Users' Guide to NetSolve V2.0

(http://icl.cs.utk.edu/netsolve/)

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version 2.0 Edition

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Preface

Who Should Read This Document

This Document is intended to provide the reader with a discussion of how to use the different components of the NetSolve System and to serve as a reference manual for the commands and functions made available by NetSolve. Although we offer a brief discussion of the NetSolve System, this document is not necessarily intended to provide details about the NetSolve components. The reader should refer to the NetSolve documents in the reference list and refer to the *Documentation* section of the NetSolve homepage (/netsolve/) for more appropriate discussion of the NetSolve system.

The reader is expected to have some level of familiarity with programming and at least one programming languages, preferably the C language. Rudimentary knowledge of the UNIX™ operating system environment and the **make** utility will prove handy if installing and configuring NetSolve for the UNIX environment.

Organization of This Document

This users' guide is divided into six parts. These *parts* are aimed at the needs of different types of users. Therefore, it is not necessary for a user to read all chapters of this users' guide.

Part I: Introduction

This part of the users' guide provides a general overview of the NetSolve system, as well as a discussion of related projects.

Part II: The User's Manual

These chapters are aimed at the average user of NetSolve who is only interested in utilizing the client interfaces. They provide installation instructions for the client software, a discussion of the available client interfaces and how to utilize specific features of the NetSolve system such as request farming, security, and user-supplied functions, and a troubleshooting section to explain error-handling within the NetSolve system.

Part III: The Administrator's Manual

These chapters are aimed at the user who will be installing and customizing a stand-alone NetSolve system. They give installation instructions for the agent and server software and the management tools, explanations of how to add new software to the NetSolve system, and a thorough explanation of the design of features in the NetSolve system such as request farming, security, and the user-supplied function.

Part IV: Miscellaneous Features

These chapters provide detailed information on miscellaneous features of the NetSolve system such as the Network Weather Service (NWS), Condor-G, Distributed Storage Infrastructure (DSI), GridRPC, and Octave.

Part V: Reference

These sections provide reference manuals for the client interfaces, as well as a listing of error-handling messages within the NetSolve system.

Part VI: Appendices

These appendices provides tutorials on using NetSolve and example programs calling the Fortran77 and C NetSolve interfaces.

Document Conventions

`Program Output`

Text that is output from a program.

`UNIX>`

The UNIX prompt at which commands can be entered.

`User Input`

Data to be entered by the user.

`Replaceable`

Content that may or must be replaced by the user.

Action

A response to a user event.

`Constant`

A program or system constant.

`Function`

The name of a function or subroutine.

`Parameter`

A value or symbolic reference to a value.

Type

The classification of a value.

`Variable`

The name of a variable.

Application

The name of a software program.

Command

The name of an executable program or other software command.

ENVAR

A software environment variable.

`Filename`

The name of a file.

Request for Comments

Please help us improve future editions of this document by reporting any errors, inaccuracies, bugs, misleading or confusing statements, and typographical errors that you find. Email your bug reports and comments to us at netsolve@cs.utk.edu. (mailto:netsolve@cs.utk.edu) Your help is greatly appreciated.

I. Introduction

Chapter 1. A NetSolve Overview

An Introduction to Distributed Computing

The efficient solution of large problems is an ongoing thread of research in scientific computing. An increasingly popular method of solving these types of problems is to harness disparate computational resources and use their aggregate power as if it were contained in a single machine. This mode of using computers that may be distributed in geography, as well as ownership, has been termed *Distributed Computing*. Some of the major issues concerned with Distributed Computing are resource discovery, resource allocation and resource management, fault-tolerance, security and access control, scalability, flexibility and performance. Various organizations have developed mechanisms that attempt to address these issues, each with their own perspectives of how to resolve them.

What is NetSolve?

NetSolve /netsolve/ is an example of a Distributed Computing system that hopes to
present functionalities and features that a wide variety of scientists will find highly useful and helpful.

Background

Various mechanisms have been developed to perform computations across diverse platforms. The most common mechanism involves software libraries. Unfortunately, the use of such libraries presents several difficulties. Some software libraries are highly optimized for only certain platforms and do not provide a convenient interface to other computer systems. Other libraries demand considerable programming effort from the user. While several tools have been developed to alleviate these difficulties, such tools themselves are usually available on only a limited number of computer systems and are rarely freely distributed. Matlab [matlab] and Mathematica [mathematica] are examples of such tools.

These considerations motivated the establishment of the *NetSolve* (/netsolve) project.
project. The basic philosophy of NetSolve is to provide a uniform, portable and efficient way to access computational resources over a network.

Overview and Architecture

The NetSolve project is being developed at the University of Tennessee's Computer Science Department. It provides remote access to computational resources, both hardware and software. Built upon standard Internet protocols, like TCP/IP sockets, it is available for all popular variants of the UNIX™ operating system, and parts of the system are available for the Microsoft Windows 2000™ and Windows XP™ platforms.

The NetSolve system is comprised of a set of loosely connected machines. By *loosely* connected, we mean that these machines are on the same local, wide or global area network, and may be administrated by different institutions and organizations. Moreover, the NetSolve system is able to support these interactions in a *heterogeneous* environment, i.e. machines of different architectures, operating systems and internal data representations can participate in the system at the same time.

Figure 1-1. The NetSolve System

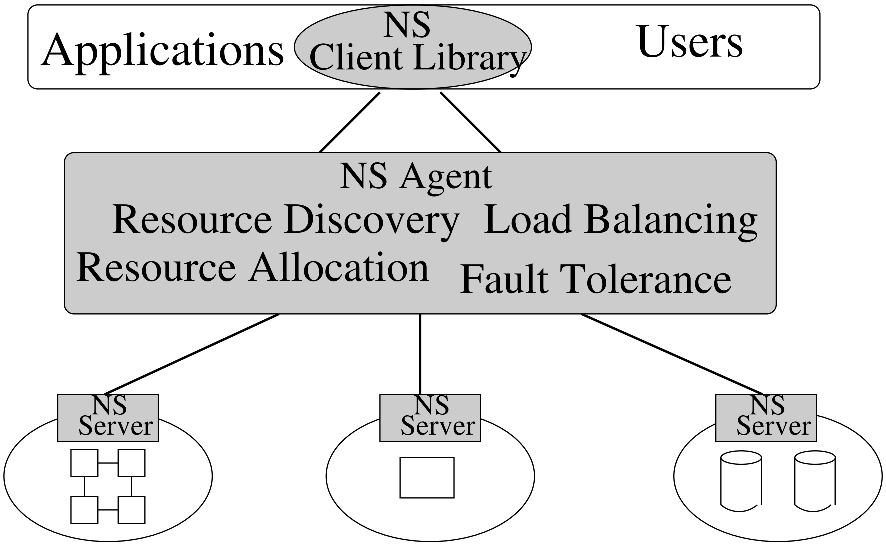

Figure 1-1 shows the global conceptual picture of the NetSolve system. In this figure, we can see the three major components of the system:

- The NetSolve client,
- The NetSolve agent,
- The NetSolve computational resources (or servers).

The figure also shows the relation NetSolve has to the applications that use it. NetSolve and systems like it are often referred to as Grid Middleware; this figure helps to make the reason for this terminology clearer. The shaded parts of the figure represent the NetSolve system. It can be seen that NetSolve acts as a glue layer that brings the application or user together with the hardware and/or software it needs to complete useful tasks.

At the top tier, the NetSolve client library is linked in with the user's application. The application then makes calls to NetSolve's application programming interface (API) for specific services. Through the API, NetSolve client-users gain access to aggregate resources without the users needing to know anything about computer networking or distributed computing. In fact, the user does not even have to know remote resources are involved.

The NetSolve agent maintains a database of NetSolve servers along with their capabilities (hardware performance and allocated software) and dynamic usage statistics. It uses this information to allocate server resources for client requests. The agent finds servers that will service requests the quickest, balances the load amongst its servers and keeps track of failed ones.

The NetSolve server is a daemon process that awaits client requests. The server can run on single workstations, clusters of workstations, symmetric multi-processors or machines with massively parallel processors. A key component of the NetSolve server is a source code generator which parses a NetSolve problem description file (PDF). This PDF contains information that allows the NetSolve system to create new modules and incorporate new functionalities. In essence, the PDF defines a wrapper that NetSolve uses to call functions being incorporated.

The (hidden) semantics of a NetSolve request are:

i. Client contacts the agent for a list of capable servers.
ii. Client contacts server and sends input parameters.
iii. Server runs appropriate service.
iv. Server returns output parameters or error status to client.

No root/superuser/Administrator privileges are needed to install or use any component of the NetSolve system.

Who is the NetSolve User?

There are two types of NetSolve users. The first type of user is one who installs and accesses only the client interface(s) and utilizes existing pools of resources (agent(s) and server(s)). The second type of NetSolve user installs and administrates his own NetSolve system (client, agent(s), server(s)), and potentially enables his software to be used by NetSolve. This Users' Guide addresses the needs of both types of users. If the user wishes to only install the client interface(s), he should follow instructions in *Part II. The User's Manual*. However, if the users wishes to install client, agent(s), and server(s), he should follow the instructions in *Part III. The Administrator's Manual*.

Note that the term "administrates" or "administrator" here simply refers to the person setting up and maintaining the NetSolve agent and server components -- NO ROOT PRIVILEGES ARE NEEDED TO INSTALL OR USE ANY COMPONENT OF THE NetSolve SYSTEM.

The Status of NetSolve

The official release of NetSolve-2.0 is July, 2003. New features implemented in this release include:

- Hardware/Software server, this new feature allows for the transparent movement of problems to take advantage of available hardware/software resources improving load balancing over your NetSolve system.
- Dynamic server, this feature improves the procedure required to add new problems to a NetSolve server by providing a mechanism to add new problems to a server without having to stop the server and recompile again, as was required previously.
- Octave support, Octave is now supported, providing an open source interface for numerical computations comparable to Matlab.
- Condor-G support, NetSolve can now use Condor-G, providing a transparent front-end to a Condor pool and the related functionality of a job queuing system.

- Distributed Storage Interface (DSI), NetSolve can now be integrated with DSI to provide enhanced data transfer and storage.
- GridRPC, this new feature provides a simple remote procedure call mechanism for grid computing using a common API.
- Interface Definition Language (IDL), provides library writers with an improved interface for easier integration of new problems into NetSolve.
- Cygwin/Mac OSX support, the NetSolve agent, server, and client can now be built and ran on Windows operating systems using Cygwin or Mac OSX.
- visPerf Monitor: Improved monitoring system to monitor NetSolve activities using a Java Webstart application.

NetSolve has been recognized as a significant effort in research and development, and was named in *R & D Magazine's top 100 list for 1999*.

Chapter 2. Related Projects and Systems

There are a variety of related projects.

CONDOR

Condor (http://www.cs.wisc.edu/condor/) is a software system that runs on a cluster of workstations to harness wasted CPU cycles. A Condor pool consists of any number of machines, of possibly different architectures and operating systems, that are connected by a network.

NetSolve currently has the ability to access CONDOR pools as its computational resource. With little effort, the server can be configured to submit the client's request to an existing CONDOR pool, collect the results, and send them to the client.

Globus

The Globus project (http://www.globus.org/) is developing the fundamental technology that is needed to build computational grids, execution environments that enable an application to integrate geographically-distributed instruments, displays, and computational and information resources. Such computations may link tens of thousands of these resources.

In its testing phase is a new NetSolve client which implements a Globus proxy to allow the client to utilize the Globus grid infrastructure if available. If not, the client resorts to its present behavior.

IBP (Internet Backplane Protocol)

IBP (http://loci.cs.utk.edu/ibp/) is a storage management system which serves up writable storage as a wide-area network resource, allows for the remote direction of storage activities, and decouples the notion of user identification from storage.

Currently available in NetSolve are IBP-enabled clients and servers that allow NetSolve to allocate and schedule storage resources as part of its resource brokering. This leads to much improved performance and fault-tolerance when resources fail.

Legion

Legion (http://legion.virginia.edu/) has been incorporated in such a way to allow the client-user to program using the NetSolve interface while leveraging the Legion meta-computing resources. The NetSolve client side uses Legion data-flow graphs to keep track of data dependencies. This effort has been extended only to the FORTRAN interfaces and was done by the Legion group at the University of Virginia.

metaNEOS

The metaNEOS project (http://www-unix.mcs.anl.gov/metaneos/) integrates fundamental algorithmic research in optimization with research and infrastructure tool development in distributed systems management. Algorithms that can exploit the powerful but heterogeneous, high-latency and possibly failure-prone virtual hardware platform typical of metacomputing platforms have been developed in such areas as global optimization, integer linear optimization, integer nonlinear optimization, combinatorial optimization, and stochastic optimization.

Ninf

Ninf (http://ninf.apgrid.org/) and NetSolve are remote computing systems which are oriented to provide numerical computations. These two systems are very similar to each other in their design and motivation. Adapters have been implemented to enable each system to use numerical routines installed on the other.

NWS (Network Weather Service)

NWS (http://nws.cs.ucsb.edu/) is a system that uses sensor processes on workstations to monitor the cpu and network connection. It constantly collects statistics on these entities and has the ability to incorporate statistical models to run on the collected data to generate a forecast of future behavior.

NetSolve has integrated NWS into its agent to help its efforts of determining which computational servers would yield results to the client most efficiently.

II. The User's Manual

The user has two choices when installing NetSolve. He can install only the client software and use existing pools of resources (agent(s) and server(s)), or he can install his own stand-alone NetSolve system (client, agent(s) and server(s)). If the user wishes to only install the client interface(s), he should follow instructions in *Part II. The User's Manual*. However, if the users wishes to install client, agent(s), and server(s), he should follow the instructions in *Part III. The Administrator's Manual*.

Chapter 3. Downloading, Installing, and Testing the Client

The NetSolve client software is available for UNIX and UNIX-like operating systems and Windows environments. All of the client, agent, and server software is bundled into one tar-gzipped file for UNIX-like operating systems. There is a separate distribution file for the Windows client. No root/superuser privileges are needed to install or use any component of the NetSolve system.

NetSolve 2.0's configuration and installation environment has changed from previous versions prior to 1.4.1. Previously, a custom set of make include files were used to achieve easy installation. NetSolve 2.0 now uses autoconf to create an environment that looks like many other Open Source projects. There is also a new script, ns_install, to help make the installation even easier. It is recommended that you use this script to assist with the configuration and install of NetSolve. It will step you through the configuration, prompting for the necessary information to complete the install and then run configure. You can bypass this script and run configure yourself if you are comfortable doing so.

Installation on Unix Systems using ns_install

The NetSolve distribution tar file is available from the NetSolve web site*./netsolve/downloads/* Once the file, NetSolve-2.0.tgz, has been downloaded, the following UNIX commands will create the `NetSolve-2.0` directory:

Installation on Unix Systems using ns_install

1.

Run ns_install from the new NetSolve-2.0 directory where the NetSolve package was uncompressed.

```
UNIX> ./ns_install
```

2.

The script will first prompt for the components to be installed.

```
1. Standard (Client, Server, Agent, Testers, Tools)
2. Client
3. Server
4. Agent
5. Tools
6. Testers
7. GridRPC API
8. Matlab interface
9. Octave interface
```

Common components for a client install include 2, additionally 5, 6, 7, 8, and 9 might also be included.

3.

If your selection above included the Server component you will be asked whether you want to enable GPG for signing software when using the Hardware/Software server feature. It is recommended that you enter y here if you wish to use the Hardware/Software server.

4.

GPG options. If you selected to use GPG then you will be prompted to use version 1.2.3. If this version is present in your PATH you can choose to use it. Otherwise you may select to download GPG yourself (see http://www.gnupg.org/), or let the script handle this download for you, or use a tarball already present. You may also skip GPG at this time.

5.

Finally you will be prompted for any additional arguements to be passed to configure. Options are listed below under 2.1 Command line arguements. For example, if you wanted to limit the number of ports used by NetSolve to 9001 thru 9204, simply enter;

```
--enable-port-restriction
```

6.

The script will now configure and build the components selected. If successful you should see, "NetSolve installation complete".

7.

Starting the Agent

```
bin/$NETSOLVE_ARCH/NS_agent
```

8.

Starting the Server. You should check the file $NETSOLVE_ROOT/server_config to be sure the AGENT parameter is set for the Agent that you intend to use, then run:

```
bin/$NETSOLVE_ARCH/NS_server
```

9.

To test your installation you can run:

```
bin/$NETSOLVE_ARCH/Test
```

Installation on Unix Systems

The NetSolve distribution tar file is available from the NetSolve homepage.*/netsolve/downloads/* Once the file has been downloaded, the following UNIX commands will create the `NetSolve-2.0` directory:

gunzip -c NetSolve-2.0.tgz | tar xvf -

From this point forward, we assume that the UNIX SHELL is from the **csh** family.

The installation of NetSolve is configured for a given architecture using the GNU tool **`configure`**.

```
UNIX> cd NetSolve
UNIX> ./configure
```

For a list of all options that can be specified to configure, type

```
UNIX> ./configure --help
```

Optional Features:

```
  --disable-FEATURE           do not include FEATURE (same as --enable-FEATURE=no)
  --enable-FEATURE[=ARG]      include FEATURE [ARG=yes]
  --disable-debug             exclude debugging info when compiling
                               - (no effect when --with-cnoptflags and --with-
coptflags are used
  --enable-port-restriction   server uses only ports 9001 thru 9204
  --enable-infoserver=alone   use InfoServer alone
```

NetSolve Compile Options:

```
  --with-cc                   determine which C compiler to use
  --with-cnooptflags          set compiler flags that don't deal with optimization
                               - (ONLY USE IN COMBINATION WITH --with-cc)
                               - CFLAGS will be set to C_OPT_FLAGS+C_NOOPT_FLAGS
  --with-coptflags            set compiler optimization flags
                               - (ONLY USE IN COMBINATION WITH --with-cc)
                               - CFLAGS will be set to C_OPT_FLAGS+C_NOOPT_FLAGS
  --with-fc                   determine which Fortran compiler to use
  --with-fnooptflags          set compiler flags that don't deal with optimization
                               - (ONLY USE IN COMBINATION WITH --with-fc)
                               - FFLAGS will be set to F_OPT_FLAGS+F_NOOPT_FLAGS
  --with-foptflags            set compiler optimization flags
                               - (ONLY USE IN COMBINATION WITH --with-fc)
                               - FFLAGS will be set to F_OPT_FLAGS+F_NOOPT_FLAGS
  --with-ldflags              set loader flags
```

NetSolve Run Time Options:

```
  --with-nws=NWSDIR           location of NWS installation dir
  --with-ibp=IBPDIR           location of IBP installation dir
  --with-kerberos=KRBDIR      use Kerberos5 client authentication
  --with-proxy                which Proxy? (netsolve, globus)
  --with-outputlevel          output level (debug,view,none)
```

NetSolve Service Options:

```
  --with-petsc=PETSCDIR                location of PETSc installation dir
  --with-petsclibdir=PETSC_LIB_DIR     location of PETSc library
```

```
  --with-aztec=AZTEC_DIR               location of Aztec installation dir
  --with-azteclib=AZTEC_LIB            Aztec link line
  --with-superlu=SUPERLU_DIR           location of SuperLU installation dir
  --with-superlulib=SUPERLU_LIB        SuperLU link line
  --with-ma28                          if ma28 is to be included in the NetSolve services
  --with-itpack                        if itpack is to be included in the Net-
Solve services
  --with-arpacklib=ARPACK_LIB          Arpack link line
  --with-mpi=MPI_DIR                   location of MPI Root Directory
  --with-lapacklib=LAPACK_LIB          LAPACK link line
  --with-scalapacklib=SCALAPACK_LIB    SCALAPACK link line
  --with-blaslib=BLAS_LIB              BLAS link line
  --with-blacslib=BLACS_LIB            BLACS link line
  --with-mldk=MLDK_PATH                Path to MathLink Development Kit
  --with-rpclib=RPC_LIB                Full path of RPC library
  --with-octave-include=OCTAVE_INC_DIR  location of Octave include directory
  --with-rpcinc=RPC_INC                Directory containing RPC header files
  --with-gpg=GPGPATH                   Full path of gpg binary
  --with-buildgpg=BUILDGPG             Location of gpg tar.gz file
```

The configure script creates two main files, ./conf/Makefile.$NETSOLVE_ARCH.inc and ./conf/Makefile.inc. These files are created from the templates ./conf/Makefile.generic-arch and ./conf/Makefile.inc.in respectively. $NETSOLVE_ARCH is the string printed by the command ./conf/config.guess, with all '-' and '.' characters converted to '_' characters. The variable $NETSOLVE_ROOT is the complete path name to the installed NetSolve directory and is defined in `./conf/Makefile.inc`. These *.inc files are included by the Makefiles that build the NetSolve system. Manually editing these configuration files is strongly discouraged. However, if the user prefers to edit this file, details of the `$NETSOLVE_ROOT/conf/Makefile.$NETSOLVE_ARCH.inc` file are explained in the Section called *Details of the Makefile.NETSOLVE_ARCH.inc File* in Chapter 12.

Typing **`make`** in the `NetSolve` directory will give instructions to complete the compilation. A typical client compilation includes:

```
UNIX> make C Fortran tools tester
```

to build the C and Fortran client interfaces, NetSolve management tools (see Chapter 16), and NetSolve test suite (see the Section called *Testing the Software* in Chapter 13). To build the Matlab client interface to NetSolve, type

```
UNIX> make matlab
```

and to build the Mathematica client interface to NetSolve, type

```
UNIX> make mathematica
```

After a successful compilation process, the appropriate binaries and/or libraries can be found in the `$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH` and/or `$NETSOLVE_ROOT/lib/$NETSOLVE_ARCH` directories respectively. Thus, to execute a NetSolve binary, the user must either execute the command from within the `$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH` directory, or add this directory name to his UNIX `path` variable.

Note: It is recommended that you set the environment variables NETSOLVE_ROOT and NETSOLVE_ARCH prior to running configure.

Testing the Unix installation

Testing solely the client software means that a pre-existing NetSolve system will be contacted, possibly the default agent and servers running at the University of Tennessee. That system can be contacted via the host **`netsolve.cs.utk.edu`** which should always be running an agent. The step-by-step procedure to test your NetSolve client installation is as follows:

1. **cd NetSolve**
2. **make tester**
3. **setenv NETSOLVE_AGENT netsolve.cs.utk.edu**
4. **$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/Test**

While the tester is running, it prints messages about its execution. This test tests only the C and Fortran77 interfaces. Details of this process are explained in the following chapters. For more information on the C and Fortran77 interfaces, see Chapter 5. Chapter 6 and Chapter 7 detail how to test the Matlab and Mathematica interfaces, respectively.

If an error is encountered during testing, refer to the Troubleshooting section of the *Errata file* (/netsolve/errata.html) for NetSolve. If the error experienced is not listed here you can email netsolve.cs.utk.edu for assistance.

Installation on Windows systems

This section describes the installation and testing of the Windows version of the NetSolve client software. At present, the software is distributed in the form of a self-extracting exe file. The Windows client only works with Windows 2000® and Windows XP®. It will not run on Windows 98 or earlier.

The contents of the self-extracting exe file are as follows, where `NETSOLVE_DIR` refers to the directory where you have unzipped the distribution.

`NETSOLVE_DIR\`

This directory contains the readme file and an installation script.

`NETSOLVE_DIR\lib`

This directory contains the NetSolve client library.

`NETSOLVE_DIR\matlab`

This directory contains the Matlab® binaries.

`NETSOLVE_DIR\tools`

This directory contains various tools for managing NetSolve.

`NETSOLVE_DIR\testing`

This directory contains various sample binary test programs that you can run to verify your installation.

The installation process is quite simple.

a. Run the exe you downloaded from the NetSolve webpage to extract the files to a directory.
b. Then run the executable netsolve_install.exe to set the registry keys for NetSolve.

To determine the agent host name, the user can issue the following command from a DOS prompt:

a. **C:\>cd NETSOLVE_DIR\tools**
b. **C:\>getagent**

To set a new agent host name, the user must issue the following command:

a. **C:\>cd NETSOLVE_DIR\tools**
b. **C:\>setagent [agent host name]**

   If the agent host name is not specified on the command line, you will be prompted for a host name. You will have the option of specifying a name or accepting the current agent name set in the registry.

The de-installation process is quite similar.

a. **C:\>cd NETSOLVE_DIR**
b. **C:\>netsolve_install -uninstall**

   The above program removes the keys from the Windows registry.

c. **`C:\>rmdir /s NETSOLVE_DIR`**

Testing the Windows installation

You can use the various programs in the `NETSOLVE_DIR\testing` directory to test your NetSolve installation. Remember that a valid NetSolve agent and server should already be running, and the required problems should be installed on the servers. Here is a list of test programs and the problems they make use of:

c_test

chartest, doubletest, inttest, stringlisttest, stringtest, totaltest

farming_test

doubletest

sequence_test

mpass, vpass, pass, multipass

For example, to perform a sample run of **c_test**, the user must do the following:

a. Use **setagent** to point to the correct agent host. (e.g. setagent netsolve.cs.utk.edu)

b. Run **c_test.exe** from the testing directory.

Using NetSolve from Windows Matlab

A user new to Netsolve will find the Matlab interface very simple. The matlab interface is in `NETSOLVE_DIR\matlab`. To access the interface

a. Start up Matlab

b. Click on File -> Set Path ...

c. Add the `NETSOLVE_DIR\matlab` directory to the path

The interface consists of 4 NetSolve calls

netsolve.dll
netsolve_nb.dll
netsolve_err.dll
netsolve_errmsg.dll

Testing NetSolve within Matlab involves the following steps:

netsolve('?')

This command prints the agent and servers currently available.

netsolve

This command prints the list of problems that can be solved.

Help on any call can be obtained by typing just the call on the Matlab prompt.

Using the NetSolve Management Tools in Windows

There are various tools in the `NETSOLVE_DIR\tools` directory that allow the user to explore the NetSolve metacomputing system.

netsolveconfig.exe [agent_name]

provides a list of agents and servers as seen by agent_name

netsolveproblems.exe [agent_name]

provides a list of problems that can be solved within the NetSolve framework as seen by agent_name

Chapter 4. Introduction to the NetSolve Client

NetSolve Problem Specification

Solving a computational problem with NetSolve is a function evaluation:

`<output> = <name>(<input>)`

where

- `<name>` is a character string containing the name of the problem,
- `<input>` is a list of input objects, and
- `<output>` is a list of output objects.

An object is itself described by an *object type* and a *data type*. The types available in the current version of NetSolve are shown in Table 17-1 and Table 17-2. Rather than giving examples for each object type, we refer the reader to the programs in `$NETSOLVE_ROOT/src/Examples`, `$NETSOLVE_ROOT/src/Testing`, and `$NETSOLVE_ROOT/src/Tutorial`. The user can also refer to the Section called *Mnemonics* in Chapter 17 for a description of the requirements for each NetSolve *object type* as it relates to the problem description file.

Available Client Interfaces

NetSolve provides a variety of client interfaces:

- `C, Fortran` interfaces are detailed in Chapter 5.
- `Matlab` interface is detailed in Chapter 6.
- `Mathematica` interface is detailed in Chapter 7.
- `Octave` interface is detailed in Chapter 23.
- An `Excel` interface called ActiveSheets is also being developed.

Problems that can be solved with NetSolve

In order for a problem to be solved (i.e., a function or library routine to be invoked) using NetSolve, there must exist a problem description file (PDF) corresponding to the problem/routine. A variety of PDFs are included with the NetSolve distribution. A user can also write his own PDF for his function, as described in Chapter 17.

The default NetSolve distribution only provides a subset of enabled software to test the various client interfaces. Interfaces have been written for a variety of software libraries (refer to `$NETSOLVE_ROOT/problems/`), but as the libraries themselves are not included in the NetSolve distribution, the library interfaces are not enabled. Therefore, the user can customize his installation to include these existing interfaces and/or new interfaces. Refer to the Section called *Installation on Unix Systems using ns_install* in Chapter 13 for further details.

It is possible to query a NetSolve agent to obtain a list and descriptions of the problems that can be solved by its respective servers. There are several ways of sending such queries.

1. From the NetSolve homepage, it is possible to specify an agent name and run CGI scripts to obtain detailed information about NetSolve problems, including C and Fortran calling sequence specifications.
2. Problem lists and descriptions are also directly available from the Matlab interface, the Mathematica interface, and the Octave interface.
3. The NetSolve management tools described in Chapter 16 give access to that information from the UNIX prompt.

Naming Scheme for a NetSolve problem

The full name of a NetSolve problem has two parts:

i. the *path*, and
ii. the *nickname*.

Let us demonstrate this with an example. The problem nicknamed `ddot`, which computes the inner product of two double-precision vectors, has the full name `/BLAS/Level1/ddot`. This problem can be found in `$NETSOLVE_ROOT/problems/blas`. This full name has two purposes. First, when we display a list of problems, they are sorted alphabetically by their full name, and the problems are grouped by "directory". Second, by convention, the first element of the full name (e.g., **`BLAS`**) is the name of the numerical library containing the operation (problem). This convention has proven to be useful, as seen in the Section called *What is the Calling Sequence?* in Chapter 5.

Chapter 5. C and Fortran77 Interfaces

Introduction

As mentioned in the Section called *Installation on Unix Systems using ns_install* in Chapter 3, the C/Fortran77 client interfaces for NetSolve are built by typing

```
UNIX> make C Fortran
```

in the directory `$NETSOLVE_ROOT`. This compilation produces the following two shared libraries:

- `$NETSOLVE_ROOT/lib/$NETSOLVE_ARCH/libnetsolve.a` : the C library
- `$NETSOLVE_ROOT/lib/$NETSOLVE_ARCH/libfnetsolve.a` : the Fortran77 library

where NETSOLVE_ROOT is the full path name to the NetSolve directory and NETSOLVE_ARCH is the architecture name generated by configure.

Before linking to one of these libraries, the user must include the appropriate header file in his program:

- `$NETSOLVE_ROOT/include/netsolve.h` in C,
- `$NETSOLVE_ROOT/include/fnetsolve.h` in Fortran77.

The Fortran77 include file is not mandatory, but increases the source program readability by allowing calling subroutines to manipulate the NetSolve error codes by variable name rather than by integer value.

The Fortran77 interface is built on top of the C interface since all of the networking underneath NetSolve is written in C. However, we chose to write the Fortran77 interface with subroutines instead of functions (for reasons of compiler compatibilities). The C functions all return a NetSolve *error code* equal to **0** if the call was successful or to a negative value in case of error. Chapter 27 contains the list of all possible error codes. The Fortran77 subroutines take an extra output integer argument (passed by reference) at the beginning of the calling sequence that contains the error code after completion of the call. The reference manuals for C and Fortran77 are in Chapter 25 and Chapter 26.

The basic concepts here are the same as the ones discussed in Chapter 6 for the Matlab interface, especially the ability to call NetSolve in a blocking or nonblocking fashion.

We describe the C and Fortran77 interfaces by the means of an example. In the following section we start developing the example by demonstrating how a user can obtain information about the calling sequence to a given problem.

What is the Calling Sequence?

The C and Fortran77 interfaces, as they are not object-capable, need to use specific calling sequences that are more involved than the ones used from Matlab or Mathematica. In the Section called *NetSolve Problem Specification* in Chapter 4, we described the input and output arguments of a NetSolve problem as lists of *objects*. The Matlab and Mathematica interfaces to NetSolve can manipulate objects directly and it is therefore very easy to call NetSolve from their interfaces once problem descriptions are known. From interfaces that are not object-oriented (C and Fortran), it is necessary to use a *calling sequence* that describes the objects' features individually. For complete details, the user should refer to Chapter 5 and the Section called *Sparse Matrix Representation in NetSolve* in Chapter 17.

Let us take a very simple example: the user wants to perform a dense linear system solve. The first thing to know, as stated in earlier chapters, is the name or IP address of a host running a NetSolve agent. The default NetSolve agent running at the University of Tennessee is aware of many servers that can perform the computation. In fact, a dense linear system solve is provided with the NetSolve distribution as default numerical software for the server. The user has now two possible courses of action to find out about the problem. Let us assume that the user chooses to use the UNIX command line management tools (see Chapter 16 for a complete description of these tools). The alternative would be to use the CGI scripts on the NetSolve homepage.

the Section called *Expanding the Server Capabilities* in Chapter 13 shows how the servers specify the calling sequence to a given problem. It is usual for servers to enforce the same calling sequence as the original numerical software and to give a problem the name of the original library function. In the example, `dgesv()` is the name of an LAPACK subroutine and the user can therefore expect the calling sequence for the problem `dgesv` to match the one of the subroutine. One can see in the problem list returned by **NS_problems** a problem called `linsol`. In this example, `linsol` is a simplified version of `dgesv` and has a simplified calling sequence chosen by whomever started the first server that provides access to that problem. Since `linsol` is not the name of an LAPACK subroutine, its calling sequence can be arbitrary.

```
UNIX> NS_problems netsolve.cs.utk.edu
/LAPACK/LinearSystems/dgesv
/LAPACK/LinearSystems/linsol
```

Next, two situations are possible. First, the user already knows the numerical software (e.g., LAPACK) and may even have code already written in terms of this software. In this case, the *switching* to NetSolve is immediate. The second possibility is that the user does not know the software. If this is the case, he needs to pay close attention to the output given by **NS_probdesc**. The output from this command first gives the calling sequence as it would be invoked from Matlab, and then gives the calling sequence from C/Fortran.

```
UNIX> NS_probdesc netsolve.cs.utk.edu dgesv
-- dgesv -- From LAPACK -
Compute the solution to a real system of linear equations
  A * X = b
where A is an N-by-B matrix and X and B are N-by-NRHS matrices.
Matlab Example : [x y z info ] = netsolve('dgesv',a,b)
http://www.netlib.org/lapack/index.html
* 2 objects in INPUT
 - input 0: Matrix Double Precision Real.
 Matrix A
 - input 1: Matrix Double Precision Real.
 Right hand side
* 4 objects in OUTPUT
 - output 0: Matrix Double Precision Real.
 LU factors ( A = P*L*U)
```

```
 - output 1: Vector Integer.
 Vector of pivots (defines the P matrix)
 - output 2: Matrix Double Precision Real.
 Solution
 - output 3: Scalar Integer.
 INFO
  0  successful
  <0 error on calling ?
  >0 QR algorithm failed
* Calling sequence from C or Fortran
8 arguments
 - Argument #0:
   - number of rows of input object #0 (A)
   - number of columns of input object #0 (A)
   - number of rows of input object #1 (RHS)
 - Argument #1:
   - number of columns of input object #1 (RHS)
 - Argument #2:
   - pointer to input object #0 (A)
   - pointer to output object #0 (LU)
   - pointer to output object #0 (LU)
 - Argument #3:
   - leading dimension of input object #0 (A)
 - Argument #4:
   - pointer to output object #1 (PIVOT)
 - Argument #5:
   - pointer to input object #1 (RHS)
   - pointer to output object #1 (PIVOT)
   - pointer to output object #2 (SOLUTION)
 - Argument #6:
   - leading dimension of input object #1 (RHS)
 - Argument #7:
   - pointer to output object #3 (INFO)
```

This output can appear rather cryptic at first. Let us work through it step by step. First, the number of arguments in the calling sequence is 8. This means that the call from C will look like:

```
status = netsl('dgesv()',X0,X1,X2,X3,X4,X5,X6,X7);
```

And from Fortran77, the call to NetSolve would be:

```
CALL FNETSL('dgesv()',STATUS,X0,X1,X2,X3,X4,X5,X6,X7)
```

Now, each argument is described in the information returned by **NS_probdesc** and this description can be translated into meaningful variable names in the user source code. For instance, `X2` should be a pointer to the matrix of the linear system, and `X3` should be an integer that is the leading dimension of the matrix. We can now move on to the descriptions of the different ways of calling NetSolve from C or Fortran77.

Blocking Call

The blocking call to NetSolve from C or Fortran77 is the easiest to implement. Specifically, if the main program is in C, one calls the function, `netsl()`, and if the main program is in Fortran77, one calls the function, `FNETSL()`. This C function returns an error code. It takes as arguments the name of a problem and the list of input data. These inputs are listed according to the calling sequence discussed in the Section called *What is the Calling Sequence?*. The C prototype of the function is

```
int netsl(char *problem_name, ... < argument list > ...)
```

and the Fortran77 prototype is

```
 SUBROUTINE FNETSL( PROBLEM_NAME, STATUS, ... < argument list > ...)
```

where `PROBLEM_NAME` is a string and `STATUS` is the integer status code returned by NetSolve.

Let us resume our example of the call to `dgesv`. In Fortran77, the direct call to LAPACK looks like

```
CALL DGESV( N, 1, A, LDA, IPIV, B, LDB, INFO )
```

The equivalent blocking call to NetSolve is

```
 CALL FNETSL('DGESV()', STATUS, N, 1, A, LDA, IPIV, B, LDB, INFO )
```

The call in C is

```
status = netsl('dgesv()',n,1,a,lda,ipiv,b,ldb,&info);
```

Notice that the name of the problem is *case insensitive* and that it is appended by an opening and a closing parenthesis. The parentheses are used by NetSolve to handle Fortran/C interoperability on certain platforms. In Fortran77, every identifier represents a pointer, but in C we actually had the choice to use pointers or not. We chose to use integer (int) for the sizes of the matrices/vectors, but pointers for everything else.

From the user's point of view, the call to NetSolve is exactly equivalent to a call to LAPACK. One detail, however, needs to be mentioned. Most numerical software is written in Fortran77 and requires users to provide workspace arrays as well as data, since there is no possibility for dynamic memory allocation. Because we preserved the exact calling sequence of the numerical software, we require the user to pass those arrays. But, since the computation is performed remotely, workspace on the client side is meaningless. It will, in fact, be dynamically created on the server side. Therefore, when the numerical software would require workspace, the NetSolve user may provide a one-length array for workspace.

This is signaled in the output of **NS_probdesc** by an argument description such as:

```
 - Argument #6:
   - ignored
```

Nonblocking Call

The nonblocking call allows the user to have some sort of *NetSolve-parallelism*. The nonblocking version of `netsl()` is `netslnb()`. Similarly, the nonblocking version of `FNETSL()` is `FNETSLNB()`. The user calls it exactly as he would call `netsl()` or `FNETSL()`. If the call to `netslnb()` or `FNETSLNB()` is successful, it returns a request handler in the form of a (positive) integer. If it is not successful, it returns an error code. Continuing with our example:

```
 CALL FNETSLNB( 'DGESV()', REQUEST, N, 1, A, LDA, IPIV,
&               B, LDB, INFO )
```

and in C :

```
request = netslnb('dgesv()',n,1,a,max,ipiv,b,max,&info);
```

In case of an error, the request handler actually contains the (negative) NetSolve error code.

The next step is to check the status of the request. As in the Matlab interface, the user can choose to probe or to wait for the request. Probing is done by calling `netslpr()` or `FNETSLPR()` which returns a NetSolve error code:

```
CALL FNETSLPR( REQUEST, INFO )
```

and in C :

```
info = netslpr(request);
```

Typical error codes returned are `NetSolveNotReady` and `NetSolveOK` (see Chapter 27). Waiting is done by using `netslwt()` or `FNETSLWT()`. This function blocks until the computation is complete and the result is available. Here is the Fortran77 call:

```
CALL FNETSLWT( REQUEST, INFO )
```

and the C call :

```
info = netslwt(request);
```

If the call is successful, the function/subroutine returns the error code `NetSolveOK` and the result is in the user memory space.

Catching errors

Given a NetSolve error code, there is a function in the C and Fortran77 interface that prints explicit error messages to the standard error. The C call is :

```
netslerr(info);
```

and in Fortran77

```
CALL FNETSLERR( INFO )
```

The user should refer to Chapter 27 for a list of all possible error codes.

Row- or column-major

To allow the NetSolve user to store her/his matrices either in row-wise or column-wise fashion, we also provide the function `netslmajor()` in C and `FNETSLMAJOR()` in Fortran77. This function can be called at any time in the user's program in C:

```
netslmajor("col");
netslmajor("row");
```

or in Fortran77:

```
CALL FNETSLMAJOR('col')
CALL FNETSLMAJOR('row')
```

All of the subsequent calls to NetSolve will assume the corresponding major. The default values are of course row-wise for C and column-wise for Fortran77.

Limitations of the Fortran77 interface

Due to Fortran77's restrictions for the use of pointer and its inability to dynamically allocate memory, the Fortran77 interface to NetSolve does not support the PACKEDFILES and STRINGLIST object type. It also does not support output objects of type STRING.

Built-in examples

C and Fortran77 examples are included in the NetSolve distribution in `$NETSOLVE_ROOT/src/Examples`. To build them, modify the Makefiles as needed in each example directory. The examples use different problems that are available on servers at the University of Tennessee. They should help the user to understand how the system works. We also have full examples in C and Fortran in Appendix C and Appendix D.

Chapter 6. Matlab Interface

Introduction

Building the Matlab interface by typing

```
UNIX> make matlab
```

in the directory `$NETSOLVE_ROOT` produces the following four*mex-files* :

```
$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/netsolve.mex###
$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/netsolve_nb.mex###
$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/netsolve_err.mex###
$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/netsolve_errmsg.mex###
```

The **###** part of the extension depends on the architecture (for instance, the extension is **.mexsol** for the Solaris Operating System). These four files alone are the Matlab interface to NetSolve. To make these four files accessible to Matlab, the user must modify the MATLABPATH environment variable as:

```
UNIX> setenv MATLAB_VERSION R13 ( or R12.1 )
UNIX> setenv MATLABPATH $NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/MATLAB/$MATLAB_VERSION
```

It is also possible to use the Matlab command **addpath**. For more information about mex-files, the user can refer to [matlab]. In the following sections, the user will learn how to call the four new functions from Matlab: `netsolve()`, `netsolve_nb()`, `netsolve_err()`, and `netsolve_errmsg()`.

What to Do First

Let us assume that the user has compiled the Matlab interface, set an agent name, started a Matlab session and is now ready to use NetSolve. In this section we describe those features of the interface that allow the user to obtain information about the currently available NetSolve system.

As stated briefly in the Section called *Problems that can be solved with NetSolve* in Chapter 4, it is possible to obtain the list of solvable problems from Matlab, as well as from the homepage CGI scripts or the management tools. In the case of Matlab, this information is obtained by typing the following command

```
>> netsolve
NetSolve - List of available problems -
/BLAS-wrappers/Level3/dmatmul
/BLAS-wrappers/Level3/zmatmul
/BLAS/Level1/daxpy
/BLAS/Level1/ddot
/BLAS/Level1/zaxpy
/BLAS/Level2/dgemv
/BLAS/Level3/dgemm
/BLAS/Level3/zgemm
/LAPACK-wrapper/Simple/Eig_and_Singular/eig
/LAPACK-wrapper/Simple/Linear_Equations/linsol
```

```
/LAPACK/Simple/Linear_Equations/dgesv
/LAPACK/Auxiliary/dlacpy
/Mandelbrot/mandelbrot
/QuickSort/DoublePrecision/dqsort
/QuickSort/Integer/iqsort
/SCALAPACK/LinearSystem/pdgesv
/SCALAPACK/LinearSystem/pdposv
/SCALAPACK/LinearSystem/plinsol
/SuperLU-MA28/sparse_direct_solve
-----------------------
[ output args ] = netsolve(problem name, input args)
-----------------------
Information on a specific problem : netsolve(problem name)
Information on the servers : netsolve('?')
-----------------------
>>
```

where each line contains a full problem name. If the user would like more detailed information on a specific problem, e.g., `eig`, he can type

```
>> netsolve('eig')
-- eig -- Wrapper around the LAPACK routine DGEEV --
Simplified version of DGEEV.
Computes the eigenvalues of a double precision real
matrix A. Returns two double precision real
vectors containing respectively the real parts and
the imaginary parts of the eigenvalues.

MATLAB Example : [r i ] = netsolve('eig',a)

* 1 objects in INPUT
 - input 0: Matrix Double Precision Real.
 Matrix A
* 2 objects in OUTPUT
 - output 0: Vector Double Precision Real.
 Real parts of the eigen values
 - output 1: Vector Double Precision Real.
 Imaginary parts of the eigen values
--------------------------------------
Output Objects 0 and 1 can be merged.
>>
```

This output gives a short description of the problem, an example in Matlab using `netsolve()`, the *input* objects that must be supplied by the user, and the *output* that will be returned to the user. This particular problem requires only one double-precision matrix on input. Notice that this matrix must be square (as stated in the description of the problem). If the user tries to call NetSolve for this problem with a rectangular matrix, he will receive an error message stating that the dimensions of the input are invalid. On output, the problem `eig` will return two vectors, the real and imaginary parts of the eigenvalues of the input matrix, respectively.

Since Matlab provides a mechanism to manipulate complex objects, it is probable that the user would like to have `eig` return one single complex vector instead of two separate real vectors. Thus, in the

Matlab interface it is possible to *merge* these two real output vectors into one complex vector. This point is further developed in the next section.

The Matlab interface has another feature that is concerned not with the actual problem solving, but with providing information about the NetSolve configuration itself. We have just seen how to get information about the problems handled by the NetSolve servers; it is also possible to obtain the physical locations of these servers. Let us assume that our NETSOLVE_AGENT environment variable is set to **`netsolve.cs.utk.edu`** (see Chapter 14). The command

```
>> netsolve('?')
```

produces the following output:

```
NetSolve - List of available agents -
netsolve.cs.utk.edu(160.36.58.109)
NetSolve - List of available servers -
maruti.cs.berkeley.edu(128.32.36.223)
cupid.cs.utk.edu(160.36.58.63)
torc3.cs.utk.edu(160.36.56.202) (0 failures)
```

The same information can be obtained from the homepage CGI scripts or the management tools.

Calling `netsolve()` to perform computation

The easiest way to perform a numerical computation in NetSolve is to call the function `netsolve()`. With this function, the user sends a blocking request to NetSolve. By *blocking* we mean that after typing the command in the Matlab session, the user resumes control only when the computation has been successfully completed on a server. The other way to perform computation is to send a *nonblocking* request as described in the Section called *Calling `netsolve_nb()`*.

Let us continue with the `eig` example we started to develop in the preceding section. The user now knows that he has to provide a double-precision square matrix to NetSolve, and he knows that he is going to get two real vectors back (or one single complex vector). He first creates a 300 × 300 matrix, for instance,

```
>> a = rand(300);
```

The call to NetSolve is now

```
>> [x y] = netsolve('eig',a)
```

The calls to `netsolve()` will look the same. The left-hand side must contain the output arguments, in the same order as listed in the *output description* (see the Section called *What to Do First*). The first argument to `netsolve()` is always the name of the problem. After this first argument the input arguments are listed, in the same order as they are listed in the *input description* (see the Section called *What to Do First*).

Let us see what happens when we type:

```
>> [x y] = netsolve('eig',a)
```

```
Sending Input to Server zoot.cs.utk.edu
Downloading Output from Server zoot.cs.utk.edu

x =          y =
    10.1204            0
    -0.9801       0.8991
    -0.9801      -0.8991
    -1.0195            0
    -0.6416       0.6511
      ...           ...
      ...           ...
```

As mentioned earlier, the user can decide to merge **x** and **y** into one single complex vector. Let us make it clear again that this possibility is a specificity only to functions that state in the end of their problem specification, "Output objects a and b can be merged." and is not available in general for all problems. To merge **x** and **y**, the user has to type:

```
>> [x] = netsolve('eig',a)
Sending Input to Server zoot.cs.utk.edu
Downloading Output from Server zoot.cs.utk.edu

x =
    10.1204
    -0.9801 + 0.8991i
    -0.9801 - 0.8991i
    -1.0195
    -0.6416 + 0.6511i
        .........
        .........
```

Calling `netsolve_nb()`

The obvious drawback of the function `netsolve()` is that while the computation is being performed remotely, the user must wait to regain control of the prompt. To address this drawback, we provide a *nonblocking* function, `netsolve_nb()`. The user can then do work in *parallel* and check for the completion of the request later. He can even send multiple requests to NetSolve. Thanks to the load-balancing strategy implemented in the NetSolve agent, all these requests will be solved on different machines if possible, achieving some *NetSolve-parallelism*. Let us now describe this function with the `eig` example.

As in the Section called *Calling `netsolve()` to perform computation*, the user creates a 300×300 matrix and calls NetSolve:

```
>> a = rand(300);
>> [r] = netsolve_nb('send','eig',a)
```

Obviously, the calling sequence to `netsolve_nb()` is a little different from the one to `netsolve()`. The left-hand side always contains one single argument. Upon completion of this call, it will contain a

NetSolve request handler. The right-hand side is composed of two parts: the *action* to perform and the arguments that would be passed to `netsolve()`. In this example, the action to perform is **'send'**, which means that we send a request to NetSolve. Throughout this section, we will encounter all of the possible actions, and they will be summarized in Chapter 24.

Let us resume our example and see what NetSolve answers to the first call to `netsolve_nb()`:

```
>> [r] = netsolve_nb('send','eig',a)
Sending Input to Server zoot.cs.utk.edu
rd->request_id = 0

r =

     0

>>
```

`netsolve_nb()` returns a request handler: **0**. This request handler will be used in the subsequent calls to the function. The request is being processed on **zoot**, and the result will eventually return. The user can obtain this result in one of two ways. The first one is to call `netsolve_nb()` with the **'probe'** action:

```
>> [status] = netsolve_nb('probe',r)
```

`netsolve_nb()` returns the *status* of a pending request. The right-hand side contains the action, as is required for `netsolve_nb()`, and the request handler. This call returns immediately, and prints a message. Here are the two possible scenarios:

```
>> [status] = netsolve_nb('probe',r)
Not ready yet
status = -1
...
>> [status] = netsolve_nb('probe',r)
Result available
status = 1
```

To obtain the result of the computation one must call `netsolve_nb()` with the **'wait'** action:

```
>> [x y] = netsolve_nb('wait',r)
Downloading Output from Server zoot.cs.utk.edu

x =          y =
    10.1204           0
    -0.9801      0.8991
    -0.9801     -0.8991
    -1.0195           0
    -0.6416      0.6511
      ...          ...
      ...          ...
```

As with the `netsolve()` function, one can merge the real part and the imaginary part into a single complex vector. The typical scenario is to call `netsolve_nb()` with the action **'send'**, then make repeated calls with the action **'probe'** until there is nothing more to do than wait for the result. The user then calls `netsolve_nb()` with the action **'wait'**. It is of course possible to call `netsolve_nb()` with the action **'wait'** before making any call with the action **'probe'**. One last action can be passed to `netsolve_nb()`, as shown here:

```
>> netsolve_nb('status')
```

This command will return a description of all of the pending requests. Let us see how it works on this last complete example:

```
>> a=rand(100); b = rand(150);
>> [r1] = netsolve_nb('send','eig',a)
Sending Input to Server zoot.cs.utk.edu
rd->request_id = 0

r1 =

     0

>> [r2] = netsolve_nb('send','eig',b)
Sending Input to Server zoot.cs.utk.edu
rd->request_id = 1

r2 =

     1
```

Now let us see what **'status'** does:

```
>> netsolve_nb('status')
--- NetSolve: pending requests ---
Requests #0: 'eig', submitted to zoot.cs.utk.edu (160.36.58.152)
        was started 24 seconds ago.
netsolveProbeRequest returned: 1, ns_errno = 0
        Completed
Requests #1: 'eig', submitted to zoot.cs.utk.edu (160.36.58.152)
        was started 7 seconds ago.
netsolveProbeRequest returned: 1, ns_errno = 0
        Completed
```

The user can check what requests he has sent so far and obtain an estimation of the completion times. By using the **'status'** action, the user can also determine whether a request is still running or has been completed. By sending multiple non-blocking requests to NetSolve and relying on the agent for load balancing, the user can achieve parallelism.

What Can Go Wrong?

During a computation, two classes of error can occur: NetSolve failures and user mistakes. Let us demonstrate a few examples:

```
>> netsolve
NS:netsolveproxybasics.c:225: :  connection refused
 Cannot contact agent
...
>> [x] = netsolve('foo',a)
 unknown problem

x =

     []

...
>> [x y] = netsolve('eig',a,a)
'eig' requires 1 objects in input (2 provided)
 bad problem input/output

x =

     []


y =

     []
>>
```

In case of error, the different NetSolve functions print appropriate error messages. However, when the user writes Matlab scripts that call NetSolve, he/she needs ways to catch the errors while the script is running. Hence the functions described in the next section.

Catching NetSolve errors

There are two NetSolve functions that can be called from Matlab to catch errors. The first function, `netsolve_err()` takes no arguments and returns an integer that is the NetSolve error code returned by the last call to a NetSolve function (see Chapter 27 for a list of the possible error codes). Here is a call:

```
>> e = netsolve_err
e = -11
```

The other function, `netsolve_errmsg()` takes an error code as an argument and returns a string that contains the corresponding error message. A typical call to `netsolve_errmsg()` is as follows:

```
>> [msg] = netsolve_errmsg(netsolve_err)
```

```
msg =

 bad problem input/output
```

With these two functions, it is possible to write Matlab scripts that call NetSolve and handle all of the NetSolve errors at runtime.

Demo

A NetSolve-Matlab demo is available with the NetSolve distribution. It consists of a set of Matlab scripts that call NetSolve to compute parts of the Mandelbrot set. The main script is called `mandel.m` and is located in `$NETSOLVE_ROOT/src/Demo/mandelbrot/`. To run the demo, just type **mandel** at the Matlab prompt.

Optional: Testing the NetSolve BLAS interfaces

A NetSolve-Matlab BLAS test suite is available with the NetSolve distribution, and tests a subset of BLAS routines available in the NetSolve distribution. The user can test the reference implementation BLAS included in NetSolve or he could have enabled an optimized BLAS library during the configuration phase of NetSolve (**./configure --with-blaslib=BLAS_LIB**). The user must then enable the BLAS in the `$NETSOLVE_ROOT/server_config` file, and then he is ready to run this test suite. The test suite consists of a set of Matlab scripts that test each of the BLAS interfaces available in NetSolve. The main script is called `blas_test.m` and is located in `$NETSOLVE_ROOT/src/Testing/matlab/`. To run the BLAS test suite, type **blas_test** at the Matlab prompt.

Optional: Testing the NetSolve LAPACK interfaces

A NetSolve-Matlab LAPACK test suite is available with the NetSolve distribution. If the user enabled LAPACK and BLAS during the configuration phase of NetSolve as instructed in the Section called *Enabling the LAPACK library* in Chapter 13, and has enabled LAPACK and BLAS in the `$NETSOLVE_ROOT/server_config` file, he/she may choose to run this test suite. Note that only a subset of LAPACK is included in the NetSolve distribution. The complete LAPACK library is not included as default numerical software for the server, and must be installed separately. The test suite consists of a set of Matlab scripts that test each of the LAPACK interfaces available in NetSolve. The main script is called `lapack_test.m` and is located in `$NETSOLVE_ROOT/src/Testing/matlab/`. To run the LAPACK test suite, type **lapack_test** at the Matlab prompt.

Optional: Testing the NetSolve ScaLAPACK interfaces

Likewise, a NetSolve-Matlab ScaLAPACK test suite is available with the NetSolve distribution. If the user enabled ScaLAPACK during the configuration phase of NetSolve as instructed in the Section called *Enabling the ScaLAPACK library* in Chapter 13, and has enabled ScaLAPACK, MPIBLACS, BLAS, and MPI libraries, in the `$NETSOLVE_ROOT/server_config` file, then he may choose to run this test suite.

The ScaLAPACK library is not included as default numerical software for the server, and must be installed separately (as well as MPI). The test suite consists of a set of Matlab scripts that test each of the ScaLAPACK interfaces available in NetSolve. The main script is called `scalapack_test.m` and is located in `$NETSOLVE_ROOT/src/Testing/matlab/`. To run the ScaLAPACK test suite, type **scalapack_test** at the Matlab prompt.

Optional: Testing the NetSolve 'sparse_iterative_solve' interface

The NetSolve *'sparse_iterative_solve'* interface to PETSc, Aztec, and ITPACK can only be tested if the user has enabled *sparse_iterative_solve* in the `$NETSOLVE_ROOT/server_config` file and has configured NetSolve with the respective paths to the PETSc library, Aztec library, and MPI library. The PETSc, Aztec, and ITPACK libraries are not included as default numerical software for the server, and must be installed separately (as well as MPI). Refer to the Section called *Enabling Sparse Iterative Solvers (PETSc, Aztec, and ITPACK)* in Chapter 13 for further details.

This interface can be tested most effectively by using sparse matrices generated from collections such as the Harwell Boeing test collection on the *Matrix Market homepage* (http://math.nist.gov/MatrixMarket/). Refer to the section on the webpage entitled *Software*, where the test matrices are available in C, Fortran, and Matlab. For ease of testing, several of the test matrices from this collection are included in the distribution of NetSolve.

After Matlab has been invoked, the user can then call the test scripts `petsc_test.m`, `aztec_test.m`, and `itpack_test.m` in the `$NETSOLVE_ROOT/src/Testing/matlab/` directory, by typing

```
>> petsc_test
```

and

```
>> aztec_test
```

and

```
>> itpack_test
```

These scripts invoke the PETSc, Aztec, and ITPACK interfaces and check the validity of the computed solution.

Alternatively, the user can generate a series of Harwell Boeing matrix types (1-5), using the `generate.m` script. To see a list of Harwell Boeing matrix types that can be generated, type

```
>> generate(0);
```

And then call the functions `petsc.m` and/or `aztec.m` by typing

```
>> [A,rhs] = generate(1);
>> [x1,its1] = petsc(A,rhs);
>> [x2,its2] = aztec(A,rhs);
```

Note that the user can query for the list of arguments in the calling sequence to the routine by using the NetSolve tool routine.

```
>> netsolve('sparse_iterative_solve')
```

Optional: Testing the NetSolve 'sparse_direct_solve' interface

The NetSolve *'sparse_direct_solve'* interface to MA28 and SuperLU can only be tested if the user has enabled *sparse_direct_solve* in the `$NETSOLVE_ROOT/server_config` file and has configured NetSolve with the respective paths to the SuperLU and MPI libraries. The MA28 library is distributed with NetSolve in `$NETSOLVE_ROOT/src/SampleNumericalSoftware/MA28/` as a small modification to the library was necessary to enable its use in NetSolve. The SuperLU library is not included as default numerical software for the server, and must be installed separately (as well as MPI). Refer to the Section called *Enabling Sparse Direct Solvers (SuperLU and MA28)* in Chapter 13 for further details.

This interface can be tested most effectively by using sparse matrices generated from collections such as the Harwell Boeing test collection on the *Matrix Market homepage* (http://math.nist.gov/MatrixMarket/). Refer to the section on the webpage entitled *Software*, where the test matrices are available in C, Fortran, and Matlab. For ease of testing, several of the test matrices from this collection are included in the distribution of NetSolve.

After Matlab has been invoked, the user can then call the test scripts `ma28_test.m` and `superlu_test.m` in the `$NETSOLVE_ROOT/src/Testing/matlab/` directory, by typing

```
>> ma28_test
```

and

```
>> superlu_test
```

These scripts invoke the MA28 and SuperLU interfaces and check the validity of the computed solution.

Alternatively, the user can generate a series of Harwell Boeing matrix types (1-5), using the `generate.m` script. To see a list of Harwell Boeing matrix types that can be generated, type

```
>> generate(0);
```

And then call the functions `ma28.m` and/or `superlu.m` by typing

```
>> [A,rhs] = generate(1);
>> [x1] = ma28(A,rhs);
>> [x2] = superlu(A,rhs);
```

Note that the user can query for the list of arguments in the calling sequence to the routine by using the NetSolve tool routine.

```
>> netsolve('direct_solve_serial')
```

Chapter 7. Mathematica Interface

Introduction

The Mathematica client interface for NetSolve is built by typing

```
UNIX> make mathematica
```

in the directory `$NETSOLVE_ROOT`.

Details of this interface can be found in [ns:mathematica] and quick instructions/requirements for building it are in the file: `$NETSOLVE_ROOT/src/Mathematica/INSTALL`

What to do first

Once the interface is successfully installed, the first thing to do is to start a Mathematica client by typing

```
NetSolve[]
```

which prints information on how to use the interface:

```
In[1]:= NetSolve[]
usage:
  NetSolve[FuncName[arg1, ...]]   - blocking problem call
  NetSolveNB[FuncName[arg1, ...]] - nonblocking problem call
  NetSolveProbe[request]          - checks if a request has been completed
  NetSolveWait[request]           - waits for a request to complete
  NetSolveGetAgent[]              - returns the current agent name
  NetSolveSetAgent[AgentName]     - changes the agent we are working with
  NetSolveError[]                 - returns the result code of the last
                                      executed NetSolve function
  NetSolveErrorMsg[rc]            - returns a string describing
                                      the result code passed
  NetSolve["?problems"]         - shows a list of available problems
  NetSolve["?servers"]          - shows a list of available servers
  NetSolve["?FuncName[]"]       - shows a problem description
```

Let us review the possibilities:

`Information functions -- NetSolve["?problems"], NetSolve["?servers"] and NetSolve["?FuncName[]"]`

This set of functions provides information about a specific problem's calling sequence and which problems and servers are available through the user's agent.

`Blocking problem solving -- NetSolve[ProblemName[arguments, ... ]]`

This function is a blocking call to NetSolve to solve a certain problem. When utilizing this type of call to NetSolve, the user does not regain execution control until the result becomes available.

`Nonblocking problem solving -- NetSolveNB[ProblemName[arguments, ... ]]`

This function is a non-blocking call to NetSolve to solve a certain problem. Unlike a blocking call to NetSolve, a non-blocking call returns the execution control, as well as a request handler, immediately to the user. The request handler can then be "probed" for the status of the calculation.

`Getting/setting an agent -- NetSolveGetAgent[], NetSolveSetAgent[AgentName]`

`NetsolveGetAgent[]` returns a string containing the host name of the agent. The user can change the current agent by the `NetSolveSetAgent[]` function at any time.

Let us now assume that the user has started Mathematica and is ready to use NetSolve. We can check our agent by typing

```
In[1]:= NetSolveGetAgent[]

Out[1]= netsolve.cs.utk.edu
```

If there is no agent set, the result would be the `$Null` symbol. One can change the agent by the function `NetSolveSetAgent[]`. For instance

```
In[2]:= NetSolveSetAgent["netsolve.cs.utk.edu"]
```

The agent can be changed at any time provided there is another NetSolve agent running on the host whose name has been passed as an argument. However, if the agent is changed, then the set of servers and possibly the set of solvable problems has also been changed.

A list of the solvable problems can be obtained by the function `NetSolve["?problems"]`. Here is a possible list (clipped to save space).

```
In[3]:= NetSolve["?problems"]
/BLAS/Matrices/dgemm
/BLAS/Matrices/dmatmul
/BLAS/Matrices/zgemm
/BLAS/Matrices/zmatmul
/BLAS/Vectors/daxpy
/BLAS/Vectors/ddot
/BLAS/Vectors/zaxpy
/LAPACK/Matrices/EigenValues/eig
/LAPACK/Matrices/LinearSystem/dgesv
/LAPACK/Matrices/LinearSystem/linsol
/MinPack/hybrd1
/MinPack/lmdif1
/QuickSort/DoublePrecision/dqsort
/QuickSort/Integer/iqsort
. . .
```

Similarly, a list of the servers can be printed by the function `NetSolve["?servers"]`

```
In[4]:= NetSolve["?servers"]
netsolve.cs.utk.edu (128.169.93.161)
NetSolve Agent
Host: Up  Server: Running
cetus1a.cs.utk.edu (128.169.94.21)
Handles 24 problems
Host: Up  Server: Running
cetus1b.cs.utk.edu (128.169.94.22)
Handles 24 problems
Host: Up  Server: Running
cetus1c.cs.utk.edu (128.169.94.23)
Handles 24 problems
Host: Up  Server: Running
.  .  .
```

For every server associated with a specific agent, the following information is given: its name, IP address, host and server status, and how many different problems it can solve.

The user can easily determine information about a specific problem, `iqsort` for instance, by typing

```
NetSolve["?iqsort[]"]
```

The brackets after the problem name are required because every NetSolve problem is treated as a function defined in Mathematica.

The output of that command is as follows:

```
In[5]:= NetSolve["?iqsort[]"]
iqsort: Quicksort -
Sorts a vector of integers

Input:
  # 0 : Integer Vector
  Vector of integers to Sort

Output:
  # 0 : Integer Vector
  Sorted Vector

Mathematica example:
  rI0  = NetSolve[iqsort[I0]]

examples for types:

         Char      Byte/Integer  Single/Double  Complex
Scalar: "c"            42           66.32       4 - 7 I
Vector: "vector"    {1,2,3}      {3,4.5,7}      {3, -5+3I, 8}
Matrix: {"line 1", {{1,2,3},   {{6.4,2,1},    {{1+2I, 3+4I},
```

```
                "line 2"}  {4,5,6}}    {-7,1.2,4}}    {5-6I, 7}}
```

The first part of the output is a brief general description of the problem. The second part describes the input and output objects, their type and description. And lastly, an example is provided.

If the user does not provide the number, the type, and the sequence of arguments correctly, an error message message will be printed and the `$Null` symbol will be returned.

The arguments shown in the example are variables but the user may also choose to pass numerical values, symbols with assigned data or function calls.

Here are some rules the user must remember.

1. Characters are passed as strings (only the first character is used).
2. Integers can be passed instead of reals and vice versa (conversion is performed automatically).
3. Integers and reals can be passed instead of complex numbers.
4. Vectors of characters are passed as strings.
5. Matrices of characters are passed as vectors of strings.

Blocking call to NetSolve

In the previous section we explained how the user can obtain information about a problem and its calling sequence. For the call itself, the function `NetSolve[]` is invoked with the problem name and its arguments. For example,

```
In[6]:= NetSolve[iqsort[{7,2,3,5,1}]]
contacting server merlin.comlab ...

Out[6]= {1, 2, 3, 5, 7}
```

As stated earlier the user can pass not only numerical values, but also symbols that contain data of proper type or functions that return a result of this type. Indeed, Mathematica calculates these expressions and passes the arguments by value. For example

```
In[7]:= v = -Range[5]

Out[7]= {-1, -2, -3, -4, -5}

In[8]:= NetSolve[iqsort[v]]
contacting server merlin.comlab ...

Out[8]= {-5, -4, -3, -2, -1}
```

or to sort a random vector of size 7

```
In[9]:= NetSolve[iqsort[Table[Ceiling[10*Random[]], {7}]]]
contacting server merlin.comlab ...

Out[9]= {1, 2, 2, 2, 4, 6, 7}
```

Since `NetSolve[]` is a function defined in Mathematica, it can be used in expressions like:

```
In[9]:= NetSolve[iqsort[Table[Ceiling[10*Random[]], {7}]]]
contacting server merlin.comlab ...

Out[9]= {1, 2, 2, 2, 4, 6, 7}

In[10]:= Print["The minimal element of v is ", NetSolve[iqsort[v]][[1]]]
contacting server merlin.comlab ...
The minimal element of v is -5
```

Let us consider a more complex problem such as the Level 3 BLAS subroutine `dgemm[]` which calculates where op(X) = X or op(X) = X'.

The routine `dgemm[]` requires the following 7 arguments.

Let us generate three random matrices.

```
In[11]:= RandomMatrix[m_,n_] := Table[Ceiling[10*Random[]], {m}, {n}]

In[12]:= a = RandomMatrix[2,3]

Out[12]= {{9, 2, 3}, {6, 3, 9}}

In[13]:= b = RandomMatrix[3,2]

Out[13]= {{6, 4}, {4, 10}, {2, 9}}

In[14]:= c = RandomMatrix[2,2]

Out[14]= {{4, 7}, {4, 8}}
```

and call `dgemm[]`.

```
In[15]:= NetSolve[dgemm["N", "N", 2, a, b, 3, c]]
contacting server cetus2a.cs.utk.edu ...

Out[15]= {{148., 187.}, {144., 294.}}

In[16]:= 2 a . b + 3 c

Out[16]= {{148, 187}, {144, 294}}
```

Nonblocking Call to NetSolve

As in the Matlab interface (see Chapter 6), the Mathematica interface can be called in an asynchronous fashion. Nonblocking calls are performed by the function `NetSolveNB[]`, and its calling sequence is the same as the blocking call `NetSolve[]`. The difference is in the result returned. `NetSolveNB[]` always returns a request handler.

`NetSolveProbe[]` returns an integer value to indicate if the problem has been completed. A value of 0 indicates that the result is available and a value of 1 indicates that the computation is still in progress. Other values are error codes (see the Section called *Catching Errors*).

Let us multiply two complex matrices using `NetSolveNB[]`. We generate the matrices **`ac`** and **`bc`** using already generated matrices **`a`**, **`b`** and **`c`**.

```
In[17]:= ac = a - 2 a I

Out[17]= {{9 - 18 I, 2 - 4 I, 3 - 6 I}, {6 - 12 I, 3 - 6 I, 9 - 18 I}}

In[18]:= bc = b - 3 b I

Out[18]= {{6 - 18 I, 4 - 12 I}, {4 - 12 I, 10 - 30 I}, {2 - 6 I, 9 - 27 I}}

In[19]:= request = NetSolve[zmatmul[ac, bc]]
contacting server cetus2a.cs.utk.edu ...

Out[19]= 0

In[20]:= NetSolveProbe[request]

Out[20]= 0
```

As the computation is still in progress, the user can choose to perform other work, or wait for the request to complete:

```
In[21]:= NetSolveWait[request]

Out[21]= {{-340. - 340. I, -415. - 415. I}, {-330. - 330. I, -675. - 675. I}}
```

Catching Errors

As in the Matlab interface, it is possible to detect errors with the functions `NetSolveError[]` and `NetSolveErrorMsg[]`. The first function returns an integer which is the error code of the last executed NetSolve function. `NetSolveErrorMsg[]` takes an error code as an input argument and returns a string describing the error.

With these two functions, it is possible to write Mathematica scripts that call NetSolve and handle all of the NetSolve errors at runtime.

Demo

A NetSolve-Mathematica demo is available with the NetSolve distribution. It invokes and explains the various NetSolve features available within Mathematica. The main script is called `NSdemo.m` and is located in `$NETSOLVE_ROOT/src/Testing/mathematica/`. To run the demo, just type **<<NSdemo‘** at the Mathematica prompt.

Optional: Testing the NetSolve BLAS interfaces

A NetSolve-Mathematica BLAS test suite is available with the NetSolve distribution, and tests a subset of BLAS routines available in the NetSolve distribution. The user can test the reference implementation BLAS included in NetSolve, or he can enable an optimized BLAS library during the configuration phase of NetSolve (**./configure --with-blaslib=BLAS_LIB**). The user must then enable the BLAS in the `$NETSOLVE_ROOT/server_config` file, and then he is ready to run this test suite. The test suite consists of a set of Mathematica scripts that test each of the BLAS interfaces available in NetSolve. The main script is called `NSblastest.m` and is located in `$NETSOLVE_ROOT/src/Testing/mathematica/`. To run the BLAS test suite, type **<<NSblastest‘** at the Mathematica prompt.

Optional: Testing the NetSolve LAPACK interfaces

A NetSolve-Mathematica LAPACK test suite is available with the NetSolve distribution. If the user enabled LAPACK during the configuration phase of NetSolve as instructed in the Section called *Enabling the LAPACK library* in Chapter 13, and has enabled LAPACK and BLAS in the `$NETSOLVE_ROOT/server_config` file, he/she may choose to run this test suite. Note that only a subset of LAPACK is included in the NetSolve distribution. The complete LAPACK library is not included as default numerical software for the server, and must be installed separately. The test suite consists of a set of Mathematica scripts that test each of the LAPACK interfaces available in NetSolve. The main script is called `NSlapacktest.m` and is located in `$NETSOLVE_ROOT/src/Testing/mathematica/`. To run the LAPACK test suite, type **<<NSlapacktest‘** at the Mathematica prompt.

Chapter 8. NetSolve Request Farming

Farming is a way of calling NetSolve to manage large numbers of requests for a single NetSolve problem. Many NetSolve users are confronted by situations when many somewhat similar computations must be performed in parallel. One way to do this in NetSolve is to write non-blocking calls to `netslnb()` in C for instance. However, this can become cumbersome. In the present distribution, this call, `netsl_farm()`, is only available from C and Matlab. A Fortran interface will most likely not be provided because of pointer management.

Calling Farming in C

Like `netsl()` and `netslnb()`, the `netsl_farm()` function takes a variable number of arguments. Its first argument is a string that describes the *iteration range*. This string is of the form **`"i=%d,%d"`** (in C string format symbols). The second argument is a problem name appended with an opening and a closing parenthesis. The arguments following are similar in intent to the ones supplied to `netsl()`, but are *iterators* as opposed to integers or pointers. Where the user was passing, say an integer, to `netsl()`, he now needs to pass an array of integers and tell `netsl_farm()` which element of this array is to be used for which iteration. This information is encapsulated in an *iterator* and we provide three functions to generate iterators:

```
ns_int()
ns_int_array()
ns_ptr_array()
```

Let us review these functions one by one.

`ns_int()`

This function takes only one argument: a character string that contains an *expression* that is evaluated to an integer at each iteration. The format of that string is based on a Shell syntax. **`$i`** represents the current iteration index, and classic arithmetic operators are allowed. For instance:

```
ns_int("$i+1")
```

returns an iterator that generates an integer equal to one plus the current iteration index at each iteration.

`ns_int_array()`

This function takes two arguments:

i. a pointer to an integer array (**`int *`**);

ii. a character string that contains an expression.

For instance,

```
ns_int_array(ptr,"$i")
```

returns an iterator that generates at each iteration an integer equal to the **`i`**-th element of the array **`ptr`** where **`i`** is the current iteration index.

`ns_ptr_array()`

This function takes two arguments:

i. a pointer to an array of pointers (**`void **`**);

ii. a character string that contains an expression.

For instance,

```
ns_ptr_array(ptr,"$i")
```

returns an iterator that generates at each iteration a pointer which is the **`i`**-th element of the array **`ptr`** where **`i`** is the current iteration index.

An example

Let us assume that the user wants to sort an array of integers with NetSolve using the C interface. The default NetSolve server comes with a default problem called `iqsort` that does a quicksort on an integer vector. The call looks like

```
status = netsl('iqsort()',size,ptr,sorted);
```

where **`size`** is the size of the array to be sorted, **`ptr`** is a pointer to the first element of the array, and **`sorted`** is a pointer to the memory space that will hold the sorted array on return. What if the user wants to sort 200 arrays? One way is to write 200 calls as the one above. Not only would it be tedious, but also inefficient as the sorts would be done successively, with no parallelism. In order to obtain parallelism, one must call `netslnb()` and make the corresponding calls to `netslpr()` and `netslwt()` as explained in Chapter 5. or use `netsl_farm()`. Before calling `netsl_farm()`, the user needs to construct arrays of pointers and integers that contain the arguments of each of the NetSolve calls. This is straightforward: where the user would have called NetSolve as:

```
requests1 = netslnb('iqsort()',size1,ptr1,sorted1);
requests2 = netslnb('iqsort()',size2,ptr2,sorted2);
...
requests200 = netslnb('iqsort()',size200,array200,sorted200);
```

and then to have calls to `netslpr()` and `netslwt()` for each request.

With farming, one only needs to construct three arrays as:

```
int size_array[200];
void *ptr_array[200];
void *sorted_array[200];

size_array[0] = size1;
ptr_array[0] = ptr1;
sorted_array[0] = sorted1;
...
```

Then, `netsl_farm()` can be called as:

```
status_array = netsl_farm("i=0,199","iqsort()",
                                     ns_int_array(size_array,"$i"),
                                     ns_ptr_array(ptr_array,"$i"),
                                     ns_ptr_array(sorted_array,"$i"));
```

In short, `netsl_farm()` is a concise, convenient way of farming out groups of requests. Of course, it uses `netslnb()` underneath, thereby ensuring fault-tolerance and load-balancing.

Catching errors

`netsl_farm()` returns an integer array. That array is dynamically allocated and must be freed by the user after the call. The array is at least of size 1. The first element of the array is either 0 or -1. If it is 0, then the call was completed successfully and the array is of size 1. If first element of the array is -1, then at least one of the requests failed. The array is then of size one plus the number of requests and the (1+i)-th element of the array is the error code for the i-th request. Here is an example on how to print error messages:

```
status = netsl_farm("i=0,200",....);
if (status[0] == 0){
   fprintf(stderr,"Success\n");
   free(status);
} else {
  for (i=1;i<201;i++) {
    fprintf(stderr,"Request #%d:",i);
    netslerr(status[i]);
  }
}
free(status);
```

Calling Farming in Matlab

NetSolve provides the Matlab user with a convenient interface whereby he can make multiple requests to the same NetSolve program possibly with different arguments. This facility is useful in task farming problems like Monte Carlo simulation where multiple simulation runs are executed across different machines and the results from the simulation runs are combined to form the final output.

The Matlab task farming uses "cell" function calls in Matlab. The NetSolve user needs to have Matlab version 6.x or higher to use this functionality.

The user calls the matlab task farm as

```
netsolve_farm(iterator string, problem name,
                  argument cell 0, argument cell 1, ...)
```

The iterator string represents the number of requests to be made to the netsolve problem whose name is represented by problem name argument. The value of the iterator string assumes the form "i=0,number of requests -1". The netsolve arguments needed by the netsolve problem are passed as cells. Each cell is a one-dimensional array and the size of the cell is equal to the number of requests in the farming. Each element in the cell corresponds to a single argument need by the NetSolve problem. The i-th element corresponds to the argument for the i-th request in the farm.

An example

In this example, the Matlab task farming interface is invoked to make multiple requests to a NetSolve problem, totalarea. The inputs to the problem are the name of a function which is a string, the starting point on the x-axis which is an integer and the ending point on the x-axis which is another integer value. The problem computes the area of the function under the curve bounded within a region and gives back the total area under the curve. Thus, using the normal NetSolve call, the user would invoke this problem as

```
area = netsolve('totalarea', xstart, xend);
```

One way to solve this problem is to divide the function into many sub areas and make multiple requests to the 'totalarea' problem passing different start and end points on the x-axis. The NetSolve program that uses the task farming interface for this method is given below.

```
function [total_area] =  totalarea ( func, a, b, num_strips )

strip_length = (b-a)/num_strips

x1 = cell(num_strips, 1);
x2 = cell(num_strips, 1);

x1{1} = a;
for i=1:num_strips
  funcs{i} = func;
  x2{i} = x1{i}+strip_length;
  if i < num_strips
    x1{i+1} = x2{i};
  end
end

str1 = 'i=0,';
str2 = int2str(num_strips-1);

str = [str1,str2];

area = netsolve_farm(str, 'area', funcs, x1, x2);


total_area = 0.0;
for i=1:num_strips
```

```
  total_area = total_area+area{i};
end
end

fprintf(2, 'total_area: %f\n', total_area);
```

Current Implementation

One of the advantages of farming is that the user does not have the responsibility of managing the requests. As it would be unreasonable to send all of the requests if there are not enough servers to perform the computations, the `netsl_farm()` farming algorithm avoids this problem by dynamically tuning the maximum number of pending requests to reflect changes in the computational server pool (size and load). This is done by constantly measuring the throughput of the computations.

Chapter 9. NetSolve Request Sequencing

Goals and Methodologies

Our aim in request sequencing is to decrease network traffic amongst NetSolve client and server components in order to decrease overall request response time. Our design ensures that i) no unnecessary data is transmitted and ii) all necessary data is transferred. As briefly discussed below, we also reduce execution time by executing computational modules simultaneously when possible. All this is accomplished by performing a detailed analysis of the input and output parameters of every request in the sequence to produce a directed acyclic graph (DAG) that represents the tasks and their execution dependences. This DAG is then sent to a server in the system where it is scheduled for execution.

In order to build the DAG or task graph, we need to analyze every input and output in the sequence of requests. We evaluate two parameters as the same if they share the same reference. We use the size fields and reference pointer of the input parameters to calculate when inputs overlap in the memory space. Only matrices and vectors are checked for recurrences on the premise that these are the only objects that tend to be large enough for the overhead of the analysis to pay dividends. Through this analysis we build a DAG in which the nodes represent computational modules or NetSolve services and the arcs represent data dependencies amongst these modules. The graph is acyclic because looping control structures are not allowed within the sequence, and therefore, a node can never be its own descendant.

The Application Programming Interface

For request sequencing, we add three functions to the NetSolve client API:

`void netsl_sequence_begin();`

This function takes no arguments, and returns nothing. It notifies the NetSolve system to collect information from subsequent calls to `netsl()` from which to construct a DAG as explained above. The netsolve services will not be scheduled for execution until a subsequent call to `netsl_sequence_end()`

`int netsl_sequence_end(void *, ...);`

This function takes as arguments an NS_NULL-terminated list of pointers. (For technical reasons, the user must use the special variable NS_NULL defined in the `netsolve.h` header file. These pointers are to be references to objects designated as output pointers in previous calls made to `netsl()` after the most recent call to `netsl_sequence_begin()`. These pointers designate to the NetSolve system which output parameters *NOT* to return to the client program. In other words, these output parameters serve only as intermediary input to calls within the chain or sequence. At the point where `netsl_sequence_end()` is called, the NetSolve system will transfer the collected sequence (in the form of a DAG) to a computational server(s) for execution. `netsl_sequence_end()` returns an error code that can be used to determine success or failure, and the cause in the case of the latter.

`int netsl_sequence_status();`

This function takes no arguments, and returns TRUE (non-zero) if the system is currently collecting

NetSolve requests (i.e. constructing a DAG or is in the middle of a sequence) and FALSE (zero) otherwise.

Figure 9-1 illustrates what a sequencing call might look like. Two points to note in this example: i)for all requests, only the last parameter is an output, and ii)the user is instructing the system not to return the intermediate results of `command1` and `command2`.

Figure 9-1. Sample C Code Using Request Sequencing Constructs

```
...
begin_sequence();
submit_request("command1", A, B, C);
submit_request("command2", A, C, D);
submit_request("command3", D, E, F);
begin_end(C, D, NS_NULL);
...
```

For the system to be well-behaved, we must impose certain restrictions upon the user. Our first restriction is that no control structure that may change the execution path is allowed within a sequence. We impose this restriction because the conditional clause of this control structure may be dependent upon the result of a prior request in the sequence, and since the requests are not scheduled for execution until the end of the sequence, the results will likely not be what the programmer expects.

The other restriction is that statements that would change the value of any input parameter of any component of the sequence are forbidden within the sequence (with the exception of calls to the NetSolve API itself that the system can track.) This is because during the data analysis, only references to the data are stored. So if changed, the data transferred at the end of the sequence will not be the same as the data that was present when the request was originally made. We contemplated saving the entire data, rather than just the references, but this directly conflicts with one of our premises -- that the data sets are large; multiple copies of these data are not desirable.

Execution Scheduling at the Server

Once the entire DAG is constructed, it is transferred to a NetSolve computational server. In this first version of request sequencing, the NetSolve agent uses a large granularity and decides which server should execute the entire sequence. We execute a node if all its inputs are available and there are no conflicts with its output parameters. Currently the only mode of execution we support is on a single NetSolve server -- though, that server may be a symmetric multi-processor (SMP).

For data partitioning, we transfer the union of the input parameter sets to the selected server host. This makes input for all nodes, except those which are intermediate output from prior nodes, available for the execution of the sequence. Our scheduling algorithm can be summarized as follows:

```
while(problems left to execute)
{
  execute all problems with satisfied dependencies;
  wait for at least one problem to finish;
  update dependencies;
}
```

Chapter 10. Asynchronous Request Handling

There are a number of useful functions available to handle asynchronous requests.

netslpr
netslwt
netslkill
netsl_assignment

A review of the above functions follow.

netslpr

Checking for completion

To check whether a previously submitted asynchronous request has completed you should use the **netslpr()** call. It does not block, but returns a value signifying whether the call has completed or not. Below is a short code example.

Submit the asynchronous request:

```
status = netslnb("inttest()", &i);
```

Probe to determine if the request has completed:

```
status = netslpr(request);
```

Upon return status is either:

- NetSolveNotReady - the request has not completed
- NetSolveOK - the request has completed

Even after netslpr returns NetSolveOK to signify that the request has completed, the user must call **netslwt** to get the results.

netslwt

Waiting for completion

To wait for a previously submitted asynchronous request to complete you should use the **netslwt()** call. It blocks until the request has completed. Below is a short code example.

Submit the asynchronous request:

```
status = netslnb("inttest()", &i);
```

Block until the request has completed:

```
status = netslwt(request);
```

Upon return status is:

- NetSolveOK - the request has completed successfully
- Otherwise the return status represents the specific error that occurred

netslkill

Cancelling a request

To cancel a previously submitted asynchronous request you should use the **netslkill()** call. It notifies the server that the request has been cancelled by the user. Below is a short code example.

Submit the asynchronous request

```
status = netslnb("inttest()", &i);
```

Cancel the request

```
status = netslkill(request);
```

Upon return status is:

- NetSolveOK - the request has been successfully cancelled
- NetSolveInvalidRequestID - the request ID didn't correspond to a request that you previously submitted
- otherwise the return status represents the specific error that occurred

netsl_assignment

Assigned server requests

If you want to submit a request to a specific server you should use the **netsl_assignment** function (or **netslnb_assignment** for asynchronous requests). The server name is specified before the problem name in the call. for example:

```
status = netslnb_assignment("160.36.56.200:inttest()",&i);
```

Notice that the format is serverip:probname(). Currently the server must be specified as an ip address.

Chapter 11. Security in NetSolve Client

Introduction

NetSolve components include clients, agents, and servers. Currently the only requests that require authentication are requests that the client makes to the server, and of those, only the “run problem” request. Other requests could be authenticated (an obvious one being “kill server”), but drastic changes along these lines would probably require drastic restructuring of NetSolve. For instance, a client can currently inform an agent that a particular server is down, and the agent will not advertise that server for use in other problems. It seems of dubious value to require authentication for such requests until there is a mechanism for specifying the trust relationship between clients and agents.

An attempt has been made to allow Kerberized NetSolve clients to interoperate with both Kerberized and non-Kerberized NetSolve servers. In either case the client sends a request to the server. An ordinary server will return a status code indicating that he will accept the requested operation. By contrast, a Kerberized server will immediately return an “authentication required” error in response to the request. The client is then required to send Kerberos credentials to the server before the request will be processed. This allows the server to require authentication of the client. Currently there is no mechanism to allow the client to insist on authentication of the server. A Kerberized client will happily talk with either Kerberized or non-Kerberized servers.

The server implements access control via a simple list of Kerberos principal names. This list is kept in a text file which is consulted by the server. A request to a NetSolve server must be made on behalf of one of those principal names. If the principal name associated with the Kerberos credentials in the request appears in the list, and the credentials are otherwise valid, the request will be honored. Otherwise, the request will be denied.

Since the NetSolve server was not designed to run as a set-uid program, it is not currently feasible to have the NetSolve server run processes using the user-id of the particular UNIX user who submitted the request. NetSolve thus uses its own service principal name of “netsolve” rather than using the “host” principal. What this means (among other things) is that you need to generate service principals and keytabs for each of your NetSolve servers, even if you already have host principals in place.

The NetSolve server, by default, runs in non-Kerberized mode. To start up the server in Kerberized mode you need to add the **`-k`** option to the command-line, and also set environment variables NETSOLVE_KEYTAB (pointing to the keytab) and NETSOLVE_USERS pointing to the list of authorized users).

This version of Kerberized NetSolve performs no encryption of the data exchanged among NetSolve clients, servers, or agents. Nor is there any integrity protection for the data stream.

Compiling a Kerberized Server

1. Compile Kerberos. See the Kerberos V5 Installation Guide for instructions for how to do this.
2. Compile the NetSolve client libraries with Kerberos support. Refer to the instructions in the the Section called *Installation on Unix Systems using ns_install* in Chapter 13 section following the notes that talk about authentication and authentication libraries. In part, this involves editing the

`$NETSOLVE_ROOT/conf/Makefile.NETSOLVE_ARCH.inc` and modifying the KLIBS field to point to the appropriate Kerberos libraries and setting the AUTHENTICATION field to KERBEROS5.

Running a Kerberized NetSolve Client

1. Set up the necessary environment variables:

   ```
   UNIX> setenv NETSOLVE_AGENT netsolve.agent.host
   ```

2. Run **kinit** to get a ticket-granting ticket for yourself. You don't have to do this if you already have a ticket and it has not expired.
3. Run your NetSolve program. If the server contacted requires authentication, the NetSolve client automatically contacts the Kerberos Key Distribution Center for a ticket and sends it to the server. If this client is authorized to utilize the NetSolve server services will be granted to the client, if not, an AUTHENTICATION_REJECTED error will be returned to the client.

Chapter 12. Troubleshooting

If an error occurs during the invocation of NetSolve, a variety of diagnostic runtime error messages, as well as error codes that can be returned when calling a NetSolve function from the C or Fortran interfaces, are provided. The error codes and runtime error messages are listed in Chapter 27 and may have several possible explanations/causes. If one of these error messages occurs, the user should first check the agent and server log files, `$NETSOLVE_ROOT/nsagent.log` or `$NETSOLVE_ROOT/nsserver.log`, respectively. These files may contain more information to clarify the reason for the error message.

For diagnostic help in explaining the reasons for specific NetSolve run-time error messages, you can also refer to the *NetSolve Errata File* (/netsolve/errata.html)

Details of the Makefile.NETSOLVE_ARCH.inc File

Although suitable default options are provided for the compilation of the software, one may look in the `NetSolve/conf` directory to edit the `Makefile.NETSOLVE_ARCH.inc` file. This file contains parameters to customize the compilation process.

> **Note::** All of the parameters in this include file can (and should) be modified using command line arguments to **configure**.

Most of the contents of this file are straightforward, including definitions for compilers, linkers, etc., and will not be explained here. There are however a few entries that may need explanation.

NETSOLVE SPECIFIC OPTIONS:

The `OUTPUT_LEVEL` macro defines the amount of debug output to print during installation. `PROXY` specifies which client proxy to use. `CPU_STAT` defines which method to use to monitor server processes in terms of workload, etc. and what method to use to assign tasks to servers. The `AUTH_LIBS` and `AUTHENTICATION` macros define the authentication to use (if any) in the system. Currently, the only options are KERBEROS5 or NO_AUTH (no authentication) for the `AUTHENTICATION` macro. If authentication is set to KERBEROS5, then `AUTH_LIBS` must be set to the location of the appropriate libraries needed to use the kerberos application programming interface.

AUXILIARY PACKAGES:

If NWS is enabled, i.e., `CPU_STAT = NWS`, the variable `NWSDIR` provides the path to the NWS distribution. See Chapter 22, for further details.

In the case of a parallel server, it is necessary to set the `MPI_DIR`, `MPI_INCLUDE_DIR`, and `MPI_INCDIR` variables to the proper paths.

If IBP is enabled, then `IBPDIR` provides the path to the IBP distribution. See Chapter 20 for further details.

Auxiliary Libs:

This section contains variables for setting path names and to optional software packages such as PETSc, Aztec, ITPACK, SuperLU, LAPACK, ScaLAPACK, MPIBLACS, and BLAS.

An example `Makefile.NETSOLVE_ARCH.inc` for IRIX is listed below.

```
# Generated automatically from Makefile.generic-arch.in by configure.
# Never include this file directly!
#   Always include ./Makefile.inc and make sure it is appropriately
#   set to include the proper platform specific file.
# CUSTOMIZING CONFIGURATION
#

SHELL = /bin/sh

#############################
#### INSTALL DIRECTORIES ####
#############################

PLATFORM           = mips-sgi-irix6.5
NETSOLVE_VERSION   = 2.0
EXEC_PREFIX        = $(NETSOLVE_ROOT)/$(NETSOLVE_ARCH)
BINDIR             = $(NETSOLVE_ROOT)/bin/$(NETSOLVE_ARCH)
LIBDIR             = $(NETSOLVE_ROOT)/lib/$(NETSOLVE_ARCH)
OBJDIR             = $(NETSOLVE_ROOT)/obj/$(NETSOLVE_ARCH)
MATLABOBJDIR       = $(OBJDIR)/MATLAB
PDFGUICLASSDIR     = $(BINDIR)/PDFGUICLASSDIR

###############################
#### COMPILERS AND OPTIONS ####
###############################
CC               = /usr/bin/cc
C_OPT_FLAGS      = -O3
C_NOOPT_FLAGS    = -n32 -mips4 -r12000 -common
CFLAGS           = $(C_OPT_FLAGS) $(C_NOOPT_FLAGS)
NS_C_OPT_FLAGS   = $(C_OPT_FLAGS) $(HBMFLAG) $(F2CFLAG) $(OUTPUT_LEVEL) $(ARCHCFLAGS) \
                   $(INCDIR) $(PROXY) ${CPU_STAT} ${IBPFLAG} \
                   ${AUTHENTICATION} $(DSIFLAGS)
NS_C_NOOPT_FLAGS = $(C_NOOPT_FLAGS) $(HBMFLAG) $(F2CFLAG) $(OUTPUT_LEVEL) $(ARCHCFLAGS) \
                   $(INCDIR) $(PROXY) ${CPU_STAT} ${IBPFLAG} \
                   ${AUTHENTICATION} $(DSIFLAGS)
NS_CFLAGS        = $(CFLAGS) $(HBMFLAG) $(F2CFLAG) $(OUTPUT_LEVEL) $(ARCHCFLAGS) \
                   $(INCDIR) $(PROXY) ${CPU_STAT} ${IBPFLAG} \
                   ${AUTHENTICATION} $(DSIFLAGS)

FC               = /usr/bin/f77
F_OPT_FLAGS      = -O3
F_NOOPT_FLAGS    = -n32 -mips4 -r12000
FFLAGS           = $(F_OPT_FLAGS) $(F_NOOPT_FLAGS)
NS_FFLAGS        = $(FFLAGS) $(INCDIR) $(ARCHCFLAGS)
NS_F_OPT_FLAGS   = $(F_OPT_FLAGS) $(INCDIR) $(ARCHCFLAGS)
```

```
NS_F_NOOPT_FLAGS = $(F_NOOPT_FLAGS) $(INCDIR) $(ARCHCFLAGS)

LINKER       = $(FC)
LDFLAGS      = -LD_MSG:OFF=15,84 -n32 -mips4 -r12000

MEX          = /usr/local/matlab/bin/mex
MEXFLAGS     = -O
MEXEXT       = .mexsg
NS_MEXFLAGS  = $(MEXFLAGS) $(HBMFLAG) $(F2CFLAG) $(OUTPUT_LEVEL) $(ARCHMFLAGS) \
               $(INCDIR) $(PROXY) ${CPU_STAT} ${IBPFLAG} \
               ${AUTHENTICATION} $(DSIFLAGS) -g -DMATLAB

JAVAC        =
NS_JAVAFLAGS = -classpath $(NETSOLVE_ROOT)/src/PDF_GUI/classes:$(PDFGUICLASSDIR) \
               -d $(PDFGUICLASSDIR)

##############################
### LIBS, DIRS AND DEFINES ###
##############################

LIBS         = -lm -lc
INCDIR       =  -I$(NETSOLVE_ROOT)/include \
                $(NWS_INCDIR) \
                $(IBP_INCDIR) \
                $(MPI_INCDIR)

ARCHCFLAGS      = -D$(NETSOLVE_OS) \
                  -D$(F2CSTR) -D$(F2CINT) -D$(F2CNAMES) -D$(RUSAGE) \
                  -DNETSOLVE_ROOT=\"$(NETSOLVE_ROOT)\" \
                  -DNETSOLVE_ARCH=\"$(NETSOLVE_ARCH)\" \
    -DMPI_DIR=\"$(MPI_DIR)\"

ARCHMFLAGS      = -D$(NETSOLVE_OS) \
                  -D$(F2CSTR) -D$(F2CINT) -D$(F2CNAMES) -D$(RUSAGE) \
                  -D'NETSOLVE_ROOT=\"$(NETSOLVE_ROOT)\"' \
                  -D'NETSOLVE_ARCH=\"$(NETSOLVE_ARCH)\"'

#### $F2CINT options
#### FINT2CLONG  : F77 INTEGER -> C long
#### FINT2CINT   : F77 INTEGER -> C int    (default)
#### FINT2CSHORT : F77 INTEGER -> C short
F2CINT = FINT2CINT

#### $F2CNAMES options
#### F2CADD_     : F77 netsl( ) -> C netsl_( )  (default)
#### F2CADD__    : F77 netsl( ) -> C netsl__( )
#### F2CNOCHANGE : F77 netsl( ) -> C netsl( )
#### F2CUPCASE   : F77 netsl( ) -> C NETSL( )
F2CNAMES = F2CADD_

#### $F2CSTR options
#### F2CSTRSUNSTYLE    : Sun style of passing strings from f2c
#### F2CSTRCRAYSTYLE   : Cray style of passing strings from f2c
```

```
#### F2CSTRSTRUCTPTR   : Struct * style of passing strings from f2c
#### F2CSTRSTRUCTVAL   : Struct style of passing strings from f2c
F2CSTR = F2CSTRSUNSTYLE

##########################
### AUXILIARY PROGRAMS ###
##########################
FLEX         = /usr/bin/flex
BISON        = /usr/bin/bison
AR           = /usr/bin/ar
ARFLAGS      = cr
RANLIB       = :
RUSAGE       = HAVERUSAGE


###################################
#### NETSOLVE SPECIFIC OPTIONS ####
###################################

#================#
# F2C
#================#
F2CFLAG = -DNOCHANGE

#================#
# Program Output #
#================#
####  DEBUG      : For really verbose debugging information
####  VIEW       : For smooth information during the execution
####  NO_OUTPUT  : no output
OUTPUT_LEVEL = -DVIEW

#==============#
# Client Proxy #
#==============#
####    Proxies are currently mutually exclusive
####    GLOBUS_PROXY    : build and enable globus proxy
####    NETSOLVE_PROXY  : build and enable netsolve proxy
PROXY = -DNETSOLVE_PROXY

#====================#
# Information Server #
#====================#

# options for INFOSERVERFLAGS
# INFOSERVERFLAGS =                                 (blank means do not use)
# INFOSERVERFLAGS = -DINFOSERVER                    (use as part of agent)
# INFOSERVERFLAGS = -DINFOSERVER -DSTANDALONEISERV (use in standalone mode)
INFOSERVERFLAGS =
INFOSERVER =

#=================#
# Workload Prober #
```

```
#=================#
## Which probes? options are NWS, NS_WORKLOAD (NetSolve)
CPU_STAT = -DNS_WORKLOAD

#=====#
# DSI #
#=====#
DSIFLAGS =

########################
## AUXILIARY PACKAGES ##
########################
#================#
# AUTHENTICATION #
#================#

## options are NO_AUTH, KERBEROS5
AUTHENTICATION = -DNO_AUTH
AUTH_LIBS =

#=====#
# NWS #
#=====#
NWSDIR =
NWS_INCDIR =
NWSLIBS  =
NWSEXECSSTUB =

#=====#
# MPI #
#=====#
MPI_DIR = /usr/local/mpich
MPI_INCLUDE_DIR = $(MPI_DIR)/include
MPI_INCDIR = -I$(MPI_INCLUDE_DIR)

#=====#
# IBP #
#=====#
IBPDIR =
IBPARCH =
IBP_INCDIR =
IBPLIB =
IBPOBJS_STUB =
IBPOBJS =
IBPFLAG =

#========#
# Globus #
#========#

#GLOBUS_DIR =
#include $(GLOBUS_DIR)/etc/makefile_header
#G_LIBS = -L$(GLOBUS_DIR)/lib $(GLOBUS_GRAM_CLIENT_LIBS) $(LIBS)
```

```
#G_CFLAGS = $(GLOBUS_GRAM_CLIENT_CFLAGS) -I$(GLOBUS_DIR)/include
#G_LDFLAGS = $(GLOBUS_GRAM_CLIENT_LDFLAGS)
#LDAP_DIR = /usr/local/ldap
#LDAP_LIBS = -L$(LDAP_DIR)/lib
#LDAP_CFLAGS = -I$(LDAP_DIR)/include
#LDAP_LDFLAGS =  -lldap -llber

#=================#
# Auxiliary Libs #
#=================#

HAVE_petsc = 0
PETSC_DIR  = /src/icl2/petsc/petsc-2.0.29/
PETSC_ARCH = linux
BOPT       = O
PETSC_LIB_DIR = $(PETSC_DIR)/lib/lib$(BOPT)/$(PETSC_ARCH)

HAVE_aztec = 0
AZTEC_DIR     = /src/icl2/Aztec/
AZTEC_LIB_DIR = /src/icl2/Aztec/lib/libg/linux

HAVE_superlu    = 0
SUPERLU_DIR     = /src/icl2/SuperLU/
SUPERLU_LIB_DIR = /src/icl2/SuperLU/lib/sequential/linux
USE_SUPERLU_SERIAL = -DUSE_SERIAL
USE_SUPERLU_DIST =

LAPACK_LIB_LINK = /usr/local/lib/liblapack-n32.a

SCALAPACK_LIB_LINK = /usr/local/lib/libscalapack.a

BLAS_LIB_LINK = /usr/lib32/mips4/libblas.a

BLACS_LIB_LINK = /usr/local/lib/libmpiblacsCinit-p4.a /usr/local/lib/libmpiblacs-
p4.a /usr/local/lib/libmpiblacsCinit-p4.a
```

III. The Administrator's Manual

The user has two choices when installing NetSolve. He can install only the client software and use existing pools of resources (agent(s) and server(s)), or he can install his own stand-alone NetSolve system (client, agent(s) and server(s)). If the user wishes to only install the client interface(s), he should follow instructions in *Part II. The User's Manual*. However, if the users wishes to install client, agent(s), and server(s), he should follow the instructions in *Part III. The Administrator's Manual*.

Chapter 13. Downloading, Installing, and Testing the Agent and Server

The NetSolve agent and server software is currently available for UNIX and UNIX-like operating systems, as well as Cygwin running on Windows and Mac OSX. All of the client, agent, and server software is bundled into one tar-gzipped file. No root/superuser/Administrator privileges are needed to install or use any component of the NetSolve system.

NetSolve 2.0's configuration and installation environment has changed from previous versions prior to 1.4.1. Previously, a custom set of make include files were used to achieve easy installation. NetSolve 2.0 now uses autoconf to create an environment that looks like many other Open Source projects. There is also a new script, ns_install, to help make the installation even easier. It is recommended that you use this script to assist with the configuration and install of NetSolve. It will step you through the configuration, prompting for the necessary information to complete the install and then run configure. You can bypass this script and run configure yourself if you are comfortable doing so.

Installation on Unix Systems using ns_install

The NetSolve distribution tar file is available from the NetSolve web site*./netsolve/downloads/* Once the file, NetSolve-2.0.tgz, has been downloaded, the following UNIX commands will create the `NetSolve-2.0` directory:

gunzip -c NetSolve-2.0.tgz | tar xvf -

Installation on Unix Systems using ns_install

1.

Run ns_install from the new NetSolve-2.0 directory where the NetSolve package was uncompressed.

```
UNIX> ./ns_install
```

2.

The script will first prompt for the components to be installed.

```
1. Standard (Client, Server, Agent, Testers, Tools)
2. Client
3. Server
4. Agent
5. Tools
6. Testers
7. GridRPC API
8. Matlab interface
9. Octave interface
```

Enter 1 for the most common set of components.

3.

If your selection above included the Server component you will be asked whether you want to enable GPG for signing software when using the Hardware/Software server feature. It is recommended that you enter y here if you wish to use the Hardware/Software server.

4.

GPG options. If you selected to use GPG then you will be prompted to use version 1.2.3. If this version is present in your PATH you can choose to use it. Otherwise you may select to download GPG yourself (see http://www.gnupg.org/), or let the script handle this download for you, or use a tarball already present. You may also skip GPG at this time.

5.

Finally you will be prompted for any additional arguements to be passed to configure. Options are listed below under 2.1 Command line arguements. For example, if you wanted to limit the number of ports used by NetSolve to 9001 thru 9204, simply enter;

```
--enable-port-restriction
```

6.

The script will now configure and build the components selected. If successful you should see, "NetSolve installation complete".

7.

Starting the Agent

```
bin/$NETSOLVE_ARCH/NS_agent
```

8.

Starting the Server. You should check the file $NETSOLVE_ROOT/server_config to be sure the AGENT parameter is set for the Agent that you intend to use, then run:

```
bin/$NETSOLVE_ARCH/NS_server
```

9.

To test your installation you can run:

```
bin/$NETSOLVE_ARCH/Test
```

Installation on Unix Systems using configure

From this point forward, we assume that the UNIX SHELL is from the **csh** family.

The installation of NetSolve is configured for a given architecture using the GNU tool **`configure`**.

```
UNIX> cd NetSolve
UNIX> ./configure
```

For a list of all options that can be specified to configure, type

```
UNIX> ./configure --help
```

A summary of NetSolve specific parameters are below.

Optional Features:

```
  --disable-FEATURE            do not include FEATURE (same as --enable-FEATURE=no)
  --enable-FEATURE[=ARG]       include FEATURE [ARG=yes]
  --disable-debug              exclude debugging info when compiling
                                - (no effect when --with-cnoptflags and --with-
coptflags are used
  --enable-port-restriction    server uses only ports 9001 thru 9204
  --enable-infoserver=alone    use InfoServer alone
```

NetSolve Compile Options:

```
  --with-cc                    determine which C compiler to use
  --with-cnooptflags           set compiler flags that don't deal with optimization
                                - (ONLY USE IN COMBINATION WITH --with-cc)
                                - CFLAGS will be set to C_OPT_FLAGS+C_NOOPT_FLAGS
  --with-coptflags             set compiler optimization flags
                                - (ONLY USE IN COMBINATION WITH --with-cc)
                                - CFLAGS will be set to C_OPT_FLAGS+C_NOOPT_FLAGS
  --with-fc                    determine which Fortran compiler to use
  --with-fnooptflags           set compiler flags that don't deal with optimization
                                - (ONLY USE IN COMBINATION WITH --with-fc)
                                - FFLAGS will be set to F_OPT_FLAGS+F_NOOPT_FLAGS
  --with-foptflags             set compiler optimization flags
                                - (ONLY USE IN COMBINATION WITH --with-fc)
                                - FFLAGS will be set to F_OPT_FLAGS+F_NOOPT_FLAGS
  --with-ldflags               set loader flags
```

NetSolve Run Time Options:

```
  --with-nws=NWSDIR            location of NWS installation dir
  --with-ibp=IBPDIR            location of IBP installation dir
  --with-kerberos=KRBDIR       use Kerberos5 client authentication
  --with-proxy                 which Proxy? (netsolve, globus)
  --with-outputlevel           output level (debug,view,none)
```

NetSolve Service Options:

```
  --with-petsc=PETSCDIR                 location of PETSc installation dir
  --with-petsclibdir=PETSC_LIB_DIR      location of PETSc library
  --with-aztec=AZTEC_DIR                location of Aztec installation dir
  --with-azteclib=AZTEC_LIB             Aztec link line
  --with-superlu=SUPERLU_DIR            location of SuperLU installation dir
  --with-superlulib=SUPERLU_LIB         SuperLU link line
  --with-ma28                           if ma28 is to be included in the NetSolve services
```

```
  --with-itpack                        if itpack is to be included in the Net-
Solve services
  --with-arpacklib=ARPACK_LIB          Arpack link line
  --with-mpi=MPI_DIR                   location of MPI Root Directory
  --with-lapacklib=LAPACK_LIB          LAPACK link line
  --with-scalapacklib=SCALAPACK_LIB    SCALAPACK link line
  --with-blaslib=BLAS_LIB              BLAS link line
  --with-blacslib=BLACS_LIB            BLACS link line
  --with-mldk=MLDK_PATH                Path to MathLink Development Kit
  --with-rpclib=RPC_LIB                Full path of RPC library
  --with-octave-include=OCTAVE_INC_DIR location of Octave include directory
  --with-rpcinc=RPC_INC                Directory containing RPC header files
  --with-gpg=GPGPATH                   Full path of gpg binary
  --with-buildgpg=BUILDGPG             Location of gpg tar.gz file
```

> **Note:** It is recommended that you set the environment variables NETSOLVE_ROOT and NETSOLVE_ARCH prior to running configure.
>
> If you wish to compile the Matlab interface to NetSolve, you must select a compiler flag setting for NetSolve that matches that used by Matlab. If you have the IRIX64 version of Matlab, you will need to overwrite NetSolve's flags to select the -64 during the configure step.

The configure script creates two main files, ./conf/Makefile.$NETSOLVE_ARCH.inc and ./conf/Makefile.inc. These files are created from the templates ./conf/Makefile.generic-arch and ./conf/Makefile.inc.in respectively. $NETSOLVE_ARCH is the string printed by the command ./conf/config.guess, with all '-' and '.' characters converted to '_' characters. The variable $NETSOLVE_ROOT is the complete path name to the installed NetSolve directory and defined in `./conf/Makefile.inc`. These *.inc files are included by the Makefiles that build the NetSolve system. Manually editing these configuration files is strongly discouraged. However, details of the `$NETSOLVE_ROOT/conf/Makefile.$NETSOLVE_ARCH.inc` file are explained in the Section called *Details of the Makefile.NETSOLVE_ARCH.inc File* in Chapter 12.

Typing **`make`** in the `NetSolve` directory will give instructions to complete the compilation. A typical agent and server compilation includes:

```
UNIX> make standard
```

to build the agent, server, NetSolve management tools (see Chapter 16), and NetSolve test suite (see the Section called *Testing the Software*). After a successful compilation process, the appropriate binaries and/or libraries can be found in the `$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH` and/or `$NETSOLVE_ROOT/lib/$NETSOLVE_ARCH` directories respectively. Thus, to execute a NetSolve binary, the user must either execute the command from within the `$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH` directory, or add this directory name to his UNIX `path` variable.

Testing the Software

Testing the software consists of starting an agent and a server and running a client test (the Section called *Agent-Server-Client Test*). Alternatively, the default agent and servers running at the University of Tennessee can be used to test the client only (see the Section called *Testing the Unix installation* in Chapter 3). We describe here the step-by-step procedure that involves manipulations that will be detailed and explained in the following chapters.

Agent-Server-Client Test

1. Choose a machine to run the agent, server and client (say **`my.machine.net`**),
2. Edit the file `./server_config` to replace **`netsolve.cs.utk.edu`** by **`my.machine.net`**, and save the file.
3. Then enter the following commands.

```
UNIX> setenv NETSOLVE_AGENT my.machine.net
uNIX> $NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/NS_agent
UNIX> $NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/NS_server
UNIX> cd $NETSOLVE_ROOT/bin/$NETSOLVE_ARCH
UNIX>Test
```

While the test suite is running, it prints messages about its execution. This test tests the C, Fortran interfaces, as well as farming and sequencing. See Chapter 6 for details on how to test the Matlab interface. Successful completion of these tests assures you that you have properly installed the NetSolve agent and server.

If an error is encountered during testing, try the following to help resolve the error.

- Check that your envirnoment varibles have been set correctly
- Try using netsolve.cs.utk.edu for your agent
- Check for compilation errors
- Refer to the Troubleshooting section of the *Errata file* (/netsolve/errata.html) for NetSolve.

Expanding the Server Capabilities

It is possible to add new functionalities to a NetSolve computational server by specifying additional problem description files in the server configuration file. In fact, a number of PDFs have been written for a variety of serial and parallel software packages: ARPACK, Aztec, BLAS, ITPACK, LAPACK, MA28, PETSc, ScaLAPACK, and SuperLU. These PDFs are available in the `$NETSOLVE_ROOT/problems/`

directory. If a user has one of these software libraries compiled on the architecture to which he is installing NetSolve, he can easily add this functionality to his server in three steps.

- During the configure phase of NetSolve, specify the configure option(s) for enabling the respective library. Refer to the Section called *Installation on Unix Systems using ns_install* for details. This step will set the required variables in the `$NETSOLVE_ROOT/conf/Makefile.$NETSOLVE_ARCH.inc` file.
- Uncomment the respective line in the section `@PROBLEMS:` section of the `$NETSOLVE_ROOT/server_config` file.
- Recompile the server by typing **make server** in the `$NETSOLVE_ROOT/` directory. Or use the dynamic server feature described in the Section called *Dynamic Servers* in Chapter 15, by sending **kill -USR1** to the highest server PID.

> **Note:** If you are enabling *sparse_iterative_sovle* or *sparse_direct_solve*, you will need to perform **make wrappers** first, followed by **make server**.

NetSolve's distributed memory services (e.g., ScaLAPACK, PETSc) are spawned using MPI (**mpirun -machinefile MPImachines ...**) and thus require an MPI machine file describing the parallel machine on which to run. The name of the file containing this list of homogeneous machines is called `$NETSOLVE_ROOT/MPImachines` and is referenced in the file `$NETSOLVE_ROOT/server_config` for configuring the server. Therefore, if you are enabling parallel services within a server, the user *MUST* edit this `$NETSOLVE_ROOT/MPImachines` file to list the specific machines to be used. The current implementation of NetSolve allows only one `MPImachines` file per server. This spawning file is tied to the server, and *not* to a specific service enabled. Therefore, if you wish to enable parallel services on different clusters, then you must enable the software on different servers -- i.e., maintain a separate NetSolve source code tree for each server enablement so that each parallel service can have its own `MPImachines` file from which to spawn. A future release of NetSolve should identify a separate `MPImachines` file with each parallel service that can be enabled.

Enabling the LAPACK library

To enable LAPACK within NetSolve, one must perform the following steps:

- During the configure phase of the NetSolve installation, type

  ```
  UNIX> ./configure --with-lapacklib=LAPACK_LIB --with-blaslib=BLAS_LIB
  ```

  where `LAPACK_LIB` denotes the name of the LAPACK library, and `BLAS_LIB` denotes the name(s) of the BLAS library. If these libraries are not already available on the user's machine, he can download LAPACK from the *LAPACK web page* (http://www.netlib.org/lapack/lapack.tgz). If an optimized BLAS library is not available on the user's machine, he can view the *BLAS FAQ* (http://www.netlib.org/blas/faq.html#1.6) for details of availability; otherwise, he can download ATLAS from the *ATLAS webpage* (http://www.netlib.org/atlas/) and it will automatically generate an optimized BLAS library for the installation architecture.

- The user must then uncomment the respective line

  ```
  #./problems/lapack
  ```

  in the `@PROBLEMS:` section of the `$NETSOLVE_ROOT/server_config` file by removing the `#` from the beginning of the line.

- And lastly, the user must recompile the server by typing **make server** in the `$NETSOLVE_ROOT/` directory. Or use the dynamic server feature described in the Section called *Dynamic Servers* in Chapter 15, by sending **kill -USR1** to the highest server PID.

Enabling the ScaLAPACK library

To enable ScaLAPACK within NetSolve, one must perform the following steps.

- During the configure phase of the NetSolve installation, type

  ```
  UNIX> ./configure --with-scalapacklib=SCALAPACK_LIB \
        --with-blacslib=BLACS_LIB --with-blaslib=BLAS_LIB \
        --with-mpidir=MPI_DIR
  ```

  where `SCALAPACK_LIB` denotes the name of the ScaLAPACK library, `BLACS_LIB` denotes the name(s) of the MPIBLACS libraries, and `BLAS_LIB` denotes the name(s) of the BLAS library. If these libraries are not already available on the user's machine, he can download ScaLAPACK from the *ScaLAPACK web page* (http://www.netlib.org/scalapack/scalapack.tgz), and the MPIBLACS from the *BLACS web page* (http://www.netlib.org/blacs/mpiblacs.tgz). If an optimized BLAS library is not available on the user's machine, he can view the *BLAS FAQ* (http://www.netlib.org/blas/faq.html#1.6) for details of availability; otherwise, he can download ATLAS from the *ATLAS webpage* (http://www.netlib.org/atlas/) and it will automatically generate an optimized BLAS library for the installation architecture. `MPI_DIR` denotes the location of the MPI library (assumes the standard MPICH distribution).

- The user must then uncomment the respective line

  ```
  #./problems/scalapack
  ```

  in the `@PROBLEMS:` section of the `$NETSOLVE_ROOT/server_config` file by removing the `#` from the beginning of the line.

- And lastly, the user must recompile the server by typing **make server** in the `$NETSOLVE_ROOT/` directory. Or use the dynamic server feature described in the Section called *Dynamic Servers* in Chapter 15, by sending **kill -USR1** to the highest server PID.

Enabling Sparse Iterative Solvers (PETSc, Aztec, and ITPACK)

NetSolve offers a *'sparse_iterative_solve'* service as a convenient interface to sparse iterative methods packages such as PETSc, Aztec, and ITPACK. If the user would like to enable PETSc, Aztec, or

ITPACK within NetSolve, he must perform the following steps.

- During the configure phase of the NetSolve installation, type

```
UNIX> ./configure --with-petsc=PETSC_DIR --with-aztec=AZTEC_DIR \
      --with-azteclib=AZTEC_LIB --with-lapacklib=LAPACK_LIB \
      --with-blaslib=BLAS_LIB --with-mpidir=MPI_DIR --with-itpack
```

  where `PETSC_DIR` denotes the location of the PETSc directory containing the standard distribution, `AZTEC_DIR` denotes the location of the Aztec directory where the include files can be found, `AZTEC_LIB` is the link line for the Aztec library, `LAPACK_LIB` denotes the name of the LAPACK library, `BLAS_LIB` denotes the name(s) of the BLAS library, and `MPI_DIR` denotes the location of the MPI library (assumes the standard MPICH distribution). If these libraries are not already available on the user's machine, he can download and install the software from the respective webpages -- (*PETSc homepage* (http://www-fp.mcs.anl.gov/petsc/), and *Aztec homepage* (http://www.cs.sandia.gov/CRF/aztec1.html)). The PETSc interface is compatible with PETSc, version 2.0.29. LAPACK can be downloaded from the *LAPACK web page* (http://www.netlib.org/lapack/lapack.tgz). If an optimized BLAS library is not available on the user's machine, he can view the *BLAS FAQ* (http://www.netlib.org/blas/faq.html#1.6) for details of availability; otherwise, he can download ATLAS from the *ATLAS webpage* (http://www.netlib.org/atlas/) and it will automatically generate an optimized BLAS library for the installation architecture. The ITPACK library is distributed with NetSolve in `$NETSOLVE_ROOT/src/SampleNumericalSoftware/ITPACK/` since a small modification to the library was necessary to enable its use in NetSolve.

- The user must then uncomment the respective line

```
#./problems/sparse_iterative_solve
```

  in the `@PROBLEMS:` section of the `$NETSOLVE_ROOT/server_config` file by removing the `#` from the beginning of the line.

- And second, the user must compile the server by typing **make wrappers** and **make server** in the `$NETSOLVE_ROOT/` directory.

Enabling Sparse Direct Solvers (SuperLU and MA28)

NetSolve offers a *'sparse_direct_solve'* service as a convenient interface to sparse direct methods packages such as SuperLU and MA28. If the user would like to enable SuperLU or MA28 within NetSolve, he must perform the following steps.

- During the configure phase of the NetSolve installation, type (for example, to enable SuperLU)

```
UNIX> ./configure --with-superlu=SUPERLU_DIR --with-superlulib=SUPERLU_LIB \
      --with-lapacklib=LAPACK_LIB --with-blaslib=BLAS_LIB \
      --with-mpidir=MPI_DIR --with-ma28
```

  where `SUPERLU_DIR` denotes the location of the SuperLU directory where the include files can be found, `SUPERLU_LIB` is the link line for the SuperLU library, `LAPACK_LIB` denotes the name of the LAPACK library, `BLAS_LIB` denotes the name(s) of the BLAS library, and `MPI_DIR` denotes the location of the MPI library (assumes the standard MPICH distribution). If these libraries are not already available on the user's machine, he can download and install the software from the respective webpage -- *SuperLU homepage* (http://www.nersc.gov/~xiaoye/SuperLU/). The MA28 library is distributed with NetSolve in `$NETSOLVE_ROOT/src/SampleNumericalSoftware/MA28/` since a small modification to the library was necessary to enable its use in NetSolve. LAPACK can be downloaded from the *LAPACK web page* (http://www.netlib.org/lapack/lapack.tgz). If an optimized BLAS library is not available on the user's machine, he can view the *BLAS FAQ* (http://www.netlib.org/blas/faq.html#1.6) for details of availability; otherwise, he can download ATLAS from the *ATLAS webpage* (http://www.netlib.org/atlas/) and it will automatically generate an optimized BLAS library for the installation architecture.

- The user must then uncomment the respective line

  ```
  #./problems/sparse_direct_solve
  ```

  in the `@PROBLEMS:` section of the `$NETSOLVE_ROOT/server_config` file by removing the `#` from the beginning of the line.

- And lastly, the user must compile the server by typing **make wrappers** and **make server** in the `$NETSOLVE_ROOT/` directory.

Chapter 14. Running the NetSolve Agent

After compiling the agent as explained in the Section called *Installation on Unix Systems using ns_install* in Chapter 13, the executable of the NetSolve agent is located in:

`$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/`

The proper command line for this program is

NS_agent [-l logfile]

When invoked with no arguments, a stand-alone agent is started. This agent is now available for registrations of NetSolve servers wanting to participate in a new NetSolve system. After servers are registered, client programs can contact this agent and have requests serviced by one or more of the registered servers.

> **Note::** Only one NetSolve agent can be running on a given machine at a given time.

The **`-l`** option specifies the name of a file to use for logging purposes.

```
UNIX> NS_agent -l /home/me/agent_logfile
```

This file is where the agent logs all of its interactions (and possibly errors) since it is a daemon with no controlling terminal and therefore has no way to do this otherwise. This log file also produces very useful information about requests, among other things, that helps administrators know how their NetSolve system is being used. If no **`-l`** option is specified, the default log file is `$NETSOLVE_ROOT/nsagent.log`. This means that successive runs of the agent with no specification of a log file will overwrite the original log file, so if the information is needed, it must be copied to another file.

To terminate an existing agent (or query an existing NetSolve system), the user should refer to the NetSolve management tools, particularly **NS_killagent**, as outlined in Chapter 16.

Chapter 15. Running the NetSolve Server

Starting a Server

After compiling the server as explained in the Section called *Installation on Unix Systems using ns_install* in Chapter 13, the executable of the NetSolve server is located in:

```
$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/
```

The proper command line for this program is

NS_server [-f config_file] [-l logfile] [-k] [-a IP_address] [-s]

This executable uses a *configuration file* for initializing the NetSolve server. When invoked with no arguments as:

```
UNIX> NS_server
```

the default configuration file located in `$NETSOLVE_ROOT/server_config` is used. This is the file that should be used for first experiments and for testing the system. However, it is possible to customize or expand the functionality of a server (the Section called *The Server Configuration File*), or to specify another configuration file by calling the executable as in

```
UNIX> NS_server -f /path/to/my_config
```

for instance.

The **-l** option specifies the name of a file to use for logging purposes.

```
UNIX> NS_server -l /path/to/agent_logfile
```

This file is where the server logs all of its interactions (and possibly errors) since it is a daemon with no controlling terminal and therefore has no way to do this otherwise. If the **-l** option is not specified, the default log file is `$NETSOLVE_ROOT/nsserver.log`. Successive runs of the server with no specification of a log file will overwrite the original log file, so if the information is needed, it must be copied to another file!

The **-k** starts the server in Kerberized mode.

```
UNIX> NS_server -k
```

The -s options marks a server as softwareserver, i.e. the server acts as a repository for problems but does not execute any problems.

```
UNIX> NS_server -s
```

> **Note:** Also set the environment variables NETSOLVE_KEYTAB (pointing to the keytab) and NETSOLVE_USERS (pointing to the list of authorized users). The **-k** option is only useful when installed with KERBEROS libraries

The **-a** options assigns a specific IP address to the server. This allows the selection of which IP to use on servers with multiple network cards.

```
UNIX> NS_server -a <ip address>
```

Note: Multiple NetSolve servers can be running on a given machine if and only if they have a different NetSolve agent.

When running multiple servers within the same directory tree, if a unique log file isn't specified, then the most recently started server will take over the log file. Log messages from other servers will be lost. Use the -l parameter to specify a unique log for each server to avoid this.

When the server has been compiled with the Kerberos libraries, the administrator has the option of having the server require clients to authenticate before rendering services. To mandate this authentication, the **-k** option must be used, otherwise no authentication will be asked for, and the server will be available to service requests to ANY client asking for services.

To terminate an existing server (or query an existing NetSolve system), the user should refer to the NetSolve management tools as outlined in Chapter 16.

The Server Configuration File

The server configuration file is used to customize the server. The default configuration file in `$NETSOLVE_ROOT/server_config` should be used as a template to create new configuration files. This configuration file is organized as follows. A line can start with a **'#'** in which case the line is ignored and can be used for comments. A line can also start with a *keyword* that is prefixed by a **'@'** typically followed by a single value or parameter. Let us review all of the possible keywords and how they can be used to precisely define a NetSolve server as it is done in the default configuration file.

- `'@AGENT:<hostname>'[*]` specifies the agent that the NetSolve server must contact to register into a NetSolve system. The agent is identified by the name of the host on which it is running and there can be only one such line in the configuration file.
- `'@PROC:<number>'` specifies the number of processors (=1 for a single processor, =2 for a dual processor, =4 for a quad processor) that can be used by the server to perform simultaneous computations on the local hosts. There can only be one such line in the configuration file.
- `'@MPIHOSTS <filename> <number>'` specifies the path to the file that contains the list of machines that can be used by MPI, and the maximum number of processors that can be spawned by MPI.
- `'@WORKLOADMAX:<max>'` specifies the value of the workload beyond which the server refuses new requests (e.g. `'@WORKLOADMAX:100'`). A value of **-1** means that the server accepts requests regardless of the workload.

- `'@SCRATCH:<path>'` specifies where the NetSolve server can put temporary directories and files. The default is `/tmp/`.
- `'@CONDOR:<path>'` specifies that the NetSolve server is using a Condor [condor1] [condor2] pool as a computing resource. The path to the Condor base directory must be provided. There can be only one such line in the configuration file.
- `'@CONDORG:<path>'` specifies that the NetSolve server is using a Condor-G job management part of Condor. The path to the Condor-G base directory must be provided. There can be only one such line in the configuration file.
- `'@PROBLEMS:'` marks the beginning of the list of *problem description file (PDF)* names that are enabled in the NetSolve server installation. Each of these problem description files contains interfaces to a number of problems/subroutines from a particular software library. If a particular problem description file is enabled in the server configuration file, then the problems/subroutines contained therein become available on that server. A number of PDFs have been written for a variety of software packages, but the default NetSolve installation only enables a small subset, as there is only a limited amount of software included with the NetSolve distribution. Details of description files are given in the Section called *Expanding the Server Capabilities* in Chapter 13.
- `'@RESTRICTIONS:'` marks the beginning of the list of access restrictions that are applicable to the NetSolve server. The list consists of lines formatted as:

  ```
  <domain name>  <number of pending requests allowed>
  ```

  The symbol **`'*'`** is used as a wildcard in the domain name. For instance, the line:

  ```
  *.edu 10
  ```

  means that only 10 requests from clients residing on a **`.edu`** machine can be serviced simultaneously. When the server receives a request from some machine, it determines which line in the list must be used to accept or reject the request by taking the most refined domain name. For instance, if the list of the restrictions is:

  ```
  *.edu 5
  *.utk.edu 10
  ```

  then the server accepts at most 5 simultaneous requests coming from **`.edu`** machines that are *not* in the *.utk.edu* sub-domain, and at most 10 requests that come from machines in the **`.utk.edu`** sub-domain for a total of 15 possible simultaneous requests.

Dynamic Servers

Previously, NetSolve servers had been designed such that a server has a specific set of problems which cannot be modified once the server has been started. If the server provider needed to make any modification, he had to bring down the server, make the modification and compile it again.

In any Grid environment, however this could be a big maintainance issue. However, now the server code has been modified in such a way that, the server provider can just modify the `$NETSOLVE_ROOT/server_config` file, adding or removing a problem, and then running the executable NS_updateserver. NS_updateserver takes two parameters, first the Agent name, then the name of the Server to be updated.

```
UNIX>NS_updateserver <agent name> <server name>
```

This would send a signal to the server, on receiving this signal from the user, the server would read the `$NETSOLVE_ROOT/server_config` file and make the neccessary changes dynamically. The new changes could be seen by using the `$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/NS_problems` tool.

Hardware/Software Servers

The current NetSolve has been modified in a way that servers can be registered as a Hardware/Software server, a Hardware server, or a Software server.

When a server is started it is by default a Hardware/Software server. It provides it's own problems to other machines of the same architecture as Software server but can also execute problems from other machines of the same architecture. But if a user wants to provide newly created functions without donating his hardware resources to a NetSolve pool he can install the new problem to a server on his machine and start it with the -s option. So the agent will add the problem to the repository and when someone wants to execute it the binary will be transfered to a Hardware server and executed there.

When a user starts a server without the -s option (the default), the machine becomes available to any NetSolve user for execution of his problem. The agent then adds this server to the database in the hardware server list. It also knows the architecture of the hardware server. Thus if the client submits a request, the agent can make a better decision whether to use this hardware server or not. If other servers are overloaded, it can select this hardware server as a potential server.

When the client makes a request, the agent creates a mapping of the software server containing the particular software with all the hardware servers with the same architecture. Thus, the return value from the agent contains a mapping of hardware and software servers.

The client then contacts the hardware server with the set of input data. The transfer of the software is done automatically. The hardware server contacts the software server and fetches the software.

The software is dynamically transferred from the software server to the hardware server. This however is done only once, when the software arrives at the hardware site, the hardware server can cache the software. The hardware server administrator decides the caching policy. Currently, the hardware server can cache a maximum of 10 problems, and after that it removes the problem on LRU basis.

To mark a problem as non-moveable, i.e., the problem cannot be moved by the Hardware/Software server feature to another server, use the:

```
@MOVEABLE 0
```

statement in the problem description file. This applies for problems which depends on specific software installed on a particular machine which may not be available on other servers - e.g., SCALAPACK.

Hardware/Software Server Security

Due to the software transfer between the Software Server to Hardware Servers there exists a need to ensure the code being transfered can be trusted. Security is important to prevent any malicious code from being executed on the Hardware Server. Keeping this in mind, the NetSolve team has implemented a security mechanism in NetSolve using GPG.

GnuPG stands for GNU Privacy Guard and is GNU's tool for secure communication and data storage. It can be used to encrypt data and to create digital signatures. It includes an advanced key management facility and is compliant with the proposed OpenPGP Internet standard as described in RFC 2440. As such, it is aimed to be compatible with PGP from NAI, Inc. For more information on GPG, consult http://www.gnupg.org

Within the scope of NetSolve, Software providers are able to sign software using keys signed by the NetSolve Admin (or others if they choose to). The Hardware Server provider would be able to specify trustworthy parties, using GPG trust framework. By default, the hardware server trusts the NetSolve Admin. Thus to take advantage of software transfer, both the parties should have GPG and should enable the software transfer. NetSolve provides a good level of flexibility in the implementation of Hardware-Software feature and GPG.

There are 2 main cases:

CASE 1: GPG is disabled

In this case, the user has GPG disabled. Hence, the software (problem) will not be transfered by the Software Server nor will the software be transfered to the Hardware Server. This is the default NetSolve mechanism.

CASE 2: GPG is enabled

In this case, the default software, provided in the original NetSolve distribution will not be transfered. (See PDFs in $NETSOLVE_ROOT/problems directory). This is done by having MOVABLE set to 0 in the PDF. However, if the server admin decides to make new software, and have that software moveable (transferable), then he needs to set MOVABLE to 1 in the PDF.

```
@MOVABLE 1
```

He also needs to sign the software with a GPG key provided by someone whom the hardware server trusts. Typically this would be the NetSolve admin. The steps required for signing software for use with NetSolve and the Harfdware/Software server are described below.

> **Note:** A problem with MOVABLE set to 1 must be signed to run, even on the server that it is located on.

Software Server Setup - Generating a key

In order for movable code to be accepted by Netsolve hardware servers, the code must be signed. In order to sign code you must have a GPG key that is trusted by the Netsolve hardware servers. There are three steps to getting this key

1. generating the key
2. getting the key signed by someone the netsolve hardware server trusts
3. incorporating the signed key into your keyring

Generating the key

First, verify that you have gpg 1.2.3 or later installed.

```
UNIX>gpg --version
```

Next, generate a key. This can be done two ways, one using gpg directly, the other using the provided script NS_gen_key found in $NETSOLVE_ROOT/bin/$NETSOLVE_ARCH. Type either:

```
UNIX>NS_gen_key
```

Or:

```
UNIX>gpg --gen-key
```

```
   (1) DSA and ElGamal (default)
   (2) DSA (sign only)
   (5) RSA (sign only)
Your selection?
```

Select option 5 when from the choices above. You will then see the next screen.

```
What keysize do you want? (1024)
```

Selecting the default value of 1024 is fine here.

```
Requested keysize is 1024 bits
Please specify how long the key should be valid.
         0 = key does not expire
      <n>  = key expires in n days
      <n>w = key expires in n weeks
      <n>m = key expires in n months
      <n>y = key expires in n years
Key is valid for? (0)
```

Specify a reasonable expiration date here. It is recommended that you not generate a key that doesn't expire.

```
Real name:
```

Enter your real name here.

```
Email address:
```

This should be an address that is specifically associated with NetSolve rather than your normal email address, since you want to have different keys for NetSolve than for ordinary GPG signatures. If your mail server supports subaddresses, you might try using a syntax like username+netsolve@your.example.domain)

```
Comment:
```

Enter something descriptive here, such as, Netsolve key.

```
Enter passphrase:
```

Now enter a pass phrase which will be used to encrypt your private key. You will need to use your passphrase when signing a problem. Pick a phrase that you will remember but which nobody else will guess. Several nonesense words or random seeming characters are better than short easily-recognized phrases.

2. Getting the key signed

First you need to export your key. This can also be done directly using gpg or with the provided script, NS_export_key. NS_export_key takes two parameters, first your key id, you can use the email address that you entered above, followed by the name of the file you wish to export to.

```
UNIX>NS_export_key username+netsolve@your.example.domain yourkey.gpg
```

Or:

```
UNIX>gpg --export username+netsolve@your.example.domain > yourkey.gpg
```

Now mail that key in an attachment to someone who the netsolve server trusts and who is willing to sign your key. By default, netsolve servers trust the key associated with 'netsolve-master@netlib.org' but your netsolve server may trust other keys instead of, or in addition to, this key. Netsolve-master will not sign your key unless we know you and trust you. We will expect you to appear in person and verify your key fingerprint before we will sign the key - sending the key by email just gets it to our computer where we can sign it.

3. Incorporating the signed key in your keyring

Finally when you get the signed key back in the mail, save it in a file (call it signedkey.gpg) and import it into your keyring. Again, this can be done two ways, directly using gpg or with the provided script, NS_import_key. NS_import_key takes one parameter, the file containing your signed key.

```
UNIX>NS_import_key signedkey.gpg
```

```
UNIX>gpg --import signedkey.gpg
```

4. Signing problems

A script called `NS_sign_problem` is used to sign problems once they are compiled and linked. To use it, type

```
UNIX>NS_sign_problem problem-filename key-id
```

For instance, if you wanted to sign a problem named service-superlu, you would type

```
UNIX>NS_sign_problem service-superlu username+netsolve@your.example.domain
```

This will produce a file named `superlu.nsp`. This is the signed problem which can then be installed on a Netsolve software server.

Hardware Server Setup - Incorporating a key

By default, a NetSolve hardware server will not accept mobile code. In order for the server to accept mobile code it has to be configured to use gpg to verify the authenticity and integrity of code.

If you configure your hardware server to run gpg, by default the hardware server will accept any code which is either:

- signed by netsolve-master@netlib.org
- signed by a third party whose key is signed by netsolve-master@netlib.org

This section describes how to change which keys your server trusts. In order for your server to trust a signature, the following conditions are necessary

- that key is trusted by the server
- that key is signed by someone the server trusts

By default, NetSolve is set up to trust the following keys:

- "netsolve-hardware-server@example.org" is trusted ultimately
- "netsolve-master@netlib.org" is trusted fully

netsolve-hardware-server@example.org" is a dummy key that is used as the identity of the hardware server in the default configuration. If you wish to change the hardware server's trust parameters you will need to delete this key and create your own key.

NetSolve's copies of GPG files

The NetSolve server maintains its own copies of gpg files (pubring.gpg, secring.gpg, trustdb.gpg). It does this so that there is no conflict between NetSolve's use of gpg and ordinary personal uses of gpg. A user which is trusted to sign someone's key for email might not be trusted to sign netsolve code. These files are stored in a directory that the NetSolve server finds using the environment variable GPGHOME.

There is a program named ns-gpg which is used to affect keys used by the NetSolve server instead of the keys ordinarily used by gpg. It is just a shell script that calls gpg with additional options. You use it to mainipulate keys and trust parameters just like you would use gpg.

How to change the default trust parameters

If you wish to change the default trust parameters, you must go through the following steps:

- delete the netsolve-hardware-server key
- create your own key for the hardware server
- decide whether to trust netsolve-master key

1. Delete the netsolve-hardware-server key

```
UNIX>gpg --delete-key netsolve-hardware-server
```

2. Create your own key for the hardware server

```
UNIX>NS_gen_key
```

gpg will then prompt you for the name and size of the key to use(see above). We recommend RSA, sign-only keys. A key size of 1024 should be sufficient for most purposes but you may make it larger if necessary. (If you make it larger, signing and verifying will be slower).

To avoid conflicts, the name of the key should be an email address that you control. It's also occasionally handy if the person who runs the server can be reached by sending email to the address. However it might also be desirable for that address to NOT be the normal address of the user who runs the NetSolve hardware server. For example, it might be useful to set up an alias named ns-hw-server@mydomain.org that gets forwarded to joe.sysadmin@mydomain.org.

3. Decide how much to trust the netsolve-master key

If you want your hardware server to be able to accept code signed by other netsolve developers that we (the primary developers) trust, you will need to change the parameters to trust the netsolve-master key. (By default this key was trusted but that's because it was signed by the netsolve-hardware-server key, which you have deleted. Having created your own key, you now need to re-establish trust from that key in the netsolve-master key.)

If you want to trust the netsolve-master key you must do two things:

- sign the key
- change the trust parameters in the key to indicate that it is trusted

If you do not want to trust it, you should not sign the key. But you should change the parameters anyway (to indicate that you don't trust it) just to be sure. To sign the key, do:

```
UNIX>gpg --sign-key netsolve-master
```

it will prompt you for the duration of your signature and your passphrase.

To change the trust parameters, do:

```
UNIX>gpg --edit-key netsolve-master
```

At the prompt, type "trust" gpg will then display something like this:

```
-----------------------------------------------------------------------
pub  2048R/AABD3F7C  created: 2003-07-12 expires: never      trust: f/f
(1). NetSolve Master Key <netsolve-master@netlib.org>
-----------------------------------------------------------------------
```

The end of the first line shows the current trust parameters:

```
pub  2048R/AABD3F7C  created: 2003-07-12 expires: never      trust: f/f
                                                                    ^
                                                                    |
this says how much you trust this key -------------------------------+

- means never set
q means don't know
n means do NOT trust
m means trust marginally
f means trust fully
```

```
u means ultimate trust (i.e. this is you)
```

gpg goes on to print the following menu:

```
-----------------------------------------------------------------------
Please decide how far you trust this user to correctly
verify other users' keys (by looking at passports,
checking fingerprints from different sources...)?

 1 = Don't know
 2 = I do NOT trust
 3 = I trust marginally
 4 = I trust fully
 5 = I trust ultimately
 m = back to the main menu
-----------------------------------------------------------------------
```

Select "2" if you do not wish to trust the netsolve-master key to sign other keys.

Select "4" if you wish to trust problems that have been signed by people whose keys are signed by netsolve-master. (i.e. people that the netsolve developers trust)

> **Note:** Note that if you wish to trust code that is signed directly by netsolve-master, but NOT trust code that is signed by keys that were signed by netsolve-master, you should sign netsolve-master's key but NOT trust netsolve-master as an introducer.

How to list keys

To list the keys that the NetSolve server knows about, do:

```
UNIX>gpg --list-keys
```

This will return a list of keys along with their key-ids. You can list both keys and signatures by doing:

```
UNIX>gpg --list-sigs
```

How to add a key to NetSolve server's keyring

The person whose key you want to add needs to send it to you in a file. He can extract it into a file by doing:

```
UNIX>gpg --export key-id > key.gpg
```

Then (once you've verified that this key really belongs to that person) you can do:

```
UNIX>gpg --import key.gpg
```

Then you can sign the key and/or change its trust parameters, per the examples above.

How to delete a key

```
UNIX>gpg --delete-key key-id
```

See the gpg man page or other gpg documentation for more information.

Chapter 16. NetSolve Management Tools for Administrators

The NetSolve distribution comes with a set of tools to manage/query a NetSolve system. After compiling the tools as explained in the Section called *Installation on Unix Systems using ns_install* in Chapter 13, the following six executables are available:

$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/NS_conf
$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/NS_problems
$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/NS_probdesc
$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/NS_killagent
$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/NS_killserver
$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/NS_killall

Let us review these executables one by one.

NS_config

This executable takes one argument on the command line, the name of a host running a NetSolve agent:

```
UNIX> NS_config netsolve.cs.utk.edu
```

It prints the list of hosts participating in the NetSolve system:

```
AGENT: netsolve.cs.utk.edu (128.169.93.161)
SERVER: maruti.cs.berkeley.edu (128.32.36.83)
SERVER: cupid.cs.utk.edu (128.169.94.221)
SERVER: fsmat.htu.tuwien.ac.at (128.131.95.99) (0 failures, softwareserver)
```

The list shows beside the name and the IP address, how many failures occured to successfully finish a problem since the server was started and if the server acts as a software server.

NS_problems

This executable takes the name of a host running an agent as single argument on its command line. It prints the list of problems that can be solved by contacting that agent:

```
UNIX> NS_problems netsolve.cs.utk.edu
/BLAS/Matrices/matmul
/ItPack/jsi
/LAPACK/Matrices/EigenValues/eig
/LAPACK/Matrices/SingularValues/svd
```

NS_probdesc

This executable takes two arguments on its command line: the name of a host running a NetSolve agent and the nickname of a NetSolve problem. It prints the description of the problem:

```
UNIX> NS_probdesc netsolve.cs.utk.edu linsol
-- linsol -- From LAPACK -
Compute the solution to a real system of linear equations
  A * X = b
where A is an N-by-B matrix and X and B are N-by-NRHS matrices.
Matlab Example : [x] = netsolve('dgesv',a,b)
http://www.netlib.org/lapack/index.html
* 2 objects in INPUT
 - input 0: Matrix Double Precision Real.
 Matrix A
 - input 1: Matrix Double Precision Real.
 Right hand side
* 1 objects in OUTPUT
 - output 0: Matrix Double Precision Real.
 Solution
* Calling sequence from C or Fortran
6 arguments
 - Argument #0:
   - number of rows of input object #0 (A)
   - number of columns of input object #0 (A)
   - number of rows of input object #1 (RHS)
 - Argument #1:
   - number of columns of input object #1 (RHS)
 - Argument #2:
   - pointer to input object #0 (A)
 - Argument #3:
   - leading dimension of input object #0 (A)
 - Argument #4:
   - pointer to input object #1 (RHS)
   - pointer to output object #0 (SOLUTION)
 - Argument #5:
   - leading dimension of input object #1 (RHS)
```

It the problem is marked as NON_MOVEABLE it prints a note in the second line:

```
-- povray -- allows the remote execution of PovRay
(this is a non-moveable problem)
```

NS_killagent

This executable takes one argument on its command line, the name of a host running a NetSolve agent. After a (basic) user authentication, the executable kills the agent.

```
UNIX> NS_killagent netsolve.cs.utk.edu
Agent on netsolve.cs.utk.edu :  killed
```

NS_killserver

This executable takes two arguments on its command line, the name of a host running a NetSolve agent and the name of a host running a NetSolve server. After a (basic) user authentication, the executable kills the server, using the agent as an entry-point into the system.

```
UNIX> NS_killserver netsolve.cs.utk.edu cupid.cs.utk.edu
Server on cupid.cs.utk.edu killed : killed
```

NS_killall

This Shell script takes one argument on its command line, the name of a host running a NetSolve agent. After a (basic) user authentication, the executable kills the agent, along with all other NetSolve processes (agents and servers) known to that agent:

```
UNIX> NS_killall netsolve.cs.utk.edu
Server on cupid.cs.utk.edu : killed
Server on maruti.cs.berkeley.edu : killed
Agent on netsolve.cs.utk.edu : killed
```

Chapter 17. The Problem Description File

The problem description file (PDF) is the mechanism through which NetSolve enables services for the user. The NetSolve distribution contains the source code for MA28, ITPACK, qsort, and a subset of BLAS and LAPACK routines. This software is contained in the `$NETSOLVE_ROOT/src/SampleNumericalSoftware/` directory. Therefore, the default NetSolve enablement (contained in `$NETSOLVE_ROOT/server_config`) only accesses the PDFs related to the included software packages. The user should refer to the Section called *Expanding the Server Capabilities* in Chapter 13 for details on expanding the capabilities of a server, and refer to the Section called *Contents of a Problem Description File* for details on the structure of a problem description file.

Contents of a Problem Description File

In what follows we describe the contents of a problem description file (PDF). We offer all of the details because it may be necessary or desirable to be aware of them, but we strongly recommend the use of the PDF Wizard described in the Section called *PDF Wizard* or the Interface Definition Language (IDL) described in the Section called *NetSolve IDL - Simplified PDF*, to assist in creating new PDFs.

The rationale for the syntax of the description files is explained in [ima]. Each description file is composed of several *problem descriptions*. Before explaining how to create a problem description, we reiterate the concept of *objects* in NetSolve, and then define the concept of *mnemonics*.

NetSolve Objects

As detailed in the Section called *NetSolve Problem Specification* in Chapter 4, the syntax of a NetSolve problem specification is a function evaluation:

```
<output> = <name>(<input>)
```

where

- `<name>` is a character string containing the name of the problem,
- `<input>` is a list of input objects,
- `<output>` is a list of output objects.

An object is itself described by an *object type* and a *data type*. The types available in the current version of NetSolve are shown in Table 17-1 and Table 17-2.

Table 17-1. Available data types

Data Type	Description	Note
NETSOLVE_I	Integer	
NETSOLVE_CHAR	Character	
NETSOLVE_BYTE	Byte	never XDR encoded

Data Type	Description	Note
NETSOLVE_FLOAT	Single precision real	
NETSOLVE_DOUBLE	Double precision real	
NETSOLVE_SCOMPLEX	Single precision complex	
NETSOLVE_DCOMPLEX	Double precision complex	

Table 17-2. Available object types

Object Type	Description	Note
NETSOLVE_SCALAR	scalar	
NETSOLVE_VECTOR	vector	
NETSOLVE_MATRIX	matrix	
NETSOLVE_SPARSEMATRIX	sparse matrix	Compressed Row Storage (CRS) format
NETSOLVE_FILE	file	only of data type NETSOLVE_CHAR
NETSOLVE_PACKEDFILES	packed files	only of data type NETSOLVE_CHAR
NETSOLVE_UPF	User Provided Function	only of data type NETSOLVE_CHAR
NETSOLVE_STRING	Character string	only of data type NETSOLVE_CHAR
NETSOLVE_STRINGLIST	Character string list	only of data type NETSOLVE_CHAR

A problem description file (PDF) uses these objects to define a problem specification for a given service. the Section called *Mnemonics* describes the requirements for each NetSolve *object type* as it relates to the problem description file.

Sparse Matrix Representation in NetSolve

NetSolve uses the Compressed Row Storage (CRS) format for storing sparse matrices. The CRS format puts the subsequent nonzeros of the matrix rows in contiguous memory locations. Assuming we have a nonsymmetric sparse matrix, we create vectors: one for floating-point numbers (val), and the other two for integers (col_ind, row_ptr). The val vector stores the values of the nonzero elements of the matrix, as they are traversed in a row-wise fashion. The col_ind vector stores the column indexes of the elements in the val vector. The row_ptr vector stores the locations in the val vector that start a row.

For example, if

```
       1 0 3 1
A =    0 0 5 2
       6 1 0 8
       4 0 0 0
```

```
  then,

val:     1 3 1 5 2 6 1 8 4
col_ind: 0 2 3 2 3 0 1 3 0
row_ptr: 0 3 5 8 9
```

Thus, if a problem in NetSolve has the following specifications:

```
-- sm_prob --
* 1 object in INPUT
 - input 0: Sparse Matrix Double Precision Real.
 the sparse matrix
* Calling sequence from C or Fortran
11 arguments
 - Argument #0:
   - number of rows of input object #0 (sm)
   - number of columns of input object #0 (sm)
 - Argument #1:
   - number of non-zero values of input object #0 (sm)
 - Argument #2:
   - pointer to input object #0 (sm)
 - Argument #3:
   - column indices of non-zeros of input object #0 (sm)
 - Argument #4:
   - row pointers of the sparse matrix #0 (sm)
```

a Matlab user would call this program as:

```
>> netsolve('sm_prob', SM);
```

where SM is a Matlab constructed sparse matrix object.

and a C user would invoke this problem as:

```
double* val;
int* col_index;
int* row_ptr;

int rows, num_nzeros;

/* initialize the arrays and variables */
 ...
 ...
 ...

status = netsl("sm_prob()", rows, num_nzeros, val, col_index, row_ptr);
```

Mnemonics

As described in the Section called *NetSolve Objects*, the NetSolve system defines data structures that we call NetSolve *objects*. These are high-level objects that are comprised of integers, and arrays of characters and floats. To be able to relate high-level and low-level descriptions of the input and output objects of a given problem, we need to develop some kind of syntax. We decided to term this syntax *mnemonics*. A mnemonic is a character string (typically 2 or 3 characters long) that is used to access low level details of the different input and output objects. We index the list of objects, starting at 0. Therefore, the first object in input to a problem is the input object number 0 and the third object in output to a problem is the output object number 2, for instance. We use an `I` or an `O` to specify whether an object is in input or output. Here are the eight types of mnemonics for an object indexed `x`:

- Pointer to the data : `[I|O]x`,
- Number of rows : `m[I|O]x` (only for matrices, vectors, packed files and string lists),
- Number of columns : `n[I|O]x` (only for matrices),
- Leading dimensions : `l[I|O]x` (only for matrices).
- Special descriptor : `d[I|O]x` (only for distributed memory objects).
- Nonzero values of the sparse matrix: `f[I|O]x`
- Row pointers for the sparse matrix: `p[I|O]x`
- Column indices for the sparse matrix: `i[I|O]x`

For example, `mI4` designates the number of rows of the input object number 4, whereas `O1` designates the pointer to the data of output object number 1. In the following discussion we describe the different sections that are necessary to build a problem description file and will see how the mnemonics are used.

Sections of a Problem Description

The structure of a problem description file is very similar to that of a server configuration file. The lines starting with a **'#'** are considered comments. Keywords are prefixed by a **'@'** and mark the beginning of sub-sections. In what follows, we describe each section separately as well as each keyword and sub-sections within each section. You may want to look at one existing problem description file as a template when reading this section.

Problem ID and General Information

The following keywords are required and must occur in the order in which they are presented.

- `'@PROBLEM <nickname>'` specifies the name of a problem as it will be visible to the NetSolve users (clients).
- `'@INCLUDE <name>'` specifies a C header file to include (See the example in the Section called *A Simple Example*). There can be several such lines as a problem can call several functions.

- '@DASHI <path>' specifies a default directory in which header files are to be looked for, in a similar way as the **-I** option of most C compilers. There can be several such lines as a problem can call several functions.
- '@LIB <name>' specifies a library or an object file to link to, or a **-L** option for the linker (See the example in the Section called *A Simple Example*). If multiple libraries are required, a separate @LIB line must be specified for each library, and the libraries will be linked in the order in which they are specified. The @LIB line(s) can contain variable name substitutions such as $(NETSOLVE_ROOT).
- '@FUNCTION <name>' specifies the name of a function from the underlying numerical software library that is being called to solve the problem. There can be several such lines as a problem can call several functions.
- '@LANGUAGE [C|FORTRAN]' specifies whether the underlying numerical library is written in C or in Fortran. This is used in conjunction with the function names specified with '@FUNCTION' to handle multi-language interoperability.
- '@MAJOR [COL|ROW]' specifies what major should be used to store the input matrices before calling the underlying numerical software. For instance, if the numerical library is LAPACK [lapack], the major must be 'COL'.
- '@PATH <path>' specifies a path-like name for the problems. This path is only a naming convention and is used for presentation purposes.
- '@NON_MOVABLE 1' marks a problem as non-moveable, i.e., the problem cannot be moved by the Hardware/Software server feature to another server. Use this for problems which depend on specific software installed on a particular machine which may not be available on other servers - e.g., SCALAPACK.
- '@DESCRIPTION' marks the beginning of the textual description of the problem. This sub-section is mandatory as it is used by the NetSolve management tools to provide information to the NetSolve users (clients) about a specific problem.

Input Specification

- '@INPUT <number>' specifies the number of objects in input to the problem. This line is followed by that corresponding <number> of object descriptions (see below).
- '@OBJECT <object type> <data type> <name>' specifies an object type, data type, and name. The name is only used for presentation purposes. This line is followed by a mandatory textual description of the object. The data types are abbreviated by replacing NETSOLVE_I by I, NETSOLVE_CHAR by CHAR, NETSOLVE_BYTE by B, NETSOLVE_FLOAT by S, NETSOLVE_DOUBLE by D, NETSOLVE_SCOMPLEX by C, and NETSOLVE_DCOMPLEX by Z, (see Table 17-1). Similarly, the object types are abbreviated by replacing NETSOLVE_SCALAR by SCALAR, NETSOLVE_VECTOR by VECTOR, NETSOLVE_MATRIX by MATRIX, NETSOLVE_SPARSEMATRIX by SPARSEMATRIX, NETSOLVE_FILE by FILE, NETSOLVE_PACKEDFILES by PACKEDFILES, NETSOLVE_UPF by UPF, NETSOLVE_STRING by STRING, and NETSOLVE_STRINGLIST by STRINGLIST, (see Table 17-2). The objects of object type FILE, STRING, UPF, and PACKEDFILES do not have a data type. Here are a few examples:

```
@OBJECT VECTOR I X
An integer vector named 'X'
```

```
@OBJECT MATRIX D A
A double precision real matrix named 'A'

@OBJECT FILE foo
A file named 'foo'
```

Output Specification

- `'@OUTPUT <number>'` specifies the number of objects in output from the problem. This line is followed by the corresponding `<number>` of object descriptions (see below).
- `'@OBJECT <object type> <data type> <name>'` specifies an object type, a data type and a name. This line is followed by a mandatory textual description of the object. The abbreviations for data types and object types are as defined previously in the Section called *Input Specification*.

Additional Information

The following list of tags are optional.

- `'@MATLAB_MERGE <number1>,<number2>'` specifies that the output objects number `<number1>` and `<number2>` can be merged as a complex object upon receipt of the numerical results from the Matlab client interface (see Chapter 6).
- `'@COMPLEXITY <number1>,<number2>'` specifies that given the size of the problem, say **`n`**, the asymptotic complexity, say **`C`**, of the problem in number of floating point operations is

  ```
  C = number1 * n^(number2)
  ```

- `'@CUSTOMIZED <name>'` is an internal customization used by the code developers. It means that the NetSolve server code will do something different (or custom) before invoking a routine. For example, this option is used for the enablement of ScaLAPACK and the sparse solvers. The functionality of this keyword will be expanded in the future. Novice users are advised to avoid using this keyword.
- `'@PARALLEL MPI'` specifies that the software enabled in the problem description file is parallel and uses MPI. Thus, MPI must be installed on the server to which you are enabling this service.

Calling Sequence

The calling sequence to the problem must be defined so that the NetSolve client using the C or Fortran interfaces can call the problem. The material described in this section is ignored by NetSolve when the client is Matlab or Mathematica. To clarify, let us take an example. Let us say that the problem *'toto'* takes a matrix in input and returns a matrix in output. The call from the Matlab interface looks like:

```
>> [b] = netsolve('toto',a)
```

for instance. However, there can be several possible calling sequences from C or Fortran. Assuming the following declarations in Fortran:

```
        DOUBLE PRECISION A(M,N)
        DOUBLE PRECISION B(K,L)
```

the following calling sequences are all possible:

```
        CALL FNETSL('toto()',A,B,M,N,K,L)
        CALL FNETSL('toto()',A,M,N,B,K,L)
        CALL FNETSL('toto()',M,N,A,K,L,B)
        etc.....
```

The Calling Sequence sub-section in the problem description specifies the order of the arguments (represented with mnemonics) in the C and Fortran interface calling sequence. Indeed, still with the same example, the integer **N** can be represented by the mnemonic `nI0`, and the pointer **B** can be represented by the mnemonic `O0`.

It is very important to note that the number of rows or columns or the leading dimension of input and output arguments must be specified in the `@CALLINGSEQUENCE` sub-section. If a dimension is not passed as an input argument, or equivalenced with an existing input argument (via `@ARG`), it must be set/computed using `@COMP`.

- `'@CALLINGSEQUENCE'` marks the beginning of a calling sequence description. This description consists of a list of argument specifications (see below).
- `'@ARG <comma-separated list of mnemonics>'` specifies an argument of the calling sequence. For instance the line

  ```
  @ARG I0
  ```

  specifies that the current argument in the calling sequence is the pointer to the data of the first object in input. The line

  ```
  @ARG mI0,lI0
  ```

  specifies that the current argument in the calling sequence is the number of rows *and* the leading dimension of the first object in input (which in this case is a matrix). The line

  ```
  @ARG ?
  ```

  specifies that the current argument in the calling sequence should be ignored by NetSolve (useful in some cases). Note that no argument description contains mnemonics of the form `[m|n]O*`.
- `'@CONST <mnemonic>=<number>'` specifies that the number of rows or columns or the leading dimension of an input object is constant and can not be found in the calling sequence. For instance, the line

  ```
  @CONST mI4=12
  ```

  means that the number of rows of the fifth object in input is always 12 and is not passed in by the NetSolve user.

- '@COMP <mnemonic>=<expression>' specifies that the number of rows or columns or the leading dimension of an input object has not been supplied as an argument in the calling sequence, but can be computed using arguments in the calling sequence.

  Here are some examples:

  ```
  @COMP mI1=mI0
  @COMP mI0=op(+,mI3,1)    // performs an addition
  @COMP mI3=array(I2,0)    // performs an indirection
  @COMP mI1=op(-,array(I0,op(-,mI0,1)),1)
  @COMP mI2=op(+,op(+,array(I1,0),1),op(*,array(I0,0),2))
  @COMP mI2=if(array(I0,0)='N',mI1,if(array(I0,0)='T',nI1,op(-,0,1)))
                                 // conditionals
  ```

  where the op notation is used to perform addition and subtraction, and the array notation is used to access the value of a specific element of an array. For example, mI3 is equal to the value of the zero-th element of the array I2.

  This feature of NetSolve is rarely used, and is only necessary in routines when the user's array storage differs from the array storage passed to the computational routine. A good example of such an occurrence is in the interfaces to the LAPACK routines for band and tridiagonal matrices.

Pseudo-Code

- '@CODE' marks the beginning of the pseudo-code section.
- '@END_CODE' marks the end of the pseudo-code section.

The pseudo-code is C code that uses the mnemonics described in the Section called *Mnemonics*. This code contains call(s) to the numerical library function(s) that the problem is supposed to use as part of its algorithm. The arguments in the calling sequences of these library routines will be primarily the different mnemonics. In the pseudo-code, the mnemonics are pre- and ap-pended by a **'@'** to facilitate the parsing. Let us review again the meaning of some possible mnemonics in the pseudo-code:

- '@I0@': pointer to the elements of the first object in input.
- '@mI0@': *pointer* to an integer that is number of rows of the first object in input.
- '@nO1@': *pointer* to an integer that is number of columns of the second object in output.

Usually, the pseudo-code is organized in three parts. First, the *preparation* of the input (if necessary). Second, the call to the numerical library function(s). Third, the update of the output (pointer and sizes). At this point, it is best to give an example. Let us assume that we have access to a hypothetical numerical C library that possesses a function matvec() that performs a matrix-vector multiply for square matrices. The prototype of the function is

```
void matvec(float *a, float *b, int n, int l);
```

where **a** is a pointer to the matrix, **b** is a pointer to the vector, **n** is the dimension of the matrix, **l** is the leading dimension of the matrix and the result is stored in **b** (overwriting the input). We may define the problem such that the matrix is the first object in the input, the vector the second object in the input, and the result the only object in output. Possible preparations could be for instance the creation of workspace, test of input values to detect mistakes, test of matching dimensions. In this case, we may want to check that the dimension of vector **b** agrees with the number of columns of matrix **a**. This can be done as follows:

```
@CODE
if (*@mI1@ != *@nI0@)
  return NS_PROT_DIM_MISMATCH;
```

The macro `NS_PROT_DIM_MISMATCH` is defined by NetSolve. Other macros available are `NS_PROT_BAD_VALUES` (for invalid input parameters), `NS_PROT_INTERNAL_FAILURE` (for a malfunction of the numerical software) or `NS_PROT_NO_SOLUTION` (sometimes useful if no numerical solution has been found and the client is interactive). Notice the use of **`'*'`** for accessing the integers at addresses `@mI1@` and `@nI0@`.

The second part of the pseudo-code consists of calling the function `matvec` and is:

```
matvec(@I0@,@I1@,*@mI0@,*@mI0@);
```

A few things can be said on this call. First, we use the **`'*'`** to access integers via the pointers. Note that if `matvec()` were a Fortran subroutine, we would pass the addresses themselves (see Example below). Second, the leading dimension is taken to be equal to the dimension. This code is executed at the server level where the matrix (or sub-matrix) has been received from the client over the network. As such, it has been stored contiguously in memory and has a leading dimension equal to its number of rows. As a general rule, the mnemonics `@l[I|O]*@` never appear in the pseudo-code. The last thing to do at this point is to update the output:

```
@O0@ = @I1@;
*@mO0@ = *@mI1@;
@END_CODE
```

The first line expresses the fact that the input has been overwritten by the output. The second line sets the number of rows of the output. The following section gives a complete example, with all of the sections of the problem description.

A Simple Example

Let us imagine that we have access to a Fortran numerical library that contains a function, say `LINSOL`, to solve a linear system according to the following prototype:

```
SUBROUTINE LINSOL( A, B, N, NRHS, LDA, LDB )

DOUBLE PRECISION A( LDA, * )  // Left-hand side (NxN)
DOUBLE PRECISION B( LDB, * )  // Right-hand side (NxNRHS),
                             // overwritten with the solution
INTEGER N
INTEGER NRHS
```

```
INTEGER LDA              // Leading Dimension of A
INTEGER LDB              // Leading Dimension of B
```

Then, an appropriate description for a problem that solves a linear system using `LINSOL` and that expects from the client the same calling sequence as the one for `LINSOL` is:

```
@PROBLEM linsol
@INCLUDE <math.h>
@INCLUDE "/home/me/my_header.h"
@LIB -L/home/lib/
@LIB -lstuff
@LIB /home/me/lib_$(NETSOLVE_ARCH).a
@LIB /home/stuff/add.o
@FUNCTION linsol
@LANGUAGE FORTRAN
@MAJOR COL
@PATH    LinearAlgebra/LinearSystems/
@DESCRIPTION
Solves the square linear system A*X = B. Where:
 A is a double-precision matrix of dimension NxN
 B is a double-precision matrix of dimension NxNRHS
 X is the solution
@INPUT 2
@OBJECT MATRIX D A
Matrix A (NxN)
@OBJECT MATRIX D B
Matrix B (NxNRHS)
@OUTPUT 1
@OBJECT MATRIX D X
Solution X (NxNRHS)
@COMPLEXITY 3,3
@CALLINGSEQUENCE
@ARG I0
@ARG I1,O0
@ARG nI0,mI0,mI1
@ARG nI1
@ARG lI0
@ARG lI1,lO0
@CODE

linsol(@I0@,@I1@,@mI0@,@nI1@,@lI0@,@lI1@);

@O0@ =@I1@;       /* Pointing to the overwritten input */
*@mO0@ = *@mI1@;  /* Setting the number of rows        */
*@nO0@ = *@nI1@;  /* Setting the number of columns     */

@END_CODE
```

PDF Generator

The process of creating new problem descriptions can be difficult, especially for a first time user. It is true that after writing a few files, it becomes rather routine and several NetSolve users have already generated a good number of working PDFs for a variety of purposes (including linear algebra, optimization, image processing, etc.). However, we have designed a graphical Java GUI application that helps users in creating PDFs. To compile this GUI, type

```
UNIX> make pdfgui
```

from the `$NETSOLVE_ROOT` directory. This creates a set of Java classfiles needed to run the GUI application and places them in the `$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH` directory. After this compilation, you can also find a shell script named **NS_pdfgui** that can be used from any directory to properly run the GUI application which needs to locate the abovementioned classfiles. Apart from being easy to use, the GUI also has a help menu that offers great help, so we defer other details about running the GUI to those help files. One note that we must mention is that currently the GUI does not have the capability of loading PDFs, so while using it to create PDFs, we recommend keeping the GUI open until you are assured the PDF is correct. This prevents having to start from scratch once errors are found to exist in the PDF.

PDF Wizard

There is a newer PDF generator available online as a Java Applet. This can be found from the *NetSolve Web Site* (/netsolve/). This applet can assist with the process of creating the Problem Description File (PDF). Documentation for using the PDF Wizard is availble online as well. You can find screen by screen descriptions there to help with using the PDF Wizard.

NetSolve IDL - Simplified PDF

In an effort to help the library writers to easily integrate their problems into NetSolve, we are developing an IDL (Interface Definition Language) for NetSolve. The NetSolve IDL has a simpler format than the existing PDF (Problem Description File) mechanisms. Example 1: An example IDL is given below.

```
PROBLEM dgesv

Fortran ROUTINE dgesv(IN int N, IN int NRHS, INOUT double A[LDA][N],
                      IN int LDA, OUT int IPIV[N], INOUT double
                      B[LDB][NRHS], IN int LDB, OUT int INFO)

"From LAPACK -

Compute the solution to a real system of linear equations
  A * X = b
where A is an N-by-B matrix and X and B are N-by-NRHS matrices.

"
LIBS = "/usr/local/lib/liblapack.a
        /usr/local/lib/libf77blas.a
```

```
        /usr/local/lib/libatlas.a"
```

The above IDL describes a routine called dgesv written in Fortran. The routine accepts 8 parameters. Parameters 1, 2, 4 and 7 are input parameters of type integer. Parameter 8 is an output parameter of type integer. The fifth parameter, IPIV is an integer vector of N elements and is an output parameter. Parameters 3 and 6 are matrices of double precision numbers and act as both input and output parameters. The variables in the square brackets represent the rows and columns of the matrices respectively. For example, LDA represents the number of rows and N represents the number of columns of the matrix A.

The description of the function interface can be followed by comments about the problem in quotes. This is followed by a listing of the libraries needed for linking with the function. For example, in the above example, liblapack.a, libf77blas.a and libatlas.a are needed to link with the Fortran function dgesv.

The default type of the function is assumed to be sequential. Following is the Backus Normal Form (BNF) of the NetSolve IDL:

```
    <PROBLEMSTART>       -> <PROBLEMDESC> <FUNCTION>
<PROBLEMDESC>        -> PROBLEM <PROBLEMNAME>
<FUNCTION>           -> <LANGUAGE> FUNCTION <FUNCDEFN> <FUNCDESC>
                        <FUNCLIB> <FUNCMOVEABLE>
<LANGUAGE>           -> C | FORTRAN
<FUNCDEFN>           -> <FUNCNAME> ( <ARGLIST> )
<FUNCDESC>           -> " <STRING> "
<FUNCLIB>            -> LIBS = " <STRING> "
<FUNCMOVEABLE>       -> empty | MOVEABLE | NONMOVEABLE
<ARGLIST>            -> <ARGUMENT> | <ARGLIST> , <ARGUMENT>
<ARGUMENT>           -> <INOUTSTRING> <DATATYPE> <VARNAME>
                        | <INOUTSTRING> <DATATYPE> <VARNAME>
                          <VACTORATTR>
                        | <INOUTSTRING> <DATATYPE> <VARNAME>
                          <MATRIXATTR>
                        | <INOUTSTRING> <DATATYPE> <VARNAME>
                          <SPARSEMATRIXATTR>
<VECTORATTR>         -> [ <DIMENSIONEXPR> ]
<MATRIXATTR>         -> [ <DIMENSIONEXPR> ] [ <DIMENSIONEXPR> ]
<SPARSEMATRIXATTR>   -> <MATRIXATTR> <OPENANGLE> <NNZVAR> ,
                        <INDEXVAR> , <POINTERVAR> <CLOSEANGLE>
<DIMENSIONEXPR>      -> <NUMBER> | <VARNAME>
<OPENANGLE>          -> <
<CLOSEANGLE>         -> >
<NNZVAR>             -> IN int <VARNAME>
<INDEXVAR>           -> IN int <VARNAME> <VECTORATTR>
<POINTERVAR>         -> IN int <VARNAME> <VECTORATTR>
<PROBLEMNAME>        -> <IDENTIFIER>
<FUNCNAME>           -> <IDENTIFIER>
<TYPESTRING>         -> sequential | parallel
<INOUTSTRING>        -> IN | OUT | INOUT
<DATATYPE>           -> int | float | double | char | scomplex |
                        dcomplex | string | file
<VARNAME>            -> <IDENTIFIER>
```

Example 2: The following IDL file demonstrates the use of sparse matrix data structure in the IDL file.

```
PROBLEM sparse_direct_solve

C ROUTINE sparse_direct_solve(IN string package, IN int N, IN double
                              SM[N][N]<nnz, indices, pointer>, IN int
                              nnz, IN int indices[nnz], IN int
                              pointer[N], IN double rhs[N], IN double
                              pivot, IN int permutation, OUT double
                              sol[N])

"sparse direct solve - ma28 and superlu"
LIBS = "/home/vss/idltopdf/sparse_direct_wrapper.o
 -lm -L$(NETSOLVE_ROOT)/lib/$(NETSOLVE_ARCH) -lnetsolve_ma28
 -lnetsolve_superlu_serial -lnetsolve_aux -lnetsolve_direct_driver
 -lnetsolve_tester $(LIBDIR)/libma28.a $(SUPERLU_LIB_LINK)
 $(LAPACK_LIB_LINK) $(BLAS_LIB_LINK) -L$(MPI_DIR)/lib -lmpich"
```

In the above IDL file, the third parameter, SM, is a sparse matrix represented by a compressed-row format. N is the number of rows and columns of the sparse matrix, nnz is the number of non-zeros, indices is a vector of column indices and pointer is a vector containing a pointer to the first non-zero element in each row.

Limitations: The NetSolve IDL is in the early stages of development and does not support all the features supported by PDF.

1. The number of elements in a vector or the number of rows and columns in a matrix can be either constants or one of the input integer parameters. It cannot be an arithmetic expression.
2. Files and strings are not supported by the NetSolve IDL.
3. The IDL does not contain a code section where the user can write program statements.

idltopdf Utility

As part of the standard make in NetSolve, an executable called "idltopdf" is created in the `$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH` directory. After creating the IDL file, you can create the corresponding PDF by using the `idltopdf` utility. For example, after creating an IDL file by the name `problem.idl`, you can create `problem.pdf` by executing

```
UNIX> idltopdf problem.idl
```

in the command prompt. Please note that the IDL file should have the ".idl" extension. This problem can then be integrated into the NetSolve server by copying the problem.pdf to `$NETSOLVE_ROOT/problems` directory and adding

```
./problems/problem.pdf
```

in the `$NETSOLVE_ROOT/server_config` file. Then the usual procedures of adding a problem to a server should be followed.

Chapter 18. Security in NetSolve

Introduction

This version of NetSolve has (rudimentary) Kerberos support. NetSolve components include clients, agents, and servers. Currently the only requests that require authentication are requests that the client makes to the server, and of those, only the "run problem" request. Other requests could be authenticated (an obvious one being "kill server"), but drastic changes along these lines would probably require drastic restructuring of NetSolve. For instance, a client can currently inform an agent that a particular server is down, and the agent will not advertise that server for use in other problems. It seems of dubious value to require authentication for such requests until there is a mechanism for specifying the trust relationship between clients and agents.

An attempt has been made to allow Kerberized NetSolve clients to interoperate with both Kerberized and non-Kerberized NetSolve servers. In either case the client sends a request to the server.An ordinary server will return a status code indicating that he will accept the requested operation. By contrast, a Kerberized server will immediately return an "authentication required" error in response to the request. The client is then required to send Kerberos credentials to the server before the request will be processed. This allows the server to require authentication of the client. Currently there is no mechanism to allow the client to insist on authentication of the server - a Kerberized client will happily talk with either Kerberized or non-Kerberized servers.

The server implements access control via a simple list of Kerberos principal names. This list is kept in a text file which is consulted by the server. A request to a NetSolve server must be made on behalf of one of those principal names. If the principal name associated with the Kerberos credentials in the request appears in the list, and the credentials are otherwise valid, the request will be honored. Otherwise, the request will be denied.

Since the NetSolve server was not designed to run as a set-uid program, it is not currently feasible to have the NetSolve server run processes using the user-id of the particular UNIX user who submitted the request. NetSolve thus uses its own service principal name of "netsolve" rather than using the "host" principal. What this means (among other things) is that you need to generate service principals and keytabs for each of your NetSolve servers, even if you already have host principals in place.

The NetSolve server, by default, runs in non-Kerberized mode. To start up the server in Kerberized mode you need to add the `-k` option to the command-line, and also set environment variables NETSOLVE_KEYTAB (pointing to the keytab) and NETSOLVE_USERS pointing to the list of authorized users).

This version of Kerberized NetSolve performs no encryption of the data exchanged among NetSolve clients, servers, or agents. Nor is there any integrity protection for the data stream.

Compiling a Kerberized Server

1. Compile Kerberos. See the Kerberos V5 Installation Guide for instructions for how to do this.
2. Compile the NetSolve server with Kerberos support (**./configure --with-kerberos**).

Installing a Kerberized Server

1. Install Kerberos on the server machine. See Kerberos V5 Installation Guide for instructions for how to do this. You do not have to install all of the Kerberos clients just to run a NetSolve server, but you do need **kadmin** and components that deal with Kerberos tickets like **kinit** and **kdestroy**.
2. Define a Kerberos service principal for the NetSolve server. To define the principal for machine *foo.bar.com*:
   a. Get the name and the password of a Kerberos principal that is authorized to run **kadmin** and create principals.
   b. Log on to the machine where you want to install the Kerberized NetSolve server. Make sure you have a secure connection to the client machine (perhaps you're typing on the machine's keyboard, or perhaps you're using ssh to log in to that machine), so that your password will not be exposed on the net.
   c. Do a **kinit** to acquire a ticket that identifies you as someone who can create principals.
   d. Create a service principal for the NetSolve server on your host. If your host is named *foo.bar.com*, the service principal should be named **`netsolve/foo.bar.com`**:

      ```
      UNIX> kadmin
      ```

      (if you don't have a Kerberos ticket yet, **kadmin** will try to get one for you based on your UNIX username. If there is a Kerberos principal for that username, and that principal has the ability to create new principals, just type in your password when asked to do so. Otherwise run **kinit** to get a ticket for some other principal - one that has the ability to create new principals - and then run **kadmin** again.)

      ```
      UNIX> kadmin: addprincipal -randkey netsolve/foo.bar.com
      UNIX> kadmin: ktadd -k /etc/netsolve.keytab netsolve/foo.bar.com
      ```

      This will extract the key into the file `/etc/netsolve.keytab`. You can put this keytab any place you want it but it must be on a local filesystem. If you put the file on a NFS-mounted filesystem then (a) you will compromise the security of your server by exposing the key to eavesdroppers, and (b) there's a good chance that NFS file locking bugs will cause your NetSolve server to get wedged.
   e. While you're at it, you might want to define other service principals for the same host. For instance, a service principal of the form *host/foo.bar.com* is needed if you want to allow Kerberized logins to that host. This is straightforward:

      ```
      UNIX> kadmin: addprincipal -randkey host/foo.bar.com
      UNIX> kadmin: ktadd host/foo.bar.com
      ```

   f. Make sure that `/etc/netsolve.keytab` is readable only by the UNIX user-id that will run the NetSolve server. (Permissions should be *0600, -rw-------*). The owner should not be root.

Running a Kerberized Server

1. You must have a NetSolve agent running somewhere first.
2. You must be logged into UNIX as the owner of the `/etc/netsolve.keytab` file, since the server needs to be able to read this file.
3. Set up the environment variables:

   ```
   UNIX> setenv NETSOLVE_AGENT netsolve.agent.host
   UNIX> setenv NETSOLVE_KEYTAB /etc/netsolve.keytab
   UNIX> setenv NETSOLVE_USERS /etc/netsolve.users
   ```

   The NETSOLVE_USERS file is a text file that contains a list of Kerberos principal names, one per line, who are authorized to use the server. It is reopened each time a user tries to authenticate to the server, so you can add users while the server is running.
4. Start the server

   ```
   UNIX> /path/to/netsolve/NS_server -k &
   ```

   If you do not use the **`-k`** flag, the server will not require authentication.

IV. Miscellaneous Features

Chapter 19. Using Condor-G with NetSolve

Introduction

NetSolve has provided an interface to the Condor system. Condor, developed at the University of Wisconsin, Madison, is a high throughput computing environment that can manage very large collections of distributed workstations. Condor-G is the job management part of Condor. It allows users to submit jobs into a queue, have a log detailing the life cycle of your jobs, manage input and output files, along with everything else expected from a job queuing system. It is a program that manages both a queue of jobs and the resources from one or more sites where those jobs can execute. Condor-G communicates with these resources and transfers files to and from these resources using Globus mechanisms.

It is possible to start a NetSolve server as a front-end to a Condor pool transparently to the NetSolve user. The user now can access grid resources without any interference.

To Use Condor-G with NetSolve

Before using Condor-G with NetSolve, Condor, Condor-G and Globus should be properly installed and configured. Condor and Globus can be downloaded at:

http://www.cs.wisc.edu/condor

http://www.globus.org

To use Condor-G with NetSolve, one should start a specialized Condor-G server in NetSolve. This is done by inserting; `'@CONDORG:<path> 1'` into `$NETSOLVE_ROOT/server_config` file. After making server by typing:

```
UNIX>make server
```

one can start the specially configured server. Currently, the grid resource manager is set at the server side and should be changed accordingly. In order to let the NetSolve client be able to use the grid resources, the server creator must have the proper permission (Globus certificate) to use the resources managed by the resource manager. Before submitting a problem to Condor-G server, you have to create a grid proxy by running grid-proxy-init. The user (NetSolve client) does not need to have permissions to access those resources.

How it works

A job is submitted for execution to a Condor-G server. The server will then prepare a temporary submit description file similar to this:

```
executable      = /homes/shi/NetSolve/bin/sparc_sun_solaris2_8/service-lapack_subset
globusscheduler = msc03.cs.utk.edu/jobmanager
universe        = globus
output          = condor.out
error           = condor.error
arguments       = 0  /homes/shi/NetSolve/bin/sparc_sun_solaris2_8
```

```
queue
```

The globusscheduler command is dependent on the scheduling software available on the remote resource. This required command should be changed based on the Grid resource intended for execution of the job. All Condor-G jobs are submitted to the Globus universe. The NetSolve server then issues condor_submit to submit the job for execution on the Globus resources. After the job is finished on the remote machines, the server will collect the results and send them to the client.

Chapter 20. Distributed Storage Infrastructure (DSI) in NetSolve

DSI Introduction

The Distributed Storage Infrastructure (DSI) is an attempt towards achieving coscheduling of the computation and data movement over the NetSolve Grid. The DSI APIs help the user in controlling the placement of data that will be accessed by a NetSolve service. This is useful in situations where a given service accesses a single block of data a number of times. Instead of multiple transmissions of the same data from the client to the server, the DSI feature helps to transfer the data from the client to a storage server just once, and relatively cheap multiple transmissions from the storage server to the computational server. Thus the present DSI feature helps NetSolve to operate in a cache-like setting. Presently, only Internet Backplane Protocol (IBP) is used for providing the storage service. In the future, we hope to integrate other commonly available storage service systems.

Using DSI

To use DSI, one should enable the DSI feature both at the NetSolve client and the server. Type

```
UNIX> ./configure --with-ibp=IBP_DIR
```

during the initial configure of NetSolve. Here `IBP_DIR` denotes the location of the IBP directory. This is specifically the directory of the IBP full distribution downloadable from the IBP web site
/ibp/

> **Note:** When using IBP in a server pool that has both IBP enabled servers and those that aren't IBP enabled, one should use the assigned server feature to ensure that the problem submission goes to a server with IBP enabled.

DSI APIs

The DSI APIs are modeled after the UNIX file manipulation commands (open, close etc.) with a few extra parameters that are specific to the concepts of DSI. This section provides the syntax and semantics of the different DSI APIs available to the NetSolve user.

```
DSI_FILE* ns_dsi_open(char* host_name, int flag, int permissions, int size,
dsi_type storage_system);
```

`host_name`

Name of the host where the IBP server resides.

`flag`

This flag has the same meaning as the flag in `open()` calls in C. Specifically O_CREAT is used for creating a dsi file and so on.

`permissions`

While creating the file with O_CREAT flag, the user can specify the permissions for himself and others. The permissions are similar to the ones used in UNIX. Hence if the user wants to set read, write, execute permissions for himself and read and write permissions for others, he would call `ns_dsi_open` with 76 as the value for the permissions.

`size`

Represents the maximum length of the DSI file. Write or read operations over this size limit will return an error.

`storage_system`

At present, IBP.

`ns_dsi_open()` is used for allocating a chunk of storage in the IBP storage. On success, `ns_dsi_open` returns a pointer to the DSI file. On failure, returns NULL. Following are the various error values set in case of failure.

`NetSolveUnknownDsiFile`

If the file does not exist and if the file is opened without O_CREAT.

`NetSolveIBPAllocateError`

Error while allocating IBP storage.

`NetSolveDsiDisabled`

If DSI is not enabled in the NetSolve configuration.

```
int ns_dsi_close(DSI_FILE* dsi_file);
```

`dsi_file`

Pointer to the DSI file.

`ns_dsi_close()` is used for closing a DSI file.

On success returns 1. On failure, returns -1. Following are the various error values set in case of failure.

`NetSolveIBPManageError`

Error in IBP internals while closing.

`NetSolveDsiDisabled`

If DSI is not enabled in the NetSolve configuration.

```
DSI_OBJECT* ns_dsi_write_vector(DSI_FILE* dsi_file, void* data, int count,
int data_type);
```

`dsi_file`

The name of the DSI file where the vector will be written.

`data`

Vector to write to the DSI storage.

`count`

Number of elements in the vector.

`data_type`

One of netsolve data types.

`ns_dsi_write_vector()` is used for writing a vector of a particular datatype to a DSI file.

On success, `ns_dsi_write_vector()` returns a pointer to the DSI object created for the vector. On failure, returns NULL. Following are the various error values set in case of failure.

`NetSolveIBPStoreError`

Error while storing the vector in IBP.

`NetSolveDsiEACCESS`

Not enough permissions for writing to the DSI file.

`NetSolveDsiDisabled`

If DSI is not enabled in the NetSolve configuration.

```
DSI_OBJECT* ns_dsi_write_matrix(DSI_FILE* dsi_file, void* data, int rows, int
cols, int data_type);
```

Same functionality and return values as `ns_dsi_write_vector()` except `ns_dsi_write_matrix()` is used to write matrix of `rows` rows and `cols` columns.

```
int ns_dsi_read_vector(DSI_OBJECT* dsi_obj, void* data, int count, int
data_type);
```

`dsi_obj`

Pointer to the DSI object that contains the data to read.

`data`

Actual vector to read.

`count`

Number of elements of the vector to read.

`data_type`

One of NetSolve data types.

On success, returns the number of elements read. On failure, returns -1. Following are the various error values set in case of failure.

`NetSolveIBPLoadError`

Error while loading the vector from IBP.

`NetSolveDsiEACCESS`

Not enough permissions for reading from the DSI file.

`NetSolveDsiDisabled`

If DSI is not enabled in the NetSolve configuration.

```
int ns_dsi_read_matrix(DSI_OBJECT* dsi_obj, void* data, int rows, int cols,
int data_type);
```

Same functionality and return values as `ns_dsi_read_vector()` except `ns_dsi_read_matrix()` is used to read matrix of `rows` rows and `cols` columns.

DSI Example

This section shows two example programs. The first program solves quick sort without using the DSI feature. The second program solves the same quick sort, but with using the dsi feature.

Figure 20-1. Example 1 (without using DSI)

```
int main(){
int i;
int length;
int* inputVec;
int* outputVec;
int status;

  printf("Enter the number of vector elements: \n");
```

```
  scanf("%d", &length);

  inputVec = (int*)malloc(sizeof(int)*length);
  outputVec = (int*)malloc(sizeof(int)*length);

  for(i=0; i<length; i++){
    printf("Element %d: ", i+1);
    scanf("%d", &inputVec[i]);
  }

  status = netsl("iqsort()", length, inputVec, outputVec);

  printf("\n\nSorted Elements: \n");
  for(i=0; i<length; i++)
    printf("%d ", outputVec[i]);
  printf("\n");

  return 0;
}
```

Figure 20-2. Example 2 (using DSI)

```
int main(){
int i;
int length;
int* inputVec;
int* outputVec;
int status;
DSI_FILE* dsi_file;
DSI_OBJECT* dvec;

  printf("Enter the number of vector elements: \n");

  scanf("%d", &length);

  inputVec = (int*)malloc(sizeof(int)*length);
  outputVec = (int*)malloc(sizeof(int)*length);

  for(i=0; i<length; i++){
    printf("Element %d: ", i+1);
    scanf("%d", &inputVec[i]);
  }


  dsi_file = ns_dsi_open("torc1.cs.utk.edu", O_CREAT|O_RDWR , 744 , 3000, IBP);
  if(dsi_file == NULL){
    printf("error in open\n");
  }

  dvec = ns_dsi_write_vector(dsi_file, inputVec, 10, NETSOLVE_D);
  if(dvec == NULL){
    printf("error in write\n");
```

```
  }

  status = netsl("iqsort()", length, dvec, outputVec);

  printf("\n\nSorted Elements: \n");
  for(i=0; i<length; i++)
    printf("%d ", outputVec[i]);
  printf("\n");

  ns_dsi_close(dsi_file);

  return 0;

}
```

Chapter 21. GridRPC

Introduction

The GridRPC API represents ongoing work to standardize and implement a portable and simple remote procedure call (RPC) mechanism for grid computing. This standardization effort is being pursued through the Global Grid Forum Research Group on Programming Models [apme]. The initial work on GridRPC reported in [grpcapi] shows that client access to existing grid computing systems such as NetSolve and Ninf [ninf] can be unified via a common API, a task that has proven to be problematic in the past.

Starting with version 2.0, NetSolve includes an implementation of the GridRPC API. Use of this API is optional and has not superseded the original NetSolve API. For full details of the specification of the GridRPC API, see [grpcapi].

Compilation Instructions

You should configure NetSolve before attempting to compile the GridRPC library. Compiling all of NetSolve isn't necessary to compile the GridRPC client library, however the NetSolve client library will be automatically built first if it hasn't been built already. Therefore, to build the GridRPC API, from the NETSOLVE_ROOT, it should suffice to simply type:

```
UNIX> make gridrpc
```

This creates a file named `$NETSOLVE_ROOT/lib/$NETSOLVE_ARCH/libnsgrpc.a` as well as the NetSolve client library if necessary (named `$NETSOLVE_ROOT/lib/$NETSOLVE_ARCH/libnetsolve.a`).

Testing

Of course this requires that you have access to a NetSolve agent and server running somewhere. You can start your own or use the agent at netsolve.cs.utk.edu. In any case don't forget to set your NetSolve environment variables.

```
UNIX> $NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/C_test_grpc
```

Additional examples are available in $NETSOLVE_ROOT/src/GridRPC. To build these example programs:

```
UNIX> cd $NETSOLVE_ROOT/src/GridRPC
UNIX> make tests
```

Some of these tests rely on software that may not be enabled in your server, so if you encounter problems, check the file `$NETSOLVE_ROOT/server_config` to verify that the problem description file containing the required problem is enabled.

Additional Notes on Writing and Compiling GridRPC Programs

To use the GridRPC API, you should include the header file `grpc.h` in your C program. This header file defines the various constants and function prototypes you may need when writing GridRPC programs. Also, when compiling, append `$NETSOLVE_ROOT/src/GridRPC` to your include path. This is typically done with the "-I" flag.

At link time, you will need to link the GridRPC client library as well as the NetSolve client library with your program. This would normally be specified when linking as: "-lnsgrpc -lnetsolve". Also, the library path may need to be specified at this time using "-L$NETSOLVE_ROOT/lib/$NETSOLVE_ARCH".

Finally, on some platforms such as Solaris, you may need to link in additional libraries for certain system calls (e.g. socket). If you encounter linker errors, try adding "-lnsl -lsocket" to your link command.

Function Handles and Session IDs

Two fundamental objects in the GridRPC model are function handles and the session IDs. The function handle represents a mapping from a function name to an instance of that function on a particular server. The GridRPC API does not dictate the mechanics of resource discovery since different underlying GridRPC implementations may usevastly different protocols. Once a particular function-to-server mapping has been established by initializing a function handle, all RPC calls using that function handle will be executed on the server specified in that binding. A session ID is an identifier representing a particular non-blocking RPC call. The session ID is used throughout the API to allow users to obtain the status of a previously submitted non- blocking call, to wait for a call to complete, to cancel a call, or to check the error code of a call.

Initializing and Finalizing Functions

The initialize and finalize functions are similar to the MPI initialize and finalize calls. Client GridRPC calls before initialization or after finalization will fail.

- grpc_initialize reads the configuration file and initializes the required modules.
- grpc_finalize releases any resources being used by GridRPC.

Remote Function Handle Management Functions

The function handle management group of functions allows creating and destroying function handles.

- grpc_function_handle_default creates a new function handle using the default server. This could be a pre-determined server name or it could be a server that is dynamically chosen by the resource discovery mechanisms of the underlying GridRPC implementation, such as the NetSolve agent.
- grpc_function_handle_init creates a new function handle with a server explicitly specified by the user.
- grpc_function_handle_destruct releases the memory associated with the specified function handle.

- grpc_get_handle returns the function handle corresponding to the given session ID (that is, corresponding to that particular non-blocking request).

GridRPC Call Functions

The four GridRPC call functions may be categorized by a combination of two properties: block- ing behavior and calling sequence. A call may be either blocking (synchronous) or non-blocking (asynchronous) and it may use either a variable number of arguments (like printf) or anargument stack calling sequence. The argument stack calling sequence allows building the list of arguments to the function at runtime through elementary stack operations, such as push and pop.

- grpc_call makes a blocking remote procedure call with a variable number of arguments.
- grpc_call_async makes a non-blocking remote procedure call with a variable number of arguments.
- grpc_call_argstack makes a blocking call using the argument stack.
- grpc_call_argstack_async makes a non-blocking call using the argument stack.

Asynchronous GridRPC Control Functions

The following functions apply only to previously submitted non-blocking requests.

- grpc_probe checks whether the asynchronous GridRPC call has completed.
- grpc_cancel cancels the specified asynchronous GridRPC call.

Asynchronous GridRPC Wait Functions

The following five functions apply only to previously submitted non-blocking requests. These calls allow an application to express desired non-deterministic completion semantics to the underlying system, rather than repeatedly polling on a set of sessions IDs. (From an implementation standpoint, such information could be conveyed to the OS scheduler to reduce cycles wasted on polling.)

- grpc_wait blocks until the specified non-blocking requests to complete.
- grpc_wait_and blocks until all of the specified non-blocking requests in a given set have completed.
- grpc_wait_or blocks until any of the specified non-blocking requests in a given set has completed.
- grpc_wait_all blocks until all previously issued non-blocking requests have completed.
- grpc_wait_any blocks until any previously issued non-blocking request has completed.

Error Reporting Functions

Of course it is possible that some GridRPC calls can fail, so we need to provide the ability to check the error code of previously submitted requests. The following error reporting functions provide error codes and human-readable error descriptions.

- grpc_perror prints the error string associated with the last GridRPC call.
- grpc_error_string returns the error description string, given a numeric error code.
- grpc_get_error returns the error code associated with a given non-blocking request.
- grpc_get_last_error returns the error code for the last invoked GridRPC call.

Argument Stack Functions

When describing the GridRPC call functions, we mentioned that there is an alternate calling style that uses an argument stack. With the following functions it is possible to construct the arguments to a function call at run-time. When interpreted as a list of arguments, the stack is ordered from bottom up. That is, to emulate a function call f(a,b,c), the user would push the arguments in the same order: push(a); push(b); push(c);.

- newArgStack creates a new argument stack.
- pushArg pushes the specified argument onto the stack.
- popArg removes the top element from the stack.
- destructArgStack frees the memory associated with the specified argument stack.

Detailed GridRPC API Specification

Initializing and Finalizing Functions

```
int grpc_initialize( char * config_file_name);
int grpc_finalize();
```

Remote Function Handle Management Functions

```
int grpc_function_handle_default(grpc_function_handle_t * handle,
char * func_name);
int grpc_function_handle_init(grpc_function_handle_t * handle,
char * host_name, int port, char * func_name);
int grpc_function_handle_destruct(grpc_function_handle_t * handle);
```

```
grpc_function_handle_t * grpc_get_handle(int sessionId);
```

GridRPC Call Functions

```
int grpc_call(grpc_function_handle_t *handle, ...);
int grpc_call_async(grpc_function_handle_t *handle, ...);
int grpc_call_argstack(grpc_function_handle_t *handle, ArgStack *args);
int grpc_call_argstack_async(grpc_function_handle_t *handle, ArgStack *args);
```

Asynchronous GridRPC Control Functions

```
int grpc_probe(int sessionID);
int grpc_cancel(int sessionID);
```

Asynchronous GridRPC Wait Functions

```
int grpc_wait(int sessionID);
int grpc_wait_and(int * idArray, int length);
int grpc_wait_or(int * idArray, int length, int * idPtr);
int grpc_wait_all();
int grpc_wait_any(int * idPtr);
```

Error Reporting Functions

```
void grpc_perror(char * str);
char * grpc_error_string(int error_code);
int grpc_get_error(int sessionID);
int grpc_get_last_error();
```

Argument Stack Functions

```
ArgStack *newArgStack(int maxsize);
int pushArg(ArgStack *stack, void *arg);
void *popArg(ArgStack *stack);
int destructArgStack(ArgStack *stack);
```

Chapter 22. Using the Network Weather Service

Introduction

In NetSolve, as in other metacomputing systems, the scheduling of tasks to available resources is difficult. NetSolve uses a limited load-balancing strategy to improve the utilization of computational resources. This load-balancing strategy takes into account the current workload of the computational resources available in the NetSolve system. In scheduling the client's requests over a network, the workload estimate should be "forecast" for when the computation will execute, and not a workload estimate obtained at a time prior to the request. There are also other characteristics of distributed metacomputing resources such as the CPU speed of the resource, the amount of physical memory of the resource, as well as the latency/bandwidth from the client to the computational resource, that can be effectively utilized in scheduling decisions for the computational resources.

The Network Weather Service (NWS) is a system which provides a way of forecasting dynamically changing performance characteristics, such as the workload, from distributed metacomputing resources. Integrating NWS into NetSolve improves the load-balancing strategy by taking into account the future load instead of the current load of the computational resources.

Using NWS

To use NWS within NetSolve, one must enable the NWS feature by typing

```
UNIX> ./configure --with-nws=NWS_DIR
```

during the configure phase of NetSolve, where `NWS_DIR` denotes the location of the NWS directory. NWS is downloadable from the *NWS web page* (http://nws.cs.ucsb.edu/)

> **Note:** Note: $NWS_DIR/bin/ARCH should be in your PATH

NWS Components utilized in NetSolve

`Nameserver`

This process implements a DNS-like directory capability used to bind process and data names with low-level contact information. It knows which hosts are running in the NWS system, and provides a database (name, location, function) for the NWS processes. To ensure that all hosts are known and well-referenced, there must be only one nameserver per NWS system. The address of the nameserver process is the only well-known address used by the system, allowing both data and service to be distributed. All NWS processes must register their name, their location and their function with the nameserver as soon as they are started. One role of the nameserver is to know at any time where is the memory corresponding to a sensor.

`Sensor`

The sensor is a monitoring process running on each resource. It periodically measures the workload of the resource and sends this information to the memory process described below. Moreover, it empirically measures the network "weather" between a collection of specified hosts. A sensor executes infinitely to provide recent measurements at any time. The earlier the process is started, the more numerous are the measurements and thus the more accurate are the forecasts.

`Memory`

The memory process stores measurements sent by sensors and retrieves measurements for the forecaster. As these measurements represent a key in NWS, they are immediately written to the memory and stored with a time stamp and a value name corresponding to the host/experiment to which they correspond.

`Forecaster`

The forecaster generates predictions by requesting the relevant measurement history from the memory process. As the measurements are continually updated by a sensor, the most recent data will be available to the forecaster when it makes its request.

A nameserver must be started first in an NWS system, as all other NWS processes depend upon it. After starting the nameserver, memories can then register themselves, and sensor or forecaster processes can be initialized on any host.

The default port numbers reserved for the NWS processes (nameserver, memory, forecaster, and sensor) are specified in the file `$NETSOLVE_ROOT/include/nwsutils.h`.

The integration of NWS into NetSolve requires the startup of NWS processes, their management and the accurate use of the forecaster. The NWS processes (nameserver, memory, forecaster, and sensor) can be started in various places within NetSolve. We now present our design for the integration and motivate our choices.

NetSolve agent and the NWS nameserver, memory and forecast

As previously stated, only one NWS nameserver can exist in an NWS system, and this process must be placed in NetSolve where it will have full knowledge of the computational resources and be visible to all components of the NetSolve system. The Netsolve agent is the "brain" of the NetSolve system, knowing how many resources exist and where they are located, and making all decisions on the execution of requests in the system. Moreover, the NetSolve agent is known by all components of the NetSolve system. Thus, the logical choice for the placement of the NWS nameserver is on the NetSolve agent.

During the agents initialization, a nameserver and a memory are started. In fact the memory is started for the sake of simplicity. Indeed, the agent is known by the whole system. It enables each sensor to register and easily store its measurements. Furthermore this scheme avoids unnecessary communication costs. A forecaster process is then started by the agent. It generates information as soon as needed by the agent.

Thus, the agent possesses its own forecaster and can deal with client requests. We shall now examine what happens on computational resources.

NetSolve server and the NWS sensor

As soon as a NetSolve server (computational resource) is added to the NetSolve system, it is necessary to start an NWS sensor. This sensor is started on the server after its registration with the agent to avoid any incoherency with the NetSolve system. The NWS sensor is totally independent from the NetSolve processes running on the server.

At present, the NWS sensor is only detecting the CPU speed of the computational resource. Future implementations will expand this functionality to include monitoring for the amount of physical memory available per computational resource, as well as the latency/bandwidth of the communication between each server and the client. These improvements will require an additional sensor to be started on the client.

Chapter 23. Using Octave with NetSolve

Building the Octave Interface

First obtain and build Octave. Octave is available from: http://www.octave.org

The user should use the configure option --with-octave-include to specify the path for the Octave include directory. You may also need to include the configure option --enable-shared when building Octave. The user should set the environment variable NETSOLVE_ROOT to the top-level NetSolve directory before building the interface. For instance;

```
UNIX> setenv NETSOLVE_ROOT /path/to/NetSolve
```

To build the Octave interface type:

```
UNIX> make octave
```

In the top-level NetSolve directory (NETSOLVE_ROOT). The following files will be created on a successful build: `$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/NS_octave/netsolve.oct` `$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/NS_octave/netsolve_nb.oct` `$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/NS_octave/libnsoct.so` The above files are the Octave interface to NetSolve and should be made accessible to Octave. In the following sections, the user will learn to call new functions netsolve() and netsolve_nb() from octave.

What to Do First

Let us assume that the user has compiled the Octave interface, set an agent name, started an Octave session and is now ready to use NetSolve. In this section we describe those features of the interface that allow to the user to obtain information about the currently available NetSolve system. To obtain a list of solvable problems from Octave type the following command;

```
octave>> netsolve
  NetSolve - List of available problems -
  /BLAS-wrappers/Level3/dmatmul
  /BLAS-wrappers/Level3/zmatmul
  /BLAS/Level1/daxpy
  /BLAS/Level1/ddot
  /BLAS/Level1/zaxpy
  /BLAS/Level2/dgemv
  /BLAS/Level3/dgemm
  /BLAS/Level3/zgemm
  /LAPACK-wrapper/Simple/Eig_and_Singular/eig
  >>
```

Where each line contains a full problem name.

If the user would like more detailed information on a specific problem, for example, eig, he can type:

```
octave>> netsolve('eig')
```

The output produced by this command is as follows:

```
-- eig -- Wrapper around the LAPACK routine DGEEV --
Simplified version of DGEEV.
Computes the eigenvalues of a double precision real
matrix A. Returns two double precision real
vectors containing respectively the real parts and
the imaginary parts of the eigenvalues.
MATLAB Example : [r i ] = netsolve('eig',a)
* 1 objects in INPUT
 - input 0: Matrix Double Precision Real.
 Matrix A
* 2 objects in OUTPUT
 - output 0: Vector Double Precision Real.
 Real parts of the eigen values
 - output 1: Vector Double Precision Real.
 Imaginary parts of the eigen values
--------------------------------------
Output Objects 0 and 1 can be merged.
```

This output gives a short description of the problem, an example in Octave using netsolve(), the input objects that must be supplied by the user, and the output that will be returned to the user. The particular problem requires only one double-precision matrix on input. Notice that this matrix must be square (as stated in the description of the problem). If the user tries to call NetSolve for this problem with a rectangular matrix, he will receive an error message stating that the dimensions of the input are invalid. On output, the problems eig will return two vectors, the real and imaginary parts of the eigenvalues of the input matrix respectively.

Since Octave provides a mechanism to manipulate complex objects, it is probable that the user would like to have `eig` return one single complex vector instead of two separate real vectors. Thus in the Octave interface it is possible to merge these two real output vectors into one complex vector. This point is further developed in the next section.

The Octave interface has another feature that is concerned not with the actual problem solving but with providing information about the NetSolve configuration itself. We have just seen how to get information about the problems handled by the NetSolve servers; it is also possible to obtain the physical location of these servers. Let us assume that our NETSOLVE_AGENT environment variable is set to netsolve.cs.utk.edu. The command

```
octave>> netsolve('?')
```

Produces the following output:

```
NetSolve - List of available agents -
netsolve.cs.utk.edu(128.169.93.161)
NetSolve - List of available servers -
maruti.cs.berkeley.edu(128.32.36.83)
cupid.cs.utk.edu(128.169.94.221)
torc3.cs.utk.edu(128.169.93.74) (0 failures)
```

The same information can be obtained from the NetSolve web site under Resources or the management tools in $NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/ directory.

Calling netsolve() to perform computations

The easiet way to perform a numerical computation in NetSolve is to call the function netsolve(). With this function, the user sends a blocking request to NetSolve. By blocking we mean that after typing the command in the Octave session, the user resumes control only when the computation has been successfully completed on a server. The other way to perform computation is to send a nonblocking request as described in later sections.

Let us continue with the eig example we started to develop in the preceding section. The user now knows that he has to provide a double-precision square matrix to NetSolve, and he knows that he is going to get two real vectors back (or one single complex vector). He first creates a 300 X 300 matrix for instance;

```
octave>> a = rand(300);
```

The call to NetSolve is now

```
>> [x y] = netsolve('eig',a)
```

All the calls to netsolve() will look the same, following a similar convention as those in the Matlab section. The left-hand side must contain the arguments, in the same order as listed in the output description. The first argument to netsolve() is always the name of the problem. After this first argument the input arguments are listed, in the same order as they are listed in the input description. This function does not have a fixed calling sequence, since the number of inputs and outputs depends on the problem that needs to be solved. Let us see what happens when we type:

```
octave>> [x y] = netsolve('eig',a)

  x =           y =

  10.1204            0
  -0.9801       0.8991
  -0.9801      -0.8991
  -1.0195            0
  -0.6416       0.6511
    ...          ...
    ...          ...
```

As mentioned earlier, the user can decide to regroup x and y into one single complex vector. Let us make it clear again that this possibility is a specificity of eig and is not available in general for all problems. To merge x and y, the user has to type:

```
octave>> [x] = netsolve('eig',a)

  x =
      10.1204
```

```
-0.9801 + 0.8991
-0.9801 - 0.8991
-1.0195
-0.6416 + 0.6511
     ......
     ......
```

Calling netsolve_nb()

The obvious drawback of the function netsolve() is that while the computation is being performed remotely, the user must wait to regain control of the prompt. To address this drawback, we provide a nonblocking function, netsolve_nb(). The user can then do work in parallel and check for the completion of the request later. He can even send multiple requests to NetSolve. Thanks to the load-balancing strategy implemented in NetSolve agent, all these requests will be solved on different machines if possible, achieving some NetSolve-parallelism. Let us describe this function with the eig example.

As in the previous section, the user creates a 300 x 300 matrix and calls NetSolve:

```
octave>> a = rand(300);
octave>> [r] = netsolve_nb('send','eig',a)
```

Obviously, the calling sequence to netsolve_nb() is a little different from the one to netsolve(). The left-hand side always contains one single argument. Upon completion of this call, it will contain a NetSolve request handler. The right-hand side is composed of two parts: the action to perform and the arguments that would be passed to netsolve(). In this example, the action to perform is 'send', which means that we send a request to NetSolve. Through out this section, we will encounter all of the possible actions, and they will be summarized in chapter 22.

Let us resume our example and see what NetSolve answers to the first call to netsolve_nb():

```
octave>> [r] = netsolve_nb('send','eig',a)
  rd->request_id = 0

  r =

  0
```

netsolve_nb() returns a request handler: 0. This request handler will be used in the subsequent calls to the function. The request is being processed on cupid, and the result will eventually return. The user can obtain this result in one of two ways. The first one is to call netsolve_nb() with the 'probe' action:

```
octave>> [status] = netsolve_nb('probe',r)
```

netsolve_nb() returns the status of a pending request. The right-hand side contains the action, as is required for netsolve_nb(), and the request handler. This call returns immediately, and prints a message. Here are the two possible scenarios:

```
octave>> [status] = netsolve_nb('probe',r)
  Not ready yet
```

```
  status = -1
  ...
octave>> [status] = netsolve_nb('probe',r)
  Result Available
  status = 0
```

To obtain the result of the computation one must call netsolve_nb() with the 'wait' action:

```
octave>> [x y] = netsolve_nb('wait',r)
  x =           y =

  10.1204            0
  -0.9801       0.8991
  -0.9801      -0.8991
  -1.0195            0
  -0.6416       0.6511
    ...          ...
    ...          ...
```

As with the netsolve() function, one can merge the real part and the imaginary part into a single complex vector. The typical scenario is to call netsolve_nb() with the action 'send', then make repeated calls with the action 'probe' until there is nothing more to do than wait for the result. The user then calls netsolve_nb() with the action 'wait'. It is of course possible to call netsolve_nb() with the action 'wait' before making any call with the action 'probe'. One last action can be passed to netsolve_nb() as shown here:

```
octave>> netsolve_nb('status')
```

This command will return a description of all the pending requests. Let us see how it works on this last complete example:

```
octave>> a = rand(100); b = rand(150);
octave>> [r1] = netsolve_nb('send','eig',a)
  rd->request_id = 0

  r1 =


      0

octave>> [r2] = netsolve_nb('send','eig',b)
  rd->request_id = 1

  r2 =


      1
```

Now let us see what 'status' does:

```
octave>> netsolve_nb('status')
  --- NetSolve: pending requests ---
  Requests #0: 'eig', submit-
  ted to torc3.cs.utk.edu (128.169.93.74)
          was started 41 seconds ago.
  netsolveProbeRequest returned: 1, ns_errno = 0
          Completed
  Requests #1: 'eig', submit-
  ted to torc3.cs.utk.edu (128.169.93.74)
          was started 23 seconds ago.
  netsolveProbeRequest returned: 1, ns_errno = 0
          Completed
```

The user can check what request he has sent so far and obtain an estimation of the completion times. By using the 'status' action, the user can also determine whether a request is still running or has been completed. By sending multiple non-blocking requests to NetSolve and relying on the agent for load balancing, the user can achieve parallelism.

Testing scripts

Test scripts are also included in NetSolve distribution and will be available in the `$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/NS_octave` directory after the Octave interface is built. These scripts help in testing the Octave interface and also serve as examples for using the Octave interface.

V. References

Chapter 24. Matlab Reference Manual

In this appendix, we describe all of the NetSolve calls that can be invoked from within Matlab. In the case of an error, all of these calls will print very simple and explicit error messages. The user should refer to Chapter 27 for a list of all possible NetSolve error messages.

`>> netsolve`

Prints to the screen the list of all problems that are available in the NetSolve system.

`>> netsolve('<problem name>')`

Prints all information available from Matlab about a specific problem.

`>> netsolve('?')`

Prints the list of all the agents and servers in the NetSolve system, that is, the NetSolve system containing the host whose name is in the environment variable NETSOLVE_AGENT.

`>> [ ... ] = netsolve('<problem name>', ...)`

Sends a *blocking* request to NetSolve. The left-hand side contains the output arguments. The right-hand side contains the problem name and the input arguments. The arguments are listed according to the problem description. Upon completion of this call, the output arguments contain the result of the computation.

`>> [r] = netsolve_nb('send','<problem name>', ...)`

Sends a *non-blocking* request to NetSolve. The right-hand side contains the keyword **`send`**, the problem name, and the list of input arguments. These arguments are listed according to the problem description. The left-hand side will contain a request handler upon completion of the call.

`>> [ ... ] = netsolve_nb('wait',r)`

Waits for a request's completion. The right-hand side contains the keyword **`wait`** and the request handler. The left-hand side contains the output arguments. These arguments are listed according to the problem description. Upon completion of this call, the output arguments contain the result of the computation.

`>> [ status ] = netsolve_nb('probe',r)`

Probes for a request completion. The right-hand side contains the keyword **`probe`** and the request handler. The left-hand side contains the output arguments. These arguments are listed according to the problem description. The right-hand side contains the keyword **`probe`** and the request handler. Upon completion of this call, the output arguments contain the result of the computation.

`>> netsolve_nb('status')`

Prints out the list of all the pending requests. This list contains estimated time of completion, the computational servers handling the requests and the current status. The status can be **`COMPLETED`** or **`RUNNING`**.

>> netsolve_err

Returns the error code of the most recently called NetSolve function.

>> netsolve_errmsg(e)

Returns a string containing the error message that corresponds to the error code passed as the argument.

Chapter 25. C Reference Manual

We describe here all of the possible calls to NetSolve from C. All of these calls return a NetSolve code status. The list of the possible code status is given in Chapter 27.

`status = netsl("<problem name()>()", ...)`

Sends a *blocking* request to NetSolve. **`netsl()`** takes as argument the name of the problem and the list of arguments in the calling sequence. See the Section called *What is the Calling Sequence?* in Chapter 5 for a discussion about this calling sequence. It returns the NetSolve status code (integer **`status`**). If the call is successful, the result of the computation is stored in the output arguments. The output arguments are specified in the calling sequence.

`status = netslnb("<problem name()>()", ...)`

Sends a *nonblocking* request to NetSolve. **`netslnb()`** takes as argument the name of the problem, and the list of arguments in the calling sequence. See the Section called *What is the Calling Sequence?* in Chapter 5 for a discussion about this calling sequence. It returns the NetSolve status code (integer **`status`**). If the call is successful, **`status`** contains the request handler.

`status = netslwt(<request handler>)`

Waits for a request completion. **`netslwt()`** takes as argument a request handler (an integer). If the call is successful, the result of the computation is stored in the output arguments. The output arguments are specified in the calling sequence during the call to **`netslnb()`**.

`status = netslpr(<request handler>)`

Probes for a request completion. **`netslpr()`** takes as argument a request handler (an integer). If the call is successful, the result of the computation is stored in the output arguments. The output arguments are specified in the calling sequence during the call to **`netslnb()`**.

`netslerr(<error code>)`

Displays an explicit error message given a NetSolve error code.

`netslmajor("<major>")`

Sets the way the user has stored her matrices (row- or column-wise). The argument can be **`"col"`** or **`"row"`**. It is case-insensitive and in fact only the first character is used by NetSolve.

Chapter 26. Fortran Reference Manual

We describe here all the possible calls to NetSolve from Fortran. All these calls return a NetSolve code status. The list of the possible code status is given in Chapter 27.

CALL FNETSL('<problem name()>}()',INFO, ...)

Sends a *blocking* request to NetSolve. **FNETSL()** takes as argument the name of the problem, an integer, and the list of arguments in the calling sequence. See the Section called *What is the Calling Sequence?* in Chapter 5 for a discussion about this calling sequence. When the call returns, the integer **INFO** contains the NetSolve status code. If the call is successful, the result of the computation is stored in the output arguments. The output arguments are specified in the calling sequence.

CALL FNETSLNB('<problem name()>}()',INFO, ...)

Sends a *nonblocking* request to NetSolve. **FNETSLNB()** takes as argument the name of the problem, an integer, and the list of arguments in the calling sequence. See the Section called *What is the Calling Sequence?* in Chapter 5 for a discussion about this calling sequence. It returns the NetSolve status code (integer **status**). If the call is successful, **status** contains the request handler.

CALL FNETSLWT(<request handler>,INFO)

Waits for a request completion. **FNETSLWT()** takes as argument a request handler and an integer. When the call returns, **INFO** contains the NetSolve status code. If the call is successful, the result of the computation is stored in the output arguments. The output arguments are specified in the calling sequence during the call to **FNETSLNB()**.

CALL FNETSLPR(<request handler>,INFO)

Probes for a request completion. **FNETSLPR()** takes as argument a request handler and an integer. When the call returns, **INFO** contains the NetSolve status code. If the call is successful, the result of the computation is stored in the output arguments. The output arguments are specified in the calling sequence during the call to **FNETSLNB()**.

CALL FNETSLERR(<error code>)

Displays an explicit error message given a NetSolve error code.

CALL FNETSLMAJOR('<major>')

Sets the way the user has stored her matrices (row- or column-wise). The argument can be **'col'** or **'row'**. It is case-insensitive and in fact only the first character is used by NetSolve.

Chapter 27. Error Handling in NetSolve

If an error occurs during the invocation of NetSolve, a variety of diagnostic runtime error messages, as well as error codes that can be returned when calling a NetSolve function from the C or Fortran interfaces, are provided. Table 27-1 lists all of the possible error codes that can be returned when invoking a NetSolve function from the C or Fortran interfaces. These error codes are listed in the `$NETSOLVE_ROOT/include/netsolveerror.h` include file. Each of these return codes has an equivalent runtime error message, also listed in Table 27-1. These runtime error messages are defined in `$NETSOLVE_ROOT/src/CoreFunctions/netsolveerror.c`. If one of these error messages occurs, the user should first check the agent and server log files, `$NETSOLVE_ROOT/nsagent.log` or `$NETSOLVE_ROOT/nsserver.log`, respectively. These files may contain more information to clarify the reason for the error message. Otherwise, the user can refer to Chapter 12 for an explanation of possible causes for specific error messages.

Table 27-1. Error Codes

ERROR CODE	VALUE	RUNTIME ERROR MESSAGE
NetSolveOK	0	NS: no error
NetSolveNotReady	-1	NS: not ready
NetSolveSetNetSolveAgent	-2	NS: `NETSOLVE_AGENT` not set
NetSolveSetNetSolveRoot	-3	NS: `NETSOLVE_ROOT` not set
NetSolveSetNetSolveArch	-4	NS: `NETSOLVE_ARCH` not set
NetSolveInternalError	-5	NS: internal error
NetSolveUnknownHost	-6	NS: Unknown host
NetSolveNetworkError	-7	NS: network error
NetSolveUnknownProblem	-8	NS: unknown problem
NetSolveProtocolError	-9	NS: protocol error
NetSolveNoServer	-10	NS: no available server
NetSolveBadProblemSpecification	-11	NS: bad problem input/output
NetSolveNotAllowed	-12	NS: not allowed
NetSolveBadValues	-13	NS: bad input values
NetSolveDimensionMismatch	-14	NS: dimension mismatch
NetSolveNoSolution	-15	NS: no solution
NetSolveUnknownError	-16	NS: unknown error
NetSolveInvalidRequestID	-17	NS: invalid request ID
NetSolveBadProblemName	-18	NS: invalid problem name
NetSolveInvalidMajor	19	NS: invalid major specification
NetSolveTooManyPendingRequests	-20	NS: too many pending requests
NetSolveFileError	-21	NS: file I/O error
NetSolveUnknownDataFormat	-22	NS: unknown machine type

ERROR CODE	VALUE	RUNTIME ERROR MESSAGE
NetSolveInvalidUPFFilename	-23	NS: invalid upf filename
NetSolveMismatch	-24	NS: inconsistent object transfers
NetSolveSystemError	-25	NS: system error
NetSolveConnectionRefused	-26	NS: connection refused
NetSolveCannotBind	-27	NS: impossible to bind to port
NetSolveUPFError	-28	NS: impossible to compile UPF
NetSolveUPFUnsafe	-29	NS: UPF security violation
NetSolveServerError	-30	NS: server error
NetSolveBadIterationRange	-31	NS: invalid interation range
NetSolveFarmingError	-32	NS: One or more request failed
NetSolveCannotStartProxy	-33	NS: Cannot start proxy
NetSolveUnknownServer	-34	NS: Unknown server
NetSolveProxyError	-35	NS: Error while talking to proxy
NetSolveCondorError	-36	NS: Condor error
NetSolveCannotContactAgent	-37	NS: Cannot contact agent
NetSolveTimedOut	-38	NS: operation timed out
NetSolveAuthenticationError	-39	NS: Authentication to server failed
NetSolveUnknownHandle	-40	
NetSolveUnknownDsiFile	-41	NS: DSI file not found
NetSolveIBPAllocateError	-42	NS: error in IBP_Allocate
NetSolveIBPManageError	-43	NS: error in IBP_Manage
NetSolveIBPLoadError	-44	NS: error in IBP_Load
NetSolveIBPStoreError	-45	NS: error in IBP_Store
NetSolveDsiEACCESS	-46	NS: permission denied to DSI file
NetSolveDsiDisabled	-47	NS: NetSolve not configured with DSI

VI. Appendices

Appendix A. NetSolve Tutorials

The `$NETSOLVE_ROOT/Tutorial` directory contains several tutorials which should demonstrate the use of NetSolve. It should be a starting point for new users to write their own programs and also shows how to enhance the capabilities of NetSolve by adding new functions to the repository. The tutorials do not depend on each other and can be performed in any order. However, if you are completly new to NetSolve it is recommended to perform the tutorials in the order described below, since some explanations are given in more detail in the first sections.

The first three examples include code sections for blocking and non-blocking calls as well as the task-farming feature. The last example (sparse) demonstrates how to include an existing application into NetSolve and uses only blocking codes, although it should be easy with the information from the previous tutorials to build non-blocking and farming calls too.

If some additional software is required to build the example a link to the sources is provided. The examples are designed that they can be performed in userspace (this includes the additional software that may be necessary).

Before you start a tutorial make sure that NetSolve is properply installed by running C_test and farm_test. If these functions do not work consult the NetSolve User Guide and fix the issue.

The following tutorials are included:

- basic - demonstrates the use of the following basic data types: int, double, char; includes server library, PDF and client program
- file - demonstrates the way of sending files with NetSolve to remotely execute programs; includes server library, PDF and client program
- matrix - demonstrates the handling of matrices and vectors when performing a matrix - vector multiplication; includes client program
- sparse - demonstrates how to include your own software library on the basis of an example which uses a solver for sparse linear systems, ie it uses the sparse matrix format; includes server library, PDF and client program

Tutorial for basic data types (int, double, char)

This tutorial develops a little library which performs a basic operation on two numbers. It shows how to compile and include the problem into the NetSolve repository and how to invoke the function. This include the following steps:

1. Building the library
2. Installing the problem to the NetSolve repository
3. Invoking the function via NetSolve

Requirements: The following files are needed (they should be in the current directory).

- `libcalc.c` - Contains the function which should perform the calculation
- `calc.idl` - A file which describes how the problem should be included into the NetSolve repository (Interface Definition Language)
- `myprog.c` - An example program which invokes the newly created NetSolve function

Instructions

1. Building the Library

NetSolve provides all functions through statically linked libraries. Execute the following steps on the server to build `libcalc.a`

```
UNIX> gcc -c libcalc.c
UNIX> ar rc libcalc.a libcalc.o
```

2. Installing the Problem to the NetSolve Repository

Use idltopdf to convert `povray.idl` to `povray.pdf`. Then copy `povray.pdf` to your problems subdirectory and add an entry in the file NETSOLVE_ROOT/server_config. Set NSPOVRAY_LIB to the path where libpovray.a is located and recompile the server with the command:

```
UNIX> make server
```

> **Note::** Since the library makes an external call to a program it can not take advantage of the Hardware/Software server feature of NetSolve (i.e., it cannot be transfered from one server to another). To mark a problem as non-moveable use the keyword NONMOVEABLE in the IDL.

3. Invoking the Function Via NetSolve The file `myprog.c` demonstrates how to invoke the function calc via NetSolve. When you compile it you have to provide the include and library directory of NetSolve. Set the NETSOLVE_ROOT environment variable to your NetSolve directory and NETSOLVE_AGENT to your architecture (you can use the following or similar shell script to set it).

```
UNIX> export NETSOLVE_ARCH=`$NETSOLVE_ROOT/conf/config.guess | sed 's/[-|.]/_/g'`
```

Then use the following command to compile:

```
UNIX> gcc myprog.c -o myprog -I$NETSOLVE_ROOT/include -lnetsolve \
      -L$NETSOLVE_ROOT/lib/$NETSOLVE_ARCH
```

Invoking myprog with 3 arguments uses the blocking call:

```
UNIX> myprog 1 2.1 +
```

To use non-blocking calls use:

```
UNIX>myprog 0 <number of requests>
```

and for task-farming:

```
UNIX>myprog 1 <number of requests>
```

Note:: Be sure to have an agent and your newly compiled server running. Also check that the NETSOLVE_AGENT enironment variable is set (it should be the same value as the "@AGENT:" line in server_config in the NetSolve directory).

Tutorial for Handling Files

This tutorial shows how to pass files to and from a remote host. In the example a tool is developed which allows you to distribute the task of rendering POV files across a NetSolve network. Povray is executed at the servers to render a part of the picture and the parts from all the servers are put together from the client.

The tutorial includes the following steps:

1. Building and configuring the library
2. Installing the problem to the NetSolve repository
3. Rendering a test image via NetSolve

Requirements on each server

- libpovray.c
- povray.idl - a file which describes how the problem should be included into the NetSolve repository (Interface Definition Language)
- the image renderer PovRay - available at *http://www.povray.org/*

Requirements on the client

- nspovray.c - the client program which invokes the various instances of PovRay via NetSolve and puts together the final image
- *.pov and *.ini - sample PovRay files
- the image processing tool ImageMagick - available at http://www.imagemagick.org/
- the mpeg encoder mpeg_encode - available at http://bmrc.berkeley.edu/frame/research/mpeg/mpeg_encode.html
- the Netpbm library - available at *http://netpbm.sourceforge.net/*

Instructions

1. Building and Configuring the Library

I. At first make sure to have a working copy of *PovRay* (http://www.povray.org/) on the server. Either it is already installed or download it and run(configure and make). To test povray try to render a POV file on the server, e.g. (assuming icl.pov in the current directory):

```
UNIX> /home/user/povray/src/povray +Iicl.pov +Oicl.png +L/home/user/povray/include
```

II. Edit `libpovray.c` and provide in the first two lines the povray executable If the executable is not in your PATH include the path, and the path to the PovRay include directory (contains all the INC files)

III. Execute the following steps to build `libpovray.a`

```
UNIX> gcc -c libpovray.c
UNIX> ar rc libpovray.a libpovray.o
```

2. Installing the Problem to the NetSolve Repository Use **idltopdf** to convert `povray.idl` to `povray.pdf`. Since the library makes an external call to a programm it can not take advantage of the Hardware/Software server feature of NetSolve (i.e., it cannot be transfered from one server to another). To mark a problem as non-moveable edit the newly created file `povray.pdf` and add the following line after the @PATH statement:

```
@MOVEABLE 0
```

Then copy the PDF to your `$NETSOLVE/problems` directory and add the function to the problems list in the file `$NETSOLVE_ROOT/server_config`. Set NSPOVRAY_LIB to the path where `libpovray.a` is located and recompile the server with the command

```
UNIX> make server
```

3. Rendering a Test Image Via NetSolve

The file nspovray.c demonstrates how to invoke the newly created function povray via NetSolve.

I. Edit `nspovray.c` and provide in the first three lines the path to ImageMagick, mpeg_encode, and mmv.

II. Edit `animation.parm` and set in the 4th line the path to the programm tgatoppm if it is not in your PATH

III. Compile nspovray then with the following command:

```
UNIX> gcc nspovray.c -o nspovray -I$NETSOLVE_ROOT/include -lnetsolve \
      -L$NETSOLVE_ROOT/lib/$NETSOLVE_ARCH
```

Note: On Solaris you may need to add the following two libraries, -lsocket and -lnsl.

To render an example file you have the following options:

I. blocking calls: provides exactly the same syntax as calling povray, but use the command nspovray instead; e.g.:

```
UNIX> ./nspovray +Iicl.pov +Oicl.png +H400 +W500
```

II. non-blocking calls: uses non-blocking calls and is invoked with the option *-nonblocking*, additionally you can specify with the *-n* option how many instances (= parallel NetSolve calls) you want to start; e.g.:

```
UNIX> ./nspovray +Iicl1.pov +Oicl1.png +H400 +W500 -n2 -nonblocking
```

III. task-farming: again as above but use with the option *-farming*; to produce an animation use for example:

```
UNIX> ./nspovray icl_animation.ini -oanimation.mpg -n2 -farming
```

> **Note:** Be sure to have an agent and at least one instance of the new server running. Also check that the NETSOLVE_AGENT environment variable is set on the client (it should be the same value as the `@AGENT:` line in `server_config` in the NETSOLVE_ROOT directory).

Tutorial for Matrix and Vector Operations

This tutorial shows how to use matrices and vectors within NetSolve by developing a little program which either invokes a custom function to perform the multiplication or uses the BLAS routine dgemm. This includes the following steps:

I. Building the library

II. Installing the problem and adding BLAS to the NetSolve repository

III. Invoking the function via NetSolve

Requirements, the following files are needed (they should be in the current directory):

- `libmatmul.c` - Contains the function which should perform the calculation
- `matmul.idl` - A file which describes how the problem should be included into the NetSolve repository
- `myprog.c` - An example program which invokes the NetSolve function

Instructions

1. Building the Library NetSolve provides all functions through statically linked libraries. Execute the following steps on the server to build `libmatmul.a`

```
UNIX> gcc -c libmatmul.c
UNIX> ar rc libmatmul.a libmatmul.o
```

2. Installing the Problem and Adding BLAS to the NetSolve Repository

To invoke a new function from the NetSolve client you have to add the function to the problems list in a NetSolve server and recompile the server. Perform the following steps to include 'matmul':

- Create a problem description file with:

  `UNIX> $NETSOLVE_ROOT/bin/$NETSOLVE_ARCH/idltopdf matmul.idl`

  Which generates the file `matmul.pdf`.
- Copy the file `matmul.pdf` to the `$NETSOLVE_ROOT/problems` directory.
- Edit the file $NETSOLVE_ROOT/`server_config` in your NetSolve directory and add the following line in the `@PROBLEMS:` section:

  ```
  ./problems/matmul.pdf
  ```
- To rebuild the server, you have to set an environment variable which points to the directory of the previously created library (required by the problems definition file); Depending on you shell execute:

  `UNIX> export NSMATMUL_LIB=/path/to/libmatmul`

  or

  `UNIX> setenv NSMATMUL_LIB /path/to/libmatmul`
- afterwards rebuild the server with the command

  `UNIX> make server`

  In your NETSOLVE_ROOT directory.

To include the function 'dgemm' provided by the *BLAS package* (http://netlib.org/blas/) you only have to uncomment the line

```
#./problems/blas_subset
```

In the file $NETSOLVE_ROOT/`server_config`. NetSolve provides a subset of the BLAS package in the NetSolve directory; `$NETSOLVE_ROOT/src/SampleNumericalSoftware/BLAS`.

> **Hint::** NetSolve also provides a subset of LaPack. If you want to include the complete LaPack uncomment:
>
> ```
> #./problems/lapack"
> ```
>
> In `$NETSOLVE_ROOT/server_config` and rerun configure with the following additional options;
>
> ```
> --with-blaslib=/path/to/libblas.a --with-lapack-lib=/path/to/liblapack.a
> ```

> **Note::** All these steps have to be performed at the machine where your server is running. Also make sure to kill the server if it is currently running.

3. Invoking the Function Via NetSolve

The file `myprog.c` demonstrates how to invoke the function calc via NetSolve in C. When you compile it you have to provide the include and library directory of NetSolve. If you have set the NETSOLVE_ROOT environment variable to your NetSolve directory and running this tutorial on x86 under Linux the command would be:

```
UNIX> gcc myprog.c -o myprog -I$NETSOLVE_ROOT/include -lnetsolve \
      -L$NETSOLVE_ROOT/lib/i686_pc_linux_gnu
```

Invoking myprog uses 3 arguments:

- matrix size: integer with the dimension of the used matrix
- mode:
    1. blocking call
    2. non-blocking call
    3. task-farming
- routine:
    1. custom function matmul in libmatmul.c
    2. dgemm from the BLAS package

> **Note::** Be sure to have an agent and your newly compiled server running. Also check that the NETSOLVE_AGENT enironment variable is set on your client (it should be the same value as the `@AGENT:` line in `server_config` in the NETSOLVE_ROOT directory).

Tutorial for Sparse Matrices

This tutorial shows how to use sparse matrices. It also demonstrates how to include an existing application into NetSolve. The application to be used is called Pebbles and provides a solver for large sparse linear systems. It was developed at the University of Linz, Austria and you have to obtain a copy of this software. But even if you don't have Pebbles you should be able after reading through this tutorial to handle sparse matrices within NetSolve. The tutorial includes the following steps:

1. Building and configuring the library
2. Installing the problem to the NetSolve repository
3. Testing the software from C and Matlab

Requirements on each server:

- `interface.cc` - the wrapper function for Pebbles to NetSolve
- `outback.cc, extern.h` - a modification of Pebbles on how to pass options
- `pebbles.idl` - a modification of Pebbles on how to pass options into the NetSolve repository (Interface Definition Language)
- Pebbles - information about how to obtain Pebbles at http://www.numa.uni-linz.ac.at/Research/Projects/pebbles.html

Requirements on the client:

- `test_pebbles.c` - the client program which allows performing a simple test

Instructions

1. Building the Library

First install and compile Pebbles as described in the documentation. Then copy the file `outback.cc` to your `/pebbles/libsrc/prepro` directory. Next, replace the file `pebbles/pebbles/extern.hh` with the version of `extern.hh` provided here. In the following it is assumed that Pebbles is installed in `~/pebbles`, i.e., the statically linked libraries after compiling Pebbles should be in `~/pebbles/lib/$MACHINE/`

Build libpebbles.a within the Pebbles source tree

```
UNIX> cp interface.cc ~/pebbles/pebbles; cd ~/pebbles/pebbles
UNIX> c++ -c -fpic -o interface.o -I$HOME/pebbles/libsrc  \
    -DFORTRANDOUBLEUNDERSCORE -w interface.cc
UNIX> mkdir ~/pebbles/libpebbles
UNIX> cp ~/pebbles/libsrc/*/*.o ~/pebbles/libpebbles
UNIX> cp ~/pebbles/pebbles/interface.o ~/pebbles/libpebbles
UNIX> cd ~/pebbles/libpebbles; ar rc libpebbles.a *.o
```

You should now have a file `~/pebbles/libpebbles/libpebbles.a`

NOTES:

- Since Pebbles is written in C++ and NetSolve in C we have to provide the line 'extern "C" void pebbles(...)' at the beginning of `interface.cc` to make sure that the internal nameing convention for the linker are fullfilled.
- NetSolve and Pebbles use the same storage convention for sparse matrices (called the compressed sparse row format - CSR) which uses the 3 vectors:
  - double *A - the values of the nonzero entries (length: nnz)
  - int *col_index - the column index of each entry of the vector A (length: nnz)
  - int *row_ptr - index to first nonzero entry at each row in col_index (length: size+1 with row_ptr[size+1]=nnz)

2. Installing the Problem to the NetSolve Repository

Use idltopdf to convert `pebbles.idl` to `pebbles.pdf` and add the function to the problems list in the file `$NETSOLVE_ROOT/server_config`. Set NSPEBBLES_LIB to $HOME/pebbles/libpebbles and recompile the server with the command

```
UNIX> make server
```

3. Testing the Software from C and Matlab The file `test_pebbles.c`, demonstrates how to invoke the newly created function pebbles via NetSolve. Compile it with with the following command:

```
UNIX> gcc test_pebbles.c -o test_pebbles -I$NETSOLVE_ROOT/include -lnetsolve \
      -L$NETSOLVE_ROOT/lib/$NETSOLVE_ARCH
```

Running

```
UNIX> ./test_pebbles
```

Should give the following output:

```
Initializing NetSolve...
Initializing NetSolve Complete
Sending Input to Server visitor1.cs.utk.edu
Downloading Output from Server visitor1.cs.utk.edu
+++ PEBBLES started
size: 4
nnz:  4
maxrowsize: 1
$$$ setup phase
$$$ solution phase
$$$ writting the solution
+++ PEBBLES finished
Solution:
--> 1.000000
--> 0.500000
--> 0.333333
--> 0.250000
```

In Matlab run the follwing commnds (assuming you have compiled the Matlab libraries with "make matlab"):

```
MATLAB>> addpath /path/to/$NETSOLVE_ROOT/bin/$NETSOLVE_ARCH
```

(e.g., /home/user/NetSolve/bin/i686_pc_linux_gnu)

```
MATLAB>> x=netsolve('pebbles',A,b,x,'EPS_PCG=1e-6;SOLVE=1;ELEMENT_PRECOND=0');
```

(with A a positive definite sparse matrix, b the right hand side vector and x the solution vector)

Appendix B. C++ Examples

Overview of C++ Examples

The C++ examples make use of NetSolve Farming. In these examples, the optimum points of the test functions are derived by GA.

Genetic Algorithm

Genetic Algorithm (GA) is the optimization algorithm that imitates the evolution of living creatures. In nature, inadaptable creatures to an environment meet extinction, and only adapted creatures can survive and reproduce. A repetition of this natural selection spreads the superior genes to conspecifics and then the species prospers. GA models this process of nature on computers. GA can be applied to several types of optimization problems by encoding design variables of individuals. Searching for the solution proceeds by performing the three genetic operations on the individuals; selection, crossover, and mutation, which play an important role in GA. Selection is an operation that imitates the survival of the fittest in nature. The individuals are selected for the next generation according to their fitness. Crossover is an operation that imitates the reproduction of living creatures. The crossover exchanges the information of the chromosomes among individuals. Mutation is an operation that imitates the failure that occurs when copying the information of DNA. Mutating the individuals in a proper probability maintains the diversity of the population.

Distributed Genetic Algorithm (DGA)

Since GA is a stochastic and multi-point search, a lot of iterations are necessary to derive the optimum solution. This leads to take a huge time. One of the solutions of this problem is performing GA in parallel. There are several types of parallel GA. Distributed Genetic Algorithm is one of models of parallel GAs. In a conventional GA, there is only one population. In DGA, total population is divided into sub populations. In each population, normal GA operations are performed for several iterations. After some iterations, some of the individuals are chosen and moved to the other islands. This operation is called migration. Therefore, sometimes, sub population is called an island and DGA is called island model. After the migration, normal GA operations restart again. The population size of each island is small. That leads the early convergence. However, because of the existence of migration operation, total diversity of the solutions is maintained. Compared to the conventional model, DGA has higher searching capability. It can be said that DGA is suitable model not only from the parallel point of view but also from the searching capability.

ga2k

ga2k is an implementation of DGA that is developed by Intelligent Systems Design Lab/Doshisha University . The web page (Japanese) of ga2k is *http://mikilab.doshisha.ac.jp/dia/research/pdga/archive/index.html*. You can access this document in English here *http://mikilab.doshisha.ac.jp/dia/research/pdga/archive/20020925_ver1.3e/ga2k_doc_E2.pdf* .

Step 1: Installation of NetSolve

We have tested this examples on x86 architectures, Linux 2.4.xx, and gcc 2.96.

In this INSTALL, we assume you are using:

1. You are using Linux.
2. You are using bash shell.

First, you should install NetSolve if you haven't already done so. Please substitute <version> with the version of your NetSolve.

```
LINUX> gunzip NetSolve-<version>.tar.gz
LINUX> tar xfz NetSolve-<version>.tar
LINUX> cd NetSolve-<version>
LINUX> ./configure
LINUX> make standard
```

Step 2: Installation of Server service

1. Install libraries of optimization problems

You can move to classic-functions directory and install the libraries of the optimization problems.

```
LINUX> cd $NETSOLVE_ROOT/C++examples/gaExample/server/classic-functions
LINUX> aclocal
LINUX> autoheader-2.53
LINUX> autoconf-2.53
LINUX> automake
LINUX> ./configure --prefix=$NETSOLVE_ROOT/C++examples/gaExample/server
LINUX> make
LINUX> make install
```

2. Assign the problems into NetSolve

First, set the environment variable CLASSIC_FUNCTIONS_PATH.

```
LINUX> export CLASSIC_FUNCTIONS_PATH=$NETSOLVE_ROOT/C++examples/gaExample/server
```

Then copy the PDF files from $CLASSIC_FUNCTIONS_PATH/NetSolve/problems into $NETSOLVE_ROOT/problems.

```
LINUX> cp $CLASSIC_FUNCTIONS_PATH/NetSolve/problems/* $NETSOLVE_ROOT/problems
```

Then, you can add the following lines into @PROBLEMS of $NETSOLVE_ROOT/server_config .

```
./problems/rastrigin
./problems/schwefel
./problems/griewank
./problems/ridge
./problems/rosenbrock
```

You can perform make server in $NETSOLVE_ROOT directory and service-rastrigin and others should be generated in $NETSOLVE_ROOT/bin/$NETSOLVE_ARCH.

```
LINUX> cd $NETSOLVE_ROOT
LINUX> make server
```

3. Install the server-config files

In these examples, there are five test functions;

1. Rastrigin
2. Schwefel
3. Griewank
4. Ridge
5. Rosenbrock

We prepare five different configuration files, one for each function. Therefore, you can choose your function at each server. The configuration files are located at $NETSOLVE_ROOT/C++examples/gaExample/server/NetSolve/server_config/ You can copy these files into $NETSOLVE_ROOT directory.

```
LINUX>cp $NETSOLVE_ROOT/C++examples/gaExample/server/NetSolve/server_config/* $NET-
SOLVE_ROOT
```

After finishing the copy, you can edit the files. At least, you should change the value for @AGENT to point to your own NetSolve agent.

Step 3. Installation of Client Software

1. Compiling ga2k/NetSolve

First, move to client/ga2k-ns directory.

```
LINUX> cd $NETSOLVE_ROOT/C++examples/gaExample/client/ga2k-ns
```

Then compile ga2k/NetSolve. Ga2k is our GA implementation and it is modified for NetSolve.

```
LINUX> cd ga2k-ns
LINUX> ./configure --enable-ms-netsolve --with-netsolve=$NETSOLVE_ROOT
LINUX> make
```

Then set the NETSOVE_AGENT environment variable if it is not already set to your agent

```
LINUX> export NETSOLVE_AGENT=your agent for NetSolve
```

Step 4. Starting the NetSolve Agent/Server

First, start the NetSolve agent.

```
LINUX> cd $NETSOLVE_ROOT/bin/i686_pc_linux_gnu
LINUX> ./agent
```

Then start NetSolve server. If you want to use the special configuration file when you start the server, you can use f option.

```
LINUX> ./server -f $NETSOLVE_ROOT/server_config-rastrigin
```

Start Optimization

Start GA optimization using ga2k.

```
LINUX> cd $NETSOLVE_ROOT/C++examples/gaExample/client/ga2k-ns
LINUX> ./ga2k-ms_netsolve O
```

When you use option O, the output file fitness.out is created. In this file, the generation and the best value of the generations are illustrated. The default function is the Rastrigin function. There are several options for ga2k.

- i: number of islands
- p: population size in each island
- D: problem size dimension
- g: generation number

For example,

```
LINUX> ./ga2k-ms_netsolve O i2 p20 D2 g30
```

Means there are 40 population(2*20) and 30 generations are used for two dimension Rastrigin function. If you want to use another test function, you can use F option.

```
LINUX> ./ga2k-ms_netsolve O i2 p20 D2 g30 Frosenbrock
```

There are five types of test functions prepared;

- rastrigin
- schwefel
- griewank
- ridge

- Rosenbrock

Appendix C. Complete C Example

```
/*******************************************************************/
/* Example of the C call to NetSolve                              */
/* This program sends :                                           */
/*                                                                */
/*    - One blocking request for the problem 'dgesv'              */
/*    - One non-blocking request for the problem 'dgesv'          */
/*                                                                */
/*  and                                                           */
/*                                                                */
/*    - One blocking request for the problem 'linsol'             */
/*    - One non-blocking request for the problem 'linsol'         */
/*                                                                */
/* The problem 'linsol' is a simplified version of 'dgesv'        */
/*                                                                */
/* The matrices are stored column-wise in a Fortran fashion       */
/*                                                                */
/* WARNING : The matrix may be singular, in which case NetSolve   */
/*           will print out an error message.                     */
/*                                                                */
/*******************************************************************/

#include <stdio.h>
#include "netsolve.h"
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>
#include <unistd.h>

main(int argc,char **argv)
{
  int m;               /* Size of the matrix and right-hand side      */
  double *a1,*b1;      /* Matrix and right-hand side for the 1st call */
  double *a2,*b2;      /* Matrix and right-hand side for the 2nd call */
  double *a3,*b3;      /* Matrix and right-hand side for the 3rd call */
  double *a4,*b4;      /* Matrix and right-hand side for the 4th call */
  int *pivot;          /* Vector of pivots returned by 'dgesv'        */
  int ierr;            /* 'dgesv' error code                          */

  int i;               /* Loop index                                  */
  int init=1325;       /* Seed of the random number generator         */
  int info;            /* NetSolve error code                         */
  int request;         /* NetSolve request handler                    */

  if (argc != 2)
  {
    fprintf(stderr,"Usage : %s <size>\n",argv[0]);
    exit(0);
  }
```

```
if ((m = atoi(argv[1])) <= 0)
{
  fprintf(stderr,"'%s' : Should be a positive integer\n",argv[1]);
  exit(0);
}

/*
 * Generating the random mxm matrices, as well as the
 * random right hand sides.
 */

fprintf(stderr,"Generating the problem ...\n");

a1 = (double *)malloc(m*m*sizeof(double));
a2 = (double *)malloc(m*m*sizeof(double));
a3 = (double *)malloc(m*m*sizeof(double));
a4 = (double *)malloc(m*m*sizeof(double));
for (i=0;i<m*m;i++) {
  init = 2315*init % 65536;
  a1[i] = (double)((double)init - 32768.0) / 16384.0;
  a2[i] = a1[i];  /*                                                  */
  a3[i] = a1[i];  /* In this example, we solve 4 times the same problem */
  a4[i] = a1[i];  /*                                                  */
}

b1 = (double *)malloc(m*sizeof(double));
b2 = (double *)malloc(m*sizeof(double));
b3 = (double *)malloc(m*sizeof(double));
b4 = (double *)malloc(m*sizeof(double));
for (i=0;i<m;i++) {
  init = 2315*init % 65536;
  b1[i] = (double)((double)init - 32768.0) / 16384.0;
  b2[i] = b1[i];
  b3[i] = b1[i];
  b4[i] = b1[i];
}
pivot = (int *)malloc(m*sizeof(double));

/* Calling Netsolve for 'dgesv' in a blocking fashion */
/* For 'dgesv', the right-hand side is overwritten    */
/* with the solution                                  */

netslmajor("Col");

fprintf(stderr,"Calling NetSolve for 'dgesv', blocking :\n");
info = netsl("dgesv()",m,1,a1,m,pivot,b1,m,&ierr);
if (info <0)
{
  netslerr(info);
  exit(0);
}
if (ierr != 0)
  fprintf(stderr,"Cannot solve for this Matrix and right-hand side\n");
```

```
else
{
  fprintf(stderr,"Solution :\n");
  for (i=0;i<m;i++)
    fprintf(stderr,"--> %f\n",b1[i]);
}

/* Calling Netsolve for 'dgesv' in a non-blocking fashion */
/* For 'dgesv', the right-hand side is overwritten        */
/* with the solution                                      */

fprintf(stderr,"Calling NetSolve for 'dgesv', non-blocking :\n");
request = netslnb("dgesv()",m,1,a2,m,pivot,b2,m,&ierr);
if (request <0)
{
  netslerr(request);
  exit(0);
}
fprintf(stderr,"Request #%d being processed\n",request);
fprintf(stderr,"Probing......\n");
info = netslpr(request);
while(info == NetSolveNotReady)
{
  sleep(4);
  fprintf(stderr,".");
  fflush(stderr);
  info = netslpr(request);
}
  fprintf(stderr,"\n");
  if (info == NetSolveOK)
  {
    info = netslwt(request);
  }
if (info < 0)
  netslerr(info);
else
{
   if (ierr != 0)
     fprintf(stderr,"Cannot solve for this Matrix and right-hand side\n");
   else
   {
     fprintf(stderr,"Solution :\n");
     for (i=0;i<m;i++)
       fprintf(stderr,"\t--> %f\n",b2[i]);
   }
}

/* Calling Netsolve for 'linsol' in a blocking fashion */
/* For 'linsol', the right-hand side is overwritten    */
/* with the solution                                   */

fprintf(stderr,"Calling NetSolve for 'linsol', blocking :\n");
info = netsl("linsol()",m,1,a3,m,b3,m);
```

```
if (info <0)
{
  netslerr(info);
}
else
{
  fprintf(stderr,"*************\n");
  fprintf(stderr,"** Success **\n");
  fprintf(stderr,"*************\n");
  fprintf(stderr,"Solution :\n");
  for (i=0;i<m;i++)
    fprintf(stderr,"\t --> %f\n",b3[i]);
}

/* Calling Netsolve for 'linsol' in a non-blocking fashion */
/* For 'linsol', the right-hand side is overwritten        */
/* with the solution                                       */

fprintf(stderr,"Calling NetSolve for 'linsol', non-blocking :\n");
request = netslnb("linsol()",m,1,a4,m,b4,m);
if (info <0)
{
  netslerr(info);
  exit(0);
}
fprintf(stderr,"Request #%d being processed\n",request);
fprintf(stderr,"Probing......\n");
info = netslpr(request);
while(info == NetSolveNotReady)
{
  sleep(4);
  fprintf(stderr,".");
  fflush(stderr);
  info = netslpr(request);
}
  fprintf(stderr,"\n");
  if (info == NetSolveOK)
  {
    info = netslwt(request);
  }
if (info < 0)
  netslerr(info);
else
{
  fprintf(stderr,"*************\n");
  fprintf(stderr,"** Success **\n");
  fprintf(stderr,"*************\n");
  fprintf(stderr,"Solution :\n");
  for (i=0;i<m;i++)
    fprintf(stderr,"\t--> %f\n",b4[i]);
}

return 1;
```

```
}
```

Appendix D. Complete Fortran77 Example

```
C  Example of the FORTRAN call to NetSolve
C  This program sends :
C
C     - One blocking request for the problem 'dgesv'
C     - One non-blocking request for the problem 'dgesv'
C
C   and
C
C     - One blocking request for the problem 'linsol'
C     - One non-blocking request for the problem 'linsol'
C
C  The problem 'linsol' is a simplified version of 'dgesv'
C
C  WARNING : The matrix may be singular, in which case NetSolve
C            will print an error message.
C

      PROGRAM EXAMPLE

      INCLUDE '../../include/fnetsolve.h'

      INTEGER MAX
      PARAMETER (MAX = 500)
      INTEGER M
      DOUBLE PRECISION A1(MAX,MAX)
      DOUBLE PRECISION A2(MAX,MAX)
      DOUBLE PRECISION A3(MAX,MAX)
      DOUBLE PRECISION A4(MAX,MAX)
      DOUBLE PRECISION B1(MAX)
      DOUBLE PRECISION B2(MAX)
      DOUBLE PRECISION B3(MAX)
      DOUBLE PRECISION B4(MAX)

      INTEGER PIVOT(MAX)
      INTEGER IERR

      INTEGER I,J, II, III
      INTEGER INIT
      INTEGER INFO,REQUEST

      EXTERNAL FNETSL, FNETSLNB, FNETSLPB, FNETSLWT

      INTRINSIC DBLE, MOD

      WRITE(*,*) 'Enter the size of your matrix   M ='
      READ(*,*) M

      IF(M.GT.MAX) THEN
        WRITE(*,*) 'Too big !!'
```

```
        STOP
      ENDIF

C
C      Generating the matrices
C
      WRITE(*,*) 'Generating the problem ...'
      INIT = 1325
      DO 10 I = 1,M
        DO 11 J = 1,M
          INIT = MOD(2315*INIT,65536)
          A1(J,I) = (DBLE(INIT) - 32768.D0)/16384.D0
          A2(J,I) = A1(J,I)
          A3(J,I) = A1(J,I)
          A4(J,I) = A1(J,I)
11      CONTINUE
10    CONTINUE


C
C      Generating the right-hand sides
C
      DO 12 I = 1,M
        INIT = MOD(2315*INIT,65536)
        B1(I) = (DBLE(INIT) - 32768.D0)/16384.D0
        B2(I) = B1(I)
        B3(I) = B1(I)
        B4(I) = B1(I)
12    CONTINUE

C  Calling Netsolve for 'dgesv' in a blocking fashion
C  For 'dgesv', the right-hand side is overwritten
C  with the solution

      WRITE(*,*) 'Calling NetSolve for "dgesv", blocking :'
      CALL FNETSL( 'dgesv()',INFO,M,1,A1,MAX,PIVOT,B1,MAX,IERR )
      IF( INFO.LT.0 ) THEN
        CALL FNETSLERR( INFO )
        STOP
      END IF
      IF( IERR.NE.0 ) THEN
        WRITE(*,*) 'Cannot solve for this Matrix and right-hand side'
      ELSE
        WRITE(*,*) '*************'
        WRITE(*,*) '** Success **'
        WRITE(*,*) '*************'
        WRITE(*,*) '        Result :'
        DO 13 I = 1,M
          WRITE(*,*) '           --> ',B1(I)
13      CONTINUE
      END IF

C  Calling Netsolve for 'dgesv' in a non-blocking fashion
```

```
C  For 'dgesv', the right-hand side is overwritten
C  with the solution

      WRITE(*,*) 'Calling NetSolve for "dgesv", non-blocking :'
      CALL FNETSLNB( 'dgesv()',REQUEST,M,1,A2,MAX,PIVOT,B2,MAX,IERR )
      IF( REQUEST.LT.0 ) THEN
        CALL FNETSLERR( REQUEST )
        STOP
      END IF
      WRITE(*,*) 'Request #',INFO,' being processed'
      WRITE(*,*) 'Probing......'
14    CONTINUE
      CALL FNETSLPR( REQUEST, INFO )
      IF( INFO.EQ.NetSolveNotReady ) THEN
         DO 21 II=1,50
            III = II + 3*II
21       CONTINUE
         GO TO 14
      END IF
      IF( INFO.EQ.NetSolveOK )
     $   CALL FNETSLWT( REQUEST, INFO )

      IF( IERR.NE.0 ) THEN
        WRITE(*,*) 'Cannot solve for this Matrix and right-hand side'
      ELSE
        WRITE(*,*) '*************'
        WRITE(*,*) '** Success **'
        WRITE(*,*) '*************'
        WRITE(*,*) '        Result :'
        DO 16 I = 1,M
          WRITE(*,*) '            --> ',B2(I)
16      CONTINUE
      END IF

C   Calling Netsolve for 'linsol' in a blocking fashion
C   For 'linsol', the right-hand side is overwritten
C   with the solution

      WRITE(*,*) 'Calling NetSolve for "linsol", blocking :'
      CALL FNETSL( 'linsol()',INFO,M,1,A3,MAX,B3,MAX )
      IF( INFO.LT.0 ) THEN
        CALL FNETSLERR( INFO )
      ELSE
        WRITE(*,*) '*************'
        WRITE(*,*) '** Success **'
        WRITE(*,*) '*************'
        WRITE(*,*) '        Result :'
        DO 17 I= 1,M
          WRITE(*,*) '            -->',B3(I)
17      CONTINUE
      END IF

C   Calling Netsolve for 'linsol' in a non-blocking fashion
```

```
C   For 'linsol', the right-hand side is overwritten
C   with the solution

      WRITE(*,*) 'Calling NetSolve for "linsol", non-blocking :'
      CALL FNETSLNB( 'linsol()',REQUEST,M,1,A4,MAX,B4,MAX )
      IF( REQUEST.LT.0 ) THEN
        CALL FNETSLERR( INFO )
        STOP
      END IF
      WRITE(*,*) 'Request #',REQUEST,' being processed'
      WRITE(*,*) 'Probing......'
18    CONTINUE
      CALL FNETSLPR(REQUEST,INFO)
      IF (INFO.EQ.NetSolveNotReady) THEN
         DO 22 II=1,50
            III = II + 3*II
22       CONTINUE
         GO TO 18
      END IF
      IF( INFO.EQ.NetSolveOK )
     $   CALL FNETSLWT( REQUEST, INFO )

      IF( INFO.LT.0 ) THEN
        CALL FNETSLERR( INFO )
      ELSE
        WRITE(*,*) '*************'
        WRITE(*,*) '** Success **'
        WRITE(*,*) '*************'
        WRITE(*,*) '        Result :'
        DO 20 I= 1,M
          WRITE(*,*) '           -->',B4(I)
20      CONTINUE
      END IF

      STOP
      END
```

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