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CMS Software Build, Release and Distribution — Large system optimization

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The CMS offline software consists of over two million lines of code actively developed by hundreds of developers from all around the world. Optimal builds and distribution of such a large scale system for production and analysis activities for hundreds of sites and multiple platforms are major challenges. Recent developments have not only optimized the whole process but also helped us identify the remaining build and integration issues. We describe how parallel builds of software and minimal distribution size dramatically reduced the time gap between software build and installation on remote sites and how we have improved the performance of the build environment used by developers. In addition, we discuss our work to produce few big binary products rather than thousands of small ones.

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