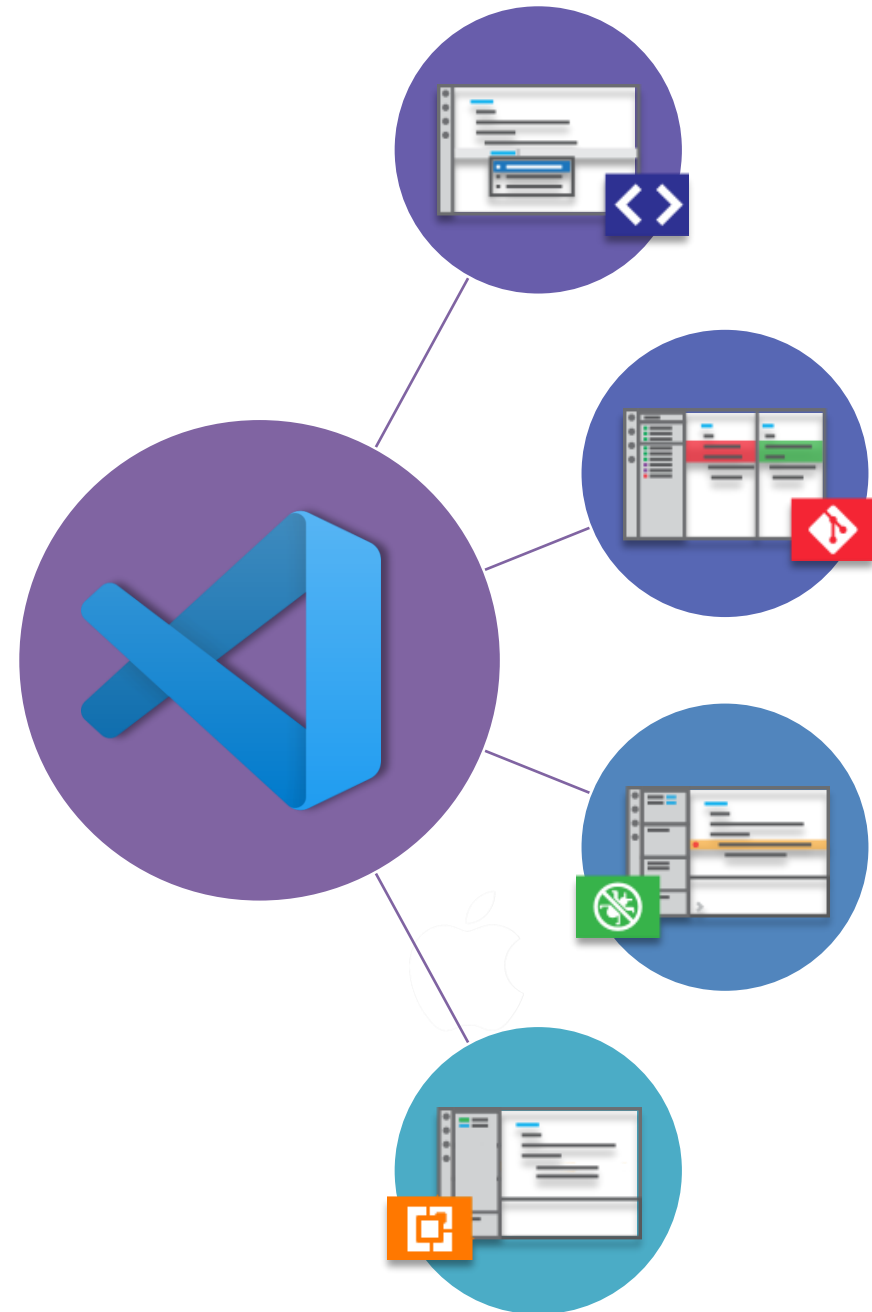


Remote Development on HPC Clusters with VSCode – Part II

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Previously on Our Seminar...

Configuring SSH agent and config file

Version controlling with external repositories

Adding makefile and CMake support

Remote debugging on compute nodes using the *proxy jump method*

 <https://youtu.be/u9k6HikDyqk>

 <https://github.com/sharcnet/vscode-hpc>



What Remains...

Remote debugging using the *SSH tunnelling method*

Remote debugging of CUDA codes using *Nsight Visual Studio Code Edition*

Remote Development on HPC Clusters

Login Nodes

Debugging may put stress on the login nodes

Debugging CUDA codes is not possible

Packages must be loaded using
`~/ .bashrc`

Compute Nodes

SSH Proxy Jump (AKA Jump Hosts)

- Requires adding your public key to `~/ .ssh/authorized_keys` on each cluster
- Packages must be loaded using `~/ .bashrc`

SSH Tunneling (AKA Port Forwarding)

- Some VSCode extensions are not available
- Your development environment must be set up on each cluster individually

Let's Cook!

