Class Progress

Basics of Linux, gnuplot, C

Visualization of numerical data Roots of nonlinear equations (Midterm 1) Solutions of systems of linear equations Solutions of systems of nonlinear equations Monte Carlo simulation Interpolation of sparse data points Numerical integration (Midterm 2) Solutions of ordinary differential equations



Model of Operating System Processes





"Point and Click" Versus Command Language



Infants progress through a "pointing development" stage, but must then learn language and speech to successfully interact with a complex world



"Point and Click" Versus Command Language

```
i = 0;
while (i < n) {
  if (i != k) {
    j = k + 1;
    while (j < n) {
      coeff[i][j] -= coeff[i][k] * coeff[k][j];
      j++;
    }
    i = 0;
    while (j < n) {
      invert[i][j] -= coeff[i][k] * invert[k][j];
      j++;
    }
  }
  i++;
}
                        gcc rlc integrate.c -o rlc integrate -lm
                        ./rlc integrate 6.2832 10 0 0 0 10 0.01 >| rlc integrate.dat
                        less rlc integrate.dat
```

```
plot 'rlc_integrate.dat' using 1:2 with lines, '' using 1:3 with lines
```

Language is the only mechanism to effectively interact with a processor to solve complex numerical problems



Reference Resources on Class Web Page

Basic Linux commands: http://www.physics.smu.edu/fattarus/LinuxCommands.html

bash shell key commands: http://www.physics.smu.edu/fattarus/BashCommands.html

less pager key commands: http://www.physics.smu.edu/fattarus/LessCommands.html

gnuplot commands:

http://www.physics.smu.edu/fattarus/GnuplotCommands.html

Table of hexadecimal digits: http://www.physics.smu.edu/fattarus/HexDigits.html

Linux command tutorials: http://www.physics.smu.edu/fattarus/LinuxTutorial1.html http://www.physics.smu.edu/fattarus/LinuxTutorial2.html



A Good On-Line Tutorial

http://www.ee.surrey.ac.uk/Teaching/Unix/index.html

In addition,
http://www.tuxfiles.org/linuxhelp/linuxcommands.html
displays a nice cheat-sheet



Linux Directory Tree Structure



Referring to Files

Absolute, or "fully-qualified" file names: /home/my_name/larry /home/my_name/mysubdir/moe Note the / characters as directory separators

For files in or below the current working directory: larry mysubdir/moe

Use the pseudo-files present in every directory:

. refers to current directory . . refers to one directory level above to form relative file names:

- ../subdir1/larry
- ../../subdir1/subdir2/moe
- ./curly
- ../subdir1/../subdir2/../subdir1/../subdir2/../subdir1/shemp

Use the special character '~' as an alias for your home directory: ~/subdir1/larry



General Command Syntax



Examples:

cp -f larry moe Copy file 'larry' into file 'moe', with a 'force' option (overwrite file 'moe' if it exists)

ls -l curly
List files in directory 'curly' in long format

rm -i shemp Remove file 'shemp' using interactive mode (verify before file is deleted)



Locating Command Executable Files

Each command name is actually the name of the executable program file on the system. These may be programs that come as a standard part of the Linux system or your own executable file generated by compiling your program code.

Show the directories Linux will search for executable program files when a command is entered with

echo \$PATH

If an executable program file is in one of these directories, simply the command name is sufficient. If it is in another directory somewhere, then a full path name (absolute or relative) must be given. If it is in the current directory that means it must be given as

./file argument1 ... argumentN



File Name "Wildcard" or "Globbing" Syntax

In a command file name, the ? character matches any single character In a command file name, the * character matches any sequence of characters, including possibly nothing

Example: Suppose in the current directory there are files abc.a abc.b abcdef.a abcdef.b abpq.a abrs.b cba.a cba.b

Then when used as a file name on a command line

abc* expands to abc.a abc.b abcdef.a abcdef.b abcdef* expands to abcdef.a abcdef.b abc*.a expands to abc.a abcdef.a *.b expands to abc.b abcdef.b abrs.b cba.b ab* expands to abc.a abc.b abcdef.a abcdef.b abpq.a abrs.b * expands to abc.a abc.b abcdef.a abcdef.b abpq.a abrs.b cba.a cba.b abc.? expands to abc.a abc.b abc.? expands to abc.a abc.b

Globbing can refer to subdirectories as well as files

Be careful! Use an $\tt echo$ or $\tt ls$ command to first verify what files will be matched by your globbing string



Default Connections for Standard Input and Output





Redirecting Standard Input from a Disk File





Redirecting Standard Output to a Disk File





Redirecting output and input on the Command Line

ls > file_list.txt to write results of ls command to file
ls >> file_list.txt to append results of ls command to contents already in file
ls >| file_list.txt to overwrite results of ls command to existing file

command < data.txt to feed contents of a file into standard input of a command



Piped Connections for Standard Input and Output



Using pipes on the Command Line

```
ls /usr/bin | less
cat linear.* | less
ls *.c | wc
grep double /usr/include/*.h | less
cat solve*.c | grep maxwell
```



Retrieving Result Codes from Programs

Every program returns an result code to the shell when it exits. The result code is an integer value, zero for a successful execution and nonzero to report an unsuccessful completion. It is placed in the special shell variable named '\$?'. The shell command 'echo' can be used to display the contents of all shell variables, including '\$?'.

Examples, in a working directory containing text files but no C source files:

```
$ ls *.txt
a.txt b.txt c.txt
$ echo $?
0
Ś
 ls *.c
ls: cannot access *.c: No such file or directory
 echo $?
$
2
 grep John names.txt
John Smith
$ echo $?
0
$
 grep Mary names.txt
$
 echo $?
1
$
```



Looking Up On-line Manual Pages

- Type "man 1 command_name" to look up documentation of a shell command, with output automatically viewed in "less"
- Type "man 3 *function_name*" to look up documentation of a C function, with output automatically viewed in "less"

