

The following section list the most common LSF commands and explains what they do.

**NOTE: If you need more detailed information about a command please use the manpages (man <command>).**

Command	Explanation
<code>bjobs</code>	Display the short status of your Jobs
<code>bjobs -w</code>	Display the short status of your Jobs - with „wide“ fields
<code>bjobs -l</code>	Displays all (=long) parameters of all (!) of your Job
<code>bjobs -l jobid</code>	Information about a job with the specified jobid
<code>bjobs -u all</code>	Lists every job of all (!) users in a short list
<code>bjobs -q BatchXL</code>	short listing of your jobs running in a queue called „BatchXL“
<code>man bjobs</code>	More Information about the command
<code>bkill</code>	kill (finish) one of your job with a jobid
<code>bqueues</code>	displays queue overview about all queues
<code>bqueues -l</code>	displays detailed overview about all queues
<code>bqueues -l BatchXL</code>	displays detailed overview about the queues named BatchXL
<code>bhosts</code>	Status of all compute node
<code>bhosts -l</code>	detailed status of all compute nodes
<code>bhosts -gpu</code>	detailed status of all nodes containing a gpu
<code>man bhosts</code>	More Information about the command
<code>bhpart</code>	priority status of all users
<code>bacct</code>	Displays accounting statistics about finished jobs
<code>bacct -e</code>	Displays accounting statistics about finished jobs with EXIT state
<code>bacct -e -C 2022/01/14,2022/01/16</code>	Displays accounting statistics in a certain time period with EXIT state
<code>bacct -d -C 2022/01/14,2022/01/16</code>	Displays accounting statistics in a certain time period with DONE state
<code>lsinfo</code>	Provides information about the LSF configuration (Maschinentype, -/description -/model) and about the available resources.
<code>lsmon</code>	Displays continuous information about the loads on all compute and gpu nodes
<code>lsload -gpuload</code>	displays information about the gpu load on all gpu nodes
<code>lsload -gpuload hostname</code>	displays information about the gpu load on a certain host
<code>lsload -gpuload -w hostname</code>	displays „wide“ information about the gpu load on a certain host

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