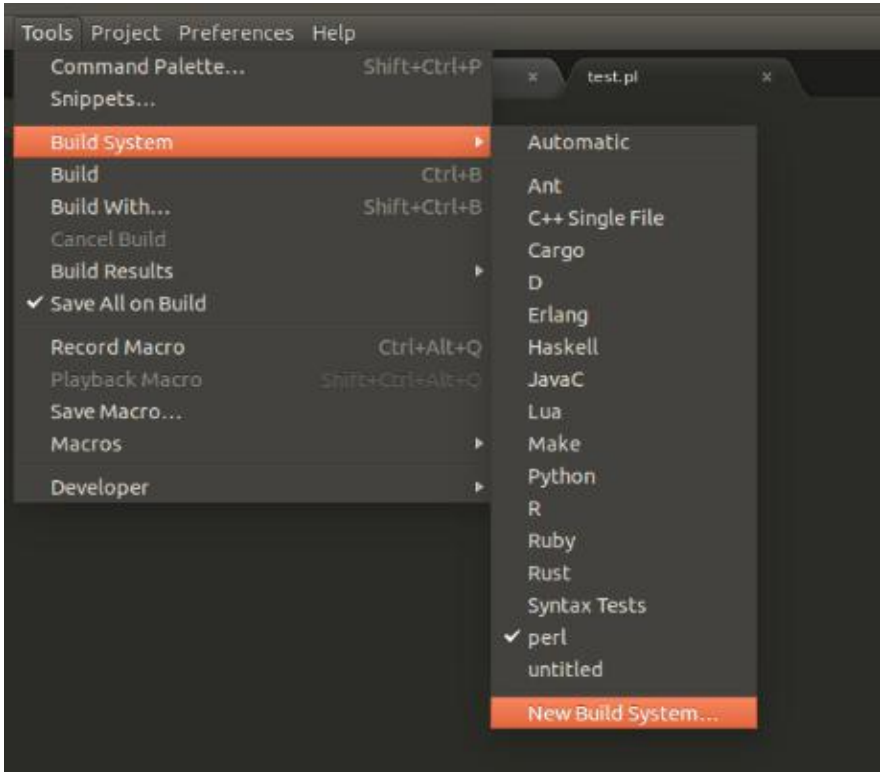
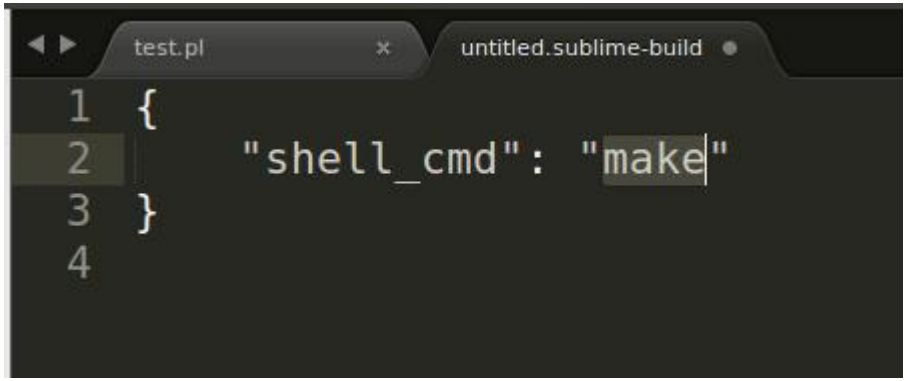
CSCI3180 Principle of Programming Languages

Tutorial 9:
Assignment 3

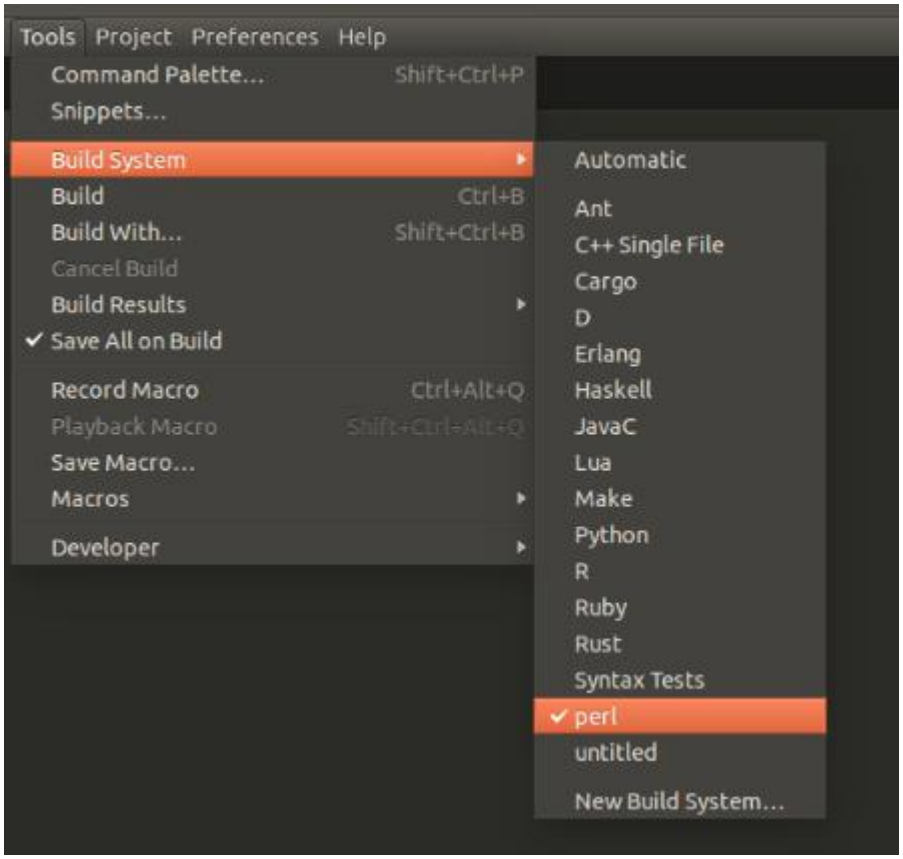
Build System in Sublime Text 3

- Build System of Perl in Sublime Text 3
  - https://gist.github.com/kbdhero/d4f2a299c0207bef8eda

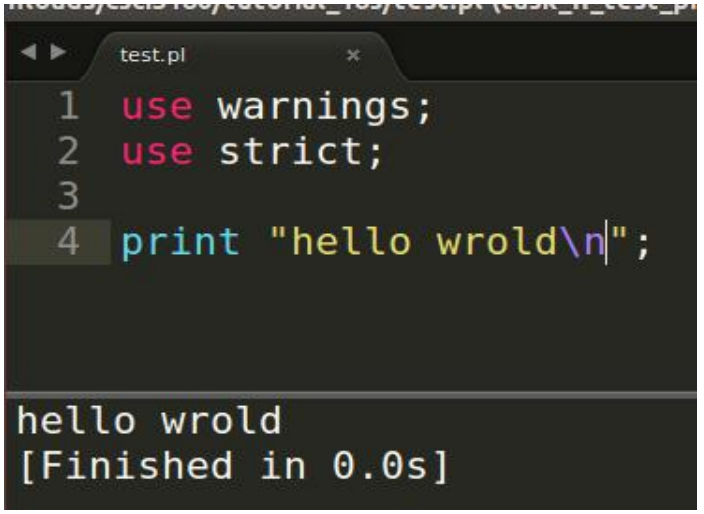




Build System in Sublime Text 3



Build your program with “Ctrl + B”



Some features

- Different between '' and “” in Perl

```
4  print "hello wrold\n";
5  print 'hello world\n';
```

```
hello wrold
hello world\n[Finished in 0.0s]
```

Get an array's length

```
4  my @a=("1", "2", "3");
5  print scalar @a."\n";
6  print $#a."\n";
```

```
3
2
[Finished in 0.0s]
```

Outline

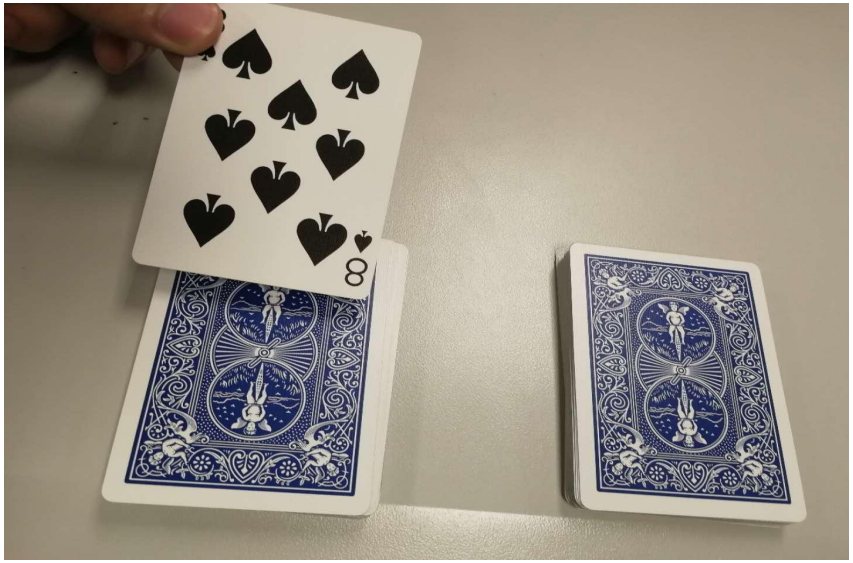
- Introduction to Task 1
- Introduction to Task 2

Task 1: Golden Hook Fishing

excluding “Joker”

evenly + unseen

Task 1: Golden Hook Fishing



draw a card

take turns

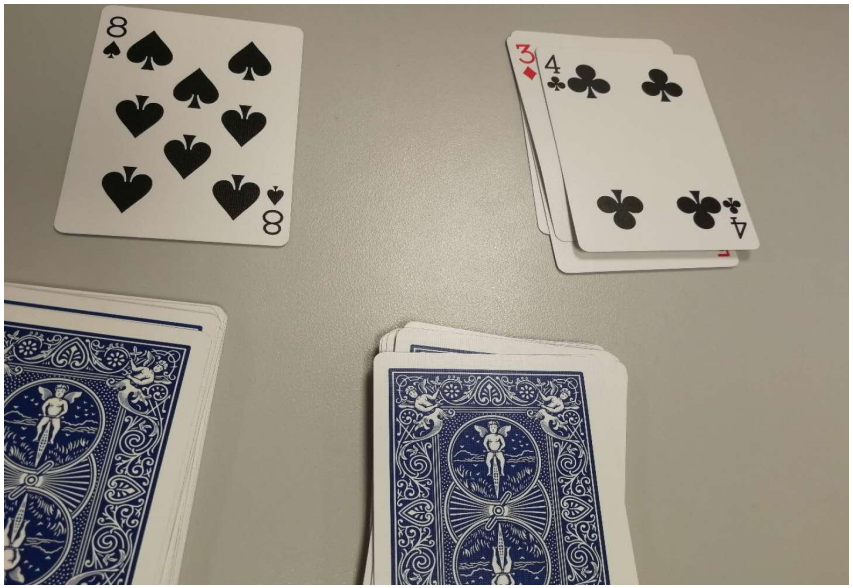
Task 1: Golden Hook Fishing

“cards stack”

same cards

Task 1: Golden Hook Fishing

same cards



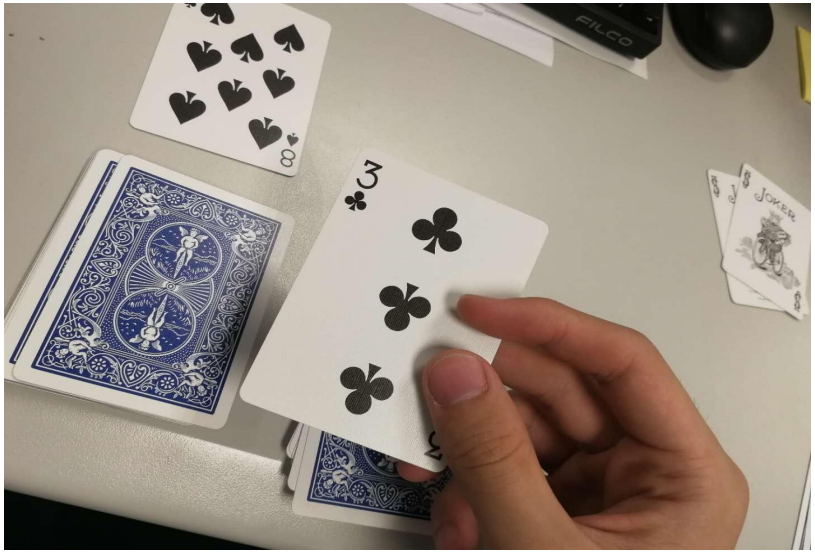
return

Task 1: Golden Hook Fishing

return

add → end

Task 1: Golden Hook Fishing



next one → continue

special case – “Jack”

Task 1: Golden Hook Fishing

“Jack” → take all

“Jack” → take all

Task 1: Golden Hook Fishing

no cards → out

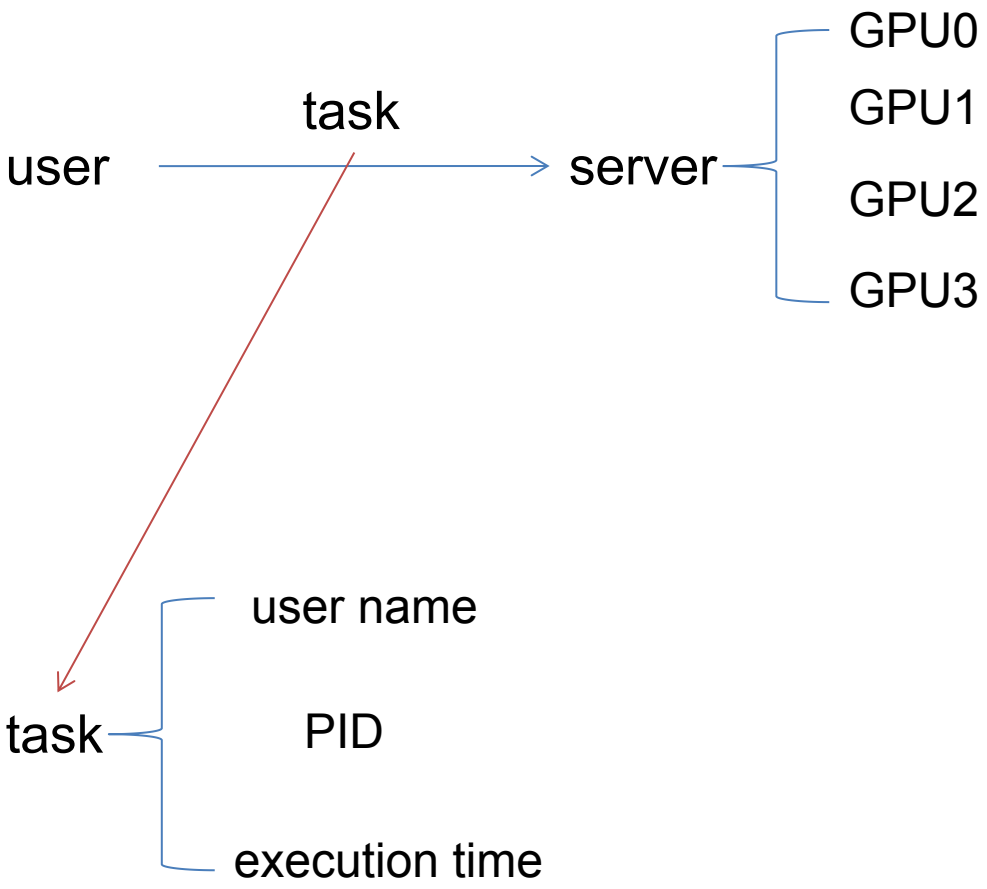
winner

Task 2: GPU Managerment Server

Processes: GPU	PID	Type	Process name	GPU Memory Usage
0	11167	C	python	8415MiB
1	32243	C	./demo	1419MiB
2	13854	C	python	8415MiB
3	16324	C	python	8415MiB

JOBID	PARTITION	NAME	USER	ST	TIME	NODES
1522849	_DSK_Fa	python	wang	PD	0:00	1
1522864	_DSK_Fa	python	wang	PD	0:00	1
1523101	Test	python	qiu	R	1:04	1
1523100	V100	python	liu	R	1:11	2

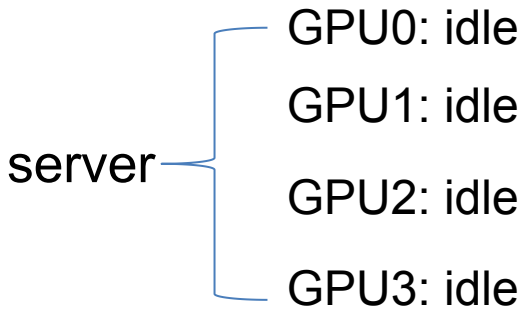
Task 2: GPU Managerment Server



Task 2: GPU Managerment Server

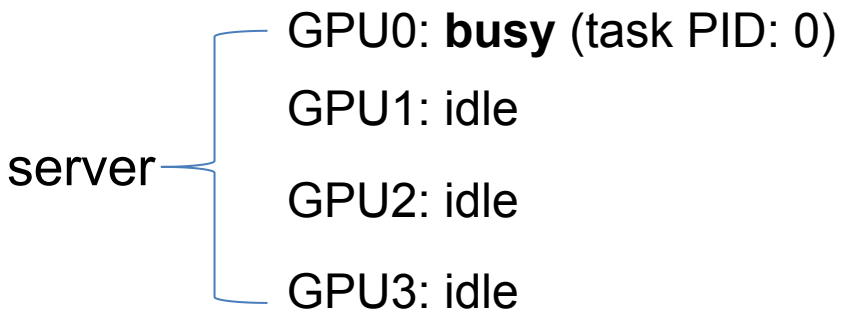
submit a task

before submisson



submit a **task**(name:Liz; PID: 0; time: 5;)

after submisson



Task 2: GPU Managerment Server

submit a task (no idle GPU)

before submisson

server
- GPU0: busy (task PID: 0)
- GPU1: busy (task PID: 1)
- GPU2: busy (task PID: 3)
- GPU3: busy (task PID: 6)

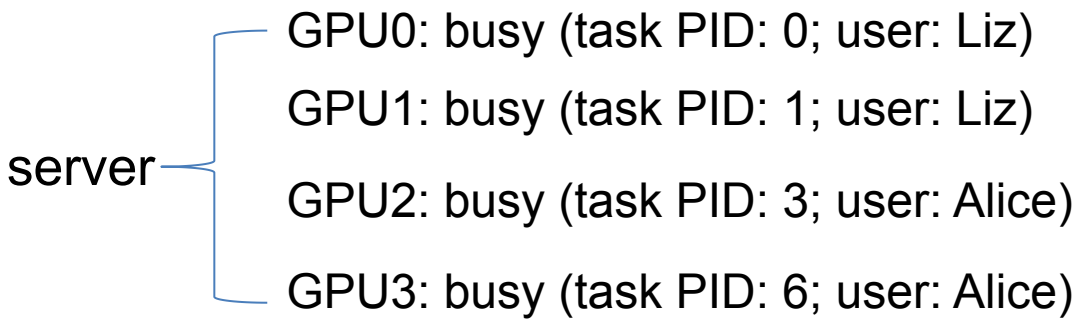
submit a **task**(name:Liz; PID: 8; time: 6;)

after submisson

server
- GPU0: busy (task PID: 0)
- GPU1: busy (task PID: 1)
- GPU2: busy (task PID: 3)
- GPU3: busy (task PID: 6)
- **waiting queue**: task(PID: 8)
- ...

Task 2: GPU Managerment Server

kill a task

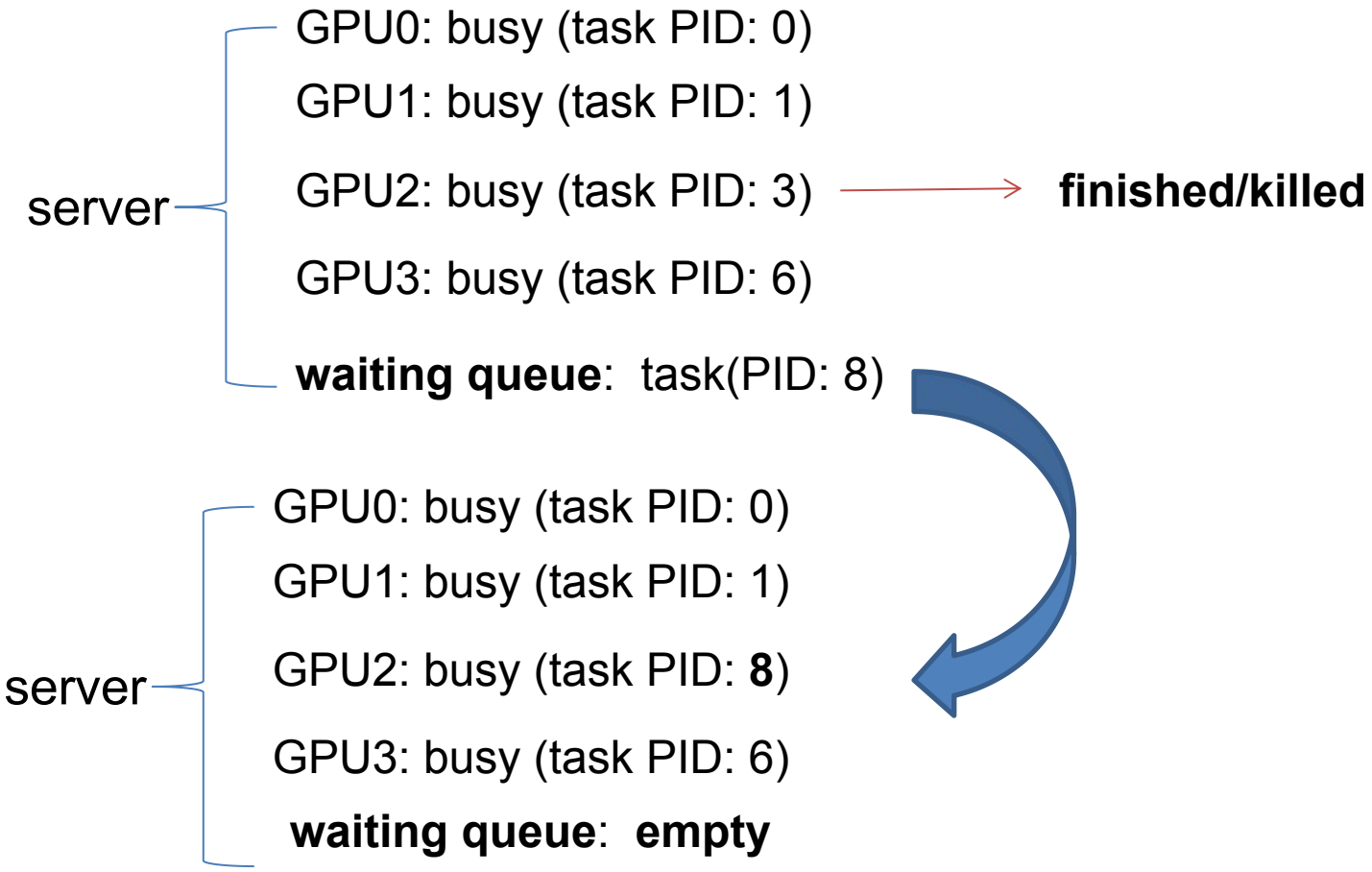


Liz kill task with PID 0 -- Success!

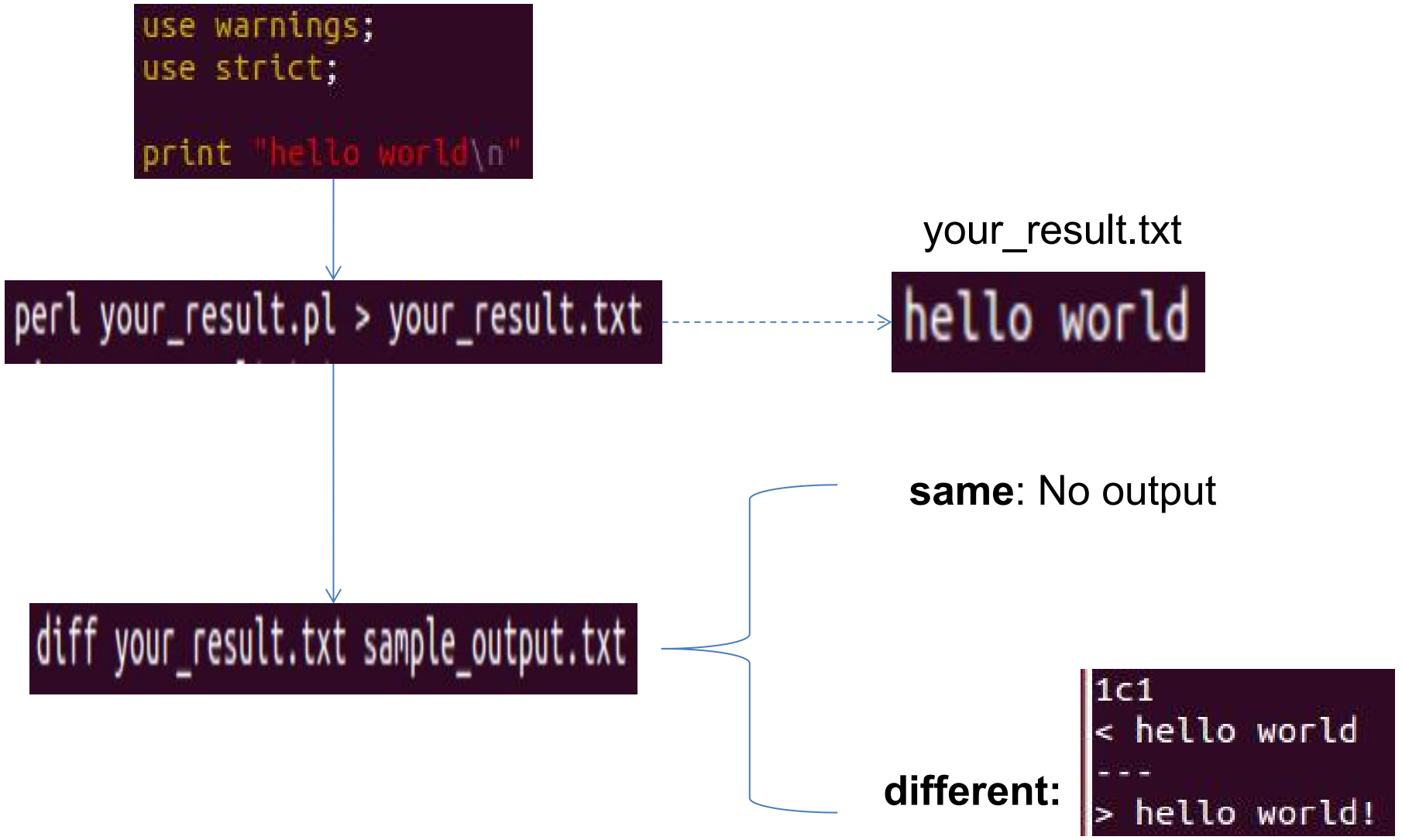
Liz kill task with PID 3-- Failure !

Task 2: GPU Managerment Server

If a task finished/killed ...



Test your program output



Q&A