GPU SERVERS AT RGNC: configuration

Place

Our servers are placed at the RGNC facilities. The configuration is the following:

- **Teide** server can be openly accessed through a public IP of the university of Seville (let call it *GPU-RGNC*, we will give you the real one if you want to collaborate with us).
- **Mulhacen** server is hidden behind Teide server; that is, it is in a private network in which Teide and Mulhacen are there.

Configure your ssh client to access the servers

Configure your `.ssh/config` file as follows (replace GPU-RGNC by the public IP of our server):

```plaintext
### First jumphost. Directly reachable
Host teide
  HostName GPU-RGNC

### Host to jump to via teide
Host mulhacen
  HostName mulhacen
  ProxyCommand ssh teide netcat -w 120 %h %p
  ServerAliveInterval 60
```
Finally, how do I access the servers?

Depending on the server:

- Access to Teide: `ssh username@teide`
- Access to Mulhacen: `ssh username@mulhacen`

If I used NVIDIA Nsight Eclipse edition..., what?

You can use the remote application development since version 6.5. More info:


There is no problem if you want to use Teide for remote application development. However, for Mulhacen you have to do some extra work, since it cannot be seen by Nsight. A workaround for this is to do the following:

- In Nsight, go to properties of the project, Build → Target Systems.
- Select Manage..., and Add a new server
- Configure the new server as follows:
  - Host name: localhost
  - User name: *your user name at the server*
  - Label: *mulhacen*
  - System type: ssh, port: 9999
- Once you have that, just do the following in a Terminal before accessing the server via Nsight:
  - To run and profile an application: `ssh -L 9999:localhost:22 yourusename@mulhacen`
  - To debug an application (if you have configured port 2345 for the debugger):
    `ssh -L 2345:localhost:2345 miguel@mulhacen`

Have fun, and wish you an efficient code!

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