ROOT Packaging Survey

Results and discussion





The questions

- 1. What can the **ROOT** development **team** do that would **help** you with packaging ROOT on your distribution?
- 2. Is **builtin**, patched **LLVM/Clang** an issue for you? Why?
- 3. How important for you is it that ROOT uses **system packages** for its dependencies in general vs bundled dependencies (ROOT builtins)?
- 4. Which **options** do you **enable** when **building** ROOT for your distribution?Do you rely on **default** values or do you **specify** a value for all options?
- 5. Do you foresee any issues in continued maintenance of ROOT in your distribution if it moves to require **C++14** or later?
- 6. Which **sustainability issues** do you foresee for ROOT in your distribution? That is, what would it take for ROOT to still be maintained in your distribution 5 years from now?



1. What can we do to help?

In general, the current status seems to be fine for most packagers. However, we can still improve in some areas:

- Enable building ROOT modules separately (PyROOT, TMVA, RooFit cited multiple times)
 - Better isolation for CI environments, improved testing
 - Shorten builds
 - For **PyROOT**: easier to install for different Python versions (e.g. 3.8 and 3.9)
- Share LLVM/Clang between vanilla cling and ROOT
 - Less security issues

CERN login required to file bugs



Moving to Github issues solved it



2. Is builtin LLVM an issue?



The general opinion is that **unbundling** LLVM/Clang would be **good**. Critical points:

- Distribution policies (e.g. for security)
- ► Too long builds
- External builds while still using static libraries doesn't improve on security



3. System Packages

Other bundled dependencies follow similar reasoning wrt builtin LLVM/Clang:

- Offer the option of **bundling** is not a problem per se
 - It shouldn't be the **only** option
 - It could lead to **clobber** files from system packages (e.g. XRootD)
- Use system packages as much as possible
- At best, avoid bundled dependencies:
 - Security flaws can be fixed in one single place (upstream) and faster
 - Lose the power of **community** for bugfixes and improvement
 - Old lingering code with no interest in updating it
 - Waste of hardware (copies of the same package occupy disk and RAM)



4. Which options are enabled?

- Most maintainers (with the exception being Snap) specify all the options to have more stability between releases.
- ▶ **Renaming** build **options**, or changing their default behavior can be a **burden** on package maintainers, as **bugs** can appear with no apparent changes on their part.
- ▶ Binary distributions tend to **enable** as much as possible (i.e. all options with dependencies available in the distribution are usually enabled).



5. Can we move to C++14?

- ▶ All package maintainers seem to be ok with moving to **C++17**!
- CentOS7 and older Debian versions (not present in the survey) wouldn't support the move due to old compilers
 - Only affects the official distribution package



6. Sustainability issues

- Possible issue is current maintainers stepping down from their role
- In most cases another person should be **ready** to step in
- Biggest effort is the initial creation of the package
- Maintenance is comparably easier, if build system doesn't change drastically



- CUDA support is burdensome (Arch separates packages, Snap doesn't support it)
- Make sure RPATH is set correctly (to avoid scripts that modify LD_LIBRARY_PATH)
- Enable roottest build against a ROOT installation
- Update CMake version (current 3.9 on Linux/MacOs, 3.16 on Windows)
 - Features: FetchContent (3.11), PROCESSOR AFFINITY (3.12), BUILD RPATH USE ORIGIN (3.14), CXX STANDARD=20 (3.12)
 - Distros: CentOS7 (3.17), Fedora 33 (3.18), Ubuntu 20.04 (3.16), Debian 10 (3.13), Ubuntu 18.04 (3.10)

