

Nodes

<code>--excl usive</code>	Your allocated compute nodes are NOT shared with anyone else.
<code>-N/--nodes</code>	Number of compute nodes needed
<code>--mem</code>	Specify the memory required per node.
<code>--gpus -pe r-node</code>	Specify the number of GPUs per node
<code>-x/--exclude</code>	Prevent the job from being scheduled on the specified nodes.

GPU

<code>--gres =gp u:[typ e]: [count]</code>	<i>GPUs per node</i>
<code>--gpus -pe r-n ode =[t ype]:[count]</code>	Modern alternative to <code>gres</code>
<code>--gpus -pe r-t ask =<c oun t></code>	GPUs per task
<code>-G/--gpus =<c oun t></code>	Specify total number of GPUs for the entire job

Claim Resources

<code>salloc <fl ags></code>	Request a interactive session
<code>sbatch <sc rip t-n ame.sh></code>	Submit a non-interactive job

squeue

--me	Limit info to only you
-u/--user =<i d>	Limit info to specific user
--state	Filter by state •PD - Pending •R - Running
-j/--jobs =[j ob- id- list]	Limit info to specific jobs

View information about jobs located in the Slurm scheduling queue

scancel

--me	Cancel jobs owned by current user
-A/--account	Cancel jobs under a specific charge account
-n/--name	Cancel jobs with a matching job name
-u/--user	Cancel all jobs owned by a specific user
t/--state	Cancel jobs in a specific state

Kill jobs

sacct

-j/--jobs =[j ob- id- l ist]	Check a specific job ID
-X/--allo cations	Hide job steps and show only main job allocation
-u/--user/-uid	Check specified users. Defaults to running user
-o/--format	Specify fields. Comma sep, no spaces. • JobID • JobName • State • Elapsed (HH:MM:SS)



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