GETTING STARTED GUIDE FOR TORCH WITH ZEROBRANE

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1 Interactive Interpreter

In order to use the Torch software in the interactive interpreter, you need to open up a terminal. These are the detailed instructions on how to open up a terminal and launch Torch.

1. If you are connecting remotely to a lab computer, open up the VNC server and use your password to enter the Linux station.
2. You should be able to see the Ubuntu Desktop shown in Figure 1.

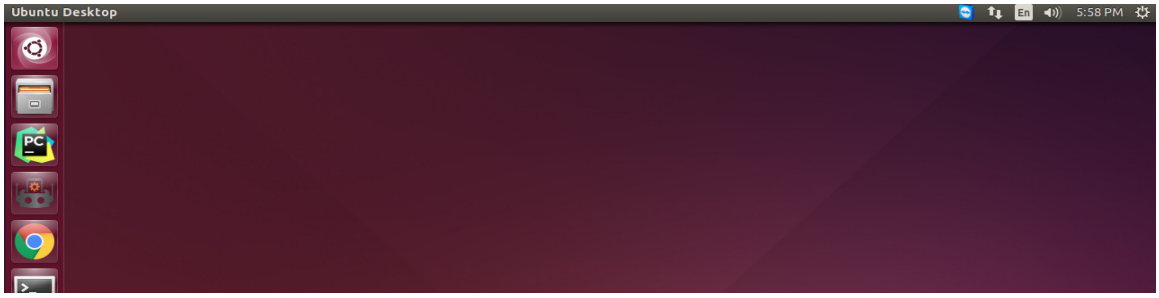

Figure 1: Ubuntu Desktop-Theano

3. On the top left corner of the Ubuntu Desktop, the first icon is the search box.
4. Click on it and search for ”terminal”.
5. You should be able to see the terminal. Launch it by clicking on it.
6. At this time, you should be able to see Figure 2
7. Type `th` in the terminal, and you should be able to see the torch prompt.

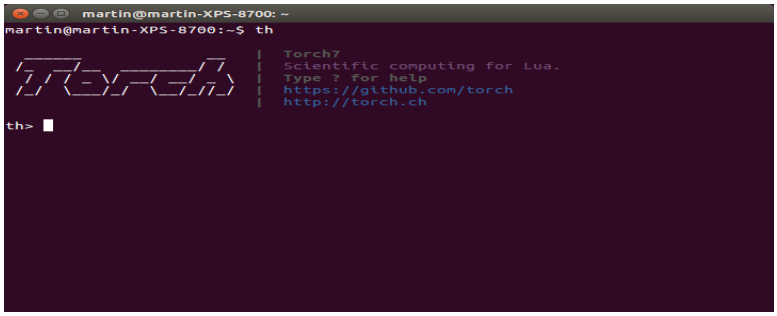

Figure 2: Linux Termina;

8. This is an interactive interpreter for Torch. You need to type your code line by line.

2 ZeroBrane Debugger

In order to use the Torch debugger, you need to open up ZeroBrane. These are the detailed instructions on how to open up ZeroBrane and write your Lua code.

1. If you are connecting remotely, open up VNC server and use your password to enter the Linux station.
2. You should be able to see the Ubuntu Desktop shown in Figure 3.

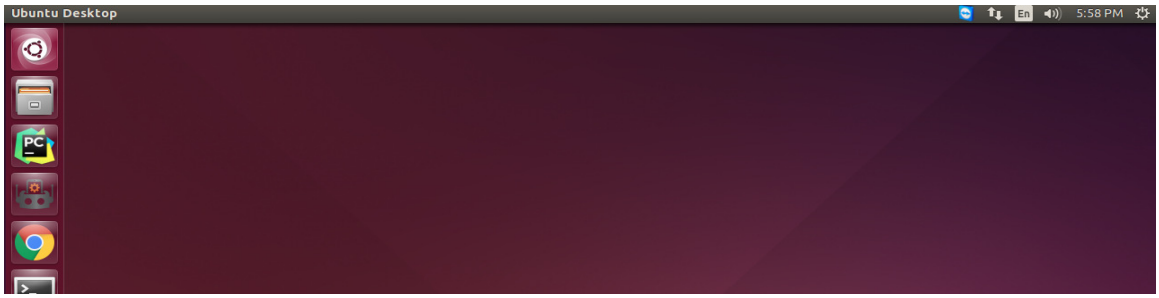

Figure 3: Ubuntu Desktop-Theano

3. On the top left corner of the Ubuntu Desktop, the first icon is the search box.
4. Click on it and search for ”ZeroBrane”.
5. You should be able to see the ZeroBrane debugger. Launch it by clicking on it.
6. You should now see Figure 4.

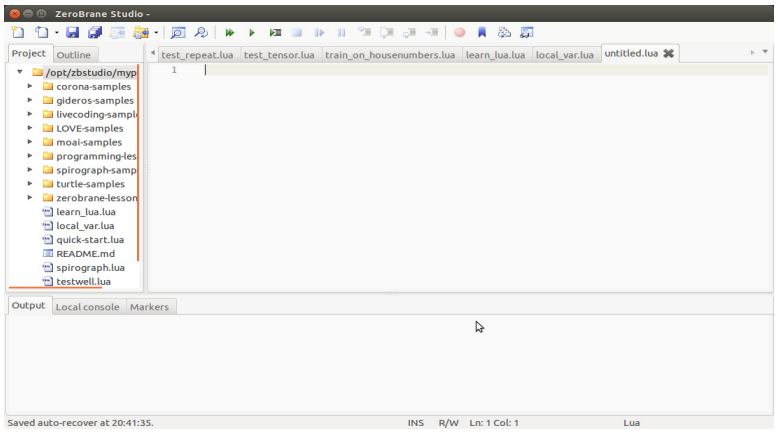

Figure 4: ZeroBrane Debugger IDE

7. On the menu bar, click on the first icon, which creates an empty document.

8. Write your Lua code in the document. You can run it by clicking on the two green triangles (”Execute the current project file”), or by using f6.

9. You can debug your code by clicking on the single green triangle icon in menu bar or by using f5. Set breakpoints by clicking to the left of any line.

10. This feature allows you to run your code line by line and check the output or view variable contents. You can single step through your code with shift-f10. If you hover the cursor over a variable, you will see its value.

11. There is a watch window icon in the menu bar that allows you view variables. See Figure 5. If you open the watch window and right click in the window, you can enter a variable name. The contents of that variable will be displayed.

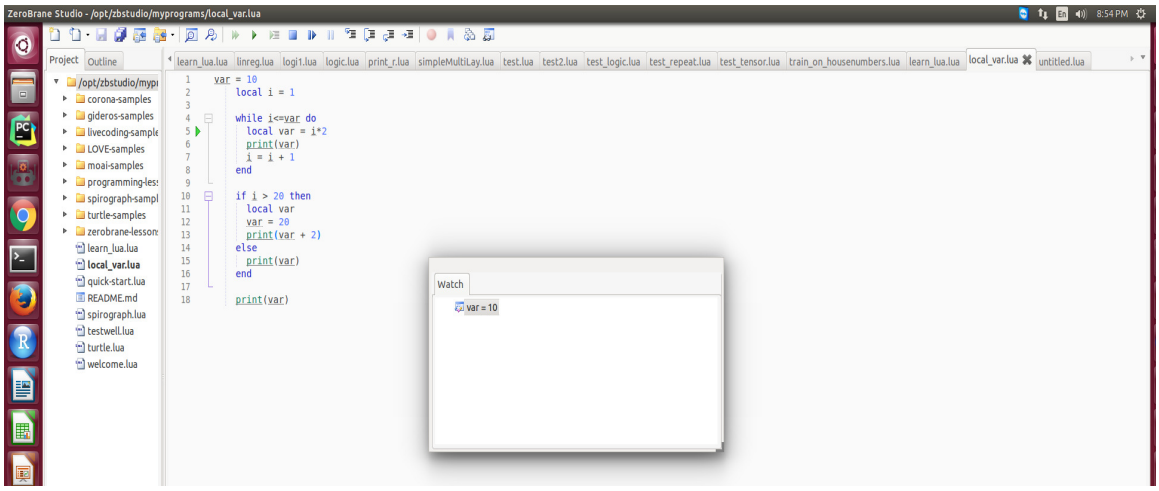

Figure 5: ZeroBrane Debugger Test

12. You can also enter Lua commands in the console tab at the bottom of the ZeroBrane window.

13. Now you should be able to check you Lua code and debug it. See https://studio.zerobrane.com/ for detailed instructions on operating the ZeroBrane editor.