### Running CDT Simulations on a Linux Machine

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June 1st, 2011

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#### Outline

Prerequisites

Installing and Running CDT

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#### Software Required for CDT

- 1 Steel Bank Common Lisp Compiler
- QuickLisp
- Emacs and SLIME

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# Installing SBCL I

- Download SBCL version 1.0.49 from http://www.sbcl.org/platform-table.html.
- 2 tar xvjf sbcl-1.0.49-x86-64-linux-binary.tar.bz2
- 3 cd sbcl-1.0.49-x86-64-linux
- 4 export SBCL\_HOME=
- INSTALL\_ROOT=\${HOME}/sbcl-1.0.49 sh install.sh
- 6 Add the following lines to your .bashrc file
  - export SBCL=\${HOME}/sbcl-1.0.49
  - export SBCL\_HOME=\${SBCL}/lib/sbcl
  - export SBCLBIN=\${SBCL}/bin
- Modify \$PATH in your .bashrc file by adding \$SBCLBIN to the list of directories in the \$PATH variable.
- If you do not find \$PATH in your .bashrc, add the following line to your .bashrc

### Installing SBCL II

- export PATH=.:\$SBCLBIN:\$PATH
- Step 4 is needed when you are upgrading SBCL, when any previous definitions of SBCL\_HOME need to be undefined.
- Close all terminals, open a new terminal, and type sbcl. You should see the following:

```
This is SBCL 1.0.49, an implementation of ANSI Common Lisp. More information about SBCL is available at <a href="http://www.sbcl.org/">http://www.sbcl.org/</a>>.
```

SBCL is free software, provided as is, with absolutely no warranty. It is mostly in the public domain; some portions are provided under BSD-style licenses. See the CREDITS and COPYING files in the distribution for more information.

\*

Type (quit) at the SBCL prompt and hit enter.

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### Installing Quicklisp I

- http://www.quicklisp.org/beta has some useful information about Quicklisp.
- ② Download quicklisp.lisp from http://beta.quicklisp.org/quicklisp.lisp
- Make sure that quicklisp.lisp is in your \$HOME directory.
- Type sbcl --load quicklisp.lisp in your \$HOME directory and follow the instructions.
- **6** Evaluating (foo) means typing (foo) (including the parentheses) at the SBCL prompt and hitting enter.
- 6 A flurry of messages should end with the following:

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# Installing Quicklisp II

```
==== quicklisp installed ====

To load a system, use: (q1:quickload "system-name")

To find systems, use: (q1:system-apropos "term")

To load Quicklisp every time you start Lisp, use: (q1:add-to-init-file)

For more information, see http://www.quicklisp.org/beta/

NIL
*
```

- Type (ql:add-to-init-file) at the SBCL prompt and hit enter.
- Then type (ql:quickload "quicklisp-slime-helper") at the SBCL prompt and hit enter.
- Once again, a flurry of messages follow, ending with

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#### Installing Quicklisp III

```
To use, add this to your ~/.emacs:

(load (expand-file-name "~/quicklisp/slime-helper.el"))
;; Replace "sbcl" with the path to your implementation
(setq inferior-lisp-program "sbcl")

("quicklisp-slime-helper")
*
```

- Quit SBCL by evaluating (quit)
- Modify your \$HOME/.emacs file according to the above instructions by adding the following two lines:

```
(load (expand-file-name "~/quicklisp/slime-helper.el"))
(setq inferior-lisp-program "sbcl")
```

Start Emacs, and then the following sequence ESC x slime. You should see the following inside Emacs:

```
; SLIME 2011-05-22
CL-USER>
```

- To exit SLIME, type the sequence ESC x slime-quit-lisp
- ♠ To exit Emacs type the sequence CTRL-x CTRL-c

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#### Installing CDT

- ① Download /home/rajesh/cdt-latest.tar.gz from dewitt.physics.ucdavis.edu into your \$HOME directory.
- 2 Soon, this code will be in the github repository.
- 3 tar xvjf cdt-latest.tar.gz

#### Running CDT I

- 1 cd cdt-release-1.0/periodic/2p1
- Start Emacs and SLIME.
- Evaluate (load ''cdt2p1.lisp'')
- 4 Evaluate the following code:

- 5 Then evaluate the following, in sequence:
  - ① (set-k0-k3-alpha 1.0 0.78 -1.0)
  - (setf NUM-SWEEPS 1000)
  - (generate-data-console)
- (generate-data-console) useful only during initial exploratory stages.

#### Running CDT II

- Use (generate-data),
   (generate-spacetime-and-movie-data),
   (generate-data-v2), (generate-data-v3)
- (3) (generate-data) overwrites the spacetime data file (.3sx2p1 or .4sx3p1) at each save point, thus saving only the latest state of the spacetime. Useful during thermalization.
- (generate-data-v2) creates a new spacetime data file at each save point, thus generating members of ensemble.
- (generate-data-v3) similar to (generate-data-v2), except also saves the spatial slice information at each save point, in a .s2sx2p1 or .s3sx3p1 file.
- File names automatically generated!
- Save points are controlled by the SAVE-EVERY-N-SWEEPS variable, which defaults to 10.

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### Running CDT III

- To generate a fresh simulation, as a background job, create a directory for the simulation, under 2p1. For example mkdir -pv S2-PERIODIC-T064-V081921-1.0-0.78-0.02.
- In this directory, create a file named S2-PERIODIC-T064-V081921-1.0-0.78-0.02.lisp, which looks like:

# Running CDT IV

```
(set-k0-k3-alpha 1.0 0.78 -1.0)
(setf SAVE-EVERY-N-SWEEPS 100)
(setf NUM-SWEEPS 50000)
(generate-data)
;; end of fresh simulation section

;; resume simulation section
;;(setf SAVE-EVERY-N-SWEEPS 100)
;;(setf NUM-SWEEPS 50000)
;;(with-open-file (infile "???.3sx2p1")
;;(load-spacetime-from-file infile))
;;(format t "finished loading data at "A"," (cdt-now-str))
;;(generate-data-v2 250001)
```

- nohup sbcl --dynamic-space-size 1024 --script
  S2-PERIODIC-T064-V081921-1.0-0.78-0.02.lisp >>
  S2-PERIODIC-T064-V081921-1.0-0.78-0.02.log &
- To resume a simulation:
  - comment out the fresh simulation section and uncomment the resume simulation section.
  - 2 specify the correct file name in place of ???.3sx2p1
  - 3 Start (generate-data-v2) at the correct sweep number

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