscription period.
- **locking a product key:** The administrator is normally allowed to use a product key to activate a license only once. This is because a product key is *locked* on activation of the license. A locked state means that product key cannot activate a new license—it is “used up”.

An activated license only works on the hardware that the product key was used with. This could obviously be a problem if the administrator wants to move BCM to new hardware. In such a case, the product key must be unlocked. Unlocking is possible for a subscription license via <https://customer.brightcomputing.com/unlock>.

Unlocking an evaluation license, or a hardware lifetime license, is possible by sending a request to the account manager at NVIDIA to unlock the product key.

Once the product key is unlocked, then it can be used once again to activate a new license.

- **license installation:** *License installation* occurs on the cluster after the license is activated and issued. The installation is done automatically if possible. Sometimes installation needs to be done manually, as explained in the section on the `request-license` script (page 53). The license can only work on the hardware it was specified for. After installation is complete, the cluster runs with the activated license.

4.3.3 Requesting A License With The `request-license` Script

If the license has expired, or if the license attributes are otherwise not correct, a new license file must be requested.

The request for a new license file is made using a product key (page 52) with the `request-license` command.

The `request-license` command is used to request and activate a license, and works most conveniently with a cluster that is able to access the internet. The request can also be made regardless of cluster connectivity to outside networks.

There are three options to use the product key to get the license:

1. **Direct WWW access:** If the cluster has access to the WWW port, then a successful completion of the `request-license` command obtains and activates the license. It also locks the product key.

- **Proxy WWW access:** If the cluster uses a web-proxy, then the environment variable `http_proxy` must be set before the `request-license` command is run. From a bash prompt this is set with:

```
export http_proxy=<proxy>
```

where `<proxy>` is the hostname or IP address of the proxy. An equivalent alternative is that the `ScriptEnvironment` directive (page 905 of the *Administrator Manual*), which is a `CMDaemon` directive, can be set and activated (page 885 of the *Administrator Manual*).

2. **Off-cluster WWW access:** If the cluster does not have access to the WWW port, but the administrator does have off-cluster web-browser access, then the point at which the `request-license` command prompts "Submit certificate request to `http://licensing.brightcomputing.com/licensing/index.cgi ?`" should be answered negatively. CSR (Certificate Sign Request) data generated is then conveniently displayed on the screen as well as saved in the file `/cm/local/apps/cmd/etc/cluster.csr.new`. The `cluster.csr.new` file may be taken off-cluster and processed with an off-cluster browser.

The CSR file should not be confused with the private key file, `cluster.key.new`, created shortly beforehand by the `request-license` command. In order to maintain cluster security, the private key file must, in principle, never leave the cluster.

At the off-cluster web-browser, the administrator may enter the `cluster.csr.new` content in a web form at:

```
http://licensing.brightcomputing.com/licensing
```

A signed license text is returned. At NVIDIA the license is noted as having been activated, and the product key is locked.

The signed license text received by the administrator is in the form of a plain text certificate. As the web form response explains, it can be saved directly from most browsers. Cutting and pasting the text into an editor and then saving it is possible too, since the response is plain text. The saved signed license file, `<signedlicense>`, should then be put on the head node. If there is a copy of the file on the off-cluster machine, the administrator should consider wiping that copy in order to reduce information leakage.

The command:

```
install-license <signedlicense>
```

installs the signed license on the head node, and is described further on page 55. Installation means the cluster now runs with the activated certificate.

3. **Fax or physical delivery:** If no internet access is available at all to the administrator, the CSR data may be faxed or sent as a physical delivery (postal mail print out, USB flash drive/floppy disk) to any BCM reseller. A certificate will be faxed or sent back in response, the license will be noted by NVIDIA as having been activated, and the associated product key will be noted as being locked. The certificate can then be handled further as described in option 2.

Example

```
[root@basecm10 ~]# request-license
Product Key (XXXXXX-XXXXXX-XXXXXX-XXXXXX-XXXXXX):
000354-515786-112224-207440-186713

Country Name (2 letter code): US
State or Province Name (full name): California
Locality Name (e.g. city): San Jose
Organization Name (e.g. company): ACME Inc.
Organizational Unit Name (e.g. department): Development
```

```

Cluster Name: basecm10
Private key data saved to /cm/local/apps/cmd/etc/cluster.key.new

MAC Address of primary head node (basecm10) for eth0 [00:0C:29:87:B8:B3]:
Will this cluster use a high-availability setup with 2 head nodes? [y/N] n

Certificate request data saved to /cm/local/apps/cmd/etc/cluster.csr.new
Submit certificate request to http://licensing.brightcomputing.com/licensing/ ? [Y/n] y

Contacting http://licensing.brightcomputing.com/licensing/...
License granted.
License data was saved to /cm/local/apps/cmd/etc/cluster.pem.new
Install license ? [Y/n] n
Use "install-license /cm/local/apps/cmd/etc/cluster.pem.new" to install the license.

```

4.3.4 Installing A License With The `install-license` Script

Referring to the preceding request-license example output:

The administrator is prompted to enter the MAC address for eth0.

After the certificate request is sent to NVIDIA and approved, the license is granted.

If the prompt “Install license?” is answered with a “Y” (the default), the `install-license` script is run automatically by the `request-license` script.

If the prompt is answered with an “n” then the `install-license` script must be run explicitly later on by the administrator in order to complete installation of the license. This is typically needed for clusters that have no direct or proxy web access (page 53).

The decision that is made at the prompt also has consequences for the reboot requirements of nodes. These consequences are explained in detail in section 4.3.7.

The `install-license` script takes the temporary location of the new license file generated by `request-license` as its argument, and installs related files on the head node. Running it completes the license installation on the head node.

Example

Assuming the new certificate is saved as `cluster.pem.new`:

```

[root@basecm10 ~]# install-license /cm/local/apps/cmd/etc/cluster.pem.new
===== Certificate Information =====
Version:          10.0
Edition:          Advanced
Common name:      basecm10
Organization:     ACME Inc.
Organizational unit: Development
Locality:         San Jose
State:            California
Country:          US
Serial:           9463
Starting date:    23 Dec 2012
Expiration date:  31 Dec 2013
MAC address:      08:0A:27:BA:B9:43
Pre-paid nodes:   10
=====

Is the license information correct ? [Y/n] y

Installed new license

Restarting Cluster Manager Daemon to use new license: OK

```

4.3.5 Re-Installing A License After Replacing The Hardware

If a new head node is to be run on new hardware then:

- If the old head node is not able to run normally, then the new head node can have the head node data placed on it from the old head node data backup.
- If the old head node is still running normally, then the new head node can have data placed on it by a cloning action run from the old head node (section 17.4.8 of the *Administrator Manual*).

If the head node hardware has changed, then:

- a user with a subscription license can unlock the product key directly via <https://customer.brightcomputing.com/unlock>.
- a user with a hardware license almost always has the license under the condition that it expires when the hardware expires. Therefore, a user with a hardware license who is replacing the hardware is almost always restricted from a license reinstallation. Users without this restriction may request the account manager at NVIDIA to unlock the product key.

Using the product key with the `request-license` script then allows a new license to be requested, which can then be installed by running the `install-license` script. The `install-license` script may not actually be needed, but it does no harm to run it just in case afterwards.

4.3.6 Re-Installing A License After Wiping Or Replacing The Hard Drive

If the head node hardware has otherwise not changed:

- The full drive image can be copied on to a blank drive and the system will work as before.
- Alternatively, if a new installation from scratch is done
 - then after the installation is done, a license can be requested and installed once more using the same product key, using the `request-license` command. Because the product key is normally locked when the previous license request was done, a request to unlock the product key usually needs to be sent to the account manager at NVIDIA before the license request can be executed.
 - If the administrator wants to avoid using the `request-license` command and having to type in a product key, then some certificate key pairs must be placed on the new drive from the old drive, in the same locations. The procedure that can be followed is:
 1. in the directory `/cm/local/apps/cmd/etc/`, the following key pair is copied over:
 - * `cluster.key`
 - * `cluster.pem`
 Copying these across means that `request-license` does not need to be used.
 2. The `admin.{pem|key}` key pair files can then be placed in the directory `/root/.cm/cmsh/`. Two options are:
 - * the following key pair can be copied over:
 - `admin.key`
 - `admin.pem`
 - or
 - * a fresh `admin.{pem|key}` key pair can be generated instead via a `cmd -b` option:

Example

```
[root@basecm10 ~]# service cmd stop
[root@basecm10 ~]# cmd -b
[root@basecm10 ~]# [...]
Tue Jan 21 11:47:54 [ CMD ] Info: Created certificate in admin.pem
Tue Jan 21 11:47:54 [ CMD ] Info: Created certificate in admin.key
[root@basecm10 ~]# [...]
[root@basecm10 ~]# chmod 600 admin.*
[root@basecm10 ~]# mv admin.* /root/.cm/cmsh/
[root@basecm10 ~]# service cmd start
```

It is recommended for security reasons that the administrator ensure that unnecessary extra certificate key pair copies no longer exist after installation on the new drive.

4.3.7 Rebooting Nodes After An Install

The first time a product key is used: After using a product key with the command `request-license` during a cluster installation for the first time, and then running `install-license`, a reboot is required of all nodes in order for them to pick up and install their new certificates (section 5.4.1 of the *Administrator Manual*). The `install-license` script has at this point already renewed the administrator certificates on the head node that are for use with `cmsh` and `Base View`. The parallel execution command `pdsh -g computenode reboot` suggested towards the end of the `install-license` script output is what can be used to reboot all other nodes. Since such a command is best done by an administrator manually, `pdsh -g computenode reboot` is not scripted.

The subsequent times that the same product key, or another product key, is used: If a license has become invalid, a new license may be requested. On running the command `request-license` for the cluster, with the same product key, or another product key, the administrator is prompted on whether to re-use the existing keys and settings from the existing license:

Example

```
[root@basecm10 ~]# request-license
Product Key (XXXXXX-XXXXXX-XXXXXX-XXXXXX-XXXXXX): 061792-900914-800220-270420-077926
```

Existing license was found:

```
Country: US
State: None
Locality: None
Organization: None
Organizational Unit: None
Cluster Name: basecm10
```

You can choose whether to re-use private key and settings from existing license.

If you answer NO, existing certificates will be invalidated and nodes will have to be rebooted.
...

- If the existing keys are kept, a `pdsh -g computenode reboot` is not required. This is because these keys are X509v3 certificates issued from the head node. For these:
 - Any node certificates (section 5.4.1 of the *Administrator Manual*) that were generated using the old certificate are therefore still valid and so regenerating them for nodes via a reboot is not required, allowing users to continue working uninterrupted. On reboot new node certificates are generated and used if needed.
 - User certificates (section 6.4 of the *Administrator Manual*) become invalid during certificate regeneration when `CMDaemon` restarts itself. It is therefore advised to install a permanent license as soon as possible, or alternatively, to not bother creating user certificates until a permanent license has been set up for the cluster.

- If the existing keys are not re-used, then node communication ceases until the nodes are rebooted. If there are jobs running on BCM nodes, they cannot then complete.

After the license is installed, verifying the license attribute values is a good idea. This can be done using the `licenseinfo` command in `cmsh`, or by selecting the `License info` menu option from within the `Partition base` window in Base View's Cluster resource (section 4.1).

The License Log File

License installation and changes are logged in

```
/var/spool/cmd/license.log
```

to help debug issues.

4.3.8 Getting Help With Licensing Issues

The customer portal at <https://enterprise-support.nvidia.com/s/create-case> allows support tickets to be submitted for licensing issues. Further details on this are in section 16.2.1 of the *Administrator Manual*.

5

Linux Distributions That Use Registration

This chapter describes setting up registered access for the NVIDIA Base Command Manager with the Red Hat and SUSE distributions.

The head node and regular node images can be set up with registered access to the enterprise Linux distributions of Red Hat and SUSE so that updates from their repositories can take place on the cluster correctly. This allows the distributions to continue to provide support and security updates. Registered access can also be set up in order to create an up-to-date custom software image (section 11.6 of the *Administrator Manual*) if using Red Hat or SUSE as the base distribution.

Registered access can be avoided for the head node and regular node images by moving the registration requirement to outside the cluster. This can be done by configuring registration to run from a local mirror to the enterprise Linux distributions. The head node and regular node images are then configured to access the local mirror repository. This configuration has the benefit of reducing the traffic between the local network and the internet. However it should be noted that the traffic from node updates scales according to the number of regular node images, rather than according to the number of nodes in the cluster. In most cases, therefore, the added complication of running a separate repository mirror, is unlikely to be worth implementing.

5.1 Registering A Red Hat Enterprise Linux Based Cluster

To register a Red Hat Enterprise Linux (RHEL) system, Red Hat subscriptions are needed as described at <https://www.redhat.com/>. Registration with the Red Hat Network is needed to install new RHEL packages or receive RHEL package updates, as well as carry out some other tasks.

5.1.1 Registering A Head Node With RHEL

An RHEL head node can be registered from the command line with the `subscription-manager` command. This uses the Red Hat subscription service username and password as shown:

```
[root@basecm10 ~]# subscription-manager register --username <username> --password <password> \
--auto-attach
```

The `--auto-attach` option allows a system to update its subscription automatically, so that the system ends up with a valid subscription state.

If the head node has no direct connection to the internet, then an HTTP proxy can be configured as a command line option. The `subscription-manager` man pages give details on configuring the proxy from the command line.

After registration, the `yum` `subscription-manager` plugin is enabled. This means that `yum` can now be used to install and update from the Red Hat Network repositories.

The list of enabled and disabled repositories can be seen with:

```
[root@basecm10 ~]# yum repolist all
```

5.1.2 Registering A Software Image With RHEL

The subscription-manager command can be used to register an RHEL software image. If the head node, on which the software image resides, has no direct connection to the internet, then an HTTP proxy can be configured as a command line option. The subscription-manager man pages give details on configuring the proxy from the command line.

The default software image, default-image, can be registered by mounting some parts of the filesystem image, and then carrying out the registration within the image by using the Red Hat subscription service username and password. This can be carried out on the head node, with the help of the BCM cm-chroot-sw-img tool (page 553 of the *Administrator Manual*) as follows:

```
[root@basecm10 ~]# cm-chroot-sw-img /cm/images/default-image subscription-manager register --username \
<username> --password <password> --auto-attach
```

After registration, the yum subscription-manager plugin is enabled within the software image. This means that yum can now be used to install and update the software image from the Red Hat Network repositories.

The list of enabled repositories in the image can be seen with:

```
[root@basecm10 ~]# cm-chroot-sw-img /cm/images/default-image yum repolist
repo id                      repo name
AppStream                    AppStream Packages Red Hat Enterprise Linux 9
BaseOS                       BaseOS Packages Red Hat Enterprise Linux 9
...
```

5.2 Registering A SUSE Linux Enterprise Server Based Cluster

To register a SUSE Linux Enterprise Server system, SUSE Linux Enterprise Server subscriptions are needed as described at <http://www.suse.com/>. Registration with SUSE helps with installing new SLES packages or receiving SLES package updates, as well as to carry out some other tasks.

5.2.1 Registering A Head Node With SUSE

The suseconnect command can be used to register a SUSE 15 head node. If the head node has no direct connection to the internet, then the HTTP_PROXY and HTTPS_PROXY environment variables can be set, to access the internet via a proxy. Running the registration command with the help option, "--help", provides further information about the command and its options.

The head node can be registered as follows:

```
[root@basecm10~]# suseconnect -e <e-mail address> -r <registration code> -u https://scc.suse.com
```

The e-mail address used is the address that was used to register the subscription with SUSE. When logged in on the SUSE site, the registration code can be found at the products overview page after selecting "SUSE Linux Enterprise Server".

After registering, the SLES repositories are automatically added to the repository list and enabled.

The defined repositories can be listed with:

```
[root@basecm10 ~]# zypper lr
```

and the head node can be updated with:

```
[root@basecm10 ~]# zypper refresh
[root@basecm10 ~]# zypper update
```

5.2.2 Registering A Software Image With SUSE

The SUSEConnect command can be used to register a SUSE 15 software image. If the head node on which the software image resides has no direct connection to the internet, then the HTTP_PROXY and HTTPS_PROXY environment variables can be set to access the internet via a proxy. Running the command with the help option, “--help”, provides further information about the command and its options.

The default software image default-image can be registered by running the following on the head node:

```
[root@basecm10~]# cm-chroot-sw-img /cm/images/default-image \
suseconnect -e <-mail address> -r regcode-sles= \
<activation code> -u https://scc.suse.com
```

The e-mail address is the address used to register the subscription with SUSE. When logged in on the SUSE site, the activation code or registration code can be found at the products overview page after selecting “SUSE Linux Enterprise Server”.

When running the registration command, warnings about the /sys or /proc filesystems can be ignored. The command tries to query hardware information via these filesystems, but these are empty filesystems in a software image, and only fill up on the node itself after the image is provisioned to the node.

Instead of registering the software image, the SLES repositories can be enabled for the default-image software image with:

```
[root@basecm10 ~]# cp /etc/zypp/repos.d/* /cm/images/default-image/etc/zypp/repos.d/
[root@basecm10 ~]# cp /etc/zypp/credentials.d/* /cm/images/default-image/etc/zypp/credentials.d/
[root@basecm10 ~]# cp /etc/zypp/service.d/* /cm/images/default-image/etc/zypp/service.d/
```

The copied files should be reviewed. Any unwanted repositories, unwanted service files, and unwanted credential files, must be removed.

The repository list of the default-image software image can be viewed with the chroot option, -R, as follows:

```
[root@basecm10 ~]# zypper -R /cm/images/default-image lr
```

and the software image can be updated with:

```
[root@basecm10 ~]# export PBL_SKIP_BOOT_TEST=1
[root@basecm10 ~]# zypper -R /cm/images/default-image refresh
[root@basecm10 ~]# zypper -R /cm/images/default-image update
[root@basecm10 ~]# zypper -R /cm/images/default-image clean --all
```


6

Changing The Network Parameters Of The Head Node

6.1 Introduction

After a cluster physically arrives at its site, the administrator often has to change the network settings to suit the site. Details on this are given in section 3.2.1 of the *Administrator Manual*. However, it relies on understanding the material leading up to that section.

This chapter is therefore a quickstart document—conveniently a mere 3 pages—explaining how to change basic IPv4 network settings while assuming no prior knowledge of NVIDIA Base Command Manager and its network configuration interface.

6.2 Method

A cluster consists of a head node, say `basecm10` and one or more regular nodes. The head node of the cluster is assumed to face the internal network (the network of regular nodes) on one interface, say `eth0`. The external network leading to the internet is then on another interface, say `eth1`. This is referred to as a *type 1* configuration in this manual (section 3.3.9).

Typically, an administrator gives the head node a static external IP address before actually connecting it up to the external network. This requires logging into the physical head node with the vendor-supplied root password. The original network parameters of the head node can then be viewed and set. For example for `eth1`:

```
# cmsh -c "device interfaces basecm10; get eth1 dhcp"
yes
```

Here, `yes` means the interface accepts DHCP server-supplied values.

Disabling DHCP acceptance allows a static IP address, for example `192.168.1.176`, to be set:

```
# cmsh -c "device interfaces basecm10; set eth1 dhcp no"
# cmsh -c "device interfaces basecm10; set eth1 ip 192.168.1.176; commit"
# cmsh -c "device interfaces basecm10; get eth1 ip"
192.168.1.176
```

Other external network parameters can be viewed and set in a similar way, as shown in table 6.1. A reboot implements the networking changes.

6.3 Terminology

A reminder about the less well-known terminology in the table:

- `netmaskbits` is the netmask size, or prefix-length, in bits. In IPv4's 32-bit addressing, this can be up to 31 bits, so it is a number between 1 and 31. For example: networks with 256 (2^8) addresses (i.e.

Table 6.1: External Network Parameters And How To Change Them On The Head Node

Network Parameter	Description	Operation	Command Used
IP*	IP address of head node on eth1 interface	view set	cmsh -c "device interfaces basecm10; get eth1 ip" cmsh -c "device interfaces basecm10; set eth1 ip <i>address</i> ; commit"
baseaddress*	base IP address (network address) of network	view set	cmsh -c "network get externalnet baseaddress" cmsh -c "network; set externalnet baseaddress <i>address</i> ; commit"
broadcastaddress*	broadcast IP address of network	view set	cmsh -c "network get externalnet broadcastaddress" cmsh -c "network; set externalnet broadcastaddress <i>address</i> ; commit"
netmaskbits	netmask in CIDR notation (number after "/", or prefix length)	view set	cmsh -c "network get externalnet netmaskbits" cmsh -c "network; set externalnet netmaskbits <i>bitsize</i> ; commit"
gateway*	gateway (default route) IP address	view set	cmsh -c "network get externalnet gateway" cmsh -c "network; set externalnet gateway <i>address</i> ; commit"
nameservers*,**	nameserver IP addresses	view set	cmsh -c "partition get base nameservers" cmsh -c "partition; set base nameservers <i>address</i> ; commit"
searchdomains**	name of search domains	view set	cmsh -c "partition get base searchdomains" cmsh -c "partition; set base searchdomains <i>hostname</i> ; commit"
timeservers**	name of timeservers	view set	cmsh -c "partition get base timeservers" cmsh -c "partition; set base timeservers <i>address</i> ; commit"

* If *address* is set to 0.0.0.0 then the value offered by the DHCP server on the external network is accepted
** Space-separated multiple values are also accepted for these parameters when setting the value for *address* or *hostname*.

with host addresses specified with the last 8 bits) have a netmask size of 24 bits. They are written in CIDR notation with a trailing “/24”, and are commonly spoken of as “slash 24” networks.

- `baseaddress` is the IP address of the network the head node is on, rather than the IP address of the head node itself. The `baseaddress` is specified by taking `netmaskbits` number of bits from the IP address of the head node. Examples:
 - A network with 256 (2^8) host addresses: This implies the first 24 bits of the head node's IP address are the network address, and the remaining 8 bits are zeroed. This is specified by using "0" as the last value in the dotted-quad notation (i.e. zeroing the last 8 bits). For example: 192.168.3.0
 - A network with 128 (2^7) host addresses: Here `netmaskbits` is 25 bits in size, and only the last 7 bits are zeroed. In dotted-quad notation this implies "128" as the last quad value (i.e. zeroing the last 7 bits). For example: 192.168.3.128.

When in doubt, or if the preceding terminology is not understood, then the values to use can be calculated using the head node's `sipcalc` utility. To use it, the IP address in CIDR format for the head node must be known.

When run using a CIDR address value of 192.168.3.130/25, the output is (some output removed for clarity):

```
# sipcalc 192.168.3.130/25
```

```
Host address      - 192.168.3.130
Network address   - 192.168.3.128
Network mask      - 255.255.255.128
Network mask (bits) - 25
Broadcast address - 192.168.3.255
Addresses in network - 128
Network range     - 192.168.3.128 - 192.168.3.255
```

Running it with the `-b` (binary) option may aid comprehension:

```
# sipcalc -b 192.168.3.130/25
```

```
Host address      - 11000000.10101000.00000011.10000010
Network address   - 11000000.10101000.00000011.10000000
Network mask      - 11111111.11111111.11111111.10000000
Broadcast address - 11000000.10101000.00000011.11111111
Network range     - 11000000.10101000.00000011.10000000 -
                  11000000.10101000.00000011.11111111
```


Third Party Software

In this chapter, several third party software packages included in the BCM repository are described briefly. For all packages, references to the complete documentation are provided.

The packages dashboard at <https://support.brightcomputing.com/packages-dashboard/> lists the available supported package versions per BCM version, architecture, and distribution.

7.1 Modules Environment

RHEL and derivatives, and SLES BCM package name: `env-modules`

Ubuntu package name: `cm-modules`

The *modules environment* package is installed by default on the head node. The home page for the software is at <http://modules.sourceforge.net/>). The software allows a user of a cluster to modify the shell environment for a particular application, or even for a particular version of an application. Typically, a module file defines additions to environment variables such as `PATH`, `LD_LIBRARY_PATH`, and `MANPATH`.

Cluster users use the `module` command to load or remove modules from their environment. The `module(1)` man page has more details about the command, and aspects of the modules environment that are relevant for administrators are discussed in section 2.2 of the *Administrator Manual*. Also discussed there is `Lmod`, the Lua-based alternative to the Tcl-based traditional modules environment package.

The modules environment from a user's perspective is covered in section 2.3 of the *User Manual*.

7.2 Shorewall

Package name: `shorewall`

7.2.1 The Shorewall Service Paradigm

BCM provides the Shoreline Firewall (more commonly known as “Shorewall”) package from the BCM repository. The package provides firewall and gateway functionality on the head node of a cluster.

Shorewall is a flexible and powerful high-level interface for the netfilter packet filtering framework. Netfilter is a standard part of Linux kernels. As its building blocks, Shorewall uses `iptables` and `iptables6` commands to configure netfilter. All aspects of firewall and gateway configuration are handled through the configuration files located under `/etc/shorewall/`.

Shorewall IPv4 configuration is managed with the `shorewall` command, while IPv6 configuration is managed via the `shorewall6` command. IPv4 filtering and IPv6 filtering are treated as separate services in Shorewall. For convenience, only IPv4 Shorewall is described from here onward, because IPv6 management is largely similar.

After modifying Shorewall configuration files, Shorewall must be restarted to have the new configuration take effect. From the shell prompt, this can be carried out with:

```
service shorewall restart
```

In NVIDIA Base Command Manager 10, Shorewall is managed by CMDaemon, in order to handle the automation of cloud node access. Restarting Shorewall can thus also be carried out within the services submode (section 3.14 of the *Administrator Manual*) of cmsh on the head node. For example, on a head node basecm10 a restart of shorewall can be carried out with:

```
[basecm10->device[basecm10]->services[shorewall]]% restart
restart Successfully restarted service shorewall on: basecm10
```

System administrators may sometimes need to be aware that Shorewall does not really run as a daemon process. That is, the command to restart the service does not stop and start a shorewall daemon. Instead the command configures netfilter using the iptables settings specified in the shorewall configuration files, and then exits. It exits without leaving a shorewall process up and running, even though `service shorewall status` implies that such a service is running.

7.2.2 Shorewall Zones, Policies, And Rules

In the default setup, Shorewall provides gateway functionality to the internal cluster network on the first network interface (eth0). This network is known as the nat zone to Shorewall. The external network (i.e. the connection to the outside world) is assumed to be on the second network interface (eth1). This network is known as the net zone in Shorewall.

Letting BCM take care of the network interfaces settings is recommended for all interfaces on the head node (section 3.2 of the *Administrator Manual*). The file `/etc/shorewall/interfaces` is generated by the cluster management daemon, and any extra instructions that cannot be added via Base View or cmsh can be added outside of the file section clearly demarcated as being maintained by CMDaemon.

Shorewall is configured by default (through `/etc/shorewall/policy`) to deny all incoming traffic from the net zone, except for the traffic that has been explicitly allowed in `/etc/shorewall/rules`. Providing (a subset of) the outside world with access to a service running on a cluster, can be accomplished by creating appropriate rules in `/etc/shorewall/rules`. By default, the cluster responds to ICMP ping packets. Also, during cluster installation, the following ports are open by default, but can be set to be blocked by the administrator:

- SSH
- HTTP
- HTTPS
- port 8081, which allows access to the cluster management daemon.

The cm-cmd-ports Utility

Port 8081 is the default port that CMDaemon listens to when using the HTTPS protocol to manage the nodes. If, for example, a new software needs that port, then `cm-cmd-ports` utility can be used to set the HTTPS protocol port that CMDaemon listens on to another port, such as 8082.

Example

```
[root@basecm10 ~]# cm-cmd-ports --https 8082
```

A restart of CMDaemon has the change take effect, and takes care of opening the firewall on port 8082 for CMDaemon, by adding a line to the rules file of Shorewall. The original port 8081 remains open, but CMDaemon no longer listens to it.

The status of ports used by the cluster manager can be listed with:

```
[root@basecm10 ~]# cm-cmd-ports -l
type          http      https   firewall rule  path
-----
image         8080      8082
image         8080      8082    True
node-installer      8082
              /cm/images/default-image/cm/local/apps/cmd/etc/cmd.conf
              /cm/local/apps/cmd/etc/cmd.conf
              /cm/node-installer/scripts/node-installer.conf
```

7.2.3 Clear And Stop Behavior In service Options, bash Shell Command, And cmsh Shell

To remove all rules, for example for testing purposes, the `clear` option should be used from the Unix shell. This then allows all network traffic through:

```
shorewall clear
```

Administrators should be aware that in the Linux distributions supported by BCM, the `service shorewall stop` command corresponds to the unix shell `shorewall stop` command, and not to the unix shell `shorewall clear` command. The `stop` option for the service and shell blocks network traffic but allows a pre-defined minimal safe set of connections, and is not the same as completely removing Shorewall from consideration. The stop options discussed so far should not be confused with the equivalent stop option in the `cmsh` shell under services mode under device mode.

This situation is indicated in the following table:

Correspondence of stop, clear, and restart in Shorewall vs cmsh

iptables rules	Service	Unix Shell	cmsh shell
keep a safe set:	service shorewall stop	shorewall stop	<i>no equivalent</i>
clear all rules:	<i>no equivalent</i>	shorewall clear	stop shorewall
start with stored rules:	service shorewall restart	shorewall restart	restart shorewall

7.2.4 Adding To Shorewall Configuration Via A Role In cmsh

This section, about adding to Shorewall configuration via a role in `cmsh`, requires some familiarity with BCM and Shorewall, and can be skipped at a first reading of the manuals. For convenience, cross-references are provided within this section to the material that the administrator should have some familiarity with before configuring Shorewall via a role.

The command line front end manager to BCM is `cmsh` (section 2.5 of the *Administrator Manual*). Within `cmsh`, services are often implemented as roles (section 2.1.5 of the *Administrator Manual*).

Administrators that have become familiar with using roles within `cmsh` can carry out some Shorewall configuration within the `firewall` role of the head node, via modes (section 2.5.2 of the *Administrator Manual*) under the `firewall` role. Firewall modes were introduced in BCM version 9.1.

Shorewall configuration can go far beyond just what can be done within the modes of `firewall`. These modes are just the BCM way to add changes to some Shorewall firewall configurations, and are aimed at making firewall management for the cluster easier.

BCM provides modes for modifying Shorewall files as indicated by the following table:

mode	used for modifying:	Shorewall file man pages
policies	policies in /etc/shorewall/policy	https://shorewall.org/manpages/shorewall-policy.html
routes	routes /etc/shorewall/routes	https://shorewall.org/manpages/shorewall-routes.html (not present in Ubuntu clusters by default)
interfaces	interfaces in /etc/shorewall/interfaces	https://shorewall.org/manpages/shorewall-interfaces.html
zones	zones in /etc/shorewall/zones	https://shorewall.org/manpages/shorewall-zones.html
openports	ports in /etc/shorewall/rules	https://shorewall.org/manpages/shorewall-rules.html

For example, to add a policy to the BCM-managed section of the /etc/shorewall/policy file on the head node, a cmsh session can be run as follows:

Example

```
[root@head ~]# cmsh
[head]% device use head; roles
[head->device[head]->roles]% use firewall
[head->device[head]->roles[firewall]]% show
Parameter                               Value
-----
Name                                    firewall
Revision
Type                                    FirewallRole
Add services                            yes
Shorewall                              no
Open ports                             <0 in submode>
Zones                                  <0 in submode>
Interfaces                             <0 in submode>
Policies                               <0 in submode>
Routes                                 <0 in submode>
[head->device[head]->roles[firewall]]% policies
[head->device[head]->roles[firewall]->policies]% list
Index  Source  Dest  Policy  Log  Options
-----
```

The preceding output shows no additional policies are currently managed by BCM in that mode. To add some BCM-managed policies, the administrator can check how to do it by typing in the add command (section 2.5.3 of the *Administrator Manual*) without any arguments:

```
[head->device[head]->roles[firewall]->policies]% add
Name:
      Create a new firewallpolicy with specified policy
```

```
Usage:
      add <policy>
      add <source>
      add <source> <dest>
      add <source> <dest> <policy>
      add <source> <dest> <policy> <log>
      add <source> <dest> <policy> <log> <options>
```

Examples:

```
add loc net ACCEPT
add loc net ACCEPT info
```

Based on the lookup and some familiarity with Shorewall's policy file, the administrator can now compose suitable arguments for the add command, and commit (section 2.5.3 of the *Administrator Manual*) the changes:

Example

```
[head->device[head]->roles[firewall]->policies]% add net fw ACCEPT info
[head->device*[head*]->roles*[firewall*]->policies[0]]% #preceding means accept all traffic from other subnets
[head->device*[head*]->roles*[firewall*]->policies[0]]% list
Index  Source Dest   Policy      Log      Options
-----
0      net    fw      ACCEPT      info
[head->device*[head*]->roles*[firewall*]->policies[0]]% #next lines show how policy section changes on commit
[head->device*[head*]->roles*[firewall*]->policies[0]]% !head -4 /etc/shorewall/policy
# This section of this file was automatically generated by cmd. Do not edit manually!
# BEGIN AUTOGENERATED SECTION -- DO NOT REMOVE
# END AUTOGENERATED SECTION -- DO NOT REMOVE

[head->device*[head*]->roles*[firewall*]->policies[0]]% commit
[head->device[head]->roles[firewall]->policies]% !head -4 /etc/shorewall/policy
# This section of this file was automatically generated by cmd. Do not edit manually!
# BEGIN AUTOGENERATED SECTION -- DO NOT REMOVE
net    fw      ACCEPT  info
# END AUTOGENERATED SECTION -- DO NOT REMOVE
```

After the `commit` command is run, the additional policy is placed and becomes active in the `policy` file.

7.2.5 Further Shorewall Quirks

Shorewall Is Normally Only On The Head Node

Shorewall always runs on the head node.

Shorewall can also run on the regular nodes, but does not run on them by default.

In a type 1 network topology (section 3.3.9), running Shorewall on the regular nodes makes no real sense from a security point of view. This is because the head node controls all the regular nodes, and access to the regular nodes is through the head node firewall.

For type 2 and type 3 topologies, turning Shorewall on for the regular nodes must be considered. It can be turned on by setting the shorewall attribute in the firewall role for the node from off to on.

Example

```
[basecm10->device*[node001*]->roles*[firewall*]]% get shorewall
no
[basecm10->device*[node001*]->roles*[firewall*]]% !ssh node001 systemctl status shorewall.service
...
Active: inactive (dead)
...
[basecm10->device*[node001*]->roles*[firewall*]]% set shorewall on
[basecm10->device*[node001*]->roles*[firewall*]]% commit ; show
Parameter                                Value
-----
Name                                     firewall
Revision
```

Type	FirewallRole
Add services	yes
Shorewall	yes
...	

```
[basecm10->device[node001]->roles[firewall]]% !systemctl status shorewall.service
ssh: connect to host node001 port 22: Connection refused
```

Standard Distribution Firewall Should Be Disabled

Administrators should also be aware that RHEL and its derivatives run their own set of high-level iptables setup scripts if the standard distribution firewall is enabled. To avoid conflict, the standard distribution firewall, Firewalld, must stay disabled in RHEL8 and 9 and their derivatives. This is because BCM requires Shorewall for regular functioning. Shorewall can be configured to set up whatever iptables rules are installed by the standard distribution script instead.

Shorewall Stopped Outside Of BCM Considered Harmful

System administrators wishing to stop Shorewall should note that BCM by default has the autostart setting (section 3.14 of the *Administrator Manual*) set to on. With such a value, CMDaemon attempts to restart a stopped Shorewall if the service has been stopped from outside of cmsh or Base View.

Stopping Shorewall outside of cmsh or Base View is considered harmful, because it can trigger a failover. This is because stopping Shorewall blocks the failover prevention monitoring tests. These tests are the status ping and backup ping (both based on ICMP packet connections), and the CMDaemon status (based on REST calls) (section 17.4.2 of the *Administrator Manual*). In most cases, with default settings, Shorewall is not restarted in time, even when autostart is on, so that a failover then takes place.

A failover procedure is quite a sensible option when Shorewall is stopped from outside of cmsh or Base View, because besides the failover monitoring tests failing, other failures also make the head node pretty useless. The blocking of ports means that, amongst others, workload managers and NFS shares are also unable to connect. Ideally, therefore, Shorewall should not be stopped outside cmsh or Base View in the first place.

Full documentation on the specifics of Shorewall is available at <http://www.shorewall.net>.

7.3 The GCC Compiler

The GCC compiler may be installed through yum, zypper, or apt (section 11.2 of the *Administrator Manual*).

The package names are

- gcc-recent for RHEL and derivatives, and SLES
- cm-gcc for Ubuntu

The GCC suite that the distribution provides is also present by default.

An alternative to the GCC compiler is the Intel compiler, which is part of the oneAPI toolkit, available from <https://www.intel.com/content/www/us/en/developer/tools/oneapi/toolkits.html>. Earlier versions of BCM had the Intel compiler components available from the BCM repositories; this is no longer the case for 10.0 and onward.

7.4 AMD GPU Driver Installation

AMD GPUs require drivers to be installed in order to work. The DKMS system, which is used to compile kernel modules that are not part of the mainline kernel, is used for creating AMD GPU kernel modules on the image to be used by the nodes that have GPUs.

7.4.1 AMD GPU Hardware Check

A hardware check to see if the node has an AMD GPU is:

Example

```
[root@node001 ~]# lspci | grep AMD
00:06.0 VGA compatible controller: Advanced Micro Devices, Inc. [AMD/ATI] Vega 10\
[Instinct MI25/MI25x2/V340/V320]
```

If the kernel has detected the AMD GPU, then a `grep amdgpu` of the `dmesg` output shows all sorts of messages that indicate that:

Example

```
[root@node001 ~]# dmesg | grep amdgpu
[ 157.942430] [drm] amdgpu kernel modesetting enabled.
[ 157.945225] amdgpu: CRAT table not found
[ 157.945241] amdgpu: Virtual CRAT table created for CPU
[ 157.945265] amdgpu: Topology: Add CPU node
[ 158.211025] amdgpu 0000:00:06.0: amdgpu: Fetched VBIOS from ROM
[ 158.211065] amdgpu: ATOM BIOS: 113-D0513600-109
[ 158.226062] amdgpu 0000:00:06.0: amdgpu: Trusted Memory Zone (TMZ) feature not supported
[ 159.253402] amdgpu 0000:00:06.0: amdgpu: MEM ECC is active.
[ 159.253418] amdgpu 0000:00:06.0: amdgpu: SRAM ECC is not presented.
[ 159.253465] amdgpu 0000:00:06.0: amdgpu: VRAM: 16368M 0x000000F400000000 - 0x000000F7FEFFFFFF (16368M used)
...
```

7.4.2 AMD GPU Driver Installation Per Supported Distribution

Across the distributions—RHEL and derivatives, Ubuntu, and SLES—the procedure to install the GPU drivers is very similar.

Cloning An Image For AMD GPU Nodes

In all distributions, the `default-image` can first be cloned to an image that is to be the AMD GPU image, for example `am`:

Example

```
[root@basecm10:~]# cmlsh
[basecm10]% softwareimage
[basecm10->softwareimage]% clone default-image am
[basecm10->softwareimage*[am*]]% commit
[basecm10->softwareimage[am]]%
[notice] basecm10: Started to copy: /cm/images/default-image -> /cm/images/am (4117)
...
[notice] basecm10: Initial ramdisk for image am was generated successfully
[basecm10->softwareimage[am]]% quit
```

AMD Instructions For Installing The Driver Packages On AMD GPU Nodes

Instructions from AMD describe how to install the driver packages. At the time of writing (February 2024) the instructions are at:

<https://rocm.docs.amd.com/projects/install-on-linux/en/latest/tutorial/quick-start.html>

The instructions describe two ways of installing the driver:

1. configuring the AMD driver repository for the package manager, and then installing the driver via standard package manager commands and OS changes

2. installing an AMDGPU installer that takes care of the installation

In either case, the instructions that are followed must be the ones for the OS release version of the software image that is on the AMD GPU nodes. The release version can be found with:

Example

```
root@basecm10:~# grep PRETTY /etc/os-release
PRETTY_NAME="Rocky Linux 9.2 (Blue Onyx)"
```

Installing The Driver Packages On AMD GPU Nodes On The Node Images Via Chroot

The installation must be done in the image. This is done using a chroot into the image, and using a bind mount to have some special filesystem directories (/proc, /sys, and similar) be available during the package installation. This is needed for the DKMS installation.

Bind mounting the filesystems and then chrooting is a little tedious, so the `cm-chroot-sw-img` utility (page 553 of the *Administrator Manual*) is used to automate the job.

The following session output illustrates (with much text elided) the procedure for the second of the two ways of installing the driver. That is, installing and running the AMDGPU installer on a software image:

The chrooted image created earlier (am) is first entered:

Example

```
[root@basecm10 ~]# cm-chroot-sw-img /cm/images/am/
mounted /cm/images/default-image/dev
mounted /cm/images/default-image/dev/pts
...
```

The `amdgpu-install` package can then be installed, as per the AMD instructions. The package provides the AMDGPU installer (`amdgpu-install`), which is run in a chrooted image to install the ROCm stack. Installation takes a while, with much of the time taken up by the compilation steps that are carried out for the DKMS parts.

- For RHEL 9.2 and derivatives the procedure looks like:

Example

```
[root@am /]# urldomain=https://repo.radeon.com
[root@am /]# urlpath=/amdgpu-install/6.0.2/rhel/9.2/amdgpu-install-6.0.60002-1.el9.noarch.rpm
[root@am /]# yum install $urldomain$urlpath
...
[root@am /]# amdgpu-install --usecase=graphics,rocm
...
```

The exact path depends on which version is used.

- For Ubuntu 22.04 (Jammy Jellyfish) the procedure looks like:

Example

```
root@am:/# urldomain=https://repo.radeon.com
root@am:/# urlpath=/amdgpu-install/6.0.2/ubuntu/jammy/amdgpu-install_6.0.60002-1_all.deb
root@am:/# wget $urldomain$urlpath
...
root@am:/# apt install ./amdgpu-install_6.0.60002-1_all.deb
...
root@am:/# amdgpu-install --usecase=rocm
...
```


If the node is using Ubuntu 20.04 (Focal Fossa) then the `urlpath` needs to be changed from `jammy` to `focal`.

- For SLES15 the procedure for SLES15sp5 looks like:

Example

```
am:/ # urldomain=https://repo.radeon.com
am:/ # urlpath=/amdgpu-install/latest/sle/15.5/amdgpu-install-6.0.60000-1.noarch.rpm
am:/ # zypper --no-gpg-checks install $urldomain$urlpath
...
am:/ # amdgpu-install --usecase=graphics,rocm
...
```

The exact path depends on which service pack (sp) version is in use on the node.

Replacing The `rocm-smi` Package With A Package From BCM On The AMD GPU Nodes Image

Running the AMDGPU installer installs the `rocm-smi` command, which is used for some monitoring tasks related to AMD GPUs. BCM requires its own version of this command to collect AMD GPU statistics. If such statistics are needed, then the BCM `cm-rocm-smi` package should be installed in the image too, to provide the BCM version:

```
[root@am /]# yum install cm-rocm-smi    for RHEL and derivatives
```

For Ubuntu, the equivalent installation command is `apt install cm-rocm-smi`, while for SLES it is `zypper install cm-rocm-smi`.

The chroot for the prepared image can now be exited, which automatically unmounts the bind mounts:

Example

```
[root@am /]# exit
umounted /cm/images/am/dev/pts
umounted /cm/images/am/dev
umounted /cm/images/am/proc
umounted /cm/images/am/sys
umounted /cm/images/am/run
```

Using The Image For The AMD GPU Nodes

The nodes that are to use the driver should then be set to use the new image, and should be rebooted:

Example

```
[root@basecm10 ~]# cmsg
[basecm10]% device use node001
[basecm10->device[node001]]% set softwareimage am
[basecm10->device*[node001*]]% commit
[basecm10->device[node001]]% reboot node001
```

Normal nodes without the AMD GPU also boot up without crashing if they are set to use this image, but will not be able to run OpenCL programs.

After the configuration file has been placed, the `ldconfig` command is run, still within chroot, to link the library in the image(s).

8

The NVIDIA HPC SDK

The NVIDIA HPC software development kit (<https://developer.nvidia.com/hpc-sdk>) is a suite of compilers, libraries, and other tools for HPC.

Features include:

- The NVIDIA HPC SDK C, C++, and Fortran compilers that support GPU acceleration of HPC modeling and simulation applications with standard C++ and Fortran, OpenACC directives, and CUDA.
- GPU-accelerated math libraries that maximize performance on common HPC algorithms, and optimized communications libraries enable standards-based multi-GPU and scalable systems programming.
- Performance profiling and debugging tools that simplify porting and optimization of HPC applications
- Containerization tools that enable easy deployment on-premises or in the cloud.
- Support for ARM, OpenPOWER, x86-64 CPUs, as well as NVIDIA GPUs, running Linux

8.1 Packages And Versions

The main NVIDIA HPC SDK package is available as a package `cm-nvhpc`. The `cm-nvhpc` package, in turn, depends on a package with the naming format `cm-nvhpc-cuda<number>`. Here, `<number>` is a CUDA version number.

The latest CUDA version number that is compatible with the `cm-nvhpc` package version at the time of release is set as the package dependency. Older CUDA packages are optional but can also be installed.

A command line way to check the release versions and availability is as indicated by the following outputs for a Rocky Linux 9.3 cluster:

Example

```
[root@basecm10 ~]# yum info cm-nvhpc | grep ^Version
Version      : 24.1

[root@basecm10 ~]# yum install cm-nvhpc
...
Installing dependencies:
  cm-nvhpc-cuda12.3
..
[root@basecm10 ~]# yum search cm-nvhpc-cuda*
...
cm-nvhpc-cuda11.0.x86_64 : NVIDIA HPC SDK
```

```
cm-nvhpc-cuda11.8.x86_64 : NVIDIA HPC SDK
cm-nvhpc-cuda12.0.x86_64 : NVIDIA HPC SDK
cm-nvhpc-cuda12.3.x86_64 : NVIDIA HPC SDK
```

The preceding output is what was available at the time of writing (March 2024). The output can be expected to change.

A browser-based way to check the cm-nvhpc versions and CUDA availability situation for BCM versions, distributions and architecture is to use cm-nvhpc as a string in the distributed packages list for BCM at <https://support.brightcomputing.com/packages-dashboard>

8.2 Compiler Modules

The cm-nvhpc package makes several environment modules available for compiling:

```
[root@basecm10 ~]# module avail | grep -o -P 'nvhpc.*?/'
nvhpc-hpcx-cuda12/
nvhpc-hpcx/
nvhpc-nompi/
nvhpc-openmpi3/
nvhpc/
nvhpc-byo-compiler/
nvhpc-hpcx-cuda11/
```

The nvhpc-hpcx-cuda11 or nvhpc-hpc-cuda12 environment module sets up the HPC-X library environment with the selected CUDA version.

The nvhpc-hpcx environment module sets up the HPC-X library environment. This is an alternative to the OpenMPI 3.x library.

The nompi tag implies that paths to the MPI binaries and MPI libraries that come with cm-nvhpc are not set, so that no MPI library is used from the package. An external MPI library can then be used with the nvhpc-nompi compiler.

The nvhpc-openmpi3 module provides an OPENMPI 3.x library.

The nvhpc environment module is the standard HPC SDK.

The byo tag is an abbreviation for 'bring-your-own', and means that the general compiler environment for C, C++ and Fortran are not set.

8.3 Viewing Installed Available CUDA Versions, And The Running CUDA Version

The installed available CUDA versions for nvhpc can be viewed with:

Example

```
[root@basecm10] ~# module load shared nvhpc
[root@basecm10] ~# basename -a $(ls -ld $NVHPC_ROOT/cuda/[0-9]*)
11.8
12.3
```

The running CUDA version for nvhpc can be viewed with:

Example

```
[root@basecm10] ~# nvcc --version
nvcc: NVIDIA (R) Cuda compiler driver
Copyright (c) 2005-2023 NVIDIA Corporation
Built on Fri_Sep__8_19:17:24_PDT_2023
Cuda compilation tools, release 12.3, V12.3.52
Build cuda_12.3.r12.3/compiler.33281558_0
```

8.4 Changing The Running CUDA Version

In the preceding example, CUDA version 12.3 is the default version, while CUDA version 11.8 is also seen to be available.

The CUDA version that is used can be changed on the nodes where `nvhpc` and the CUDA versions have been installed.

For example, the version can be changed to version 11.8, as follows, for:

- `nvhpc` cluster-wide:

```
[root basecm10] # makelocalrc ${NVHPC_ROOT}/compilers/bin -cuda 11.8 -x
```

- `nvhpc` on a specific head or compute node, as specified by `hostname -s`:

```
[root basecm10] # makelocalrc ${NVHPC_ROOT}/compilers/bin -cuda 11.8 -o > \
${NVHPC_ROOT}/compilers/bin/localrc.$(hostname -s)
```

- `nvhpc` for a specific user on a specific head or compute node, as specified by `hostname -s`:

```
[root basecm10] # makelocalrc ${NVHPC_ROOT}/compilers/bin -cuda 11.8 -o > \
${HOME}/localrc.$(hostname -s)
```

If the `nvhpc` compiler is run then:

1. the `${NVHPC_ROOT}/compilers/bin/localrc` configuration file is read,
2. followed by a second configuration file, which—if they exist—is either:
 - the `${NVHPC_ROOT}/compilers/bin/localrc.$(hostname -s)` configuration file
 - or
 - the `${HOME}/localrc.$(hostname -s)` configuration file

The second configuration file overwrites any settings set with `${NVHPC_ROOT}/compilers/bin/localrc`

If the `${NVHPC_ROOT}/compilers/bin/localrc.$(hostname -s)` configuration file exists, then a `${HOME}/localrc.$(hostname -s)` is ignored.

9

CUDA For GPUs

The optional CUDA packages should be deployed in order to take advantage of the computational capabilities of NVIDIA GPUs. The packages may already be in place, and ready for deployment on the cluster, depending on the particular BCM software that was obtained. If the CUDA packages are not in place, then they can be picked up from the BCM repositories, or a local mirror.

9.1 Installing CUDA

9.1.1 CUDA Packages Available

At the time of writing of this section (November 2024), the CUDA 12.6 package is the most recent version available in the BCM YUM, zypper, and APT repositories. The available versions are updated typically in the next subversion release of NVIDIA Base Command Manager after the upstream changes are made available. An up-to-date list of packages available for a particular distribution and architecture can be viewed at <https://support.brightcomputing.com/packages-dashboard/>.

Thus, for example, at the time of writing, Rocky Linux 9.3 has many CUDA versions available, in the range from CUDA 11.7 to CUDA 12.6 for the x86_64 architecture, while Ubuntu 24.04 just has CUDA 12.5 and CUDA 12.6 for aarch64.

Example: CUDA Packages Available For Rocky Linux 9.3

At the time of writing of this section (November 2024), a cluster administrator can manage these packages for Rocky Linux 9.3:

Package	Type	Description
cuda11.7-toolkit	shared	CUDA math libraries and utilities
cuda11.8-toolkit		
cuda12.0-toolkit		
cuda12.1-toolkit		
cuda12.2-toolkit		
cuda12.3-toolkit		
cuda12.4-toolkit		
cuda12.5-toolkit		
cuda12.6-toolkit		
cuda11.7-visual-tools	shared	CUDA visual toolkit
cuda11.8-visual-tools		
cuda12.0-visual-tools		
cuda12.1-visual-tools		
cuda12.2-visual-tools		
cuda12.3-visual-tools		
cuda12.4-visual-tools		
cuda12.5-visual-tools		
cuda12.6-visual-tools		
cuda11.7-sdk	shared	CUDA software development kit
cuda11.8-sdk		
cuda12.0-sdk		
cuda12.1-sdk		
cuda12.2-sdk		
cuda12.3-sdk		
cuda12.4-sdk		
cuda12.5-sdk		
cuda12.6-sdk		
cuda-driver	local	CUDA GPU driver and libraries.
cuda-dcgm	local	CUDA Data Center GPU Manager (DCGM). This includes the dcgmi CLI tool.
cuda-fabric-manager*	local	Fabric Manager tools
cuda-fabric-manager-development*		

* optional, intended only for hardware containing an NVSwitch, such as a DGX system

The packages of type `shared` in the preceding table should be installed on the head nodes of a cluster using CUDA-compatible GPUs. The packages of type `local` should be installed to all nodes that access the GPUs. In most cases this means that the `cuda-driver` and `cuda-dcgm` packages should be installed in a software image (section 2.1.2 of the *Administrator Manual*).

If a head node also accesses GPUs, then the `cuda-driver` and `cuda-dcgm` packages should be in-

stalled on it, too.

For packages of type shared, the particular CUDA version that is run on the node can be selected via a modules environment command:

Example

```
module add shared cuda12.1
```

Release notes and features list for the CUDA packages:

- Release notes for the NVIDIA toolkit can be found at <https://docs.nvidia.com/cuda/cuda-toolkit-release-notes/index.html>.
- The features list for the NVIDIA toolkit can be found at <https://docs.nvidia.com/cuda/cuda-features-archive/index.html>.

CUDA packages that the cluster administrator normally does not manage: As an aside, there are also the additional CUDA DCGM packages:

Package	Type	Description	Installation on GPU node
cuda-dcgm-libs	local	NVIDIA DCGM libraries	installed by default
cuda-dcgm-devel	local	NVIDIA DCGM development files	not installed by default
cuda-dcgm-nvvs	local	NVIDIA DCGM validation suite	installed by default

At the time of writing of this paragraph (November 2024) the DCGM version supported was 3.3.6.1. A `yum info cuda-dcgm-nvvs` or `apt show cuda-dcgm-nvvs` should reveal the currently available version for the cluster.

- Release notes for the DCGM versions are available at <https://docs.nvidia.com/datacenter/dcgm/latest/release-notes/changelog.html>.

CUDA Package That The Cluster Administrator May Wish To Install For CUDA Programming

CUB is a CUDA programming library that developers may wish to access. It is provided by the package `cm-cub-cuda`, from the Machine Learning (`cm-ml`) repository.

CUDA Package Installation Basic Sanity Check

- The NVIDIA GPU hardware should be detectable by the kernel, otherwise the GPUs cannot be used by the drivers. Running the `lspci` command on the device with the GPU before the CUDA package driver installation is a quick check that should make it clear if the NVIDIA hardware is detected in the first place:

Example

running lspci on node001 which is where the GPU should be:

```
[root@node001]# lspci | grep NVIDIA
00:06.0 3D controller: NVIDIA Corporation GV100GL [Tesla V100 SXM3 32GB] (rev a1)
```

If the hardware is not detected by the kernel already, then the administrator should reassess the situation.

- Only after CUDA package installation has taken place, and after rebooting the node with the GPU, and allowing CMDaemon some time (a few minutes) to detect the change, are GPU details visible using the `sysinfo` command:

Example

running `sysinfo` on node001, which is where the GPU is, via `cmsh` on the head node, while `cuda-dcgm` is not yet ready:

```
[root@basecm10 ~]# cmsh
[basecm10]% device use node001
[basecm10->device[node001]]% sysinfo | grep GPU
```

Example

running `sysinfo` on node001, which is where the GPU is, via `cmsh` on the head node, after `cuda-dcgm` is ready:

```
[basecm10->device[node001]]% sysinfo | grep GPU
Number of GPUs          1
GPU0 Name                NVIDIA Tesla V100-SXM3-32GB
GPU0 Power Limit        350 W
GPU0 BIOS                88.00.6B.00.01
GPU Driver Version       530.23.08
GPU0 nvlink              0 up, 6 down
```

CUDA Package Installation Guidelines For Compilation With Login Nodes

- CUDA compilation should take place on a node that uses NVIDIA GPUs during compilation.
 - Using a workload manager to allocate this task to GPU nodes is recommended.
- Cross compilation of CUDA software is generally not a best practice due to resource consumption, which can even lead to crashes.
 - If, despite this, cross compilation with a CPU is done, then the `cuda-driver` package should be installed on the node on which the compilation is done, and the GPU-related services on the node, such as:
 - * `cuda-driver.service`
 - * `nvidia-persistenced.service`
 - * `cuda-dcgm.service`
 should be disabled.

9.1.2 CUDA Package Dependencies

The CUDA packages require access to the BCM repositories and to the distribution repositories.

In particular, the `freeglut`, `freeglut-devel`, and `xorg-x11-util-macros` packages are required. The installation ISO/DVD that Red Hat provides contains packages from the main repository, and does not contain these packages. For convenience, these packages are provided with a BCM installation ISO/DVD for Red Hat. Updates must however come from a subscription to the Red Hat supplementary/optional channels. Packages that are needed for a working BCM cluster, and which are provided by the BCM installation ISO/DVD, but which are not provided in the Red Hat installation DVD, are discussed in general in section 11.6.2 of the *Administrator Manual*, where the problems that such package dependencies can cause when creating a software image for a cluster with `cm-create-image` are discussed.

As a separate issue:

```
yum -q deplist cuda-driver | grep freeglut-devel
dependency: freeglut-devel
provider: freeglut-devel-3.0.0-8.el8.i686
provider: freeglut-devel-3.0.0-8.el8.x86_64
```

shows that one of the dependencies of the `cuda-driver` package in RHEL8 (not in RHEL9) is the `freeglut-devel` package, so for RHEL8 and derivatives it should be installed on a node that accesses a GPU. If the CUDA SDK source is to be compiled on the head node (with the head node not accessing a GPU, and with the `cuda-driver` package not installed) then the `freeglut`, `freeglut-devel`, and `libXi-devel` packages should be installed on the head node.

The `cuda-driver` package is used to compile the kernel drivers which manage the GPU. Therefore, when installing `cuda-driver` with `yum`, several other X11-related packages are installed too, due to package dependencies.

The `cuda*-sdk` packages can be used to compile libraries and tools that are not part of the CUDA toolkit, but used by CUDA software developers, such as the `deviceQuery` binary (section 9.3).

The `cuda-xorg` package is optional, and contains the driver and libraries for an X server

Example

For example, on a cluster where (some of) the nodes access GPUs, but the head node does not access a GPU, the following commands can be issued on the head node to install the CUDA 12.2 packages using YUM:

```
[root@mycluster ~]# yum install cuda12.2-toolkit cuda12.2-sdk cuda12.2-visual-tools
[root@mycluster ~]# yum --installroot=/cm/images/default-image install cuda-driver cuda-dcgm
```

The `--installroot` command installs to the image used by the nodes. Here the image used by the nodes is assumed to be `default-image`. To ensure the software is installed from the image to the nodes, the `imageupdate` command can be run from within `cmsh` for the appropriate nodes.

```
[root@mycluster ~]# cmsh
[mycluster]% device
[mycluster->device]% imageupdate -n node0[01-10] -w
```

Compiling And Loading CUDA Drivers On The Fly

The `cuda-driver` package provides a `systemd` script that is executed at boot-time to load the CUDA driver. Because the CUDA driver depends on the running kernel, the script compiles the CUDA driver on the fly, and subsequently loads the module into the running kernel, and creates the `nvidia*` devices (`/dev/nvidia0`, `/dev/nvidia1...`).

The actions of compiling the `cuda-driver`, loading the module, and creating the `nvidia*` devices, can also be carried out during normal running by manually running the script:

Example

```
[root@mycluster ~]# systemctl start cuda-driver
```

The status of the driver and some event messages can be seen with:

Example

```
[root@node001 ~]# systemctl status cuda-driver
* cuda-driver.service - build, install and load the nvidia kernel modules
   Loaded: loaded (/usr/lib/systemd/system/cuda-driver.service; enabled; vendor preset: disabled)
   Active: active (exited) since Sun 2023-05-28 07:06:12 CEST; 4h 32min ago
   Main PID: 1816 (code=exited, status=0/SUCCESS)
     CPU: 3min 29.287s

May 24 07:04:01 node001 systemd[1]: Starting build, install and load the nvidia kernel modules...
May 24 07:04:15 node001 cuda-driver[1816]: compile nvidia kernel modules
May 24 07:06:09 node001 cuda-driver[1816]: loading kernel modules
May 24 07:06:12 node001 cuda-driver[1816]: create devices
May 24 07:06:12 node001 cuda-driver[1816]: [ OK ]
May 24 07:06:12 node001 systemd[1]: Finished build, install and load the nvidia kernel modules.
```

If there is a failure in compiling the CUDA module, it is usually indicated by a message saying “Could not make module”, “NVRM: API mismatch:”, or “Cannot determine kernel version”. Such a failure typically occurs because compilation is not possible due to missing the correct kernel development package from the distribution. Section 9.2 explains how to check for, and install, the appropriate missing package.

9.2 Installing Kernel Development Packages

This section can be skipped if there is no CUDA compilation problem.

Typically, a CUDA compilation problem (section 9.1) is due to a missing or mismatched kernel package and kernel-devel package.

To check the head node and software images for the installation status of the kernel-devel package, the BCM utility kernel-devel-check is used (section 11.3.5 of the *Administrator Manual*).

Alternatively, if a standard kernel is in use by the image, then simply upgrading CUDA, the standard kernel, and kernel-devel, to their latest versions may be a good tactic to fix a CUDA compilation problem, because the kernel and kernel-devel package versions become synchronized during such an upgrade.

9.3 Verifying CUDA

An extensive method to verify that CUDA is working is to run the `verify_cuda<version>.sh` script, located in the CUDA SDK directory. The value of `<version>` is 12.2, for example.

This script first copies the CUDA SDK source to a local directory under `/tmp` or `/local`. It then builds CUDA test binaries and runs them. It is possible to select which of the CUDA test binaries are run. These binaries clutter up the disk and are not intended for use as regular tools, so the administrator is urged to remove them after they are built and run.

A help text showing available script options is displayed when “`verify_cudaX.sh -h`” is run.

The script can be run as follows on the head or regular node (some output elided):

Example

```
[root@node001 ~]# module load shared cuda12.1/toolkit
[root@node001 ~]# cd $CUDA_SDK
[root@node001 12.1.0]# ./verify_cuda12.1.sh
Copy cuda12.1 sdk files to "/tmp/cuda12.1" directory.

make clean

make (may take a while)

Run all tests? (y/N)? y

Executing: /tmp/cuda12.1/bin/x86_64/linux/release/alignedTypes

[/tmp/cuda12.1/bin/x86_64/linux/release/alignedTypes] - Starting...
GPU Device 0: "Volta" with compute capability 7.0

[Tesla V100-PCI-E-32GB] has 80 MP(s) x 64 (Cores/MP) = 5120 (Cores)
> Compute scaling value = 1.00
> Memory Size = 49999872
Allocating memory...
Generating host input data array...
Uploading input data to GPU memory...
Testing misaligned types...
uint8...
```

```

Avg. time: 1.234375 ms / Copy throughput: 37.724362 GB/s.
TEST OK
uint16...
...
...

```

All cuda12.1 just compiled test programs can be found in the
 "/tmp/cuda12.1/bin/x86_64/linux/release/" directory
 They can be executed from the "/tmp/cuda12.1" directory.

The "/tmp/cuda12.1" directory may take up a lot of disk space.
 Use "rm -rf /tmp/cuda12.1" to remove the data.

Another method to verify that CUDA is working, is to build and use the deviceQuery command on a node accessing one or more GPUs. The deviceQuery command lists all CUDA-capable GPUs that a device can access, along with several of their properties (some output elided):

Example

```

[root@node001 ~]# module load shared cuda12.2/toolkit
[root@node001 ~]# cd $CUDA_SDK
[root@node001 12.2.2]# cd Samples/1_Uutilities/deviceQuery
[root@node001 deviceQuery]# make
...
mkdir -p ../../bin/x86_64/linux/release
cp deviceQuery ../../bin/x86_64/linux/release
[root@node001 deviceQuery]# ./deviceQuery
./deviceQuery Starting...

  CUDA Device Query (Runtime API) version (CUDA RT static linking)

Detected 1 CUDA Capable device(s)

Device 0: "Tesla V100-PCIE-32GB"
  CUDA Driver Version / Runtime Version      12.2 / 12.2
  CUDA Capability Major/Minor version number: 7.0
  Total amount of global memory:              32510 MBytes (34089730048 bytes)
  (80) Multiprocessors, ( 64) CUDA Cores/MP: 5120 CUDA Cores
  GPU Max Clock rate:                        1380 MHz (1.38 GHz)
  Memory Clock rate:                          877 Mhz
  ...
deviceQuery, CUDA Driver = CUDART, CUDA Driver Version = 12.2, CUDA Runtime Version = 12.2, NumDevs
= 1
Result = PASS

```

The CUDA user manual has further information on how to run compute jobs using CUDA.

Further Information On CUDA Verification

More on verification can be found in the *NVIDIA CUDA INSTALLATION GUIDE FOR LINUX* at https://docs.nvidia.com/cuda/pdf/CUDA_Installation_Guide_Linux.pdf.

9.4 Verifying OpenCL

CUDA also contains an OpenCL compatible interface. To verify that OpenCL is working, or failing, the `verify_opencl.sh` script can be run on the node with the GPU (some output elided):

Example

```
[root@cuda-test ~]# module load shared cuda12.1/toolkit
[root@cuda-test ~]# cd $CUDA_SDK
[root@cuda-test 12.1.0]# ./verify_opencl.sh
Copy opencl files to "/tmp/opencl" directory.

make clean
make (may take a while)

Run all tests? (y/N)? y
Executing: /tmp/opencl/OpenCL/bin/linux/release/oclBandwidthTest

[oclBandwidthTest] starting...
/tmp/opencl/OpenCL/bin/linux/release/oclBandwidthTest Starting...

Running on...

Tesla V100-SXM3-32GB

Quick Mode

Host to Device Bandwidth, 1 Device(s), Paged memory, direct access
  Transfer Size (Bytes)      Bandwidth(MB/s)
  33554432                   3480.5

Device to Host Bandwidth, 1 Device(s), Paged memory, direct access
  Transfer Size (Bytes)      Bandwidth(MB/s)
  33554432                   3386.6

Device to Device Bandwidth, 1 Device(s)
  Transfer Size (Bytes)      Bandwidth(MB/s)
  33554432                   691078.1

[oclBandwidthTest] test results...
PASSED

> exiting in 3 seconds: 3...2...1...done!

...many more tests, all of which should end with PASSED...
```

All opencl just compiled test programs can be found in the
 "/tmp/opencl/OpenCL/bin/linux/release/" directory
 They can be executed from the "/tmp/opencl/OpenCL" directory.

The "/tmp/opencl" directory may take up a lot of disk space.
 Use "rm -rf /tmp/opencl" to remove the data.

9.5 Configuring The X Server For SLES15

To support the X server, X.org, in SLES15, the cuda-driver, and cuda-xorg packages need to be installed.

The default configuration file for X.org is /etc/X11/xorg.conf. If there is no xorg.conf file, then a template can be generated with the help of Xorg -configure.

The following file pathname lines may need to be added to the Files section of the X configuration file:

```
ModulePath "/usr/lib64/xorg/modules/extensions/nvidia"
ModulePath "/usr/lib64/xorg/modules/extensions"
ModulePath "/usr/lib64/xorg/modules"
```

The following dynamic module loading line may need to be added to the Module section of the X configuration:

```
Load      "glx"
```

The following graphics device description lines need to be replaced in the Device section of the X configuration:

```
Driver      "nvidia"
```

The BusID line may need to be replaced with the ID shown for the GPU by the `lspci` command.

Example

```
Section "ServerLayout"
    Identifier      "Default Layout"
    Screen          0  "Screen0" 0 0
    InputDevice      "Keyboard0" "CoreKeyboard"
EndSection

Section "Files"
    ModulePath      "/usr/lib64/xorg/modules/extensions/nvidia"
    ModulePath      "/usr/lib64/xorg/modules/extensions"
    ModulePath      "/usr/lib64/xorg/modules"
EndSection

Section "Module"
    Load            "glx"
EndSection

Section "InputDevice"
    Identifier      "Keyboard0"
    Driver          "kbd"
    Option          "XkbModel" "pc105"
    Option          "XkbLayout" "us"
EndSection

Section "Device"
    Identifier      "Videocard0"
    Driver          "nvidia"
    BusID          "PCI:14:0:0"
EndSection

Section "Screen"
    Identifier      "Screen0"
    Device          "Videocard0"
    DefaultDepth    24
    SubSection      "Display"
        Viewport    0 0
        Depth       24
    EndSubSection
EndSection
```

Using GPUs for an X server as well as for general computing with CUDA can have some issues. These are considered in https://nvidia.custhelp.com/app/answers/detail/a_id/3029/~/~using-cuda-and-x.

9.6 NVIDIA Validation Suite (Package: `cuda-dcgm-nvvs`)

The NVIDIA Validation Suite (NVVS) runs diagnostics to validate the NVIDIA software components. Running the `nvvs` binary directly is now deprecated. The diagnostics are now run instead as part of the `dcgmi diag` command.

The package for NVVS is not installed by default.

If the package is not installed, then an attempt to run the `dcgmi` utility fails:

Example

```
[root@basecm10 ~] module load cuda-dcgm
[root@basecm10 ~]# dcgmi diag -r 1
Error: Diagnostic could not be run because the Tesla recommended driver is not being used.
```

The package can be installed with:

Example

```
[root@basecm10 ~] module load cuda-dcgm
[root@basecm10 ~] yum install cuda-dcgm-nvvs
```

After it is installed, the node on which the installation is done must be rebooted.

Running the diagnostic after the reboot should display output similar to:

Example

```
[root@basecm10 ~] module load cuda-dcgm
[root@basecm10 ~]# dcgmi diag -r 3
Successfully ran diagnostic for group.
+-----+-----+-----+-----+
| Diagnostic | Result |
+=====+=====+
|----- Deployment -----+-----+
| Blacklist | Pass |
| NVML Library | Pass |
| CUDA Main Library | Pass |
| Permissions and OS Blocks | Pass |
| Persistence Mode | Pass |
| Environment Variables | Pass |
| Page Retirement | Pass |
| Graphics Processes | Pass |
| Inforom | Pass |
+----- Integration -----+-----+
| PCIe | Pass - All |
+----- Hardware -----+-----+
| GPU Memory | Pass - All |
| Diagnostic | Pass - All |
+----- Stress -----+-----+
| SM Stress | Pass - All |
| Targeted Stress | Pass - All |
| Targeted Power | Pass - All |
| Memory Bandwidth | Pass - All |
+-----+-----+-----+-----+
```

9.7 Further NVIDIA Configuration Via The Cluster Manager

After the installation and verification has been carried out for CUDA drivers, further configuration as part of CMDaemon management can be carried out, as explained in section 3.16.2 of the *Administrator Manual*.

10

OFED Software Stack

This section explains how OFED (OpenFabrics Enterprise Distribution) packages are installed so that BCM can use InfiniBand for data transfer during regular use—that is for computation runs, rather than for booting up or provisioning. The configuration of PXE booting over InfiniBand is described in section 5.1.3 of the *Administrator Manual*. The configuration of node provisioning over InfiniBand is described in section 5.3.3 of the *Administrator Manual*.

10.1 Choosing A Distribution Version, Or A Vendor Version, Ensuring The Kernel Matches, And Logging The Installation

By default, the Linux distribution OFED packages are matched to the distribution kernel version and installed on the cluster. This is the safest option in most cases, and also allows NFS over RDMA.

BCM also packages NVIDIA's Mellanox OFED (sometimes called MOFED) software. Such vendor OFED packages can be more recent than the distribution packages, which means that they can provide support for more recent hardware and firmware, as well as more features.

For the vendor OFED packages to work, the OFED firmware as provided by the manufacturer should in general be recent, to ensure software driver compatibility.

If NVIDIA AI Enterprise is to be used, then a matching, supported, version of OFED must be selected. A matching, supported OFED version can be found by contacting support via the BCM subscription at the NVIDIA Enterprise Support page at:

<https://www.nvidia.com/en-us/support/enterprise/>

BCM vendor OFED packages can be selected and installed during the initial cluster installation (figure 3.23), replacing the default distribution OFED stack. The stack can also be installed later on, after the cluster is set up.

If there is no prebuilt OFED kernel modules package available for the kernel in use, then using a supported kernel is recommended.

When updating kernels on the head or the regular nodes, the updated BCM OFED software stack must be reinstalled.

If the BCM OFED software stack is installed during the cluster installation procedure itself (section 3.3.18), then some basic information is logged to `/var/log/cmfirstboot.log`, which is the general first boot log.

If the BCM OFED software stack is not installed during the cluster installation procedure itself, then it can be installed later when the cluster is up and running.

A successful installation of the BCM OFED software stack (section 10.2) onto a running cluster consists of the BCM OFED package installation, as well as then running an installation script. The vendor and version number installed can then be found in `/etc/cm-ofed`. Further installation details can be found in `/var/log/cm-ofed.log`.

10.2 Mellanox OFED Stack Installation Using The BCM Package Repository

Package names: `mlnx-ofed54`, `mlnx-ofed56`, `mlnx-ofed57`, `mlnx-ofed58`, `mlnx-ofed59-dgx-h100`, `mlnx-ofed59`, `mlnx-ofed23.04`, `mlnx-ofed23.07`, `mlnx-ofed23.10`, `mlnx-ofed24.01`, `mlnx-ofed24.04`, `mlnx-ofed24.07`

The Mellanox stacks are installed and configured by BCM in an identical way as far as the administrator is concerned. In this section (section 10.2):

`<vendor-ofedVersion>`

is used to indicate where the administrator must carry out a substitution. For Mellanox, the substitution is one of the following:

- `mlnx-ofed54` for the Mellanox version 5.4 stack
- `mlnx-ofed56` for the Mellanox version 5.6 stack
- `mlnx-ofed57` for the Mellanox version 5.7 stack
- `mlnx-ofed58` for the Mellanox version 5.8 stack
- `mlnx-ofed59` for the Mellanox version 5.9 stack
- `mlnx-ofed59-dgx-h100` for the Mellanox version 5.9 stack for DGX H100 hardware
- `mlnx-ofed23.04` for the Mellanox stack release of April 2023
- `mlnx-ofed23.07` for the Mellanox stack release of July 2023
- `mlnx-ofed23.10` for the Mellanox stack release of October 2023
- `mlnx-ofed24.01` for the Mellanox stack release of January 2024
- `mlnx-ofed24.04` for the Mellanox stack release of April 2024
- `mlnx-ofed24.07` for the Mellanox stack release of July 2024
- `mlnx-ofed24.10` for the Mellanox stack release of October 2024

These stacks are currently supported by the NVIDIA Base Command Manager 10-supported distributions (RHEL and derivatives, SLES, and Ubuntu), as determined by the compatibility matrices in the downloads pages accessible from <https://network.nvidia.com/support/mlnx-ofed-matrix/>.

For most use cases it usually makes sense to get the most recent supported stack.

- The `mlnx-ofed49` stack is an LTS release, aimed mainly at supporting older legacy hardware. The stack may be useful for one of the following:
 - ConnectX-3 Pro cards
 - ConnectX-3 cards
 - Connect-IB cards
 - RDMA experimental verbs library (`mlnx_lib`)

More recent distributions, such as RHEL9, Ubuntu 22.04, SLES15sp4, no longer support the `mlnx-ofed49` stack.

- Other LTS releases exist. At the time of writing of this paragraph (October 2024), there is a specific `mlnx-ofed58` LTS version release aimed at ConnectX-4 cards and beyond, and there is also a specific `mlnx-ofed23.10` LTS version. Updated details of the LTS version releases are given at https://network.nvidia.com/products/infiniband-drivers/linux/mlnx_ofed/.

Each stack version needs to be matched to a firmware version associated with the OFED device used. OFED devices used, ConnectX, BlueField, and others, must also be matched along with their firmware version via the downloads pages accessible from the URL <https://network.nvidia.com/support/mlnx-ofed-matrix/>. Deviating from compatible versions is not supported.

Details on the compatibility of older stack versions can also be found via that URL.

Returning back to the subject of OFED package installation via the package manager: For example, a `yum install` command indicated by:

```
yum install <vendor-ofedVersion>
```

means that the installation of the BCM OFED package is executed with one of these corresponding `yum install` commands, for example:

```
yum install mlnx-ofed59
```

10.2.1 Installing The OFED Stack Provided By The BCM Repository Vendor Package

Running the package manager command associated with the distribution (`yum install`, `zypper up`, `apt install`), unpacks and installs or updates several packages and scripts. For example:

```
yum install <vendor-ofedVersion>
```

However, it does not carry out the installation and configuration of the driver itself due to the fundamental nature of the changes it would carry out. The script:

```
<vendor-ofedVersion>-install.sh
```

can be used after the package manager installation to carry out the installation and configuration of the driver itself. Running it without options displays a usage help text.

Head And Software Image Installation With Prebuilt Drivers

The script can be run on the nodes as follows:

- On the head node, the default distribution OFED software stack can be replaced with the vendor OFED software stack made available from the BCM repository, by using the script's head option, `-h`:

```
[root@basecm10~]# /cm/local/apps/<vendor-ofedVersion>/current/bin/<vendor-ofedVersion>-install.sh -h
```

A reboot is recommended after the script completes the install, to help ensure the new image is cleanly used by the head node.

- For a software image, for example `default-image`, used by the regular nodes, the default distribution OFED software stack can be replaced with the vendor OFED software stack made available from the BCM repository, by using the script's software image option, `-s`:

```
[root@basecm10~]# /cm/local/apps/<vendor-ofedVersion>/current/bin/<vendor-ofedVersion>-install.sh -s \
default-image
```

A reboot updates the software image used on the regular node.

If the distribution kernel is updated on any of these head or regular nodes after the vendor OFED stack has been installed, then the vendor OFED kernel modules made available from the BCM repository must be reinstalled. This can be done by running the installation scripts again, which replaces the kernel modules again, along with all the other OFED packages.

The OFED Stack provided by BCM can be removed by appending the `-r` option to the appropriate `-h` or `-s` option. Removing the packages from a head node or software image can lead to package dependency breakage, and software not working any more. So using the `"-r"` option should be done with caution.

10.2.2 Upgrading Kernels When The OFED Stack Has Been Provided By The BCM Repository Vendor Package—Reinstallation Of The OFED Stack

For all distributions, as explained in the preceding text, a vendor OFED stack is installed and configured via the script `<vendor-ofedVersion>-install.sh`.

OFED reinstallation may be needed if the kernel is upgraded.

Kernel Upgrades—Blocking And Unblocking

If the OFED stack is installed from the vendor OFED packages, then the script customizes the vendor OFED stack for the existing kernel, and replaces the distribution stack. However, updating the kernel afterwards, without updating the stack along with it, could lead to unexpected behavior due to the customization. Kernel and kernel development updates are therefore prevented from taking place by a package management system block. The block is set up when the `<vendor-ofedVersion>-install.sh` script is run.

Updating the kernel, kernel development, and OFED stack in such a configuration therefore requires that the administrator manually overrides the block so that the OFED stack can be handled with consideration.

The following procedure can thus be followed to update and install the kernel packages and OFED stack:

1. Overriding the block:

- In Red Hat-based systems, the `/etc/yum.conf` file must be edited. In that file, in the line that starts with `exclude`, the `kernel` and `kernel-devel` packages need to be removed, so that they are no longer excluded from updates.
- In SUSE, the `kernel-default` and `kernel-default-devel` packages must be unlocked. The command:

```
zypper remove-lock kernel-default kernel-default-devel
```

unlocks them so that they can take part in updates again.

- In Ubuntu, the packages that are blocking the update can be checked with the `apt-mark showhold` command.

Example

```
apt-mark showhold
linux-generic
linux-headers-generic
linux-image-generic
```

The `apt-mark unhold` command is used to unblock them:

Example

```
apt-mark unhold linux-generic linux-headers-generic linux-image-generic
```

2. Updating the kernel and kernel development packages:

- The packages can be updated on the head node with:
 - `yum update` for the RHEL family
 - `zypper up` for SLES
 - `apt update`; `apt upgrade` for Ubuntu
- To update the packages on the regular nodes the procedure outlined in section 11.3.3 of the *Administrator Manual* is followed:

- The packages on the regular node image (for example, default-image) are updated according to distribution:

- * in Red Hat-based systems as follows:

```
yum --installroot=/cm/images/default-image update
```

- * or in SLES as follows:

```
zypper --root=/cm/images/default-image up
```

- * or in Ubuntu as follows, using the cm-chroot-sw-img tool (page 553 of the *Administrator Manual*):

```
root@basecm10:~# cm-chroot-sw-img /cm/images/default-image
root@basecm10:~# apt update; apt upgrade      #upgrade takes place in image
...
root@basecm10:~# exit                          #get out of chroot
```

- The kernelversion setting for the regular node image, which in this example is the default default-image, can be updated as follows:

Example

```
[root@basecm10 ~]# cmsh
[basecm10]% softwareimage
[basecm10->softwareimage]% use default-image
[basecm10->softwareimage[default-image]]% set kernelversion 5.15.0-113-generic
[basecm10->softwareimage[default-image*]]% commit
```

This ensures that the updated kernel is used after reboot. Tab-completion in the set kernelversion line prompts for the right kernel from available options.

3. A reboot of the head and regular nodes installs the new kernel.
4. Configuring and installing the vendor OFED stack driver for the new kernel is done by running the script `<vendor-ofedVersion>-install.sh` as before, as follows:

- For a stack that is on the head node, the compilation should be done together with the -h option:

```
[root@basecm10~]# /cm/local/apps/<vendor-ofedVersion>/current/bin/<vendor-ofedVersion>-install.sh -h
```

- For a software image used by the regular nodes, for example default-image, the compilation should be done together with the -s option:

```
[root@basecm10~]# /cm/local/apps/<vendor-ofedVersion>/current/bin/<vendor-ofedVersion>-install.sh -s default-image
```


11

Burning Nodes

The *burn framework* is a component of NVIDIA Base Command Manager 10 that can automatically run test scripts on specified nodes within a cluster. The framework is designed to stress test newly built machines and to detect components that may fail under load. Nodes undergoing a burn session with the default burn configuration, lose their filesystem and partition data for all attached drives, and revert to their software image on provisioning after a reboot.

11.1 Test Scripts Deployment

The framework requires power management to be running and working properly so that the node can be power cycled by the scripts used. In modern clusters power management is typically achieved by enabling a baseboard management controller such as IPMI, iLO, or Redfish. Details on power management are given in Chapter 4 of the *Administrator Manual*.

The framework can run any executable script. The default test scripts are mostly bash shell scripts and Perl scripts. Each test script has a directory in `/cm/shared/apps/cmburn` containing the script. The directory and test script must have the same name. For example: `/cm/shared/apps/cmburn/disktest/disktest` is the default script used for testing a disk. More on the contents of a test script is given in section 11.3.2.

11.2 Burn Configurations

11.2.1 Burn Configuration Simple XML Example

A *burn configuration* is an XML file stored in the CMDaemon database that specifies the burn tests and the order in which they run. Within the burn configuration the tests are normally grouped into sequences, and several sequences typically make up a phase. Phases in turn are grouped in either a pre-install section or post-install section. A simple example of such a burn configuration could therefore look like:

Example

```
<?xml version="1.0"?>
<burnconfig>

  <mail>
    <address>root@master</address>
    <address>some@other.address</address>
  </mail>

  <pre-install>

    <phase name="01-hwinfo">
      <test name="hwinfo"/>
    </phase>
  </pre-install>
</burnconfig>
```

```

    <test name="hwdiff"/>
    <test name="sleep" args="10"/>
</phase>

<phase name="02-disks">
    <test name="disktest" args="30"/>
    <test name="mce_check" endless="1"/>
</phase>

</pre-install>

<post-install>

    <phase name="03-hpl">
        <test name="hpl"/>
        <test name="mce_check" endless="1"/>
    </phase>

    <phase name="04-compile">
        <test name="compile" args="6"/>
        <test name="mce_check" endless="1"/>
    </phase>

</post-install>

</burnconfig>

```

Mail Tag

The optional `<mail>` tag pair can add a sequence of e-mail addresses, with each address enclosed in an `<address>` tag pair. These addresses receive burn failure and warning messages, as well as a notice when the burn run has completed.

Pre-install And Post-install

The pre-install part of a burn configuration is configured with the `<pre-install>` tag pair, and run from inside a node-installer environment. This environment is a limited Linux environment and allows some simpler tests to run before loading up the full Linux node environment.

Similarly, the post-install part of a burn configuration uses the `<post-install>` tag pair to run from inside the full Linux node environment. This environment allows more complex tests to run.

Post-burn Install Mode

The optional `<post-burn-install>` tag pair allows the administrator to specify the install mode (section 5.4.4 of the *Administrator Manual*) after burn. The tag pair can enclose a setting of AUTO, FULL, MAIN, or NOSYNC. The default setting is the install mode that was set before burn started.

Phases

The phases sections must exist. If there is no content for the phases, the phases tags must still be in place (“must exist”). Each phase must have a unique name and must be written in the burn configuration file in alphanumerical order. By default, numbers are used as prefixes. The phases are executed in sequence.

Tests

Each phase consists of one or more test tags. The tests can optionally be passed arguments using the `args` property of the burn configuration file (section 11.2). If multiple arguments are required, they should be a space separated list, with the (single) list being the `args` property.

Tests in the same phase are run simultaneously.

Most tests test something and then end. For example, the disk test tests the performance of all drives and then quits.

Tests which are designed to end automatically are known as *non-endless* tests.

Tests designed to monitor continuously are known as *endless tests*. Endless tests are not really endless. They end once all the non-endless tests in the same phase are ended, thus bringing an end to the phase. Endless tests typically test for errors caused by the load induced by the non-endless tests. For example the `mce_check` test continuously keeps an eye out for Machine Check Exceptions while the non-endless tests in the same phase are run.

A special test is the final test, `memtest86`, which is part of the default burn run, as configured in the XML configuration `default-destructive`. It does run endlessly if left to run. To end it, the administrator can deal with its output at the node console or can power reset the node. It is usually convenient to remove `memtest86` from the default XML configuration in larger clusters, and to rely on the HPL and `memtester` tests instead, for uncovering memory hardware errors.

11.2.2 Burn Configuration XML Schema Definition

In BCM, burn configuration setups such as in section 11.2.1 have their global structure defined using an XML schema definition, which is installed on the head node in `/cm/local/apps/cmd/etc/htdocs/xsd/burnconfig.xsd`.

The XML schema definition can also be viewed with:

Example

```
[root@basecm10 ]# cmsh -c "main xsdschema burnconfig" | less
```

11.3 Running A Burn Configuration

Burn configurations can be viewed and executed from `cmsh`.

11.3.1 Burn Configuration And Execution In `cmsh`

Burn Configuration File Settings

From `cmsh`, the burn configurations can be accessed from partition mode as follows:

Example

```
[basecm10]% partition use base
[basecm10->partition[base]]% burnconfigs
[basecm10->partition[base]->burnconfigs]% list
Name (key)          Description          XML
-----
default-destructive Standard burn test.  <2614 bytes>
long-hpl             Run HPL test for a long+ <829 bytes>
```

The values of a particular burn configuration (`default-destructive` in the following example) can be viewed as follows:

Example

```
[basecm10->partition[base]->burnconfigs]% use default-destructive
[basecm10->partition[base]->burnconfigs[default-destructive]]% show
Parameter          Value
-----
Description         Standard destructive burn test. Beware, wipes the disks!
Name                default-destructive
Revision
XML                 <2614 bytes>
```

The `set` command can be used to modify existing values of the burn configuration, that is: Description, Name, and XML. XML is the burn configuration file itself. The `get xml` command can be used to view the file, while using `set xml` opens up the default text editor, thus allowing the burn configuration to be modified.

A new burn configuration can also be added with the `add` command. The new burn configuration can be created from scratch with the `set` command. However, an XML file can also be imported to the new burn configuration by specifying the full path of the XML file to be imported:

Example

```
[basecm10->partition[base]->burnconfigs]% add boxburn
[basecm10->partition[base]->burnconfigs*[boxburn*]]% set xml /tmp/im.xml
```

The burn configuration can also be edited when carrying out burn execution with the `burn` command.

Executing A Burn

A burn as specified by the burn configuration file can be executed in `cmsh` using the `burn` command of device mode.

Burn commands: The burn commands can modify these properties, as well as execute other burn-related operations.

The burn commands are executed within device mode, and are:

- `burn start`
- `burn stop`
- `burn status`
- `burn log`

The burn help text that follows lists the detailed options. Next, operations with the burn commands illustrate how the options may be used along with some features.

```
[head1->device[node005]]% burn
Name:      burn - Node burn control

Usage:     burn [OPTIONS] status
           burn [OPTIONS] start
           burn [OPTIONS] stop
           burn [OPTIONS] log

Options:   -n, --nodes <node>
           List of nodes, e.g. node001..node015,node020..node028,node030
           or ~/some/file/containing/hostnames

           -g, --group <group>
           Include all nodes that belong to the node group, e.g. testnodes or test01,test03

           -c, --category <category>
           Include all nodes that belong to the category, e.g. default or default,gpu

           -r, --rack <rack>
           Include all nodes that are located in the given rack, e.g rack01
           or rack01..rack04
```

```
-h, --chassis <chassis>
    Include all nodes that are located in the given chassis, e.g chassis01
    or chassis03..chassis05

-e, --overlay <overlay>
    Include all nodes that are part of the given overlay, e.g overlay1
    or overlayA,overlayC

-m, --image <image>
    Include all nodes that have the given image, e.g default-image or
    default-image,gpu-image

-t, --type <type>
    Type of devices, e.g node or virtualnode,cloudnode

-i, --intersection
    Calculate the intersection of the above selections

-u, --union
    Calculate the union of the above selections

-l, --role role
    Filter all nodes that have the given role

-s, --status <status>
    Only run command on nodes with specified status, e.g. UP, "CLOSED|DOWN",
    "INST.*"

--config <name>
    Burn with the specified burn configuration. See in partition burn configurations
    for a list of valid names

--file <path>
    Burn with the specified file instead of burn configuration

--later
    Do not reboot nodes now, wait until manual reboot

--edit
    Open editor for last minute changes

--no-drain
    Do not drain the node from WLM before starting to burn

--no-undrain
    Do not undrain the node from WLM after burn is complete

-p, --path
    Show path to the burn log files. Of the form: /var/spool/burn/<mac>.

-v, --verbose
    Show verbose output (only for burn status)

--sort <field1>[,<field2>,...]
```

```

Override default sort order (only for burn status)

-d, --delimiter <string>
    Set default row separator (only for burn status)

-d, --delay <seconds>
    Wait <seconds> between executing two sequential power commands. This option is
    ignored for the status command

```

Examples:

```
burn --config default-destructive start -n node001
```

Burn command operations: Burn commands allow the following operations, and have the following features:

- **start, stop, status, log:** The basic burn operations allow a burn to be started or stopped, and the status of a burn to be viewed and logged.

- The “burn start” command always needs a configuration file name. In the following it is `boxburn`. The command also always needs to be given the nodes it operates on:

```

[basecm10->device]% burn --config boxburn -n node007 start
Power reset nodes
[basecm10->device]%
ipmi0 ..... [ RESET ] node007
Fri Nov 3 ... [notice] basecm10: node007 [ DOWN ]
[basecm10->device]%
Fri Nov 3 ... [notice] basecm10: node007 [ INSTALLING ] (node installer started)
[basecm10->device]%
Fri Nov 3 ... [notice] basecm10: node007 [ INSTALLING ] (running burn in tests)
...

```

- The “burn stop” command only needs to be given the nodes it operates on, for example:

```
[basecm10->device]% burn -n node007 stop
```

- The “burn status” command:

- * may be given the nodes for which the status is to be found, for example:

```
[basecm10->device]% burn status -n node005..node007
Hostname Burn name Status New burn on PXE Phase ...
-----
node005 no burn results available no ...
node006 currently not burning no ...
node007 boxburn Burning yes 02-disks ...
```

*each line of output is quite long, so each line has been rendered truncated and ellipsized.
The ellipsis marks in the 5 preceding output lines align with the lines that follow.
That is, the lines that follow are the endings of the preceding 5 lines:*

```
...Warnings Tests
...-----
...0
...0
...0 /var/spool/burn/c8-1f-66-f2-61-c0/02-disks/disktest (S,171),\
/var/spool/burn/c8-1f-66-f2-61-c0/02-disks/kmon (S),\
/var/spool/bu+
```

- The “burn log” command displays the burn log for specified node groupings. Each node with a boot MAC address of <mac> has an associated burn log file.
- Advanced options include the following:
 - -n|--nodes, -g|--group, -c|--category, -r|--rack, -h|--chassis, -e|--overlay, -t|--type, -i|--intersection, -u|--union, -r|--role, -s|--status: These options allow burn commands to be executed over various node groupings.
 - --config <burn configuration>, --file <path>: The burn configuration file can be set as one of the XML burn configurations listed in partition mode, or it can be set as the path of the XML file from the file system
 - -l|--later: This option disables the immediate power reset that occurs on running the “burn start” or “burn stop” command on a node. This allows the administrator to power down manually, when preferred.
 - -e|--edit: The burn configuration file can be edited with the -e option for the “burn start” command. This is an alternative to editing the burn configuration file in partition mode.
 - --no-drain, --no-undrain: The node is not drained before burning, or not undrained after burning
 - -p|--path: This shows the burn log path, by default (section 11.4) on the head node under a directory named after the mac address /var/spool/burn/<mac>.

Example

```
[basecm10->device]% burn -p -n node001..node003 log
node001: /var/spool/burn/fa-16-3e-60-1d-c7
node002: /var/spool/burn/fa-16-3e-8a-d8-0e
node003: /var/spool/burn/fa-16-3e-af-38-cd
```

Burn command output examples: The burn status command has a compact one-line output per node:

Example

```
[basecm10->device]% burn -n node001 status
node001 (00000000a000) - W(0) phase 02-disks 00:02:58 (D:H:M) FAILED, mce_check (SP),\
disktest (SF,61), kmon (SP)
```

The fields in the preceding output example are:

Description	Value	Meaning Here
The node name	node001	
The node tag	(00000000a000)	
Warnings since start of burn	(0)	
The current phase name	02-disks	Burn configuration phase being run is 02-disks
Time since phase started	00:02:58 (D:H:M)	2 hours 58 minutes
State of current phase	FAILED	Failed in 02-disks
burn test for MCE	mce_check (SP)	Started and Passed
burn test for disks	disktest (SF,61)	Started and Failed 61 is the speed, and is custom information
burn test kernel log monitor	kmon (SP)	Started and Passed

Each test in a phase uses these letters to display its status:

Letter	Meaning
S	started
W	warning
F	failed
P	passed

The “burn log” command output looks like the following (some output elided):

```
[basecm10->device]% burn -n node001 log
Thu ... 2012: node001 - burn-control: burn framework initializing
Thu ... 2012: node001 - burn-control: e-mail will be sent to: root@master
Thu ... 2012: node001 - burn-control: finding next pre-install phase
Thu ... 2012: node001 - burn-control: starting phase 01-hwinfo
Thu ... 2012: node001 - burn-control: starting test /cm/shared/apps/cmburn/hwinfo
Thu ... 2012: node001 - burn-control: starting test /cm/shared/apps/cmburn/sleep
Thu ... 2012: node001 - sleep: sleeping for 10 seconds
Thu ... 2012: node001 - hwinfo: hardware information
Thu ... 2012: node001 - hwinfo: CPU1: vendor_id = AuthenticAMD
...
Thu ... 2012: node001 - burn-control: test hwinfo has ended, test passed
Thu ... 2012: node001 - burn-control: test sleep has ended, test passed
Thu ... 2012: node001 - burn-control: all non-endless test are done, terminating endless tests
Thu ... 2012: node001 - burn-control: phase 01-hwinfo passed
Thu ... 2012: node001 - burn-control: finding next pre-install phase
```

```

Thu ... 2012: node001 - burn-control: starting phase 02-disks
Thu ... 2012: node001 - burn-control: starting test /cm/shared/apps/cmburn/disktest
Thu ... 2012: node001 - burn-control: starting test /cm/shared/apps/cmburn/mce_check
Thu ... 2012: node001 - burn-control: starting test /cm/shared/apps/cmburn/kmon
Thu ... 2012: node001 - disktest: starting, threshold = 30 MB/s
Thu ... 2012: node001 - mce_check: checking for MCE's every minute
Thu ... 2012: node001 - kmon: kernel log monitor started
Thu ... 2012: node001 - disktest: detected 1 drives: sda
...
Thu ... 2012: node001 - disktest: drive sda wrote 81920 MB in 1278.13
Thu ... 2012: node001 - disktest: speed for drive sda was 64 MB/s -> disk passed
Thu ... 2012: node001 - burn-control: test disktest has ended, test FAILED
Thu ... 2012: node001 - burn-control: all non-endless test are done, terminating endless tests
Thu ... 2012: node001 - burn-control: asking test /cm/shared/apps/cmburn/kmon/kmon t o terminate
Thu ... 2012: node001 - kmon: kernel log monitor terminated
Thu ... 2012: node001 - burn-control: test kmon has ended, test passed
Thu ... 2012: node001 - burn-control: asking test /cm/shared/apps/cmburn/mce_check/mce_check\
to terminate
Thu ... 2012: node001 - mce_check: terminating
Thu ... 2012: node001 - mce_check: waiting for mce_check to stop
Thu ... 2012: node001 - mce_check: no MCE's found
Thu ... 2012: node001 - mce_check: terminated
Thu ... 2012: node001 - burn-control: test mce_check has ended, test passed
Thu ... 2012: node001 - burn-control: phase 02-disks FAILED
Thu ... 2012: node001 - burn-control: burn will terminate

```

The output of the `burn log` command is actually the messages file in the burn directory, for the node associated with a MAC-address directory `<mac>`. The burn directory is at `/var/spool/burn/` and the messages file is thus located at:

```
/var/spool/burn/<mac>/messages
```

The tests have their log files in their own directories under the MAC-address directory, using their phase name. For example, the pre-install section has a phase named `01-hwinfo`. The output logs of this test are then stored under:

```
/var/spool/burn/<mac>/01-hwinfo/
```

11.3.2 Writing A Test Script

This section describes a sample test script for use within the burn framework. The script is typically a shell or Perl script. The sample that follows is a Bash script, while the `hp1` script is an example in Perl.

Section 11.1 describes how to deploy the script.

Non-endless Tests

The following example test script is not a working test script, but can be used as a template for a non-endless test:

Example

```

#!/bin/bash

# We need to know our own test name, amongst other things for logging.
me=`basename $0`

```

```
# This first argument passed to a test script by the burn framework is a
# path to a spool directory. The directory is created by the framework.
# Inside the spool directory a sub-directory with the same name as the
# test is also created. This directory ($spooldir/$me) should be used
# for any output files etc. Note that the script should possibly remove
# any previous output files before starting.
spooldir=$1

# In case of success, the script should touch $passedfile before exiting.
passedfile=$spooldir/$me.passed

# In case of failure, the script should touch $failedfile before exiting.
# Note that the framework will create this file if a script exits without
# creating $passedfile. The file should contain a summary of the failure.
failedfile=$spooldir/$me.failed

# In case a test detects trouble but does not want the entire burn to be
# halted $warningfile _and_ $passedfile should be created. Any warnings
# should be written to this file.
warningfile=$spooldir/$me.warning

# Some short status info can be written to this file. For instance, the
# stresscpu test outputs something like 13/60 to this file to indicate
# time remaining.
# Keep the content on one line and as short as possible!
statusfile=$spooldir/$me.status

# A test script can be passed arguments from the burn configuration. It
# is recommended to supply default values and test if any values have
# been overridden from the config file. Set some defaults:
option1=40
option2=some_other_value

# Test if option1 and/or option2 was specified (note that $1 was to
# spooldir parameter):
if [ ! x$2 = "x" ]; then
    option1=$2
fi
if [ ! x$3 = "x" ]; then
    option2=$3
fi

# Some scripts may require some cleanup. For instance a test might fail
# and be
# restarted after hardware fixes.
rm -f $spooldir/$me/*.out &>/dev/null

# Send a message to the burn log file, syslog and the screen.
# Always prefix with $me!
log "$me: starting, option1 = $option1 option2 = $option2"

# Run your test here:
run-my-test
if [ its_all_good ]; then
    log "$me: w00t, it's all good! my-test passed."
```



```

    touch $passedfile
    exit 0
elif [ was_a_problem ]; then
    blog "$me: WARNING, it did not make sense to run this test. You don't have special device X."
    echo "some warning" >> $warningfile # note the append!
    touch $passedfile
    exit 0
else
    blog "$me: Aiii, we're all gonna die! my-test FAILED!"
    echo "Failure message." > $failedfile
    exit 0
fi

```

Endless Tests

The following example test script is not a working test, but can be used as a template for an endless test.

Example

```

#!/bin/bash

# We need to know our own test name, amongst other things for logging.
me=`basename $0`

# This first argument passed to a test script by the burn framework is a
# path to a spool directory. The directory is created by the framework.
# Inside the spool directory a sub-directory with the same name as the
# test is also created. This directory ($spooldir/$me) should be used
# for any output files etc. Note that the script should possibly remove
# any previous output files before starting.
spooldir=$1

# In case of success, the script should touch $passedfile before exiting.
passedfile=$spooldir/$me.passed

# In case of failure, the script should touch $failedfile before exiting.
# Note that the framework will create this file if a script exits without
# creating $passedfile. The file should contain a summary of the failure.
failedfile=$spooldir/$me.failed

# In case a test detects trouble but does not want the entire burn to be
# halted $warningfile _and_ $passedfile should be created. Any warnings
# should be written to this file.
warningfile=$spooldir/$me.warning

# Some short status info can be written to this file. For instance, the
# stresscpu test outputs something like 13/60 to this file to indicate
# time remaining.
# Keep the content on one line and as short as possible!
statusfile=$spooldir/$me.status

# Since this in an endless test the framework needs a way of stopping it
# once all non-endless test in the same phase are done. It does this by
# calling the script once more and passing a "-terminate" argument.
if [ "$2" == "-terminate" ]; then
    blog "$me: terminating"

```

```

# remove the lock file the main loop is checking for
rm $spooldir/$me/running

blog "$me: waiting for $me to stop"
# wait for the main loop to die
while [ -d /proc/`cat $spooldir/$me/pid` ]
do
    sleep 1
done
blog "$me: terminated"

else
    blog "$me: starting test, checking every minute"

    # Some scripts may require some cleanup. For instance a test might fail
    # and be restarted after hardware fixes.
    rm -f $spooldir/$me/*.out &>/dev/null

    # create internal lock file, the script will remove this if it is
    # requested to end
    touch $spooldir/$me/running

    # save our process id
    echo $$ > "$spooldir/$me/pid"

    while [ -e "$spooldir/$me/running" ]
    do

        run-some-check
        if [ was_a_problem ]; then
            blog "$me: WARNING, something unexpected happened."
            echo "some warning" >> $warningfile # note the append!
        elif [ failure ]; then
            blog "$me: Aiii, we're all gonna die! my-test FAILED!"
            echo "Failure message." > $failedfile
        fi
        sleep 60

    done

    # This part is only reached when the test is terminating.
    if [ ! -e "$failedfile" ]; then
        blog "$me: no problem detected"
        touch $passedfile
    else
        blog "$me: test ended with a failure"
    fi

fi

```

11.3.3 Burn Failures

Whenever the burn process fails, the output of the `burn log` command shows the phase that has failed and that the burn terminates.

Example

```
Thu ... 2012: node001 - burn-control: phase 02-disks FAILED
Thu ... 2012: node001 - burn-control: burn will terminate
```

Here, burn-control, which is the parent of the disk testing process, keeps track of the tests that pass and fail. On failure of a test, burn-control terminates all tests.

The node that has failed then requires intervention from the administrator in order to change state. The node does not restart by default. The administrator should be aware that the state reported by the node to CMDaemon remains burning at this point, even though it is not actually doing anything.

To change the state, the burn must be stopped with the burn stop command in cmsh. If the node is restarted without explicitly stopping the burn, then it simply retries the phase at which it failed.

Under the burn log directory, the log of the particular test that failed for a particular node can sometimes suggest a reason for the failure. For retries, old logs are not overwritten, but moved to a directory with the same name, and a number appended indicating the try number. Thus:

Example

First try, and failing at 02-disks tests:

```
cd /var/spool/burn/48:5b:39:19:ff:b3
ls -ld 02-disks*/
drwxr-xr-x 6 root root 4096 Jan 10 16:26 02-disks
```

2nd try, after failing again:

```
ls -ld 02-disks*/
drwxr-xr-x 6 root root 4096 Jan 10 16:49 02-disks
drwxr-xr-x 6 root root 4096 Jan 10 16:26 02-disks.1
```

3rd try, after failing again:

```
ls -ld 02-disks*/
drwxr-xr-x 6 root root 4096 Jan 10 16:59 02-disks
drwxr-xr-x 6 root root 4096 Jan 10 16:49 02-disks.1
drwxr-xr-x 6 root root 4096 Jan 10 16:26 02-disks.2
```

11.4 Relocating The Burn Logs

A burn run can append substantial amounts of log data to the default burn spool at /var/spool/burn. To avoid filling up the head node with such logs, they can be appended elsewhere.

11.4.1 Configuring The Relocation

The 3-part procedure that can be followed is:

1. The BurnSpoolDir setting can be set in the CMDaemon configuration file on the head node, at /cm/local/apps/cmd/etc/cmd.conf. The BurnSpoolDir setting tells CMDaemon where to look for burn data when the burn status is requested through cmsh.

- BurnSpoolDir="/var/spool/burn"

CMDaemon should be restarted after the configuration has been set. This can be done with:

```
service cmd restart
```

2. The burnSpoolHost setting, which matches the host, and burnSpoolPath setting, which matches the location, can be changed in the node-installer configuration file on the head node, at /cm/node-installer/scripts/node-installer.conf (for multi-arch/multidistro configurations the path takes the form: /cm/node-installer-*<distribution>*-*<architecture>*/scripts/node-installer.conf). These have the following values by default:

- `burnSpoolHost = master`
- `burnSpoolPath = /var/spool/burn`

These values define the NFS-mounted spool directory.

The `burnSpoolHost` value should be set to the new DNS host name, or to an IP address. The `burnSpoolPath` value should be set to the new path for the data.

- Part 3 of the procedure adds a new location to export the burn log. This is only relevant if the spool directory is being relocated within the head node. If the spool is on an external fileserver, the existing burn log export may as well be removed.

The new location can be added to the head node as a path value, from a writable filesystem export name. The writable filesystem export name can most easily be added using Base View, via the navigation path:

Devices > Head Nodes > Edit > Settings > Filesystem exports > Add

Adding a new name like this is recommended, instead of just modifying the path value in an existing Filesystem exports name. This is because changing things back if the configuration is done incorrectly is then easy. By default, the existing Filesystem exports for the burn directory has the name:

- `/var/spool/burn@internalnet`

and has a path associated with it with a default value of:

- `/var/spool/burn`

When the new name is set in Filesystem exports, the associated path value can be set in agreement with the values set earlier in parts 1 and 2.

If using `cmsh` instead of Base View, then the change can be carried out from within the `fsexports` submode. Section 3.13.1 of the *Administrator Manual* gives more detail on similar examples of how to add such filesystem exports.

11.4.2 Testing The Relocation

To test the changes, it is wise to first try a single node with a short burn configuration. This allows the administrator to check that install and post-install tests can access the spool directories. Otherwise there is a risk of waiting hours for the pre-install tests to complete, only to have the burn abort on the post-install tests. The following short burn configuration can be used:

Example

```
<burnconfig>
<pre-install>
<phase name="01-hwinfo">
<test name="hwinfo"/>
<test name="sleep" args="10"/>
</phase>
</pre-install>
<post-install>
<phase name="02-mprime">
<test name="mprime" args="2"/>
<test name="mce_check" endless="1"/>
<test name="kmon" endless="1"/>
</phase>
</post-install>
</burnconfig>
```

To burn a single node with this configuration, the following could be run from the device mode of `cmsh`:

Example

```
[basecm10->device]% burn start --config default-destructive --edit -n node001
```

This makes an editor pop up containing the default burn configuration. The content can be replaced with the short burn configuration. Saving and quitting the editor causes the node to power cycle and start its burn.

The example burn configuration typically completes in less than 10 minutes or so, depending mostly on how fast the node can be provisioned. It runs the `mprime` test for about two minutes.

12

Installing And Configuring SELinux

12.1 Introduction

Security-Enhanced Linux (SELinux) can be enabled on selected nodes. If SELinux is enabled on a standard Linux operating system, then it is typically initialized in the kernel when booting from a hard drive. However, in the case of nodes provisioned by NVIDIA Base Command Manager, via PXE boot, the SELinux initialization occurs at the very end of the node installer phase.

SELinux is disabled by default because its security policies are typically customized to the needs of the organization using it. The administrator must therefore decide on appropriate access control security policies. When creating such custom policies, special care should be taken that the `cmd` process is executed in, ideally, an unconfined context.

Before enabling SELinux on a cluster, the administrator is advised to first check that the Linux distribution used offers enterprise support for SELinux-enabled systems. This is because support for SELinux should be provided by the distribution in case of issues.

Enabling SELinux is only advised for BCM if the internal security policies of the organization absolutely require it. This is because it requires custom changes from the administrator. If something is not working right, then the effect of these custom changes on the installation must also be taken into consideration, which can sometimes be difficult.

SELinux is partially managed by BCM and can run on the head and regular nodes. The SELinux settings managed by CMDaemon (via `cmsh` or Base View) should not be managed by directly dealing with the node outside of CMDaemon management, as that can lead to an inconsistent knowledge of the SELinux settings by CMDaemon.

When first configuring SELinux to run with BCM on regular nodes, the nodes should be configured with permissive mode to ensure that the nodes work with applications. Troubleshooting permissive mode so that enforcing mode can be enabled is outside the scope of BCM support, unless the issue is demonstrably a BCM-related issue.

12.2 Enabling SELinux On RHEL8, Rocky 9

12.2.1 Setting SELinux Parameters

The `selinuxsettings` mode is available at node, category, or partition level.

Example

```
[root@basecm10 ~]# cmsh
[basecm10]% device use node001
[basecm10->device[node001]]% selinuxsettings
[basecm10->device[node001]->selinuxsettings]% show
Parameter                               Value
```

Initialize	yes
Revision	
Reboot after context restore	no
Allow NFS home directories	yes
Context action auto install	always
Context action full install	always
Context action nosync install	always
Mode	permissive
Policy	targeted
Key value settings	<submode>

The Mode can be set to permissive, enforcing or disabled. When starting the use of SELinux and establishing policies, it should be set to permissive to begin with, so that troubleshooting issues to do with running applications with enforcing mode can be examined.

The default SELinux configuration parameters are in `/cm/node-installer/scripts/node-installer.conf`, and that file remains unchanged by `cmsh` settings changes. The values of SELinux configuration parameters used from that file are however overridden by the corresponding `cmsh` settings.

For multiarch/multidistro configurations the node-installer path in the preceding session takes the form: `/cm/node-installer-<distribution>-<architecture>/scripts/node-installer.conf`. The values for `<distribution>` and `<architecture>` can take the values outlined on (page 570 of the *Administrator Manual*).

12.2.2 Setting Up On The Head Node

The following procedure can be run on both head nodes to configure SELinux on Rocky 9, so that the SELinux enforcing mode is enabled:

```
[root@basecm10 ~]# cmsh
[basecm10]% device use master
[basecm10->device[basecm10]]% selinuxsettings
[basecm10->device[basecm10]->selinuxsettings]% set mode enforcing
[basecm10->device*[basecm10*]->selinuxsettings*]% commit
[basecm10->device[basecm10]->selinuxsettings]% quit

[root@basecm10 ~]# touch /.autorelabel
[root@basecm10 ~]# reboot
...
[root@basecm10 ~]# getenforce
Enforcing
```

12.2.3 Setting Up On The Regular Nodes

A similar pattern can be repeated on the regular nodes.

Configuring The SELinux Settings

The SELinux settings can be configured at partition, category, or node level.

Nodes that are to use SELinux can be placed in a category, `secategory`. The `secategory` category can be created by cloning it from the default category that comes with a newly-installed cluster:

Example

```
[root@basecm10 ~]# cmsh
[basecm10]% category
[basecm10->category]% list
```

Name (key)	Software image	Nodes
------------	----------------	-------


```
-----
default                default-image                4
[basecm10->category]% clone default secategory; commit
```

The SELinux settings can then be configured for the newly-cloned category.

Example

```
[basecm10->category]% use secategory; selinuxsettings
[basecm10->category[secategory]->selinuxsettings]% keyvaluesettings
[basecm10->category*[secategory*]->selinuxsettings*->keyvaluesettings*]% set domain_can_mmap_files 1
[basecm10->category*[secategory*]->selinuxsettings*->keyvaluesettings*]% exit
[basecm10->category*[secategory*]->selinuxsettings*]% set mode<tab><tab>
disabled    enforcing    permissive
[basecm10->category*[secategory*]->selinuxsettings*]% set mode permissive    #for now, to debug apps
[basecm10->category*[secategory*]->selinuxsettings*]% commit
```

The `domain_can_mmap_files` boolean setting is needed to allow SELinux policies to revalidate some kinds of file access in memory.

Configuring The SELinux Image To Be Used

The problem with SELinux file contexts on the node when again provisioning an image: If the image that is used to provision the node still has the old file attributes, and if the provisioning mode is FULL or AUTO (section 5.4.4 of the *Administrator Manual*), then image sync during node-installer provisioning results in reverting the SELinux file contexts that have been set up on the running node back to the old state.

Thus, for FULL or AUTO provisioning modes, if `default-image` has no SELinux file security contexts, then the SELinux file security contexts vanish after the node comes back up after a reboot.

Creating a new image and using `setfiles` to set up SELinux file contexts on the new image: One good way to have a node come up with SELinux file contexts, is to set up the image that is provisioned so that the image has the contexts already.

This can be configured by first cloning the image, with:

Example

```
[basecm10->category[secategory]->selinuxsettings]% softwareimage
[basecm10->softwareimage]% list
Name (key)                Path                                Kernel version            Nodes
-----
default-image             /cm/images/default-image          5.14.0-284.11.1.el9_2.x86_64  5
[basecm10->softwareimage]% clone default-image selinux-image; commit
...
...[notice] basecm10: Initial ramdisk for image selinux-image was generated successfully
```

Then, after `selinux-image` has been generated, the contexts can be set up in the new image with the SELinux `setfiles` command, using the `-r` option to set the root path:

Example

```
[basecm10->softwareimage]% quit
[root@basecm10 ~]# setfiles -r /cm/images/selinux-image \
/etc/selinux/targeted/contexts/files/file_contexts /cm/images/selinux-image/
[root@basecm10 ~]# setfiles -r /cm/images/selinux-image \
/etc/selinux/targeted/contexts/files/file_contexts.local /cm/images/selinux-image/
```

If the image is updated in the future with new packages, or new files, then the `setfiles` commands in the preceding example must be run again to set the file contexts.

Organizing the nodes and setting them up with the newly-created SELinux image: Nodes in the category can be listed with:

```
[basecm10->category[secategory]]% listnodes
...lists the nodes in that category...
```

Nodes can be placed in the category from device mode. For example, node001, node002, and node003 can be configured with:

```
[basecm10->category[secategory]]% device
[basecm10->device]% foreach -n node001..node003 (set category secategory)
```

If the nodes in the category secategory are to run file systems with SELinux file contexts, then the image generated for this earlier on, selinux-image, can be committed to that category with:

Example

```
[basecm10->category[secategory]]% set softwareimage selinux-image
[basecm10->category*[secategory*]]% commit
```

Booting The Image For SELinux On The Regular Node

The category can then be rebooted to check that all is working correctly.

Example

```
[basecm10->category[secategory]]% device reboot -c secategory
Reboot in progress for: node001..node003
...
... reboot takes place...
[basecm10->category[secategory]]% !ssh node001 "getenforce"
Permissive
[basecm10->category[secategory]]% !ssh node001 "ls -Z"

system_u:object_r:admin_home_t:s0 original-ks.cfg
system_u:object_r:admin_home_t:s0 rpmbuild
```



Other Licenses, Subscriptions, Or Support Vendors

NVIDIA Base Command Manager comes with enough software to allow it to work with no additional commercial requirements other than its own. However, BCM integrates with some other products that have their own separate commercial requirements. The following table lists commercial software that requires a separate license, subscription, or support vendor, and an associated URL where more information can be found.

Software	URL
Workload managers	
PBS Professional	http://www.altair.com
MOAB	http://www.adaptivecomputing.com
LSF	http://www.ibm.com/systems/platformcomputing/products/lsf/
GE	http://www.altair.com
Distributions	
Suse	http://www.suse.com
Red Hat	http://www.redhat.com
Compilers	
Intel	https://software.intel.com/en-us/intel-sdp-home
Miscellaneous	
Amazon AWS	http://aws.amazon.com

B

Hardware Recommendations

The hardware suggestions in section 3.1 are for a minimal cluster, and are inadequate for larger clusters.

For larger clusters, hardware suggestions and examples are given in this section.

The memory used depends significantly on CMDaemon, which is the main NVIDIA Base Command Manager service component, and on the number of processes running on the head node or regular node. The number of processes mostly depends on the number of metrics and health checks that are run.

Hard drive storage mostly depends on the number of metrics and health checks that are managed by CMDaemon.

B.1 Heuristics For Requirements

Normal system processes run on the head and regular node if the cluster manager is not running, and take up their own RAM and drive space.

B.1.1 Heuristics For Requirements For A Regular Node

A calculation of typical regular node requirements can be made as follows:

Regular Node Disk Size

For disked nodes, a disk size of around 25 GB is the minimum needed. 256GB should always be fine at the time of writing of this section (October 2023). The disk size should be large enough to hold the entire regular node image that the head node supplies to it, which typically is around 6GB, along with swap, log files and other local overhead for the jobs that will run on the regular node.

Regular Node Memory Size

The total RAM required is roughly the sum of:

RAM used for non – BCM system processes + 50MB + (number of nodes × 10kB).

B.1.2 Heuristics For Requirements For A Head Node

A calculation of typical head node requirements can be made as follows:

Head Node Disk Size

The disk size required is roughly the sum of:

space needed by operating system without cluster manager + 5GB per regular node image + (100kB × number of metrics and health checks × number of devices)

A device means any item seen as a device by CMDaemon. A list of devices can be seen by `cmsh` under its device node. Examples of devices are: regular nodes, cloud nodes, switches, head nodes, GPU units, and PDUs.

Head Node Memory Size

The total RAM required is roughly the sum of:

RAM used for normal system process + 100MB + (number of nodes × 1.8MB)

This assumes less than 100 metrics and health checks are being measured, which is a default for systems that are just head nodes and regular nodes. Beyond the first 100 metrics and health checks, each further 100 extra take about 1MB extra per device.

B.2 Observed Head Node Resources Use, And Suggested Specification

B.2.1 Observed Head Node Example CMDaemon And MySQL Resources Use

CMDaemon and MySQL have the following approximate default resource usage on the head node as the number of nodes increases:

Number of nodes	CMDaemon + MySQL RAM/GB	CMDaemon RAM/GB	Disk Use/GB
1000	16	2	10
2000	32	4	20
5000	64	10	50

B.2.2 Suggested Head Node Specification For Clusters Beyond 1000 Nodes

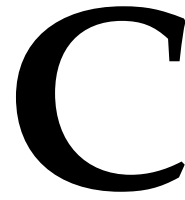
For clusters with more than 1000 nodes, a head node is recommended with at least the following specifications:

- 24 cores
- 128 GB RAM
- 512 GB SSD

The extra RAM is useful for caching the filesystem, so scrimping on it makes little sense.

Handy for speedy retrievals is to place the monitoring data files, which are by default located under `/var/spool/cmd/monitoring/`, on an SSD.

A dedicated `/var` or `/var/lib/mysql` partition for clusters with greater than 2500 nodes is also a good idea.



Base Command Manager Essentials And NVIDIA AI Enterprise

Base Command Manager Essentials (BCME) is a product version of BCM for the NVIDIA AI Enterprise (<https://docs.nvidia.com/ai-enterprise/index.html>) edition of Base Command Manager.

C.1 Scope Of BCME

BCME:

- provisions clusters. This includes:
 - operating system installation
 - networking setup
 - security configuration
 - DNS configurationwhile ensuring cluster integrity
- automates server management and updates, preventing server drift
- manages AI workloads with:
 - Kubernetes
 - automated scaling
 - a tightly integrated Run:ai
- can install and manage Slurm workload manager
- enables a streamlined Jupyter setup with NGC containers
- provides comprehensive management for cluster control and job monitoring. This includes managing and monitoring for
 - GPU metrics
 - resource allocation
 - access control
 - chargeback options

C.2 BCME And Support For NVIDIA AI Enterprise

C.2.1 Certified Features Of BCME For NVIDIA AI Enterprise

Some features of BCME are certified for NVIDIA AI Enterprise.

C.2.2 NVIDIA AI Enterprise Compatible Servers

BCME must be deployed on NVIDIA AI Enterprise compatible servers.

The NVIDIA Qualified System Catalog at:

<https://www.nvidia.com/en-us/data-center/data-center-gpus/qualified-system-catalog/>

displays a complete list of NVIDIA AI Enterprise compatible servers if the NVAIE Compatible option is selected.

C.2.3 NVIDIA Software Versions Supported

NVIDIA AI Enterprise supports specific versions of NVIDIA software, including

- NVIDIA drivers
- NVIDIA containers
- the NVIDIA Container Toolkit
- the NVIDIA GPU Operator
- the NVIDIA Network Operator

The NVIDIA AI Enterprise Catalog On NGC at:

<https://catalog.ngc.nvidia.com/enterprise>

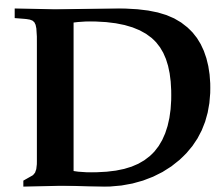
lists the specific versions of software included in a release.

C.2.4 NVIDIA AI Enterprise Product Support Matrix

The NVIDIA AI Enterprise Product Support Matrix at:

<https://docs.nvidia.com/ai-enterprise/latest/product-support-matrix/index.html>

lists the platforms that are supported.



NVIDIA BCM Scope Of Support

D.1 Included In BCM Support

NVIDIA Base Command Manager (BCM) technical support has a standard scope of coverage that includes the following:

D.1.1 Support For Cluster Installation

The BCM support team will help install BCM on a supported Linux base distribution, using any of the documented BCM features.

If the add-on installation method is used (as opposed to the bare-metal installation method), then installation on top of a default minimal installation of the base Linux distribution is supported. A default minimal installation of the Linux base distribution means selecting a minimal set of packages during the installation and leaving all settings at their defaults.

D.1.2 Support For Cluster Configuration

The BCM support team can help create configurations to meet the specific needs of a customer using any of the documented BCM features.

If Security-Enhanced Linux (SELinux) is enabled on the head node or compute nodes and a problem arises, then a customer may be asked to demonstrate that the problem also exists when SELinux is disabled, in order to confirm that the problem is not caused by an SELinux policy configuration.

D.1.3 Support For Integration Of Cluster In Site Infrastructure

Site infrastructures vary greatly, and so support is not provided for the third-party hardware and software that may be involved. Nevertheless, the BCM support team will do its best to provide support on matters related to cluster integration within a site's infrastructure.

Information on how to accomplish many integration tasks is provided in the BCM product manuals and knowledge base, and is often all that is needed to get the job done. If not, then the BCM support team may be able to help. The BCM support team will ask that the customer demonstrate how to accomplish the aspect of integration on an ordinary machine running the same Linux distribution as the cluster. Once the BCM support team has that information, it can provide instructions on how to accomplish the same task using BCM.

D.1.4 Support For Integration With Microsoft Active Directory

NVIDIA provides documentation that describes how to integrate the BCM cluster with Active Directory; however, that integration requires help from the Windows Server administrators. It is the responsibility of the BCM administrator to communicate with the Windows Server administrators to get the required information for the chosen integration method.

Debugging Active Directory integration issues is beyond the scope of standard support.

D.1.5 Support For First-Party Hardware Only

The BCM support team does not provide support for third-party hardware issues. When it is unclear whether an issue is due to hardware or software problems, the BCM support team will work with a customer to determine the source of the problem.

D.1.6 Support For Software Upgrades

Supported customers receive access to all new software releases, and the BCM support team manages any issues that arise as a result of an upgrade.

To identify versions of its software, BCM uses pairs of numbers (e.g., 8.0 or 9.2). The first number denotes the major version of the software and the second number denotes the minor version.

An upgrade within the major version (e.g., from 9.1 to 9.2) is called a minor upgrade. An upgrade from one major version to the next (e.g., from 8.2 to 9.0) is called a major upgrade.

Minor upgrades and recent major upgrades can be done in place. The BCM support team will enable smooth transitions during software upgrades.

D.2 Excluded From BCM Support

Support coverage for BCM excludes the following:

D.2.1 Help With Third-Party Software

Third-party software is all software not developed by NVIDIA, even though it may be packaged or integrated with BCM. Examples include, but may not be limited to, the Linux kernel, all software belonging to the Linux base distribution (e.g., Red Hat), Open MPI, ScaleMP, and workload management systems such as Slurm, SGE, LSF, Torque, PBS Pro, and UGE.

An exception will be made if a customer demonstrates that NVIDIA packaged an application incorrectly, or if the customer demonstrates that the integration in the stock user environment is incorrect.

D.2.2 Help With User Applications

No support can be provided on issues related to compiling or running user applications, i.e., applications that are not packaged as part of BCM and which are installed onto a cluster by a customer or other individual.

If a customer suspects the issue relates to an NVIDIA product, then the problem must be demonstrated using a small application that will allow NVIDIA engineers to reproduce the problem.

D.2.3 Help With Workload Management

No support will be provided on issues relating to the workload management system. The only exception is during the initial installation and configuration and in cases where a customer demonstrates that an issue is caused by incorrect integration between BCM and the workload manager.

D.2.4 Help With Performance Issues

No support will be provided to trace performance issues in the cluster. The only exceptions are performance issues related to software components developed by NVIDIA.

D.2.5 Root-Cause Analysis

The NVIDIA support engineers will do their best to determine the cause of a failure, but cannot guarantee that all issues can be traced down to a root cause.

D.2.6 Phone Support

Phone support is not provided by the BCM support team. This is because support via a written ticket system is generally more efficient, as it usually allows better tracking, more precision in conveying

meaning, easier information gathering, and a more optimal saving of information for later internal reference and search queries.

D.3 Support Outside Of The Standard Scope—Getting Professional Services

Support for items outside of the standard scope are considered professional services.

The BCM support team normally differentiates between

- regular support (customer has a question or problem that requires an answer or resolution), and
- professional services (customer asks for the team to do something or asks the team to provide some service).

Professional services outside of the standard scope of support can be purchased via the NVIDIA Enterprise Services page at:

<https://www.nvidia.com/en-us/support/enterprise/services/>