

Playing with Shell: Using the Shell in a High Performance Computing Context



This presentation has been submitted as a partial fulfillment for CSE 707 – Distributed Computing System under MSc. in CSE Program, BRAC University

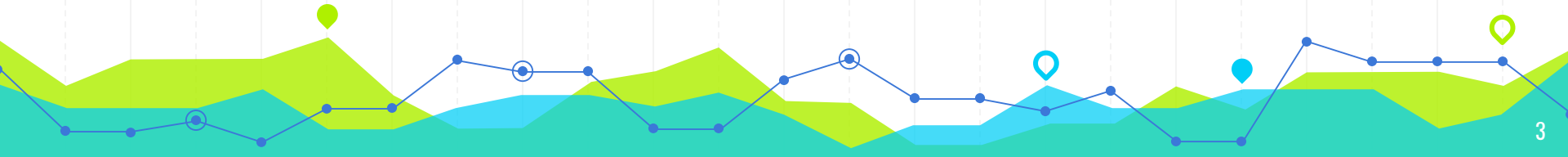
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Intro: Clusters & High Performance Computing (HPC)



Intro: Clusters & High Performance Computing (HPC)

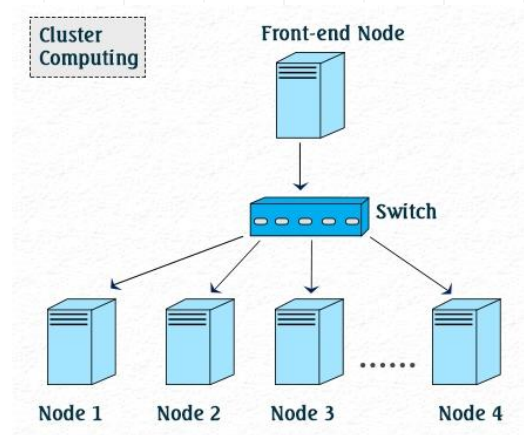


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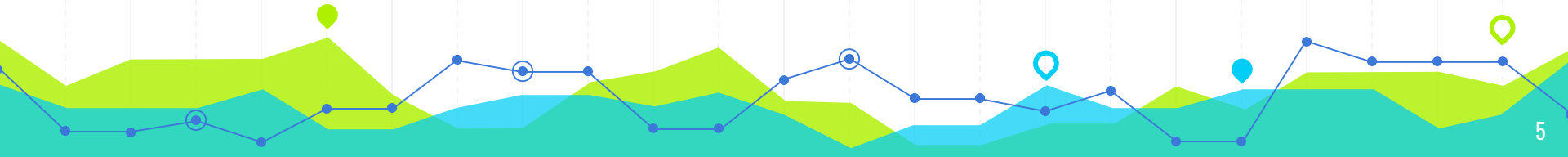
- ❑ Cluster Computing is the process of Sharing properties among multiple computers.
- ❑ Each Individual Computer unit is called a cluster.

Intro: Clusters & High Performance Computing (HPC)



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Example: A statistics student wants to do cross-validate his model. This involves running the model 1000 times – but each run takes an hour. Running on his single laptop will take over a month!



Intro: Clusters & High Performance Computing (HPC)

Benefits of HPC Clusters

- ☐ Speed
- ☐ Volume
- ☐ Efficiency
- ☐ Cost
- ☐ Convenience



Connecting to the Remote HPC System



Connecting to the Remote HPC System

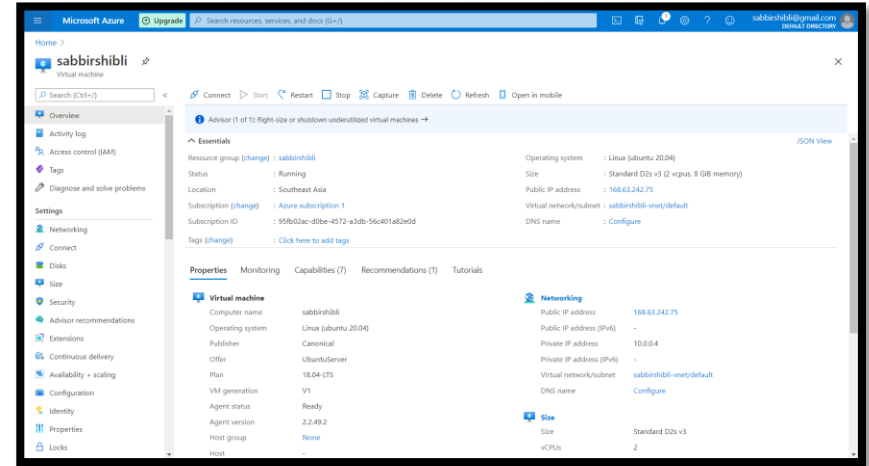
- ❑ Linux – Linux Terminal
- ❑ Mac OS – Mac OS X Terminal
- ❑ Windows – Git bash, Windows Subsystem for Linux (WSL), MobaXTerm, PuTTY



Connecting to the Remote HPC System



A WSL (Ubuntu 20.04) from local computer



A Linux Server in Cloud (MS Azure)

Basic Shell Commands



Writing and Reading Files



Wildcards and Pipes



Wildcards and Pipes

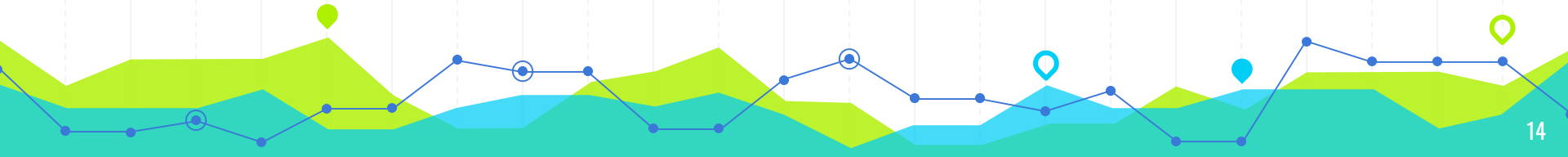


Image Source: Google

- ❑ A card that can have any value, suit, color, or other property in a game at the discretion of the player holding it.
- ❑ In Shell, it's an Asterisk (*)

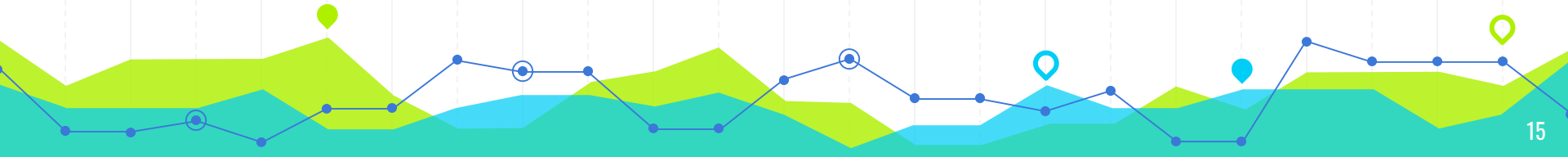
Shell Scripting

Basic Syntax, Variables and Looping



In the End

- ☐ Learnt about HPC and Clusters.
- ☐ Basics of Shell Commands.
- ☐ Basics of Shell Scripting.



Reference(s)

- ❑ Introduction to Using the Shell in a High Performance Computing Context - <https://hpc-carpentry.github.io/hpc-shell/>
- ❑ Google – <https://www.google.com/>

