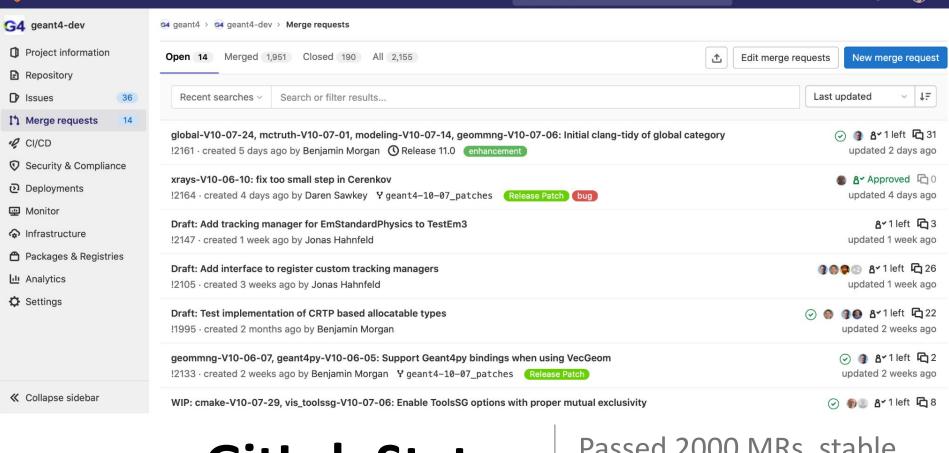


Geant4 Develop, Build and Test Tools Update

Ben Morgan



D ~

Search GitLab

GitLab Status

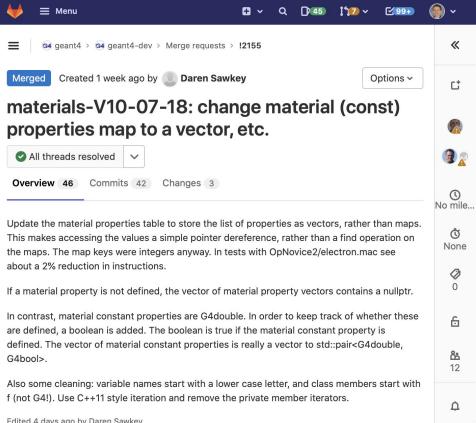
GitLab

Passed 2000 MRs, stable service from CERN

```
geant4-dev.git — -zsh — 100×42
[[macbook]$ git log -p -n1
 commit cafeece0588a72d643a018281ef75d3b649b0af8 (HEAD -> clang-tidy-tooling-global)
Author: Ben Morgan <Ben.Morgan@warwick.ac.uk>
Date: Mon Sep 13 16:25:11 2021 +0100
    Revert G4MTBarrier destructor to empty body
    Error from Windows CI regarding:
    G4MTRunManager.obj : error LNK2019: unresolved external symbol "const G4MTBarrier::`vftable'" (?
? 7G4MTBarrier@@6B@)
    Try reverting clang-tidy change to virtual destructor as main
    point of change that might have caused this.
diff --git a/source/global/management/include/G4MTBarrier.hh b/source/global/management/include/G4MT
Barrier.hh
index fe1377b79e..ab65b38731 100644

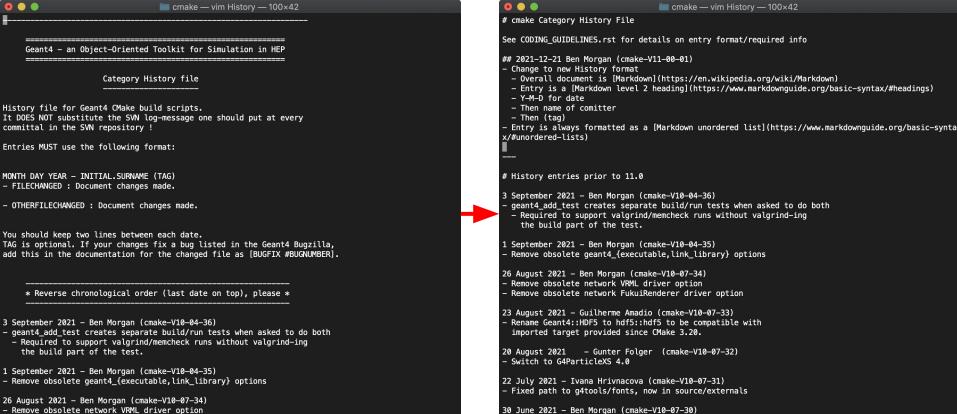
    a/source/global/management/include/G4MTBarrier.hh

+++ b/source/global/management/include/G4MTBarrier.hh
@@ -125,7 +125,8 @@ class G4MTBarrier
   G4MTBarrier()
     : G4MTBarrier(1)
   // NOLINTNEXTLINE : may be needed by Visual Studio?
   virtual ~G4MTBarrier() {}
   G4MTBarrier(const G4MTBarrier&) = delete;
   G4MTBarrier& operator=(const G4MTBarrier&) = delete;
[macbook]$
```



Writing good Commit Messages and MR Descriptions

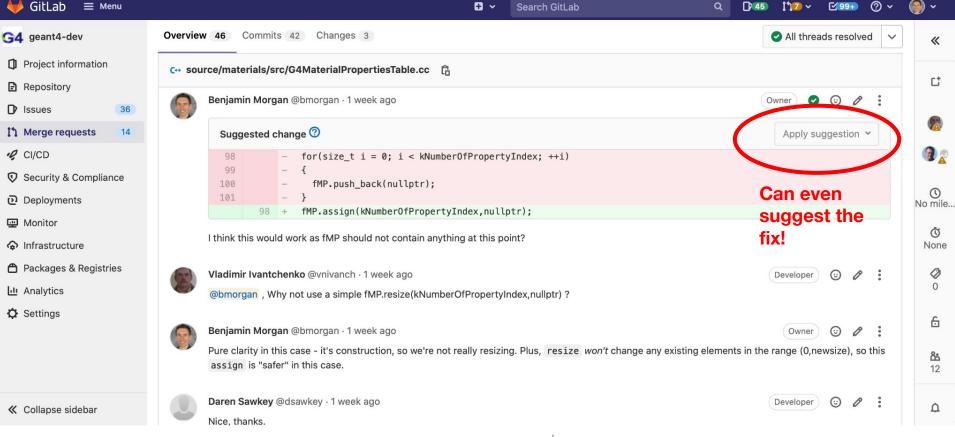
Really important for MR process and later maintenance



New History file format for post-11.0 Development

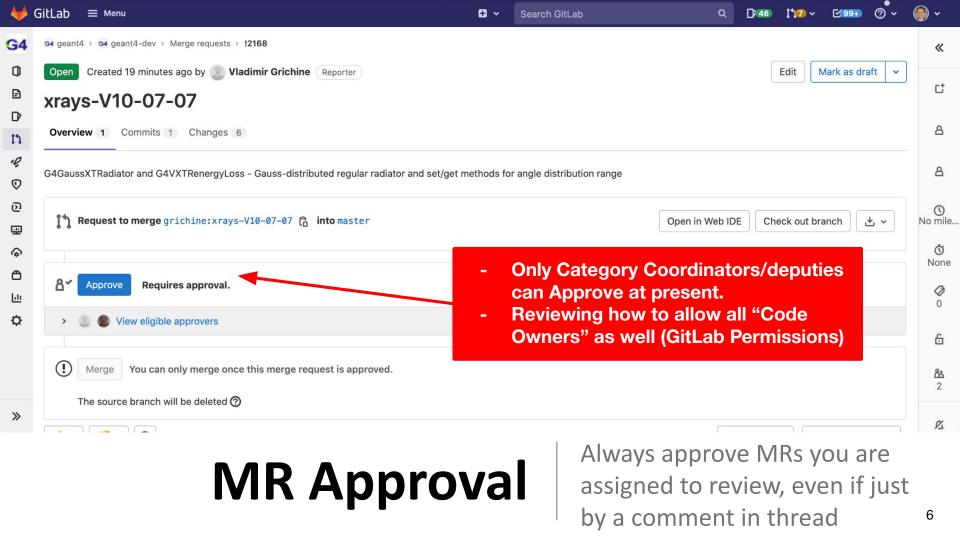
"History" 3159L, 148035C

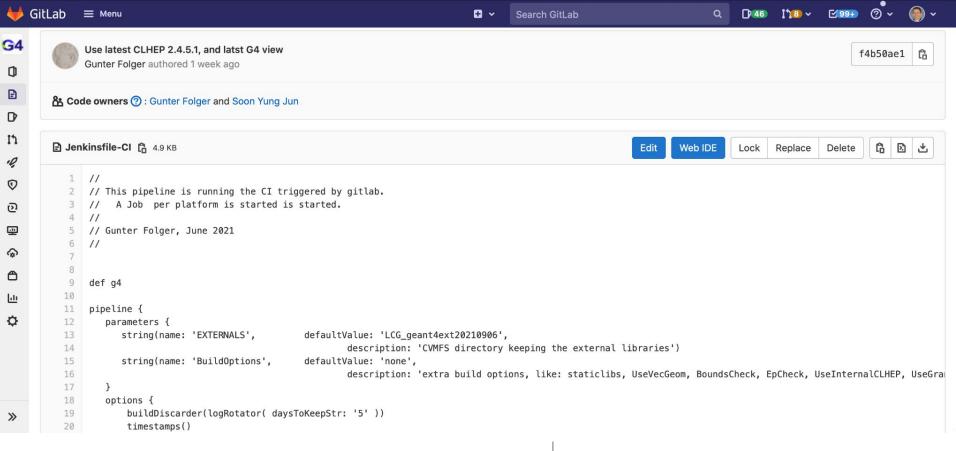
Why? Consistency across categories, potential for automation/rendering. Discussion open on Issue #17



Use the Review Process!

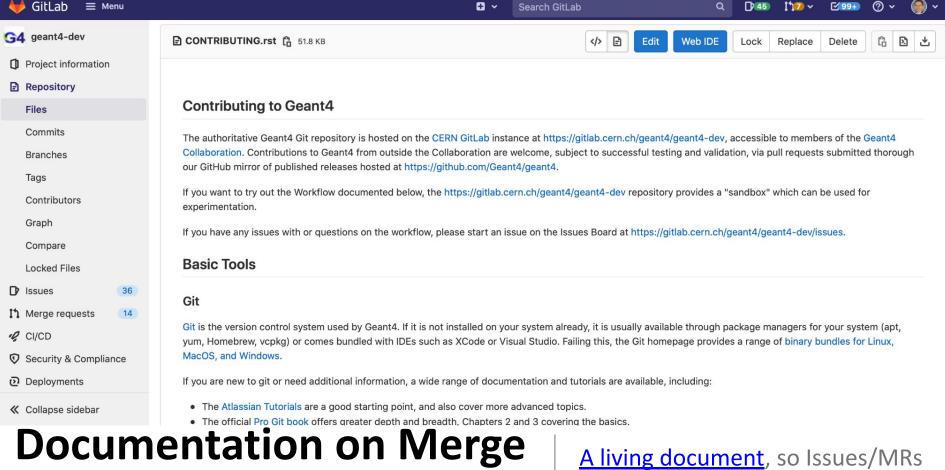
Fast and effective way to work together to clarify changes, and improve Geant4 during development₅





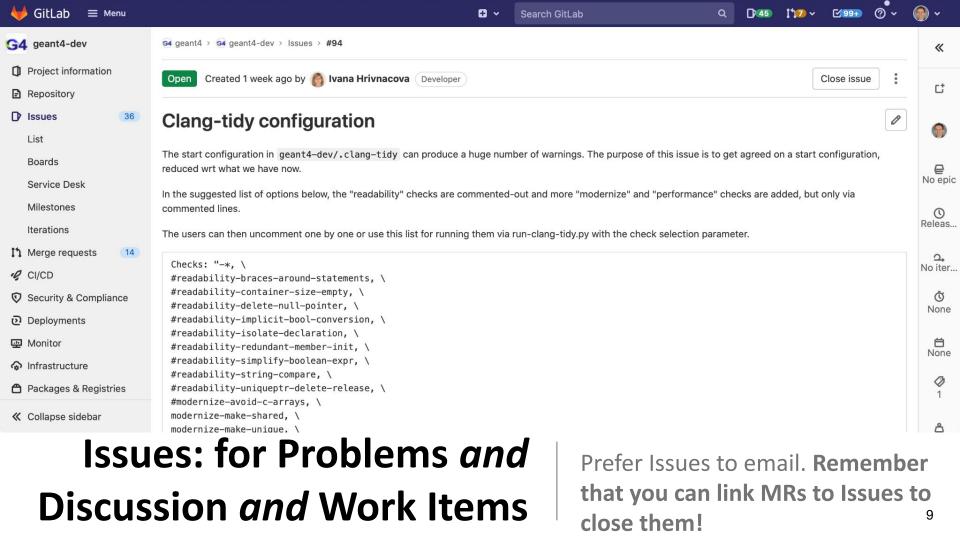
Jenkins Pipelines

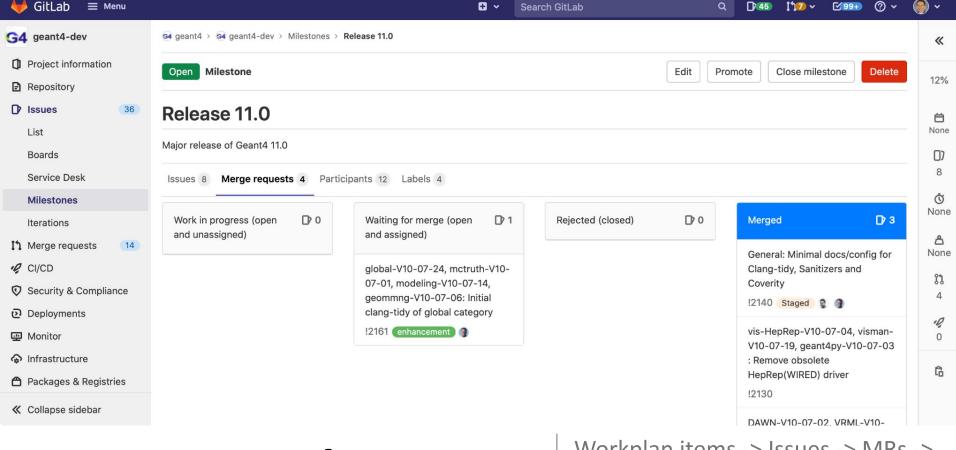
Better reporting to MRs, simpler, declarative scripts in geant4-dev



Documentation on Merge Request Process

A living document, so Issues/MRs to improve it are very welcome

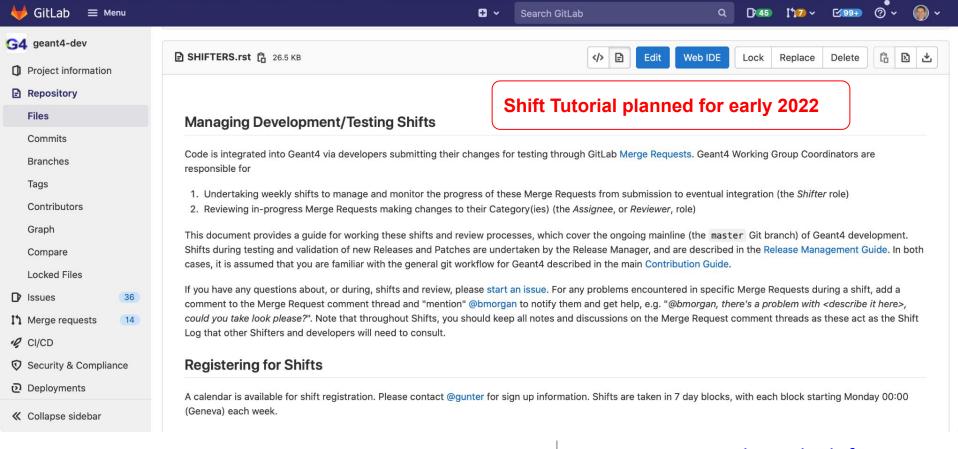




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Milestones/Projects

Workplan items -> Issues -> MRs -> Release! Make better use of these features in 2022? 10



Get Involved!

MR monitoring through Shifts: volunteers welcome (and needed)!

Build Status 1: Default to Multithreaded Build

- MT (very!) mature, and Tasking/G4RunManagerFactory make it easy to "build MT but run serial"
 - Serial runs with MT build are a few % slower than pure Serial build
 - Exact difference measured in monthly profiling: https://q4cpt.fnal.gov
 - Will document this difference in Install/Application Developer Guide as appropriate for 11.0 Release
- For 11.0, the GEANT4_BUILD_MULTITHREADED CMake option will change to being ON by default
- Change to CMake configuration in geant4-dev in MR next week
 - No change to any existing build you have...
 - ... but be aware that after change, new from-scratch builds will have MT enabled

Build Status 2: Modularization

- Migration to new CMake commands completed across all categories
 - o geant4_add_module, geant4_module_link_libraries...
 - Deliberately close to CMake add_library/target_link_libraries
- No longer need include_directories, simply declare which modules yours needs to "link" to in geant4_module_link_libraries
- Documentation to be added in CODING_GUIDELINES.rst
- Full discussion: Thursday Kernel Plenary

```
# - sources.cmake
geant4_add_module(G4foo
  PUBLIC_HEADERS
    G4Foo.hh
  SOURCES
    G4Foo.cc
geant4_module_link_libraries(G4foo
  PUBLIC G4globman
  PRIVATE G4intercoms
```

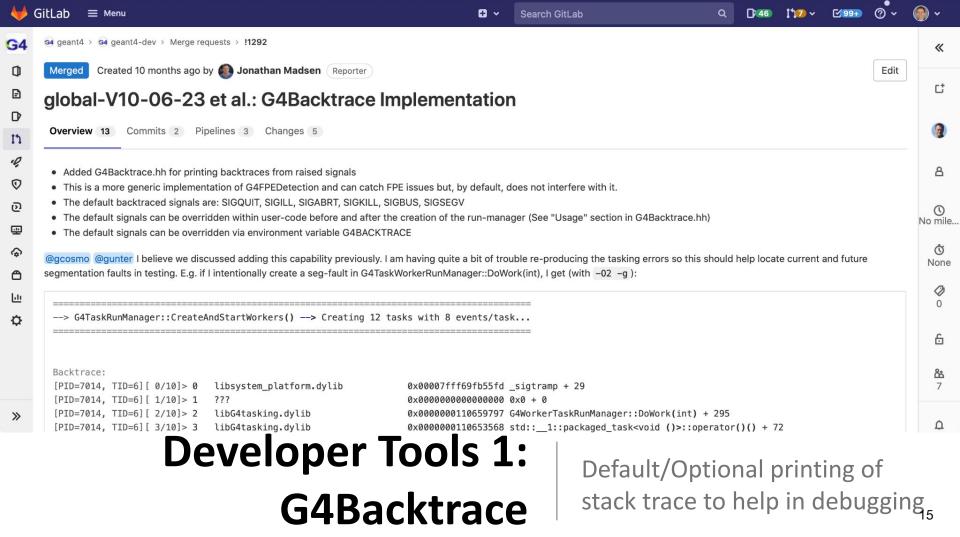
Build Status 3: GNUMake Retirement

• Internal use will finish in next few weeks as final changes are integrated to support Valgrind/Memcheck testing with CMake.

Removal from 11.0 for use by users in preparation:

- <u>Pkq-confiq</u> support files for non-CMake user code builds
- Migration of single example to demonstrate use
- Documentation

- All these steps must be finalized before GNUMake removed in 11.0
 - In case of retention, will be marked as hard deprecation with **no** support.



Developer Tools 2: Address, Thread, UB Sanitizers

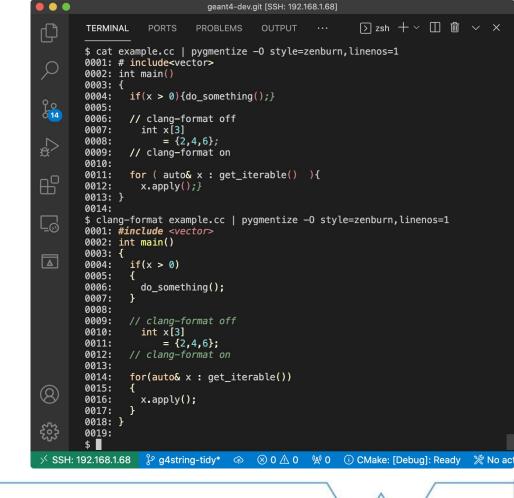
出

CMake option GEANT4_BUILD_SANITIZER to select Address, Thread or UB. More info in CODING_GUIDELINES.rst 16

Developer Tools 3:

clang-format

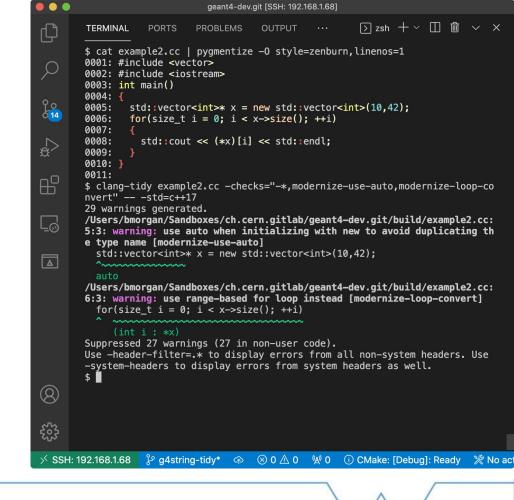
- Tool for formatting C++ code, style defined in <u>.clang-format file in project</u> root
- Why? Consistency across the project
 - Settings as close as possible to de-facto Geant4 style
 - Focus on what code does
- Easy to disable, e.g. for array/matrix data, with special comment blocks
- Can be integrated in development/MR process if required
- Issue 97 on GitLab open to discuss how to apply in development and docs/tooling to support use.



Developer Tools 4:

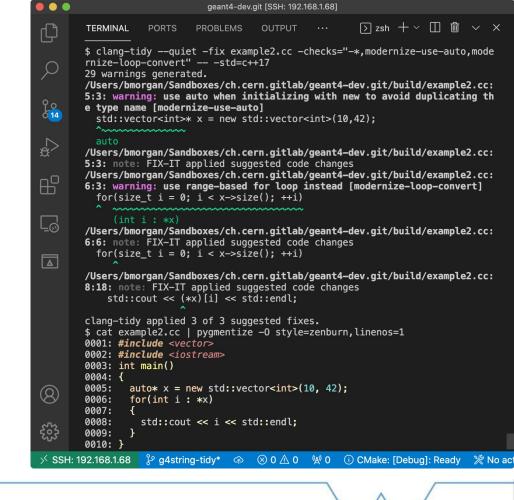
clang-tidy

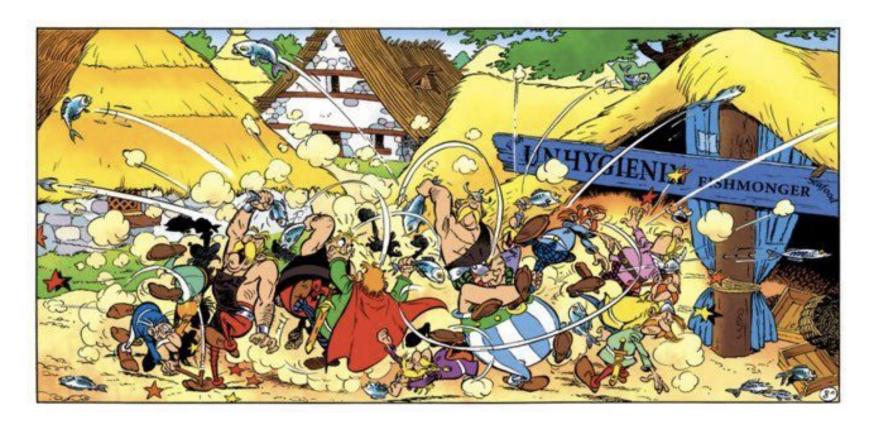
- Tool for linting C++ code with a set of checks for "better practice" such as clarity, modernity, performance.
 - Checks in . clang-tidy file or supplied on command line
- Why? Assist developer to identify code that could be improved
 - Consistency as well checks can be matched to, or complement, coding quidelines
- Effectively acts as a higher layer of compiler warnings, also suggesting fixes...



Developer Tools 4: clang-tidy

- ... fixes can optionally be applied automatically.
 - Not 100% reliable for more complex fixes, so some level of developer interaction needed
- Checks <u>can be disabled</u> with //NOLINT comments on specific lines if needed
- Issue 94 opened to discuss:
 - Initial set of checks to apply/fix (easy to add additional ones later)
 - What checks are better as new Coding Guidelines
 - Docs/Tooling to help developers use clang-tidy in their work





Open for Discussion on GitLab in <u>Issue 97</u>, <u>Issue 94</u>!

... but please avoid holy wars or bikeshedding! Assisting developers, new and old, through consistency of style and practice is the only goal

Questions, Discussion