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The Distributed Parallel Multi-Platform ATLAS Release Nightly Build System

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The ATLAS offline software comprises over 1000 software packages organized into 10 projects that are built on a variety of compiler and operating system combinations every night. File-level parallelism, package-level parallelism and multi-core build servers are used to perform simultaneous builds of 6 platforms that are merged into a single installation on AFS. This in turn is used to build distribution kits from which remote sites can create cloned installations. Since ATLAS typically has multiple release branches open simultaneously, corresponding to ongoing GRID productions, detector commissioning activities and ongoing software development, several instances of these distributed build clusters operate in parallel. We discuss the various tools that provide performance gains and the error detection and retry mechanisms that have been developed in order to counteract network and other instabilities that would otherwise degrade the robustness of the system.

Submitted on behalf of Collaboration (ex, BaBar, ATLAS)

ATLAS

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