

Arvados - Feature #12630

[Crunch2] GPU support

11/22/2017 07:51 PM - Peter Amstutz

Status: New	Start date: 08/01/2018
Priority: Normal	Due date:
Assigned To:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version: To Be Groomed	
Description	
In CWL:	
<pre>\$namespaces: nvidia: https://www.nvidia.com/object/ requirements: - class: arv:HardwareRequirement hardware: - hwtype: nvidia:tesla-k80 hwcount: 1</pre>	
In container_request:	
<pre>runtime_constraints: hardware: - driver: nvidia type: tesla-k80 count: 1</pre>	
Scheduled as:	
<pre>sbatch --gres=gpu:tesla-k80:1</pre>	
Crunch-run, setting up container, when RuntimeConstraints.GPU.Driver == nvidia:	
<ul style="list-style-type: none">• Inject devices /dev/nvidiactl, /dev/nvidia-uvmm and /dev/nvidia[0-999] into container• Inject environment variable CUDA_VISIBLE_DEVICES	
Related issues:	
Has duplicate Arvados - Story #12189: Support generic resource requests for r...	Closed 08/28/2017
Blocks Arvados Epics - Story #15957: GPU support	In Progress 01/01/2021 07/30/2021

History

#1 - 11/22/2017 07:53 PM - Peter Amstutz

- Description updated

#2 - 11/22/2017 07:54 PM - Peter Amstutz

- Description updated

#3 - 11/29/2017 03:59 PM - Peter Amstutz

- Has duplicate Story #12189: Support generic resource requests for run time constraints added

#4 - 11/29/2017 04:00 PM - Peter Amstutz

- Tracker changed from Bug to Feature

#5 - 11/29/2017 04:01 PM - Peter Amstutz

- Description updated

#7 - 11/29/2017 06:46 PM - Tom Morris

- Target version changed from Arvados Future Sprints to To Be Groomed
- Parent task set to #12518

#8 - 12/06/2017 09:00 PM - Tom Morris

- Parent task deleted (#12518)

#9 - 08/01/2018 03:13 PM - Tom Morris

- Status changed from New to Closed
- Start date set to 08/01/2018
- Remaining (hours) set to 0.0

#10 - 12/18/2019 04:17 PM - Peter Amstutz

- Target version changed from 2017-12-20 Sprint to To Be Groomed
- Status changed from Closed to New
- Tracker changed from Task to Feature

#11 - 12/31/2019 10:39 PM - Peter Amstutz

- Blocks Story #15957: GPU support added