

## Running on davinci

On davinci login node:

1. Grab a copy of OCCA:

```
git clone https://github.com/tcew/OCCA2
```

2. Tell OCCA where it lives by editing ~/.bashrc (replace username with your hpc## davinci username)

```
export OCCA_DIR=/home/username/OCCA2
export PATH=$PATH:$OCCA_DIR/bin
export LD_LIBRARY_PATH=$LD_LIBRARY_PATH:$OCCA_DIR/lib
```

3. Grab a copy of the examples:

```
git clone https://github.com/tcew/HPC15.git
```

4. Request an interactive GPU node on davinci:

```
qsub -l -l nodes=1:ppn=12:gpu,walltime=00:30:00 -W group_list=k2i -q classroom
```

On GPU node:

5. Set up davinci for CUDA and OpenCL (sets up path and library path):

```
module load cuda
```

6. Build OCCA:

```
cd OCCA
make -j
```

7. Test OCCA (should report all compute devices on all detected thread models):

```
occainfo
```

8. Build a simple OCCA example:

```
cd ~/HPC15/examples/occa/simple
```

9. Run OCCA example:

```
./main
```