CONVEX

Mini Manual
February 1993

Central Scientific
Computing Complex
Document CX-1f

NASA
National Aeronautics and
Space Administration
Langley Research Center
Hampton, Virginia 23681-0001
PREFACE

This record of revision is a permanent part of the CONVEX Mini Manual. In this release, some section headings have the suffix [f] added to indicate that the section was added or substantially changed at this revision. Section headings without a suffix or with suffixes [a] through [e] have not changed. This method of annotation was chosen since sections in the Mini Manual are generally brief, thus a revision record can be kept with the text of the document. Grammatical, spelling and other changes that don't effect the context of the section are not marked.

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<th>DATE</th>
<th>REVISION</th>
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## ACRONYMS [f]

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<tr>
<td>ACD</td>
<td>Analysis and Computation Division</td>
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<tr>
<td>ANSI</td>
<td>American National Standards Institute</td>
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<td>ARC</td>
<td>Ames Research Center</td>
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<tr>
<td>BLAS</td>
<td>Basic Linear Algebra Subroutines</td>
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<td>CAB</td>
<td>Computer Applications Branch</td>
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<td>CGL</td>
<td>Common Graphics Library</td>
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<td>CMB</td>
<td>Computer Management Branch</td>
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<td>CPU</td>
<td>Central Processing Unit</td>
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<td>DCM</td>
<td>Division Computing Manager</td>
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<td>EARS</td>
<td>Explicit Archival and Retrieval System</td>
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<td>File Transfer Protocol</td>
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<td>International Organization for Standardization</td>
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<td>Langley Research Center</td>
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<td>LaRCGOS</td>
<td>LaRC Graphics Output System</td>
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<td>LaTS</td>
<td>LaRC Telecommunications System</td>
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<td>LCUC</td>
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<tr>
<td>MFLOPS</td>
<td>Million FLoating Operations Per Second</td>
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<td>MOTD</td>
<td>Message-of-the-Day</td>
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<td>MSS</td>
<td>Mass Storage Subsystem</td>
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<td>NAS</td>
<td>Numerical Aerodynamic Simulator</td>
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<td>National Center for Atmospheric Research</td>
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<td>Network File System</td>
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<td>NCS</td>
<td>NOS Computing Subsystem</td>
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<td>Network Operating System</td>
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<td>NQS</td>
<td>Network Queuing System</td>
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<td>Operations Control Office</td>
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<td>PVI</td>
<td>Precision Visuals, Inc.</td>
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<td>RGL</td>
<td>Remote Graphics Library</td>
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<td>RM/RMT</td>
<td>Raster Metafile/RM Translator</td>
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<td>SAG</td>
<td>Supercomputing Applications Group</td>
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<td>Supercomputing Network Subsystem</td>
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<td>Supercomputing Special Interest Group</td>
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<td>TCP/IP</td>
<td>Transmission Control Protocol/Internet Protocol</td>
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<td>VPS</td>
<td>Vector Processing Subsystem</td>
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1. INTRODUCTION [f]

The Supercomputing Network Subsystem (SNS) consists of two computers from CONVEX, a CRAY-2S/4128 and a CRAY Y-MP8E/8256 (see CR-1). Much documentation is on-line, so only a limited supply of printed documentation is available from OCO. If you are an experienced UNIX user, it is recommended that you peruse this manual to check for topics that are unique to CONVEX before using the machines. The novice UNIX user should read the SNS Programming Environment User's Guide (A-8) prior to beginning.

1.1. The CONVEX Mini Manual [f]

This revision of the CONVEX Mini Manual reflects the installation of the CONVEX Application Compiler and the X Window System based debugger CXdb. Additionally, some minor typographical changes have been made.

As with other mini manuals, this one does not attempt to provide a tutorial on any given topic. It is intended as a broad overview of the system, with references to more detailed information. Commands described in this manual usually have several other options for which space does not allow a discussion. Examples used are for the C-shell unless specifically designated as Bourne shell examples. Use of the man pages, a standard UNIX feature, is recommended to learn more about any particular command. The notes utility is installed on the CONVEX computers (see section 8.3 of A-8). It is used to disseminate information rapidly to SNS users.
1.2. Characteristics of the CONVEX Supercomputers [e]

SNS includes two computers from CONVEX Computer Corporation. There is a CONVEX C210 named Eagle and a CONVEX C220 named Mustang. The C220 differs from the C210 in that it has 2 CPU's rather than 1. Hereafter, both the C210 and C220 will be referred to as C2's in the text. Eagle and Mustang are user application computers envisioned to be used to support applications on the CRAY supercomputers, Voyager and Sabre through program development and checkout, debugging, and pre- and post-processing. The following subsections give a brief description of the C2's.

1.2.1. Hardware [e]

The C2 is a register to register vector processing computer with a virtual memory architecture. Eagle has 256 Mbytes (32 million 64-bit or 64 million 32-bit words) of central memory, while Mustang has 512 Mbytes (64 million 64-bit or 128 million 32-bit words) of central memory. The central memory of both machines is interleaved in 16 memory banks with a virtual address space of 4 Gbytes. Pages are 4096 bytes each.

The CPU is similar in many ways to those of the CRAY supercomputers, Voyager and Sabre, which are also parts of SNS. The C2 includes 8 address, 8 scalar, and 8 vector registers. Each vector register holds up to 128 64-bit words. Vectors are transferred to and from the memory through a single port between the registers and the memory. There are two Vector Processing Unit Boards which process alternate elements from vector operands to provide a result per minor cycle when doing either a vector add/subtract (from the add / logical functional unit) or a vector multiply (from the multiply / divide / square root functional unit). It is possible for both functional units to operate concurrently on independent operands or for chaining to occur between them. There is also a scalar arithmetic unit to do non-vector arithmetic and logical operations. That unit can run concurrently with the vector unit when no conflict exists.

Eagle is configured with 9 DKD-308 disk drives (about 8.5 Gbytes of storage) and Mustang is configured with 2 DKD-308 disk drives (about 2 Gbytes of storage) plus 3 DKD-314 removable disk drives.

1.2.1.1. Tape Drives [e]

There are two nine-track 6250 bpi tape drives associated with each of the C2's. There is no automatic mounting of tapes in the batch environment. Users need to physically bring their tapes to the Operations Control Office (room 1047 in building 1268). The UNIX utilities tar and cpio are used to write tapes. Once a tape is mounted by an operator, the tpmount and tpunmount utilities must be used to access the tape drive from your interactive session and to free the drive for use by others.
1.2.2. Software [e]

CONVEX’s UNIX-based operating system is an enhanced version of the University of California Berkeley UNIX 4.2 operating system that supports a demand paging virtual memory. The current version (as of September 1991) on the C2’s is CONVEX UNIX Version 9.1. It supports all of the traditional features of UNIX, some of which are described in sections 2.2.5, 2.2.7 and 3 of A-8. Batch use of the C2’s is implemented with the CXbatch utility (see section 4.3.1). The FORTRAN compiler, described in section 2.4.1, is standard FORTRAN-77 with some extensions. The compiler performs automatic vectorization on user source codes. There is no explicit vector syntax. Also available on the C2’s are an ANSI C compiler (see section 3.1), several mathematics libraries (see chapter 7 of A-8), and debugging utilities (see chapter 5).

1.2.3. Performance [a]

The 40 nanosecond minor cycle CPU can provide one result per cycle from each of the two functional units in vector mode. This translates into a peak speed of 25 MFLOPS (Million of FLoating point OPerations per Second) per unit. This rate can be doubled when both units are simultaneously involved in doing either independent vector operations or chaining. The C2 also supports 32 bit arithmetic operations but there is no significant difference in speed between the two modes.

Benchmark results indicate that a single CPU of a C2 has about 35% of the computing power of the now-removed VPS-32 when comparing kernel calculations which contain a mix of long and short vectors, nonunit stride vectors and some scalar operations. Comparisons with highly vectorized VPS-32 codes are probably less favorable. It is a good short vector computer achieving nearly the same performance on short vector calculations (22 MFLOPS with average vector length of 80) as on the long vector calculations (23 MFLOPS with average vector length of 5000). Performance using vectors of non-unit stride is not degraded, provided that the stride does not contain a factor of 16, 8, 4 or 2. The worst case, a stride of 16, causes memory load/store time to increase by a factor of 9. The effect such degradation has on the performance of a vectorized DO loop depends on the amount of memory activity as compared to the floating point operations in the loop. The scalar speed of the C2 has been measured at 3 MFLOPS.

The vector length at which it becomes favorable to use vector operations, called the crossover point, is at n= 6. The vector length which achieves half of the maximum performance is at n= 10. However, both of these figures are problem dependent.
1.2.4. Programming [e]

Two higher-level programming languages, FORTRAN and C, are provided on Mustang and Eagle. The CONVEX FORTRAN compiler is called fc (see section 2.1). It is a FORTRAN-77 standard compiler, with extensions for vectorization, some VAX-11 functions and a few extensions unique to CONVEX. Documents CX-4 and CX-5, CONVEX FORTRAN Reference Manual and User's Guide contain detailed information.

The CONVEX C compiler is called cc (see section 3.1). The cc compiler is an ANSI standard C compiler and has a reference manual (CX-46) and an optimization guide (CX-48). The C Programming Language, Version 2 by Brian Kernighan and Dennis Ritchie is considered the standard C programming language reference manual by most C programmers.
2. FORTRAN ON THE CONVEX COMPUTERS [d]

CONVEX FORTRAN, the fc compiler, is a vectorizing FORTRAN compiler. It contains standard FORTRAN as defined by the American Standard FORTRAN-77 (ANSI 3.9-1978) with extensions. More detailed information may be obtained by using the man command and Documents CX-4, CONVEX FORTRAN Language Reference Manual and CX-5, CONVEX FORTRAN User's Guide.

2.1. Compiling and Loading with fc [e]

To compile and load a FORTRAN program use the fc command:

```
fc [options] files [loader options]
```

A partial list of options follows:

- `On` Optimization level
  - n=0 local scalar optimization
  - n=1 local scalar optimization plus global scalar optimization
  - n=2 local and global optimization plus vectorization

- `-c` Suppresses the loading. Output from file x.f is x.o.

- `-cfc` Causes the compiler to use 64 bit reals and integers and to accept certain features of the Cray FORTRAN language. Read Appendix G of the CONVEX FORTRAN User's Guide (CX-5) for more details.

- `-cs` Produces code that checks array bounds at run time.

- `-db` Produces information for the symbolic debugger, csd.

- `-in` Controls lengths of INTEGER and LOGICAL type with undepclared lengths. n may be 2, 4 or 8 bytes. The default is 4, which means INTEGER*4 and LOGICAL*4.

- `-LST` Listing of source file is written to stdoout
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-no No optimization. (Default if -On is not selected)
-o The executable produced by the loader is written to file specified after the -o. The default is file a.out.
-p8 Lengths of INTEGER, LOGICAL and REAL variables with undeclared lengths occupy 8 bytes of storage.
-rn Controls lengths of REAL type with undeclared lengths, where n may be 4 or 8 bytes. The default is REAL*4.
-vn Identifies compiler version. Output goes to stdout.
-xr Calls the fxref cross-reference generator.
-72 Truncates source at column 72. The default is 80 columns.

NOTE: If your program requires 64 bit accuracy and requires an external library, you must be careful and choose the library with the correct precision. See section 2.2 and CX-16 for more details. All the graphics libraries use the defaults of REAL*4 and INTEGER*4.

This next section describes the files argument.

The files specified generally have names ending with .f, .o, .a or .s. The meaning of each of these extensions is:

.f FORTRAN source code to be compiled.
.o Object (binary) files already generated by the compiler.
.a Library file (already compiled).
.s Symbolic assembly language files to be assembled.

The loader options options listed are passed on to the loader. Document CX-8, CONVEX Loader User's Guide, has more detailed information. The default fc command option is to load the FORTRAN program after compilation. This is the preferred method of invoking the loader for FORTRAN programs. It ensures that the required FORTRAN libraries are loaded in the proper order. The most common loader option that a user might use is the -l option. This option allows the user to specify additional libraries to be searched to satisfy external references. For example if you wish to use routines in the veclib library, you need to specify -lveclib as an option on your fc command. Note that there is no space between the l and veclib and it must come after the .f files.
FORTRAN ON THE CONVEX COMPUTERS

Some examples of the \texttt{fc} command follow:

\begin{verbatim}
fc prog.f
\end{verbatim}

FORTRAN source file \texttt{prog.f} is compiled and loaded. The executable file \texttt{a.out} is generated.

\begin{verbatim}
fc -O2 -LST -r8 -o prog prog.f >& prog.l
\end{verbatim}

FORTRAN source file \texttt{prog.f} is compiled with local and global optimization plus vectorization. All real variables are declared REAL*8 (64 bit). The program is loaded and the executable file is \texttt{prog}. A source listing with compiler messages is written to file \texttt{prog.l}. Be sure to redirect \texttt{stdout} and \texttt{stderr} when using the \texttt{-O2} or \texttt{-LST} options, otherwise the listings and compiler messages will be written to the screen.

\begin{verbatim}
fc -o prog prog.f exam.o
\end{verbatim}

FORTRAN source file \texttt{prog.f} is compiled. The executable file \texttt{prog} is generated by linking files \texttt{prog.o} from the compilation and the object file \texttt{exam.o}.

\section{2.1.1. Compiler Messages [e]}

Messages produced by the compiler are directed to standard error (stderr) or the screen for an interactive job. The message consists of:

- The line number where the error occurred.
- The character position within the line.
- The source file name.
- A brief description of the error.

An example of a typical compiler error message follows:

\begin{verbatim}
fc:Error on line 372.8 of prog.f:Label referenced but not defined.
\end{verbatim}

By default, no source listing is generated by the \texttt{fc} compiler. Use the \texttt{-LST} parameter to generate a source listing or use a text editor to locate line numbers.
2.1.2. Execution of FORTRAN Programs [e]

To execute your program after it has been loaded by the compiler, type the name of the executable file. The default name of the executable file is a.out. If the option -o name was included in the fc command, the name of the executable file would be name.

FORTRAN unit numbers (except unit 5 and 6) are usually associated with a file by a FORTRAN OPEN statement. If a FORTRAN unit number is not associated with a file name by a FORTRAN OPEN statement, the default file name is fort.n where n is the unit number in the FORTRAN I/O statement. FORTRAN units 5 and 6 are standard input and output respectively. See section 2.4 of A-8 for redirecting I/O to and from units 5 and 6. Printed output can be routed to the central site laser printer (see section 4.2 of A-8).

A simple script which compiles, loads and executes a typical program follows.

```
# 
fc -O2 -LST -r8 -o prog prog.f > & prog.l
prog < datax > & prog.outx
```

The source is on file prog.f. File prog.l contains a source listing with line numbers, vectorization information, errors and other messages from the compiler. File prog is the executable generated by the compiler. File datax contains data read from unit 5. File prog.outx contains output from the program and run time errors (see section 4.2 of A-8).

A generic script to perform the same tasks could be written as follows:

```
# 
fcc -O2 -LST -r8 -o $1 $1.f > & $1.l
$1 < $2 > & $1.outx
```

If the above script is on a file runit, then the command

```
runit prog datax
```

would execute the same commands as the first example.
2.1.3. FORTRAN Programming Hints [e]

CONVEX extensions to FORTRAN can be found by reviewing document CX-4, CONVEX FORTRAN Language Reference Manual, Appendix A. Some items that have presented problems during testing or that are useful extensions are listed below.

2.1.3.1. PROGRAM Statement

A PROGRAM statement is not required, but if it is used it can contain only PROGRAM pgm where pgm is the name of your main program; no file declarations may be placed on the PROGRAM statement.

2.1.3.2. Columns 73-80

Statement text begins in column 7 and continues to the end of the line (default is 80 columns) or an exclamation mark (which marks the rest of the line as a comment). If columns 73-80 contain sequencing information, the fc option -72 should be used.

2.1.3.3. DOUBLE PRECISION [c]

The type statement DOUBLE PRECISION means 64-bit precision for real variables.

2.1.3.4. OPTIONS

The OPTIONS statement can be used to set options not set by the fc command line or to override options in the command line. The options remain in effect only within the program unit in which they are defined, so it is useful for changing options for a single subroutine. It must be the first statement in a program unit, i.e. before the SUBROUTINE statement.

2.1.3.5. SAVE Statement [c]

The SAVE statement retains the values of designated variables in a subroutine or function when that module is exited. At the next CALL to the module, SAVEd variables have the same values as before the previous RETURN. The SAVE statement may be required if the program has come from a computer that always retains the values of variables in a subroutine or function, such as the -a static (static allocation) option on the CRAY cft77 command.
2.1.3.6. SECOND Function

The SECOND function supplied with the \textit{fc} libraries can only be used with the \textit{-cfc} compiler option.

The object code of a C function called SECOND that can be called by FORTRAN programs compiled with the \textit{-p8} compiler option or any compiler option that specifies 64-bit real variables is found in \texttt{~howser/sec.o}. You may use the \texttt{ln} command (See section 2.2.7.10 of A-8) to insure the file is in your directory, or you may copy it to your directory. This file must be included in the \textit{fc} command line to be loaded and used.

Example:

\begin{verbatim}
fc -O2 -p8 prog sec.o
\end{verbatim}

SECOND requires a dummy argument that is not used (i.e. \texttt{TIM= SECOND(DUM)}). SECOND returns the elapsed time since the last call to SECOND.
2.2. Using VECLIB and VECLIB8

VECLIB and VECLIB8 are math and scientific libraries supplied by CONVEX which contain many of the subroutines available in the CRAY LIBSCI library. They include the public domain software packages, LINPACK, EISPACK, and MINPACK subprograms. CONVEX provides two libraries, VECLIB and VECLIB8 for compatibility with the FORTRAN allowed data types. VECLIB is designed for the default compiler data types, while VECLIB8 is designed for programs compiled with the -cfc and -p8 compiler options. However, VECLIB8 contains only a subset of VECLIB standard library routines. Consult the CONVEX VECLIB User's Guide, CX-16, for more details. The section entitled VECLIB8, under each subroutine, will specify if that routine is available in VECLIB8.

Both VECLIB and VECLIB8 must be explicitly loaded with the fc command.

Example:

```
fc -O2 prog.f -lveclib
```

The default data precision types are used by the compiler, so veclib is the library loaded.

Example:

```
fc -cfc -O2 prog.f -lveclib8
```

The -cfc option requires loading veclib8, but be sure the subroutine is included in VECLIB8.

If the required subroutine is not available in VECLIB8, chapter 6 of the LARCLIB directory in CX-3 contains two subroutines (I4TO18 and I8TOI4) for converting integer arrays from 32-bit to 64-bit representation and vice versa when the -cfc or -p8 option is used on the fc command.
3. STANDARD C ON THE CONVEX COMPUTERS [e]

In addition to FORTRAN, CONVEX supports ANSI standard C. The following section describes how to compile, load and execute a program using the C compiler.

3.1. Standard C [f]

CONVEX supports the standard C compiler, called cc, which conforms to the ANSI X3J11/90-013 and POSIX standards. The cc compiler is the standard C compiler described in The C Programming Language, Version 2 by Brian Kernighan and Dennis Ritchie. CONVEX supplies CONVEX C (CX-46) a user's guide and language reference manual for the cc compiler. The CONVEX C Optimization Guide (CX-48) and the CONVEX C Programmer's Reference (CX-37) are also available from OCO (see chapter 7).

The implementation of C on CONVEX includes the construct "long long integer", which is a 64-bit integer. Additional extensions include an enumeration data type and structure to structure assignment. This version of the C compiler has compatibility mode options, including a backward-compatible mode option for applications that were compiled by non-ANSI C compilers. The default mode generates 32-bit precision. The syntax for the use of the C compiler is:

```
cc [options] files
```

The files can have the extensions .c, .o or .s, which are C source code, previously compiled code and assembly language code respectively. A partial list of options follows:

- `g` Build a symbol table for use by the csd debugger.
- `p` Build a monitor file for use by the prof profiler.
- `O` Optimize.
- `o` Specify a name for the executable, i.e. -o prog. The default name is a.out.
4. COMPUTING ENVIRONMENT [e]

The UNIX operating system is designed primarily as an interactive system. The user has the ability to customize his environment and to create new commands (or scripts) to perform frequently executed tasks. UNIX is case sensitive and expects system commands to be entered in lower case letters. The environment can be created automatically at login by using the .login and .cshrc files (see sections 4.1.4 and 4.1.5) or as needed by changing the environment or C-shell variables (see section 4.1.2). Usually, the .login file is used to initialize batch vs interactive environment, your search path for commands and environment variables. The .cshrc file is used to insure that all your aliases are passed on to subsequent C-shells and to initialize C-shell variables.

4.1. Logging Onto CONVEX [e]

When you get connected to Eagle or Mustang, the system responds

CONVEX UNIX, RELEASE V9.1 (machine_name)

and then prompts for your login name with

login:

Type your login name followed by a carriage return. The carriage return is followed by a prompt for your password:

password:

If you type either your login name or password incorrectly, the system prompts you again. If you hit the backspace in an attempt to correct an error, your login attempt fails. Just try again and be more careful. If you can’t login at all, call Password Validation at 864-8282. If your login is successful, you are told the name of your default account (group) (see section 1.3.1 of A-8).
4.1.1. Changing Your Password [e]

You must change your initial password when you first login to both Eagle and Mustang. You must also change your password on both C2's at least once a year. Once changed, a password may not be changed during the next two weeks. Your new password must meet the following security requirements:

1. It must be at least six characters long.
2. It must have at least two alphabetic and one numeric or special character.
3. It must not be any permutation of your login name.
4. It must differ from your old password by at least three characters.

Also, words found in a dictionary with only a single digit appended to the end or added at the beginning to form the password are highly susceptible to being compromised and should not be used. The command to change your password is passwd. It is an interactive command, so all that you must do is enter the command and passwd prompts you for a response. As you enter your old and new passwords at the appropriate prompts, notice that the system does not echo your password to the screen. This is a security feature and the reason that the system prompts you twice for your new password. If the two entries for your new password don’t match, the system does not change your password and prompts you again to enter your new password. If you forget your password, contact Password Validation at 864-8282 for assistance.
4.1.2. Environment and C-Shell Variables

Data about your environment such as your home directory and terminal type is maintained in two sets of variables called environment and C-shell variables. Environment variable values are inherited by all programs executed by the shell, including new shells that you spawn or fork. C-shell variables are inherited by execution of your .cshrc file whenever you spawn a new C-shell. Many of your environment and C-shell variables are defined by the system administrator in your initial .cshrc and .login files, but you may change these variables by using the setenv or set commands respectively. These variables generally define information that programs need to execute correctly. Your current environment variables can be displayed by typing:

`printenv`

The `setenv` and `set` commands have slightly different syntax, as illustrated below

```
setenv variable string

set variable=string
```

where `variable` is the name of the environment variable and `string` is the new value. Some of the C-shell variables are Boolean and are either `set` (i.e. true) or `unset` (i.e. false), such as `noclobber` and `ignoreeof`. These two C-shell variables are used in the sample .cshrc file in section 4.1.5.

Some common environment variables include `HOME`, `PATH`, `TERM`, `USER`, `SHELL`, `PRINTER` and `EDITOR`. These variables are discussed in detail in the CONVEX UNIX Primer (CX-2) in chapter 10. Some are illustrated in the examples of .login and .cshrc files that are discussed in sections 4.1.4 and 4.1.5.
4.1.3. Personalizing Your Environment

A nice feature of UNIX is the ease with which you can change your environment. It can be done automatically with the .cshrc and .login files, or it can be custom tailored for a single interactive session. When you are assigned a login name and password, the system administrator provides a default .cshrc and .login file in your home directory. You may change these to suit your needs. A frequent change that users make to the .cshrc file is to add aliases. Aliases allow you to create another name for frequently used commands. For example if you type (or add to your .cshrc file) the next line

```
alias rm "rm -i"
```

then each time you type rm to delete a file the system automatically prompts you to insure that you really intended to remove the specified file. Otherwise you would have to type

```
rm -i
```

each time you wanted the system to prompt you on a file removal.

The directory /usr/local/admin/skel has several sample hidden files that you may use to customize your environment, including .login and .cshrc files. These files are similar to but not exactly like the sample files in sections 4.1.4 and 4.1.5. Additionally there are sample skeleton files for the .exrc, .mailrc, .forward, .netrc, .rhosts and .logout files that are discussed in A-8 or elsewhere in this manual (See the Guide to Hidden Files at the end of the Mini Manual). The next two sections have sample .login and .cshrc files that are similar but not identical to the skeleton files that the system administrator gives you initially. If you modify the default files or bring your .login and .cshrc files from another machine and discover that something isn’t working, then you can copy the default .login and .cshrc files from the directory /usr/local/admin/skel to your home directory.
4.1.4. Your .login File [e]

The .login file is automatically executed every time that you log into the C-shell. (An analogous .logout file is automatically executed every time that you log out of the C-shell, if such a file exists.) An example of a typical .login file is given below. Everything to the right of the pound sign (#) is a comment to explain the various entries. Your .login file may not look exactly like this, but you can tailor it to suit your needs. This .login file has been tailored to allow automatic notification of new notes (see section 8.3 of A-8) and to test for batch or interactive environment.

```
setenv MAIL=/usr/spool/mail/john
umask 022
setenv DELIVER bin999
setenv NFSEQ "*"
set machine='hostname'
if ( "$machine" == "eagle" ) then
    set nres='checknotes -v'
    if ( "$nres" != "" ) then
        echo "New notes -- $nres"
        echo -n "Read Notes? "
        if ("$<" =~ [yY]* ) then
            clear
            autoseq
        endif
    endif
endif
endif
biff y
mesg n
date
setenv TERM vt100
stty erase "H"
setenv VISUAL /usr/ucb/vi
setenv EDITOR /usr/ucb/vi
setenv LPP 48
endif
```

More information on these commands can be found using man for the specific command or for csh, which is the command to spawn a new C-shell. The .login file only shows up in a list of files generated by the ls command if the -a option is used.
4.1.5. Your .cshrc File [a]

Every time you log onto the CONVEX or spawn a new C-shell the .cshrc file is automatically executed. It may also be executed by typing:

source .cshrc

An example of a typical .cshrc file is given below. Everything to the right of the pound signs (#) is a comment to explain the various entries. Your .cshrc file may not look exactly like this one, but remember that you can tailor it to suit your needs.

```
set mail=(/usr/spool/mail/john)           # set up for mail notification
set path=('/bin /usr/local /bin%# command search order
          /usr/bin /usr/local/bin%#
          /usr/ucb /usr/convex %#)
if (! $ ? ENVIRONMENT) then%# check environment
  for batch or interactive
  set history=20                         # save last 20 commands on history file
  set prompt="mustang.john\n          "                        # set prompt to show machine & user
  set ignoreeof                          # disable ^D for logout
  set noclobber                         # avoid accidental file overwrite
  alias h history                      # shorthand notation for history
  alias c clear                         # clear the screen
  alias rm "rm -i"                      # avoid accidental removal of files
```

The .cshrc file appears in a list of files only if the -a option is used with the ls command. More information on the commands listed above can be found using the man csh command.
4.2. Interactive Computing

UNIX is basically an interactive operating system, but unlike some other operating systems the user can be executing multiple tasks, called processes under UNIX, at the same time. This feature tends to make your terminal sessions more productive, since you don't have to wait for one process to finish to start another. However, there is a limit of 40 processes per user.

4.2.1. Processes

A process is a program that is running. The most frequently running program is the command interpreter called \texttt{csh} and referred to as the C-shell. CONVEX UNIX also supports the Bourne shell, which is called \texttt{sh}. Every time the user issues a command the \texttt{csh} spawns (or forks) a new process. The spawned process is the child of the process that created it. Processes may be run in the foreground or background. Usually they are run in the foreground; however by running processes in the background, you are able to do a lengthy task like a compile, while continuing to do other work in the foreground. For example, to compile a FORTRAN program, \texttt{prog.f}, in the background on CONVEX, you type:

\begin{verbatim}
fcc prog.f &
\end{verbatim}

The ampersand (\&) causes the program to be compiled in the background. If you are in the C-shell and logout, the process continues executing if you have redirected standard input and output (see section 2.4 of A-8). In the Bourne shell you must precede the \texttt{fc} with a \texttt{nohup}, otherwise the process dies when you logout. For example,

\begin{verbatim}
nohup fc prog.f &
\end{verbatim}

would continue to execute after you logout.

You can check on the status of processes with the \texttt{ps} command, which stands for process status. Each process is assigned a number called a Process IDentifier (PID). This number is important if you have a hung process and want to kill it (see section 4.2.2). Processes can also be moved between the foreground and background with the \texttt{fg} and \texttt{bg} commands. A job in the foreground may also be stopped with the ^Z (Control Z). Using ^Z does not kill a process, it merely suspends it. If you attempt to logout while a job is stopped the system gives you a warning message:

\begin{verbatim}
There are stopped jobs.
\end{verbatim}

Another attempt to logout will succeed in logging out, but stopped jobs are killed. This gives you the option of restarting the stopped process before you logout.

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4.2.2. Killing a Runaway Process

If you have a runaway process running in the background, the `ps` command gives you the PID which you can then use to kill the process. For example to kill the process with PID 1234, type:

```
kill -9 1234
```

Sometimes you may have a hung terminal or a runaway process running in the foreground. There is no need to panic. First try using the `^C` (control C) signal. If that doesn't work, just login to the machine again from another terminal and enter the `ps` command. Then use the `kill` command as just illustrated to kill the process(es) associated with the other terminal. If you kill the wrong C-shell by mistake, you are logged off the system, so just try again.

4.2.3. Logging Out

Usually, you log off the system with the `logout` command. If you are no longer in your login shell then you must use the `exit` command. The `^D` (Control D) also logs you off the computer if you do not have the variable `ignoreeof` set in your `.cshrc` file (see section 4.1.5). You may also create a special `.logout` file that is executed every time that you logout. A sample `.logout` file might contain the following:

```
clear
/bin/rm a.out
/bin/rm core
date
```

#clear your screen
#remove generic executables
#remove core file
#display date and time at logout
4.3. Batch Processing on CONVEX [c]

Batch processing capability on Eagle and Mustang is provided with the CXbatch utility. CXbatch is similar to CRAY's Network Queuing System (NQS). Many CXbatch commands are similar to NQS commands, however, CXbatch does not recognize commands embedded in scripts that begin with the character string '%QSUB' like NQS. CXbatch scripts use the string '@$' rather than '# QSUB'. The next section provides an introduction to CXbatch. It may be necessary to tune the various queue limits to the mix of jobs at LaRC to obtain the optimal throughput on the C2's. A note under the topic CXadmin (see section 8.3 of A-8) gives the current queue definition. Changes to the queues are announced in the message of the day, referring you to the new entry under notes CXadmin. Table 4.1 summarizes the CXbatch queues. Document CX-23 is the CONVEX CXbatch User's Guide.

4.3.1. CXbatch [e]

You can use CXbatch to submit jobs to either Eagle or Mustang, and to query the system for status or kill a running process. Before attempting to use CXbatch, your .cshrc file must be modified to check for a batch or interactive environment (see section 4.1.5), and your path must be set prior to this check. CXbatch does not execute your .login file. CXbatch commands include:

- qsub Submits a request to a batch queue.
- qstat Displays the status of CXbatch queue and requests.
- qdel Deletes or signals CXbatch request.
- qlimit Displays batch limits and shell strategy

To use CXbatch, you must first create a shell script (see section 2.1.3) of commands to be executed in batch mode. In general, scripts are used to change into a scratch directory for the compilation, loading and execution of a large application program. CXbatch scripts execute in the shell specified by the shell strategy, which is set to your login shell (the C-shell for most users). Some of the more frequently used qsub options are:

- -a 5pm Submit job to CXbatch queue at 5 PM.
- -lw 2Mw Establish a per-process working set size limit of 2 Mw.
- -lt 1000 Establish a per-process CPU time limit of 1000 seconds.
- -IT 1000 Establish a per-request CPU time limit of 1000 seconds.
- -mb Send mail when the request begins execution.
- -me Send mail when the request ends execution.
- -q large Send job to the large CXbatch queue
Note that Cxbatch has no mechanism to support a per-process or per-request memory limits. Only the per-process working set size may be specified. Check the man page for details on other qsub options.

An example of a sample CXbatch script for user john follows:

```
#  
#  @-lw 2mw  
#  @-lt 1000  
#  @-me  
#  cd /scr/john  
/bin/time fc -LST -o prog.prog > & prog.l  
/bin/time prog < prog.in > & prog.out
```

This job when submitted to CXbatch, runs in the scratch directory of john, with a working set size limit of two million words and a CPU time limit of 1000 seconds. The job times both the compilation and execution and the request sends john a mail message when it completes.

The syntax of a batch job submission using CXbatch is:

```
qsub [options] script_name
```

The options may include any options that can be embedded in the CXbatch script. Any options specified with the qsub command override the same options that may be specified in the script. Once you submit the job, the system responds:

```
request request_id submitted to queue: queue_name
```

Refer to notes CXadmin for the current description of the CXbatch queues. The request_id is used by the qdel command, if it becomes necessary to kill the request. To kill a request, use:

```
qdel -k request_id
```

The -k option is required only if the process has begun execution.

The qlimit command displays the resources available on Eagle and Mustang and the corresponding parameter names to be used by qsub. The shell strategy displayed is the name of the shell which interprets script commands (your login shell, usually the C-shell), if you do not specify a shell.

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The `qstat` command is used to query the system about the status of your request(s) as illustrated below:

- `qstat -a` Show all requests.
- `qstat -m` Show medium summary of queue requests.
- `qstat -l` Show long summary of queue requests.
- `qstat -x` Show queue header summary.

The `qstat` command has other options, check the `man` page.

Other changes to CXbatch at this release include two new options, `-e filename` and `-o filename`, which are used to rename the `.e` and `.o` files associated with the termination of a CXbatch job. These files can be a valuable source of debugging information if your job terminates abnormally. Additionally, if nothing is written to `stderr` or `stdout`, these files are created with zero length if they have not been renamed with the `-e` and `-o` options. If these options have been used and nothing is written to the standard error or output files, a zero length file is not created.
<table>
<thead>
<tr>
<th>CXbatch Queue</th>
<th>Working Set (Mw)</th>
<th>CPU Time (seconds)</th>
</tr>
</thead>
<tbody>
<tr>
<td>interactive *</td>
<td></td>
<td>1200</td>
</tr>
<tr>
<td>short</td>
<td>4</td>
<td>1200</td>
</tr>
<tr>
<td>medium</td>
<td>4</td>
<td>3600</td>
</tr>
<tr>
<td>long</td>
<td>4</td>
<td>7200</td>
</tr>
<tr>
<td>largedepature</td>
<td>8</td>
<td>300</td>
</tr>
<tr>
<td>large</td>
<td>8</td>
<td>3600</td>
</tr>
<tr>
<td>large-long **</td>
<td>8</td>
<td>10800</td>
</tr>
</tbody>
</table>

* Interactive is not a true CXbatch queue, but is included for completeness.

** Active only during non-prime shifts.

Table 4.1 CXbatch Queues

These CXbatch queues were modified with the hardware upgrades to Eagle and Mustang. Changes to the queues are announced in the Message-of-the-Day (found in /etc/motd), notes CXadmin and by computer bulletin. Space has been left in Table 4.1 for you to make changes to the queue definitions. Jobs are automatically routed to the correct CXbatch queue as specified by the qsub options. The notes CXadmin category on Eagle and Mustang contains the latest queue information.

**WARNING:** Any job submitted to CXbatch that exceeds the established queue limits is deleted by the CXbatch daemon and will never appear with a qstat command. However, the daemon does send you electronic mail to inform you that your request could not be queued.
CONVEX supports four debugging utilities, including a new X-based implementation of the UNIX debugger, dbx, called CXdb. CONVEX OS also supports the CXpa performance analyzer and three profiling utilities, prof, bprof and gprof. A new utility, build, supports interprocedural analysis of FORTRAN and C applications, see Section 5.7.

The pmd Post-Mortem Dump and csd Source Code (Interactive) debuggers both require that a symbol table be built during compilation. The adb debugger can be used when your program terminates abnormally and a symbol table was not built.

The CONVEX profiling utilities, prof, bprof and gprof, all require that the program be compiled with a special option. Then the program is executed normally. An analysis of the profiling statistics is generated using the profiling utilities. The man pages for these profilers are in CX-28.

The nm utility can be used to find the routine in which your program aborted without having to recompile by typing

```
nm -gn [executable_file]
```

which produces a list of all external symbols (subroutine names) in numerical order by memory location. Additionally, CONVEX places all code on READ ONLY pages in memory, so that it should be impossible to overwrite your code with data.
5.1. CXdb Symbolic Debugger

The CXdb (cxdb) debugger is an interactive symbolic debugger that has the capability to perform the following functions:

1. Setting breakpoints, tracepoints and watchpoints.
2. Controlling program execution.
3. Displaying and changing data.
4. Managing image (executable, core and running process) files.
5. Defining debug variables, aliases and macros.

The manual for cxdb, CONVEX CXdb User's Guide (CX-44), is organized such that the various sample debug sessions throughout the manual refer to source code found in Appendix A. The manuals CONVEX CXdb Concepts (CX-43) and CONVEX CXdb Reference Manual (CX-53) are also available. Multithreaded applications can also be debugged interactively using cxdb. Compilation at level -O3 is required for these applications. Almost all the dbx commands are implemented with this release of cxdb, either directly or through the use of supplied aliases and macros. Additionally, several CONVEX-specific commands have been included. The cxdb utility is very similar to the CRAY utility cdbx. Appendix C of CX-44 contains a cross-reference between the commands for the CONVEX line-oriented debugger csd and cxdb commands.

To use cxdb, it is recommended that each source code module be on a separate file. Using optimization inhibits the effectiveness of the debug tables that are generated. The best results from using cxdb are with unoptimized code (compiler level -no). However, cxdb is unique in the respect that it allows debugging at all optimization levels (-no, -O0, -O1, -O2, and -O3). To use the full capabilities of cxdb, you must compile your program using the -cxdb option with the latest version of the CONVEX FORTRAN or CONVEX C compiler. The -cxdb option tells the compiler to generate the debugging information cxdb needs in subdirectory .CXdb.

This release of cxdb supports the CXwindows interface (CONVEX version of the X Window System) in addition to the "batch mode" which features file input/output (-b option). As there are no default executable, core or running process file names, in order to debug your program, you must specify the executable file and a process generated from that executable file. cxdb uses the image of the process to map between the current state of the process and the original source code. A simplified syntax of the cxdb command follows:
DEBUGGING AND PERFORMANCE ANALYSIS

$cxdb \{-e efile\} \{-c cfile\} \{-a process-id\}$

- **e** specifies an executable file, `efile`, to debug.
- **c** specifies a core file, `cfile`, to debug.
- **a** attaches `cxdb` to the running process with the specified process-id.

Other `cxdb` options are available and includes batch mode selection, immediate execution of specified commands or command file and directory additions to the default search path. Check the `man` page for all available options. See Chapter 2 of CX-44 for more detailed information on invoking `cxdb`.

### 5.2. adb Debugger

The `adb` debugger is an object-level debugger for use at the assembly language level. It is described in `CONVEXadb` (CX-10). It does not require recompilation or special compiler options and works with all levels of optimization. To access the `adb` debugger type

```
adb [executable_file] [core]
```

where `executable_file` is the execution file that aborted and `core` is the core image generated. This briefest of forms of `adb` shows which routine the program was executing when it aborted. The address given by `adb` can be used with the output of the `nm -gn` command to see whether the error was near the start, middle or end of the routine.
5.3. csd Source Code Debugger [c]

The csd debugger is an interactive symbolic debugger that has the capability to perform the following functions:

1. Setting breakpoints and traces.
2. Controlling program execution.
3. Displaying and changing data.
4. Managing image (core or executable) files.
5. Defining debug variables and aliases.

All the dbx commands are implemented with this release of csd. Additionally, several CONVEX-specific commands have been included. The csd utility is described in Chapter 2 of the CONVEX Consultant User's Guide (CX-11). The csd utility is similar to the CXdb utility cxdb, but without the X interface. To use csd, symbol tables must have been generated when the program was compiled by selecting the -db option for the fc compiler. In general, better results from csd are obtained when the subroutines being debugged have been compiled without any optimization. A simplified syntax of the csd command follows:

```
csd [-r] [symfile] [corefile]
```

- `-r` execute `symfile` immediately, without waiting for csd commands.
- `symfile` select the file that contains the symbolic information. The default is `a.out`.
- `corefile` select the file that contains a dump of the user memory image. The default is `core`.

Other csd options are available, check the man page.
5.4. pmd Post-Mortem Dump

The *pmd* debugger generates a Post-Mortem Dump to the file *stderr* if execution aborts and a core file is created. It can be used with all levels of optimization, but does require that the *-db* option be selected for the compilation. The syntax of *pmd* is

\[
pmd [-alsv] [-d n:m ...] a.out
\]

where *a.out* is the name of the default executable (you may have called it by another name). The *-d* option allows you to specify limits on the printing of arrays. There are other options not indicated above; check the *man* pages or *CONVEX Consultant User's Guide* (CX-11) The remaining options have the following meanings:

- `a` Print address registers in several formats.
- `l` Generate a long format dump.
- `s` Generate a short format dump.
- `v` Include the contents of the vector registers in the dump.
5.5. Timing Your Program [e]

The CONVEX computers have an architecture that is not too dissimilar from the CRAY-2 and CRAY Y-MP. The FORTRAN compiler is FORTRAN-77, but has some extensions and restrictions that are unique to CONVEX. There is no explicit vector syntax, so programs written in standard FORTRAN-77 should need little work to execute correctly on a C2.

Once your program is executing correctly, one of the first things that you may want to do is to time it. You can use the /bin/time command to time your compilation and execution in the shell script (See section 2.1.3 of A-8) that runs your program, in the following manner.

```
/bin/time fc -LST -o prog.prog.f > & prog.l
/bin/time prog < prog.in > & prog.out
```

The /bin/time command returns elapsed time, CPU time and system time labeled as real, user and sys respectively. The time command is built into the C-shell and returns a different output than /bin/time, which is not as convenient to interpret. The FORTRAN compiler fc is discussed in section 2.4.1 and file redirection (i.e. using the < and > symbols) is discussed in section 2.4 of A-8. A FORTRAN-callable SECOND function in the fc compiler's libraries is available only when the -cfc option is used. A C function called SECOND is available and callable by FORTRAN programs when the -r8 or -p8 options are used, but it must be explicitly loaded (see section 2.1.3.6).

Additionally CONVEX has several timing utilities that are described in Document CX-11, CONVEX Consultant User's Guide. These profilers are called prof, bprof and gprof and are discussed in the next section.
5.5.1. prof, bprof and gprof [c]

These CONVEX profiling utilities all require that the program be compiled with a special option. Then the program is executed normally. Finally an analysis of the profiling statistics is generated using the prof, bprof or gprof utilities. The man pages for these utilities are in CONVEX Consultant Programmer's Reference (CX-28).

5.5.1.1. prof

The prof utility is the general profiler to generate basic profile data such as: total cpu time per routine and percentage of cpu time in relationship to the other profiled routines; number of calls; and average cpu time per call. To use prof the -p option must be selected during compilation and loading. After executing your program, the profiler would interpret the data gathered with the following command:

```
prof a.out mon.out
```

where the file a.out is your default executable name and mon.out is the default name for the file containing profiling information. For more detail on the use of prof, check CX-11 or the man pages.

5.5.1.2. gprof

The gprof utility builds a call graph so you can see where a specific routine is called most frequently. The utility is used just like prof, except that the compiler option to specify is -pg and the default name for the file containing profiling information is gmon.out. For more detail on the use of gprof, check CX-11 or the man pages.

5.5.1.3. bprof

The bprof utility counts the number of times that each line of source code is executed and forces compilation to be done with no optimization, which could skew statistics. The option to specify on compilation is -pb and the default file containing profiling information is bmon.out. For more detail on the use of bprof, check CX-11 or the man pages.
5.6. CXpa Performance Analyzer [e]

The interactive code profiler, CXpa, supports selective, interactive profiling of routine, loop, and basic block code sections. CXpa works with programs compiled by the Convex FORTRAN and C compilers.

The FORTRAN command line to compile the executable (see section 2.1) required for routine-level and loop-level profiling (the -pa option) is:

```
fc [options] -pa [CXpa options] files [loader options]
```

To invoke CXpa on an executable file, enter the following command line:

```
cpa [-f] [-nx] [-udir...] objfile
```

See the man page for cpa for a description of the various options.

When CXpa is invoked, you see the following message:

```
Convex Performance Analyzer
Type 'help' for help
Reading executable 'objfile'
```

The following is a list of the command available in CXpa:

**Execution control commands:**
- run - create a cpa.pdf file
- rerun - reruns the last run command entered
- quit - end a CXpa session

**Profiling control commands:**
- deselect - cancels selected monitor points
- monitor - selects all parts of a program for monitoring
- profile - changes the name of the output PDF

**Analysis control commands:**
- analyze - analyze a loop-level profile
Information Commands:

- file - change current source file, used
  (a) to add one or more directory
  (b) to list current directory list
- help - get more information about a command
- list - display text files
- source - execute a command file from within CXpa
- status - check status of PDF during a session

For more information, see man cpa. Or refer to CONVEX Performance Analyzer (CXpa) User's Guide (CX-40) and CONVEX CXpa Programmer's Reference (CX-41).
5.7 The Application Compiler

The Application Compiler is invoked with the build command, which is modeled after the make command. The Application Compiler is described in the manual CONVEX Application Compiler User's Guide (CX-42). The Application Compiler may be used with both FORTRAN and C programs. Its purpose is to go beyond global optimization of a code to the level of interprocedural analysis. Interprocedural analysis is critical to the effective parallelization of any application.

The Application Compiler builds a database of program information that describes the flow of data and control between procedures. This removes many restrictions on optimization forced on a compiler that is only processing one routine at a time. It also automatically performs certain optimizations, such as procedure inlining that previously were manual. Various checks such as for over or under subscripted arrays, uninitialized variables and type checking can be done automatically. The Application Compiler can also be run in parallel with the -j option, which can reduce compile time, especially on Mustang.

The build command looks for a file called buildfile or Buildfile by default. This text file contains all the directives for build. You may specify another name with the -f option. Chapter 2 of CX-42 describes the various options available for build. Chapter 3 describes how to create the buildfile. The script makebuildfile creates a buildfile from an existing makefile. The script is described in Appendix B. Appendix A describes the supported compiler options and Appendix C describes errors messages.
6. CONVEX UTILITIES [e]

Mathematica, the X Window System (X) and OSF/Motif are supported by CONVEX. Mathematica is a symbolic manipulation language that is similar to Macsyma. Release 4 of X11 is the supported version of X, which is called CXwindows on the C2's.

6.1 Mathematica [e]

Mathematica is an interactive system for doing mathematical computation. It handles numerical, symbolic and graphical computations, and incorporates a high-level programming language. Mathematica is available only on Eagle and can run under X-Windows. The reference for the Mathematica system is Mathematica: A System for Doing Mathematics by Computer (Second Edition, 1991) by S. Wolfram, published by Addison-Wesley. You must add the directory /usr/local/unsupported/bin to your PATH environment variable (see section 4.1.2) in your .cshrc or .login file in order to use Mathematica. Mathematica may be executed by entering:

```
math [-noprompt] [-remote] [-run command]
```

Options

- **-noprompt**  Produce no input or output prompts.
- **-remote**     Use MathTalk packet-based communication protocol (see mathremote)
- **-run command** Run a Mathematica command during initialization.

To use Mathematica with X-Windows, set the environment variable DISPLAY to the network name of the workstation or X-Terminal to which you are connected, appended the string with :0.0. For example, if your workstation has the network name works, use the following command on Eagle:

```
setenv DISPLAY works.larc.nasa.gov:0.0
```

On the workstation works, either before logging into Eagle or in a separate window, enter:

```
xhost +eagle.larc.nasa.gov
```

When you execute math, you see this line after the start-up message:
-- X11 windows graphics initialized --

Graphics will now be directed to the workstation works.

Mathematica reads the file init.m when it begins and the file end.m when it exits. Since the CONVEX math library is listed when you execute man math, you must do the following to read the math man pages:

```
nroff -man /usr/local/unsupported/src/math/Install/man/math.1
```

### 6.1.1 Remote Execution of Mathematica [e]

The mathremote command runs the remote-access version of Mathematica. It may be executed by entering:

```
mathremote [-crc] [-run command]
```

Options

- `-crc` Enable CRC error checking.
- `-run command` Run a Mathematica command during initialization.

The man page for mathremote may be display by entering:

```
nroff -man /usr/local/unsupported/src/math/Install/man/psfix.1
```

### 6.1.2 PostScript Processing and Mathematica [e]

The psfix command takes one or more files containing PostScript graphics descriptions produced by Mathematica and produces a file suitable for output to a standard PostScript rendering device, such as a PostScript printer or PostScript display driver. There are too many options to psfix to describe here. See the man page by entering:

```
nroff -man /usr/local/unsupported/src/math/Install/man/psfix.1
```
6.2 OSF/Motif and CXwindows [e]

Motif is a graphical user-interface from the Open Software Foundation (OSF). It consists of a window manager, a widget set, and a user-interface language. Debate about a standard user-interface is on-going, however many workstation vendors have chosen to support the Motif look and feel (i.e. IBM, HP, SGI, DEC). Motif is also available on Eagle and Mustang.

On the Convex computers, Motif is provided as part of the CXWindows software package. The Motif window manager, mwm is available in the /usr/bin/X11 directory. This window manager provides the capability of opening, closing, moving and resizing windows with a 3-D look. Refer to the OSF/Motif User's Guide, published by the OSF further information on using mwm. A copy of this document, as well of the full set of documentation available from OSF, may be obtained in the LCUC directory on the Mass Storage Subsystem:

@lcuc/text/motif/doc

The directory contains the following documents in both PostScript and ASCII formats:

- OSF/Motif User's Guide
- OSF/Motif Programmer's Guide
- OSF/Motif Programmer's Reference
- OSF/Motif Porting Guide
- OSF/Motif Style Guide
- OSF/Motif Release Notes
- AES User Environment Volume

The Motif widget set is available in the /usr/lib directory as libXm.a. Refer to the OSF/Motif Programmer's Guide and OSF/Motif Programmer's Reference for information on developing programs using the Motif widget set.

The OSF/Motif User-Interface Language, uil, is also available in the /usr/bin/X11 directory. The uil program provides an alternate language (as opposed to C) for creating Motif applications. Refer to the OSF/Motif Programmer's Guide uil.
The X Window System (X) is a network-transparent graphical window-based software system that was developed at MIT in 1984. The architecture of X, which is called CXwindows in the CONVEX implementation, is based on a client-server model. CXwindows is based on Version 11, Release 4 of X. Display servers are programs residing on workstations, X terminals, and PC's, which provide display capabilities and manage user input devices (keyboard, mouse, etc.). Clients are application programs that perform specific tasks and may be run on workstations, PC's or Eagle and Mustang. Additional information on CXwindows, including more detailed references may be found in section 3.4 of SNS Programming Environment User's Guide (A-8), or in the notes Xinfo topic.
7. CONVEX DOCUMENTATION

Users of the CONVEX computers have several sources of information and assistance (see chapter 8 of A-8). Since the C2's run under a version of UNIX much information is available on-line. However, ACD still provides substantial printed documentation that is described below.

ACD distributes a subset (highlighted in boldface in Table 7.1 on the next page) of the user manuals that describe Eagle and Mustang to all SNS Document Librarians. The documentation listed in Table 7.1 is available from the Operations Control Office (OCO). You may order a personal copy of any of these manuals by calling OCO at 864-6562, or by sending electronic mail to oco@eagle, for overnight service. This list is accurate by revision level for CONVEX OS Version 9.1. Three of these CONVEX manuals have been compiled by ACD personnel: CX-1, CONVEX Mini Manual; CX-3, CONVEX Mathematical Libraries; and CX-26, CONVEX LINPACK and EISPACK Subroutines. Each newly validated SNS user receives copies of CX-1; CR-1, the CRAY Mini Manual; and A-8, the SNS Programming Environment User's Guide. There are sufficient quantities of CX-2, CX-4 and CX-5 in OCO for any user to get a personal copy. Since UNIX has on-line documentation, only a limited number of most manuals are available from OCO for individual distribution. Demand determines the number of copies that are kept in stock.

7.1. The CONVEX UNIX Primer

Document CX-2, the CONVEX UNIX Primer, is a useful manual for the novice UNIX programmer. It is designed to assist you to

1. Login to a CONVEX system.
2. Use basic UNIX commands.
3. Communicate with other users.
4. Create files.
5. Compile, load and execute programs.
6. Understand shells and the hierarchical file system.
7. Learn the basics of the visual editor, vi.
8. Learn how to use the make utility.

If you use the exercises at the end of each chapter, CX-2 may be used as a self-paced tutorial on CONVEX OS.
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This document briefly describes the use of the CONVEX computers that are an integral part of the Supercomputing Network Subsystem (SNS) of the Central Scientific Computing Complex of the Langley Research Center. Features of the CONVEX computers that are significantly different than the CRAY supercomputers are covered, including: FORTRAN, C, architecture of the CONVEX computers, the CONVEX environment, batch job submittal, debugging, performance analysis, utilities unique to CONVEX and documentation. This revision reflects the addition of the Applications Compiler and X-based debugger, CXdb.

The document is intended for all CONVEX users as a ready reference to frequently asked questions and to more detailed information contained with the vendor manuals. It is appropriate for both the novice and the experienced user.