



#### **Example: File Manipulation**



Try Commands

mkdir	make directory
ср	copy file
cat	display contents of text file
rm	remove file

• See the contents of your ".bashrc" file

> cat .bashrc

 Make a directory called "hpccworkshop", change to that directory and list the contents.

> mkdir hpccworkshop

> cd ./hpccworkshop

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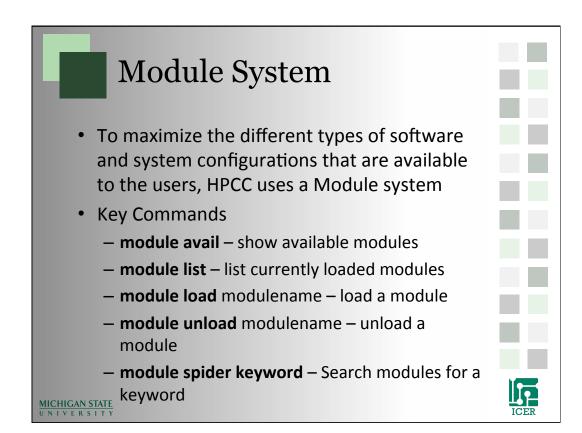


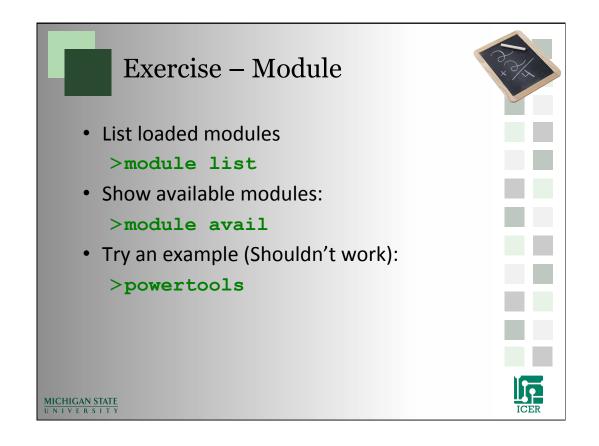
### Available Software

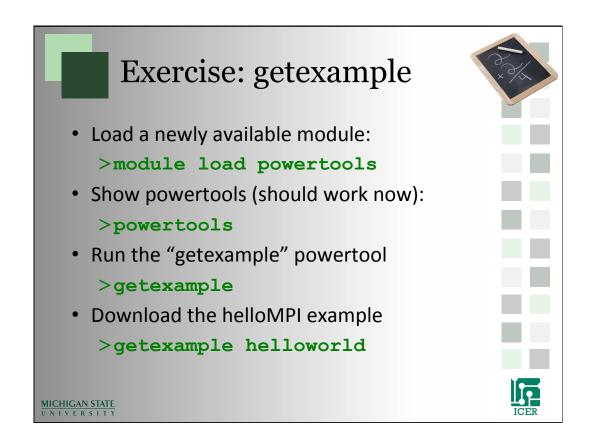
- Center Supported Development Software
  - Intel compilers, openmp, openmpi, mvapich, totalview, mkl, pathscale, gnu...
- Center Supported Research Software
  - MATLAB, R, fluent, abaqus, HEEDS, amber, blast, lsdyna, starp...
- Customer Software
  - gromacs, cmake, cuda, imagemagick, java, openmm, siesta...
  - For a more up to date list, see the documentation wiki:
    - http://wiki.hpcc.msu.edu/

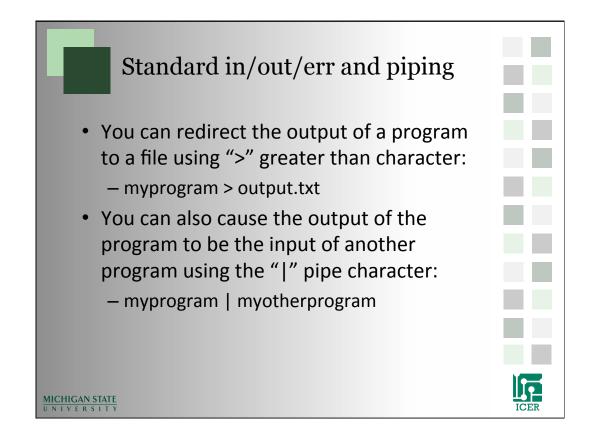


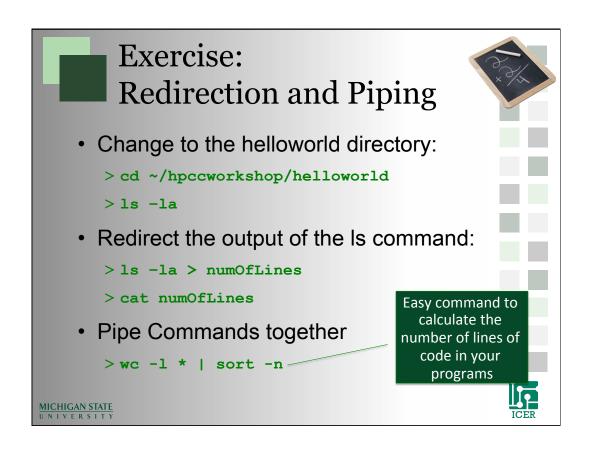


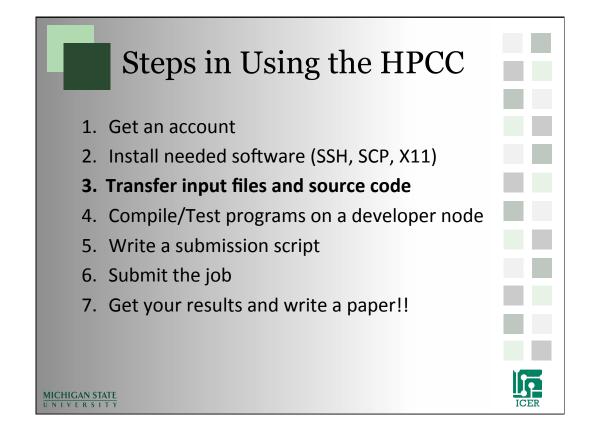


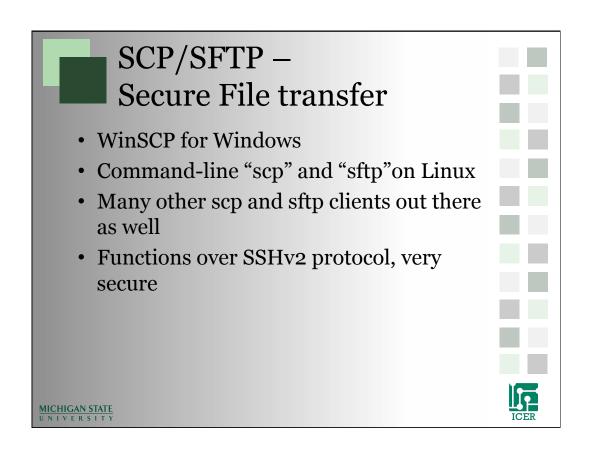


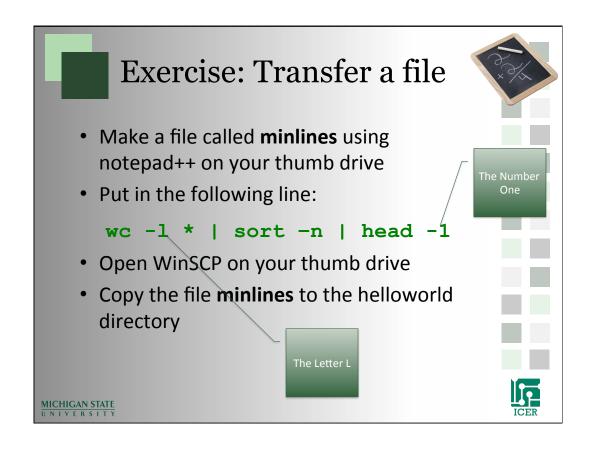


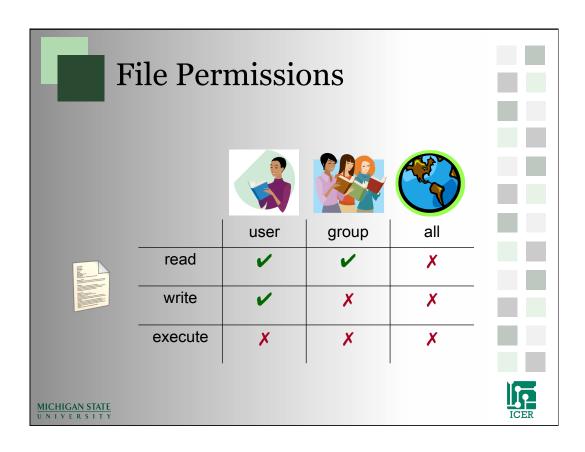


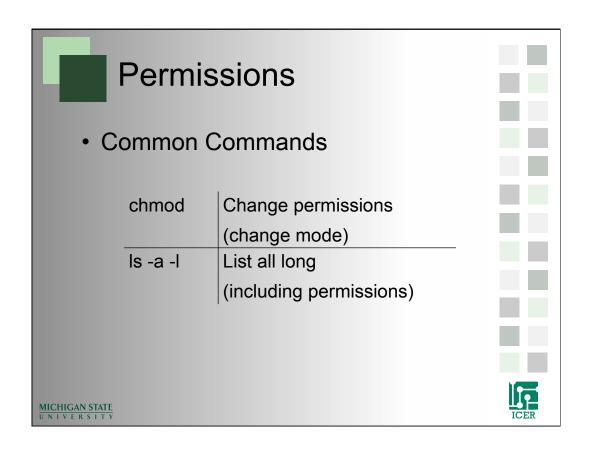














# Example: permissions



- Change to the helloMPI directory
   >cd ~/hpccworkshop/helloworld
- Show current permissions

- Make the minlines file executable
  - > chmod u+x minlines
- Check permissions again

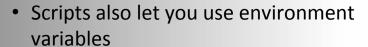
- Now you can run minlines as a command
  - >./minlines



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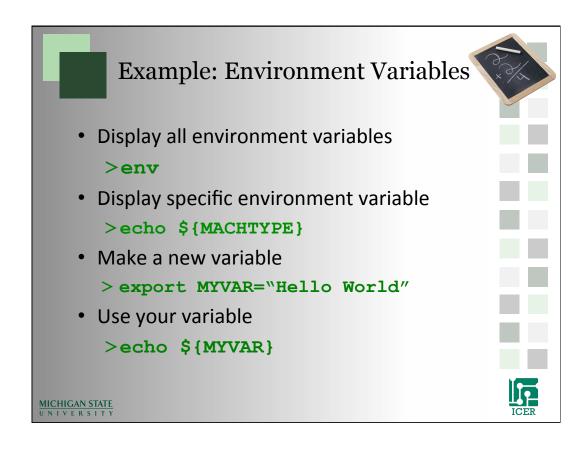
### **Environment Variables**

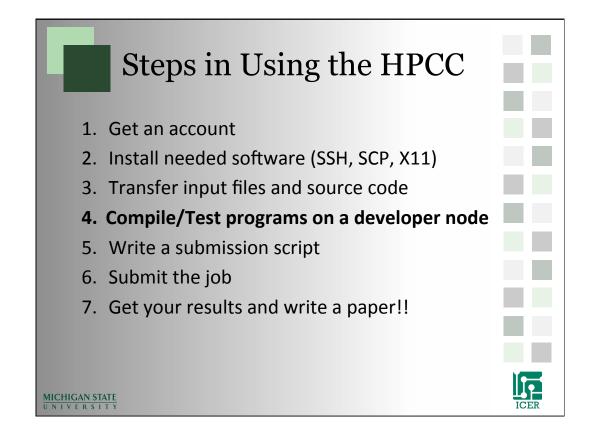


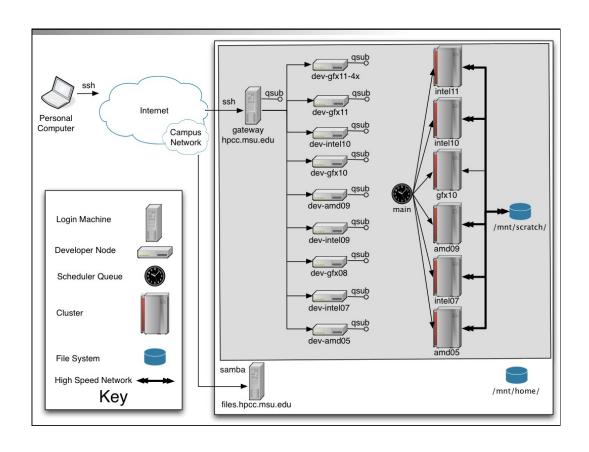
- These variables can be used by your script or program
- Use "export" and = to set a variable
- Use the \$ and {} to display the contents of a variable

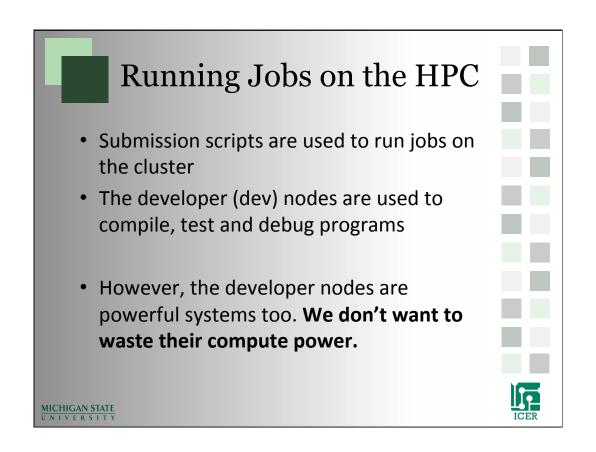


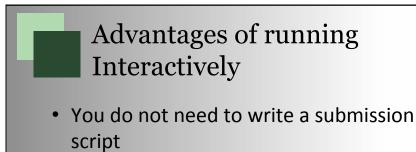
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- You do not need to wait in the queue
- You can provide input to and get feedback from your programs as they are running

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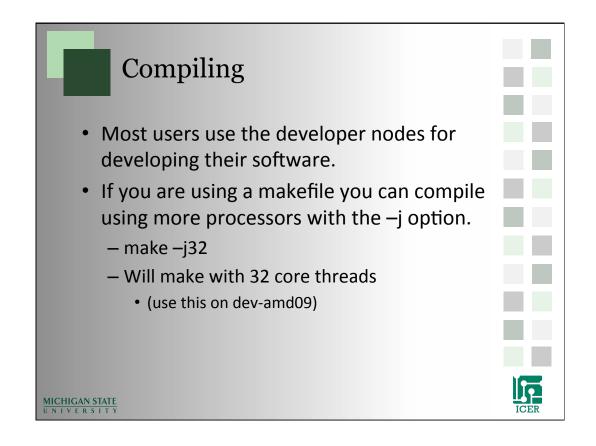
### Disadvantages of running Interactively

- All the resources on developer nodes are shared between all users.
- Any single process is limited to 2 hours of cpu time. If a process runs longer than 2 hours it will be killed.
- Programs that overutilize the resources on a developer node (preventing other to use the system) can be killed without warning.





De	evel	oper :	Nod	les
Name	Cores	Memory	GPUs	Notes
dev-amd05	4	8GB	-	
dev-intel07	8	8GB	-	
dev-gfx08	4	8GB	3	Graphics Node
dev-amd09	32	256GB	-	Fat Node
dev-intel09	8	32GB	-	Fastest Node
dev-gfx10	8	18GB	2	Graphics Node
dev-intel10	8	24GB	-	
dev-gfx11	4	8GB	2	Graphics Node
dev-gfx11-4x	8	18GB	4	Graphics Node
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- By default we use the gnu compilers.
   However, lots of other compilers are available including Intel and Portland compilers.
- The module system always sets environment variables such that you can easily test with other compilers.
  - \${CC}
  - \${FC}
  - Etc.

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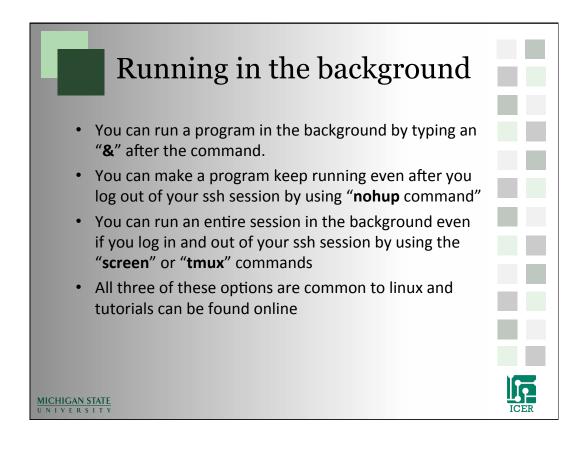
# **Exercise: Compile Code**

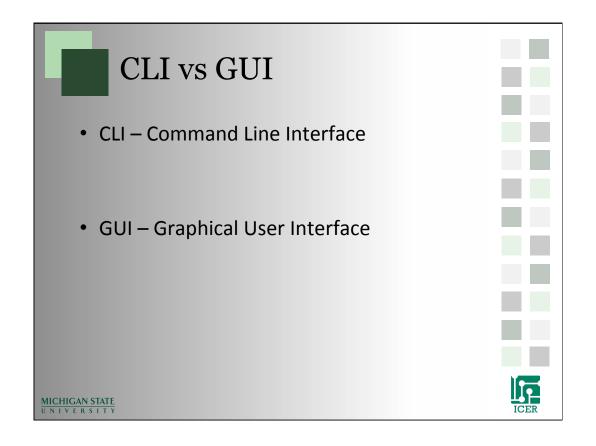


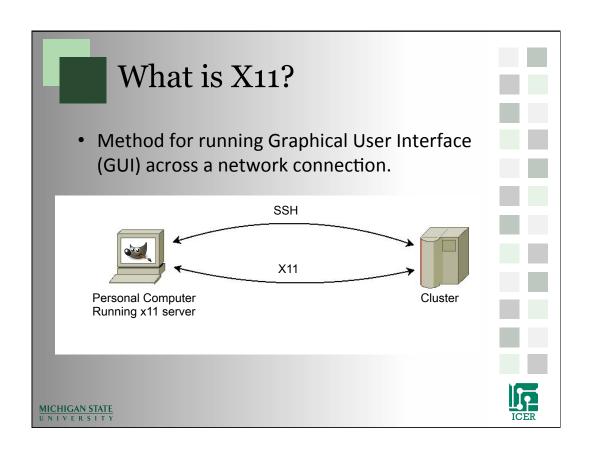
- Make sure you are in the helloworld directory:
  - >pwd
- Run the gcc compilers:
  - >\${CC} -03 -o hello hello.c
- Run the program:
  - >./hello

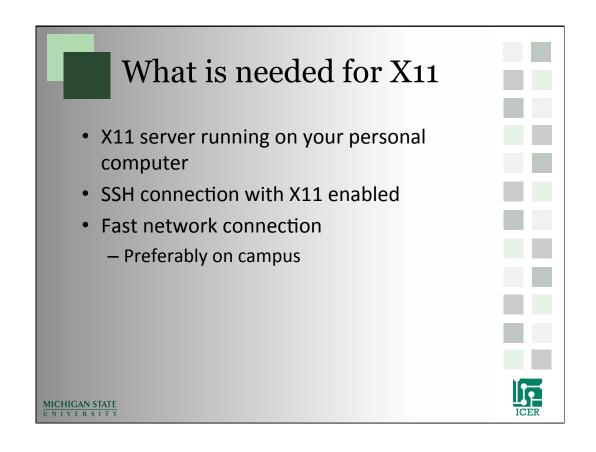












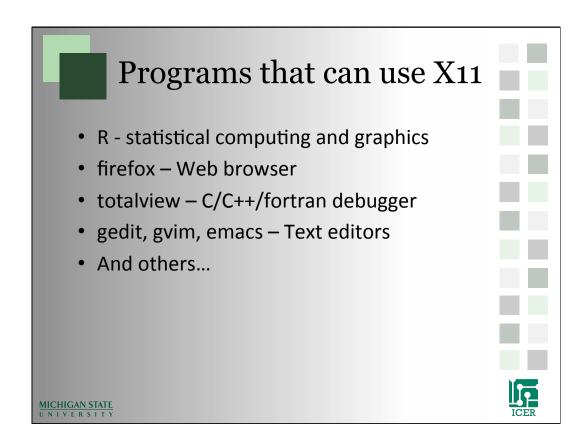


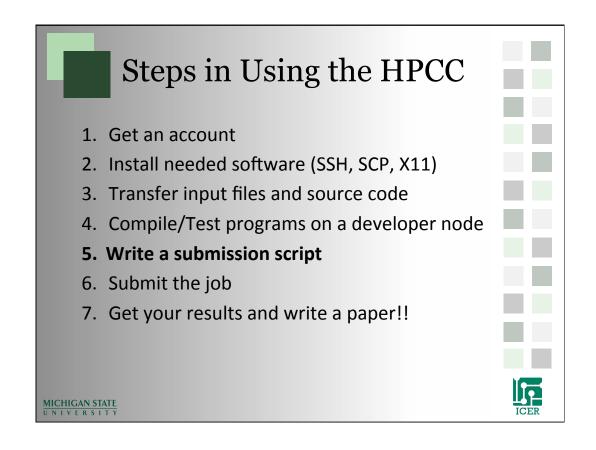
- X11 Windows: Install Xming
  - Installation instructions at: https://wiki.hpcc.msu.edu/x/swAk
- ssh -X <u>username@hpc.msu.edu</u>
- Turn on x11 forwarding
- Note: Mac Lion Users should use XQuart

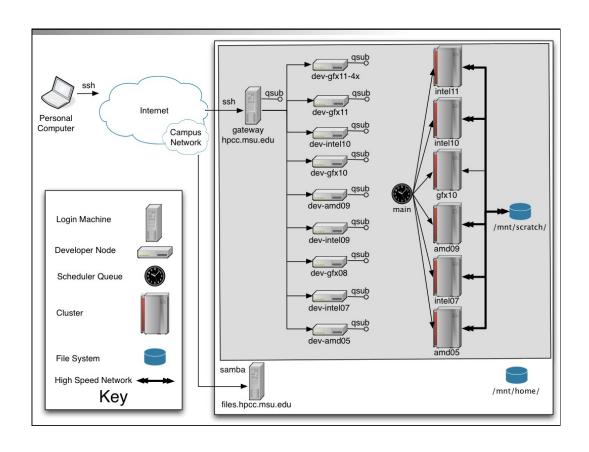
MICHIGAN STATE UNIVERSITY http://xquartz.macosforge.org/

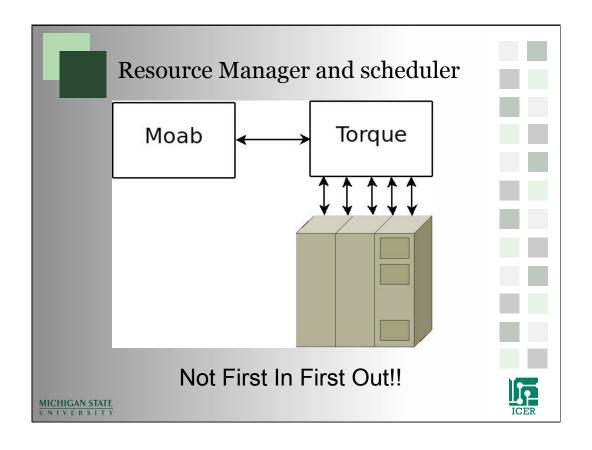


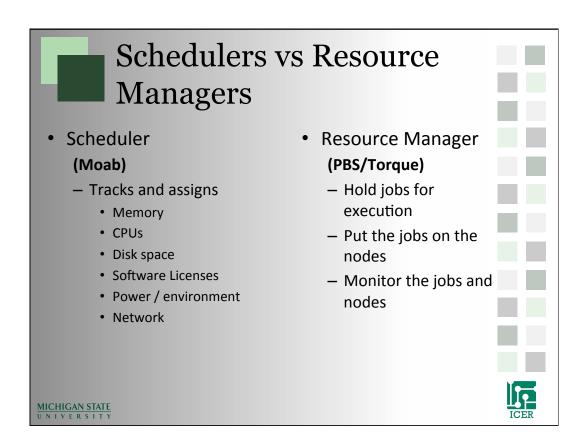


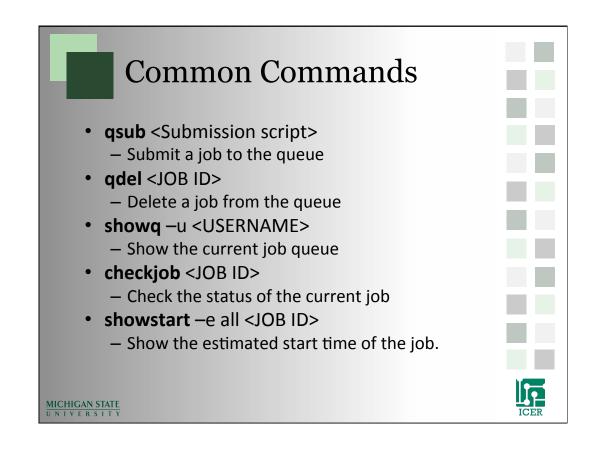


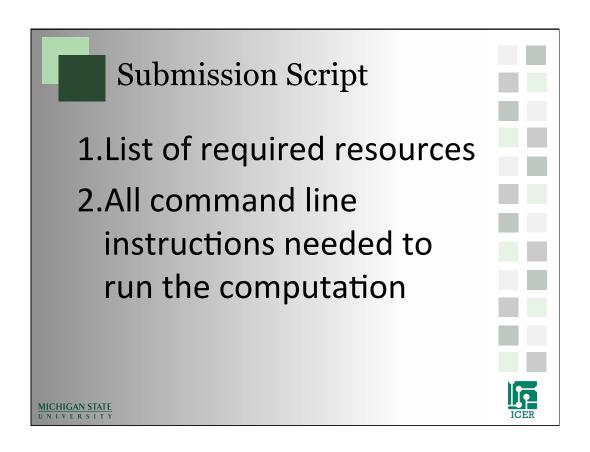


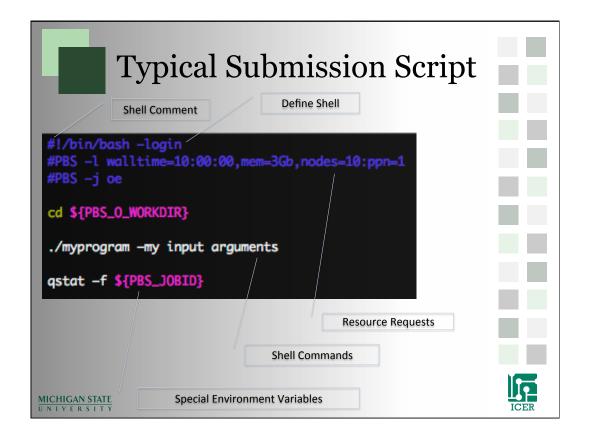


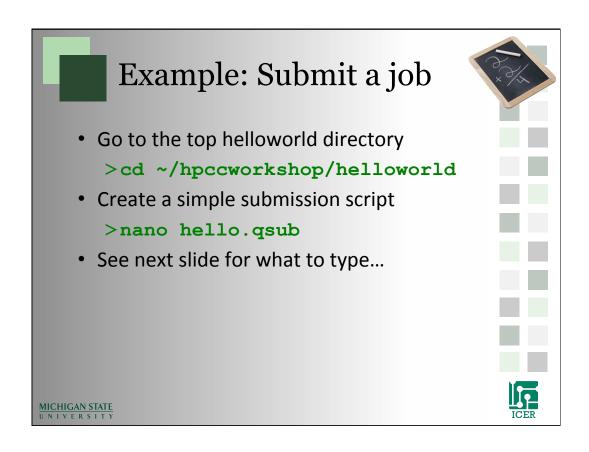


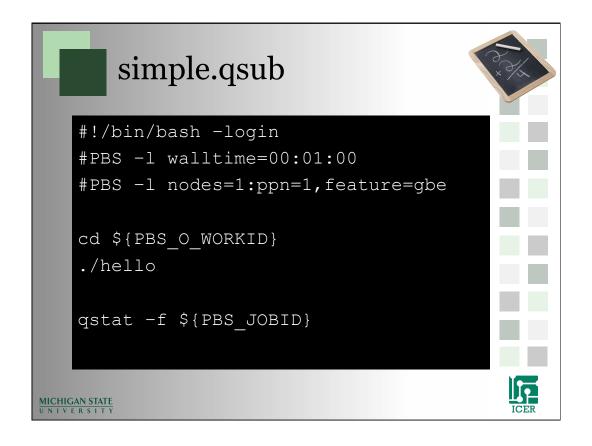


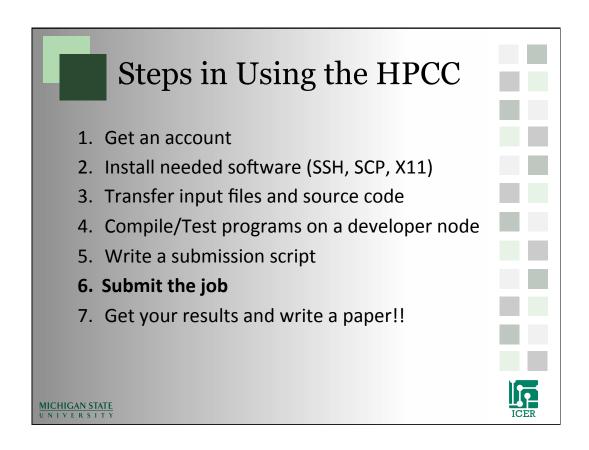


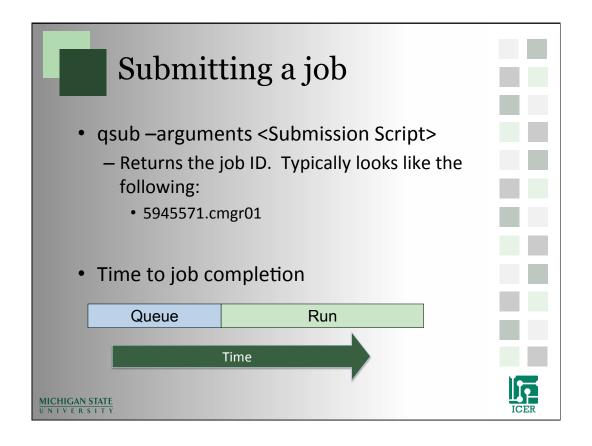


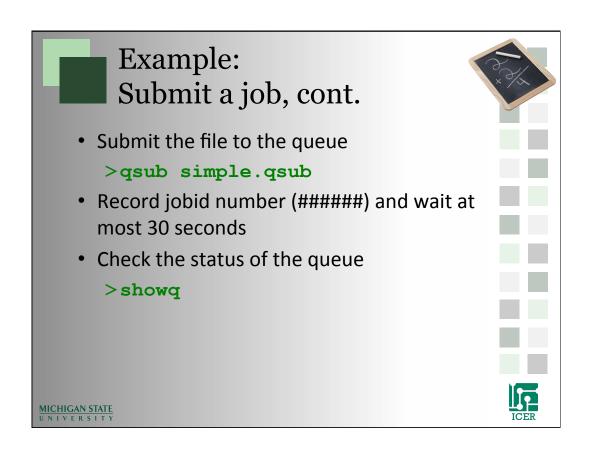


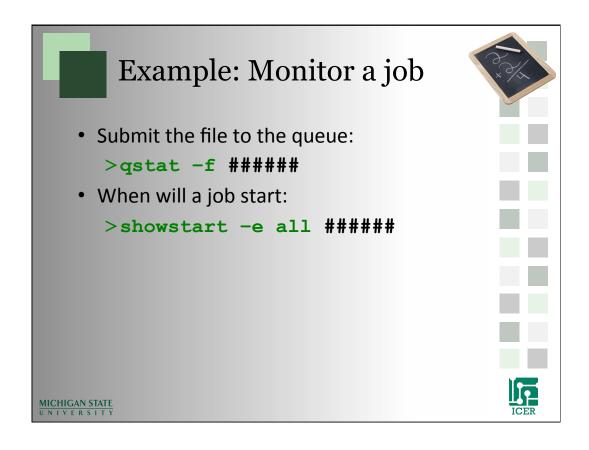


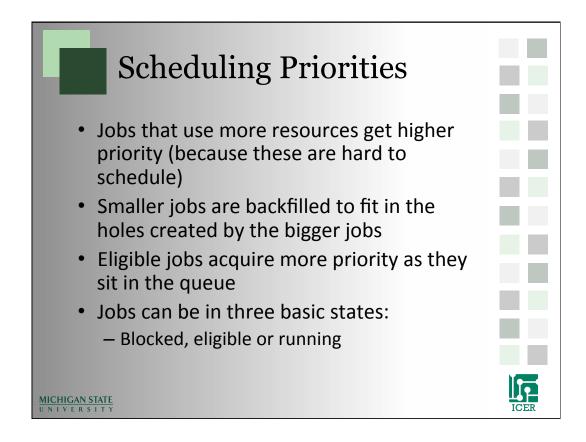












ľ	C	luster Resourc	es				
Year	Name	Description	ppn	Memory	Nodes	Total Cores	
2005	amd05	Dual-core 2.2GHz AMD Opteron 275	4	8GB	96	384	
2007	intel07	Quad-core 2.3GHz Intel Xeons E5345	8	8GB	124	992	
2009	amd09	Sun Fire X4600 (Fat Node)	16	128GB	1	16	-
			32	256GB	4	128	-
2010	gfx10	Nvidia Cuda Node (no IB)	8	18GB	41	256	-
2010	intel10	Intel Xeon E5620 (2.40 GHz)	8	24GB	192	1536	
2011	intel11	Intel Xeon 2.66 GHz E7-8837	32	512GB	1	32	
			32	1TB	1	32	
			64	2TB	2	128	
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