

Supercomputers Architecture

Hands on 1

November 24th, 2015

Constantino Gomez

Albert Segura

Cristobal Ortega

Exercise 1: Send an email to support@bsc.es ✓

Exercise 2: Change your password. ✓

Exercise 3: List the files in your home directory.

```
~> ls
bin
~>
```

Exercise 4: Using linux commands (e.g. cd, ls, ...) determine how many users and apps there are at MN III .

```
~> ls -l /gpfs/apps/MN3 | wc -l
280
```

#Real homes are on subdirectories:

```
~> ls -l /gpfs/home/*/ | grep "^d" | wc -l
3238
~> ls -l /gpfs/projects/ | grep "^d" | wc -l
518
~> ls -l /gpfs/scratch/ | grep "^d" | wc -l
537
```

Apps: 280

Users: 3238 grouped in 537 prefixes

Exercise 5: Inspect the content of your local hard drive. Has the previous user removed his/her data?

#Check the variable

```
~> echo $TMPDIR
/scratch/tmp
```

#There are a lot of files

```
~> ls $TMPDIR | wc -l
139948
```

#None of us

```
~> ls -ltr $TMPDIR | grep "sam14021"
~>
```

Exercise 6: Use one of these tools for transferring a file between your local machine and Marenstrum.

```
$ scp hello.c sam14021@mn3.bsc.es:/home/sam14/sam14021/hello.c
```

Exercise 7: Inspect the “/gpfs/archive” directory. Describe what happened.

#WRONG

```
~> ls /gpfs/archive
ls: cannot access /gpfs/archive: No such file or directory
```

Exercise 8: Check your assigned quota.

```
~> quota
No limits for apps, home, projects or scratch
```

Exercise 9: Create a “Hello World” program, compile it and run it.

```
~> vim hello_world.c
~> gcc hello_world.c -o hello_world
hello_world.c: In function 'main':
hello_world.c:3: warning: return type of 'main' is not 'int'
~> ./hello_world
Hello World
```

Exercise 10 – OPTIONAL: Implement a serial matrix-vector multiplication C program (mat_vect_mult.c) using one-dimensional arrays to store the vectors and the matrix. As an input the mat_vect_mult program will receive the dimensions of the matrix (m = number of rows, n= number of columns). The values of the matrix can be obtained directly by the rand() function. The output will be the product vector $y = Ax$.

```
#include <stdio.h>
#include <time.h>
#include <stdlib.h>

void print_matrix(int* matrix, int nrows, int ncolumns) {
    printf("===MATRIX===\n");
    for(int i = 0; i < nrows; ++i){
        for(int j = 0; j < ncolumns; ++j)
            printf("%i ",matrix[i*nrows+j]);
        printf("\n");
    }
}
```

```

    }

}

void print_vector(int* vector, int ncolumns) {
    printf("===VECTOR===\n");
    for(int j = 0; j < ncolumns; ++j)
        printf("%i ",vector[j]);
    printf("\n");
}

int main(int argc, char **argv) {
    int nrows = atoi(argv[1]);
    int ncolumns = atoi(argv[2]);

    int *matrix = malloc(nrows*ncolumns*sizeof(int));
    int *vector = malloc(ncolumns*sizeof(int));

    srand(time(NULL));

    for(int i = 0; i < nrows; ++i)
        for(int j = 0; j < ncolumns; ++j){
            matrix[i*nrows+j] = rand();
            vector[j] = 1;
        }

    print_matrix( matrix, nrows, ncolumns);
    print_vector( vector, ncolumns);

    for(int i = 0; i < nrows; ++i)
        for(int j = 0; j < ncolumns; ++j)
            matrix[i*nrows+j] *= vector[j];

    print_matrix( matrix, nrows, ncolumns);

}

```