Aliases

Working with ASCOT5 at NERSC involves a lot of moving from one directory to another. Because my typing isn’t so good, and neither is my memory, I define a lot of aliases to take me from directory to directory. These aliases are defined in file /global/homes/s/sscott/.bashrc.ext. A number of these aliases are described in the table below. I would encourage the next owner of ASCOT for SPARC to copy these aliases, or grow his or her own.

In the table below, all directories lie under the /project/projectdirs/m3195/ascot directory.

|  |  |  |
| --- | --- | --- |
| alias | directory | use |
|  |  |  |
| toruns | ascot5/runs | Launch ASSCOT runs from here. Sometimes post-process runs here |
| tooutput | ascot\_run\_output | All ASCOT output files are stored in sub-directories of this directory |
| tomypython | myphthon | All of my home-grown Python scripts, for e.g. postprocessing ASCOT output and generating 3D wall shapes |
| topython | python | Official python scripts written by the ASCOT team |
| toascot5 | ascot5 | /project/projectdirs/m3195/ascot/ascot5 |
| toascot | - | takes you to /project/projectdirs/m3195/ascot |
|  |  |  |

I also have aliases for common commands. In the table below, RUNID is an 8-digit NERSC job number that identifies an individual ASCOT simulation and H5FILE is the name of the ASCOT input or output hdf5 file.

|  |  |
| --- | --- |
| alias | usage |
|  |  |
| mycputime RUNID | lists how much CPU time was charged for a run |
| mymemory RUNID | lists how much memory was used by a run |
| myprocess … | launches my ASCOT postprocessor |
| process\_two … | launches a process to compare two ASCOT simulations. maybe broken? |
| a5gui H5FILE | launches a GUI to examine ASCOT input/otput |
| a5editoptions | launches a GUI to examine ASCOT input switches |
| copy\_to\_runs | Copies an ASCOT5 output run to the …ascot/ascot/runs directory |