USER MANUAL

Follow the following commands in order to execute the program.

CPU:

1. make
2. bash create\_slurms
3. runall.slurm
4. runall1.slurm

Memory:

1. make
2. bash create\_slurms
3. bash create\_slurms\_latency
4. runall.slurm
5. runall2.slurm
6. runall3.slurm

Disk:

1. make
2. bash create\_slurms
3. bash create\_slurms\_latency
4. runall.slurm
5. runall1.slurm
6. runall2.slurm
7. runall3.slurm
8. runall4.slurm
9. runall4.slurm
10. runall6.slurm
11. runall7.slurm

NetworkCode:

1. cmake CMakeLists.txt

2. make

3. bash create\_server\_slurms

         This will create configServer.slurms files for servers. Each slurm file on executing will give the server hostname in server.out

         Example configServer1.slurm output file is server1.out

4. bash create\_client\_slurms

         This will create configClient.slurms for servers, similar to server, each file has output client.out

         Example configClient1.slurm output file is client1.out

5.Run one server slurm, i.e sbatch configServer1.slurm.Check server1.out, it contains server hostname (eg redcompute-9)

6. Then run the configClient1.slurm with that node name as parameter

     sbatch configClient1.slurm redcompute-9

7. output can be seen in client1.out and also table in network/output/ out.dat files

Manually running both client and server at same host

./Server network-TCP-1-1thread.dat output/network-TCP-1-1thread.out.dat 4000 127.0.0.1

./Client network-TCP-1-1thread.dat output/network-TCP-1-1thread.out.dat 4000 hostname

Here hostname is where server is executing, we can get by command 'hostname'