Environment, Modules, and Job Submission Cheat Sheet			
Environment Variables	Modules		
Print current environment variables:	Print current environment variables:		
\$ env	<pre>\$ module list</pre>		
Print the contents of a specific variable: \$ echo \$PATH \$ env grep PATH	Print the contents of a specific variable: \$ module avail		
	Define new or edit existing environment variables:		
Define new or edit existing environment variables (contents at the beginning supersedes contents at the	\$ module show modulename		
end):	Load and unload modules:		
<pre>\$ export PATH=\$PATH:/new/path/to/add</pre>	<pre>\$ module load modulename</pre>		
<pre>\$ export PATH=/new/path/to/add:\$PATH</pre>	\$ module unload modulename		
Environment variables reset by logging out and in: \$ logout	Find more help on using module commands: \$ module help		

Job Submission Script Comparison			
Feature	LSF (Shark)	PBS (Nautilus)	SLURM (Lonestar5)
Resource directive	#BSUB	#PBS	#SBATCH
Number of nodes/procs	_n #	-1 n=#:ppn=#	-n #
Wall clock limit	—₩ hh:mm	-1 walltime=hh:mm:ss	-t hh:mm:ss
Queue	-q queue	-q queue	-p queue
E-mail on job begin	-B	-m b	mail-type=begin
E-mail on job end	_N	-m e	mail-type=end
E-mail address	-u email	-M email	mail-user=email
Initial directory	default = `pwd`	default = \$HOME	default = `pwd`
Job name	-J jobname	-N jobname	-J jobname
Output log	-o path/	-o path/	-o file
Error log	−e path/	-e path/	-e file
Out & Err to same log	use -o without -e	-j oe	use -o without -e
Working directory	-cwd path/	-d path/	-D path/
Accounting			-A allocation
Queue Command Quick Ref			
Command	LSF (Shark)	PBS (Nautilus)	SLURM (Lonestar5)
Submit a job	<pre>\$ bsub < jobfile</pre>	<pre>\$ msub < jobfile</pre>	<pre>\$ sbatch jobfile</pre>
Delete a job	<pre>\$ bkill jobid</pre>	<pre>\$ cancel jobid</pre>	\$ scancel
Show status of jobs	\$ bjobs	<pre>\$ qstat jobid</pre>	\$ squeue
	\$ bjobs —u all	<pre>\$ qstat -f jobid</pre>	\$ squeue —u user
		\$ qstat —u username	\$ scontrol show
			job jobid