Interactive European Grid

Exercise

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Overview

- Part 1
  - IMB (aka Pallas)
- Part 2
  - “Interactive” /bin/sh
  - gnuchess console
  - gnuchess console 2
  - gnuchess MD

int.eu.grid

Part 1

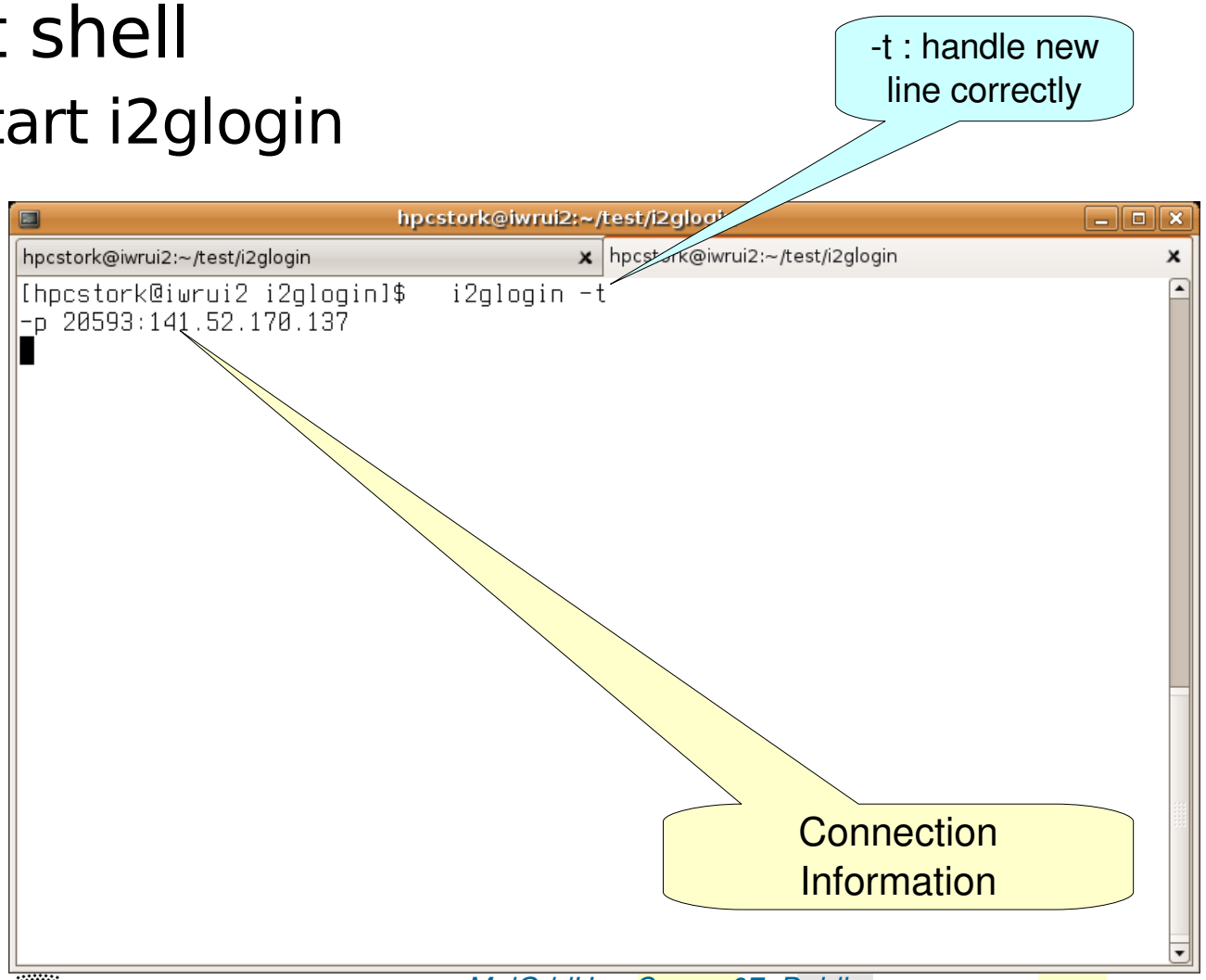
IMB (aka Pallas)

- download the IMB
  - http://www.intel.com/cd/software/products/asmo-na/eng/219848.htm
- compile IMB with Open MPI (default)
- create a corresponding JDL file
  - 4 processes
  - Test : pingpong, barrier
- Find the fastest cluster in the infrastructure

Part 2

“Interactive” /bin/sh

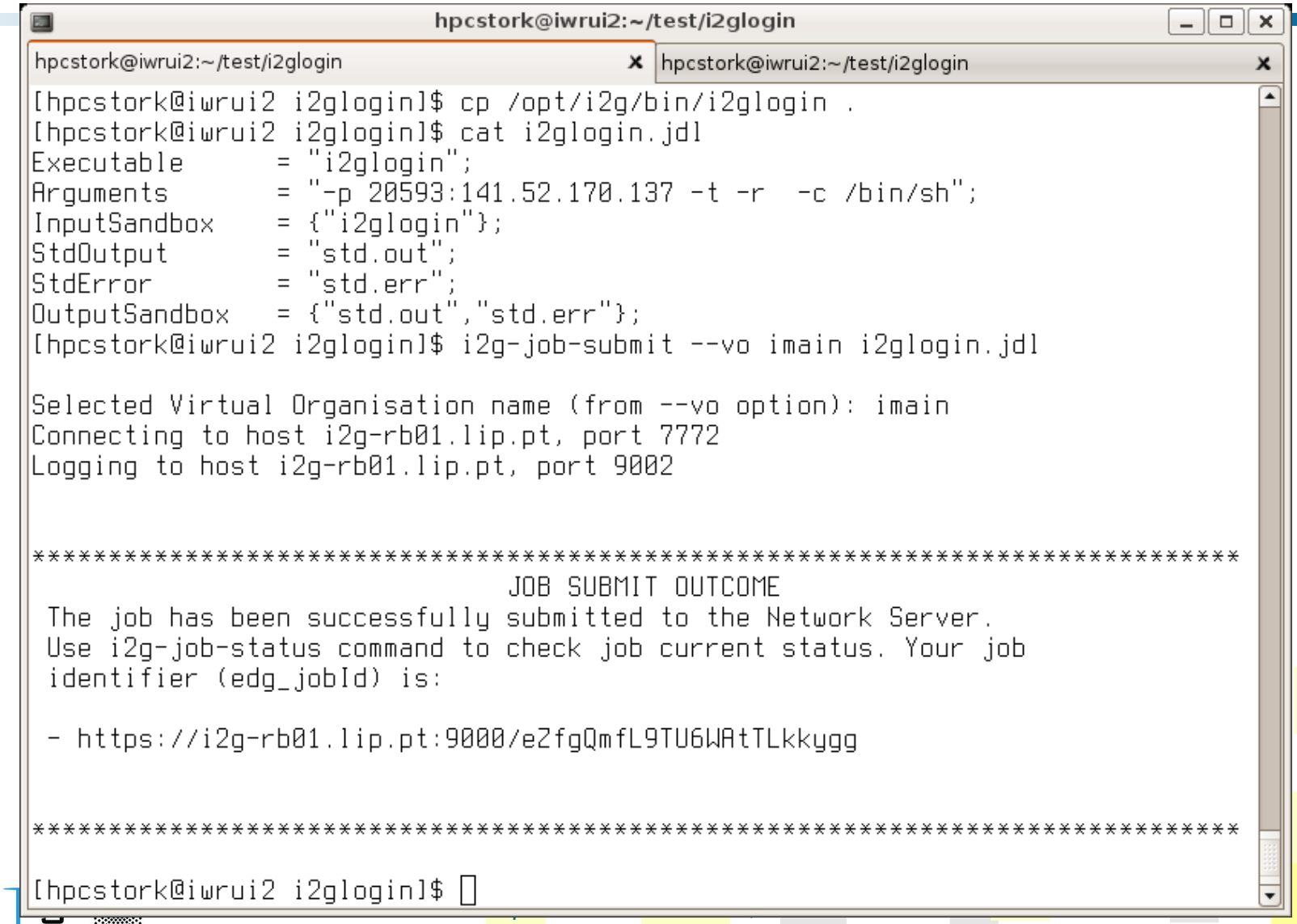
- first shell
  - start i2glogin



“Interactive” /bin/sh

- second shell
  - copy i2glogin binary to local directory
  - create i2glogin.jdl file
    - Executable
      - i2glogin
    - Arguments
      - contact information from shell 1
      - -r for remote connection
      - -t for handling new lines
      - -c “...” for specifying the “real” command
  - submit job

“Interactive” /bin/sh



“Interactive” /bin/sh

- first shell
  - wait for shell prompt
  - have fun

gnuchess console

- download gnuchess binary
  - http://www.hlrs.de/people/stork/gnuches
- create “run.sh” file

```
#!/bin/sh

chmod 0755 i2glogin
chmod 0755 gnuchess

./i2glogin $@ -c $PWD/gnuchess
```

gnuchess console

- update/create JDL file

```
Executable      = "run.sh";
Arguments       = "-p 20593:141.52.170.137 -t -r ";
InputSandbox    = {"i2glogin", "gnuchess", "run.sh"};
StdOutput       = "std.out";
StdError        = "std.err";
OutputSandbox   = {"std.out","std.err"};
```

- same procedure as for the interactive shell

gnuchess console (2)

- simplify the gnuchess console program by using the I2G JDL extensions

gnuchess MD

- run the gnuchess in the MD (rever to live-demo/video)