USER MANUAL

Follow the following commands in order to execute the programs.

I have created the make file for CPU , Memory and Disk operation for compilation.

The output are directly written in the output folder.

**CPU:**

In /cpu folder

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

**Memory:**

In /memory folder

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

**Disk:**

In /disk folder

I have not create a separate slurm for latency. Latency output are written in the same output file. I differenriate the thoroughput and latency by the block size. The code calculates the latency depending upon the block size.

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