



Lawrence Berkeley
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(Analysis) Release Building and Distribution

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ATLAS EXPERIMENT



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(Analysis)

a.k.a. What CMake could do to
simplify the life of physicists

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Disclaimer



- Not meant as a technical discussion about the build procedure
 - Alex will talk about that in the afternoon
- Meant as an overview of
 - How we provide (analysis) code to the users
 - How we could think to do it in the future

Analysis Releases



- One of the big successes of the Run 2 analysis model
- Providing centrally managed releases of all the combined performance/trigger software packages needed to analyse ATLAS data
- Comes in two flavours:
 - **AnalysisBase**
 - $O(100)$ packages built using RootCore
 - Built for `x86_64-slc6-gcc48-opt` and `x86_64-mac1010-clang70-opt`
 - **AthAnalysisBase**
 - $O(300)$ packages built using CMT
 - Built just for `x86_64-slc6-gcc48-opt`

Release Distribution



- Done exclusively on CVMFS
 - Allows us to precisely/easily control the externals used
- Local installation of AnalysisBase supported, by making it easy to download all packages from SVN, and build them using RootCore
 - Only requires a C++11 compiler and ROOT 6 to be present
 - Works reasonably well for non-novice users

```
cd ATLAS/sw/releases/  
rcSetupLocal -b Base,2.3.34
```

- Building AthAnalysisBase by hand is not supported at the moment at all
 - Even though some users would have been interested in it

CMake



- Want to migrate all software building infrastructure to use CMake for release 21.
- ~On track for this
 - The full offline release build is being migrated in a dedicated migration nightly
<http://atlas-nightlies-browser.cern.ch/~platinum/nightlies/info?tp=g&nightly=CMAKE>
 - The same code can be used to build AnalysisBase releases with some effort
 - Convenient utilities are sorely missing just yet
- Packages will have a single CMakeLists.txt file, describing their build in all release environments
- Hopefully making it easier to pull in analysis code developers into offline projects

External Software

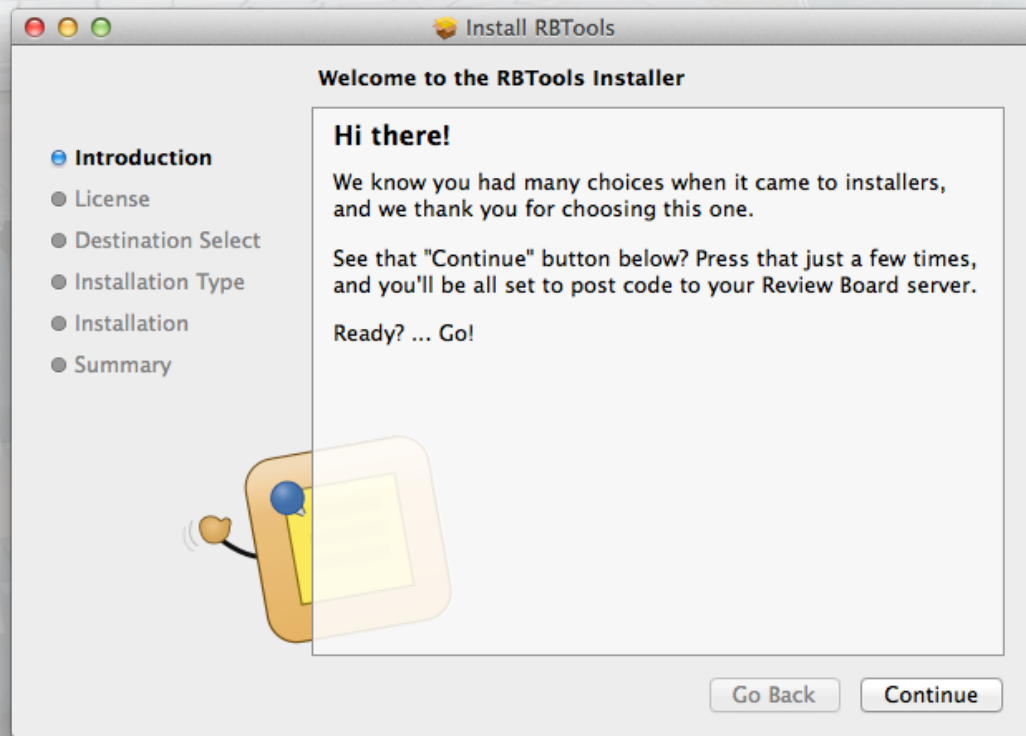


- $O(50)$ packages picked up from LCG releases
 - Only available for SLC6 and CC7, with GCC 4.8 or GCC 4.9
 - Even for these platforms not trivial to install from a central repository
 - Is it expected that SFT will ever provide LCG for other platforms?
They did provide some Mac builds in the (distant) past...
- $O(10)$ additional externals packaged with offline releases specifically for ATLAS
 - Will become part of the AtlasExternals project's build to make release distribution easier
- RootCore already behaves similar to how the CMake builds should later on
 - Can check if an external is available on the build system already
 - If not, it downloads and builds the external itself
 - Works for everything beside ROOT itself

Binary Distributions



- CMake/CPack helps with creating binary installers in many flavours
 - Simple .tgz files
 - RPM/DEB linux packages
 - MacOS X installers
 - Windows installers
- We should provide such things if possible
 - Simplify the installation of analysis releases for novice users
 - Save on CPU time necessary for building the release on every analyser's laptop

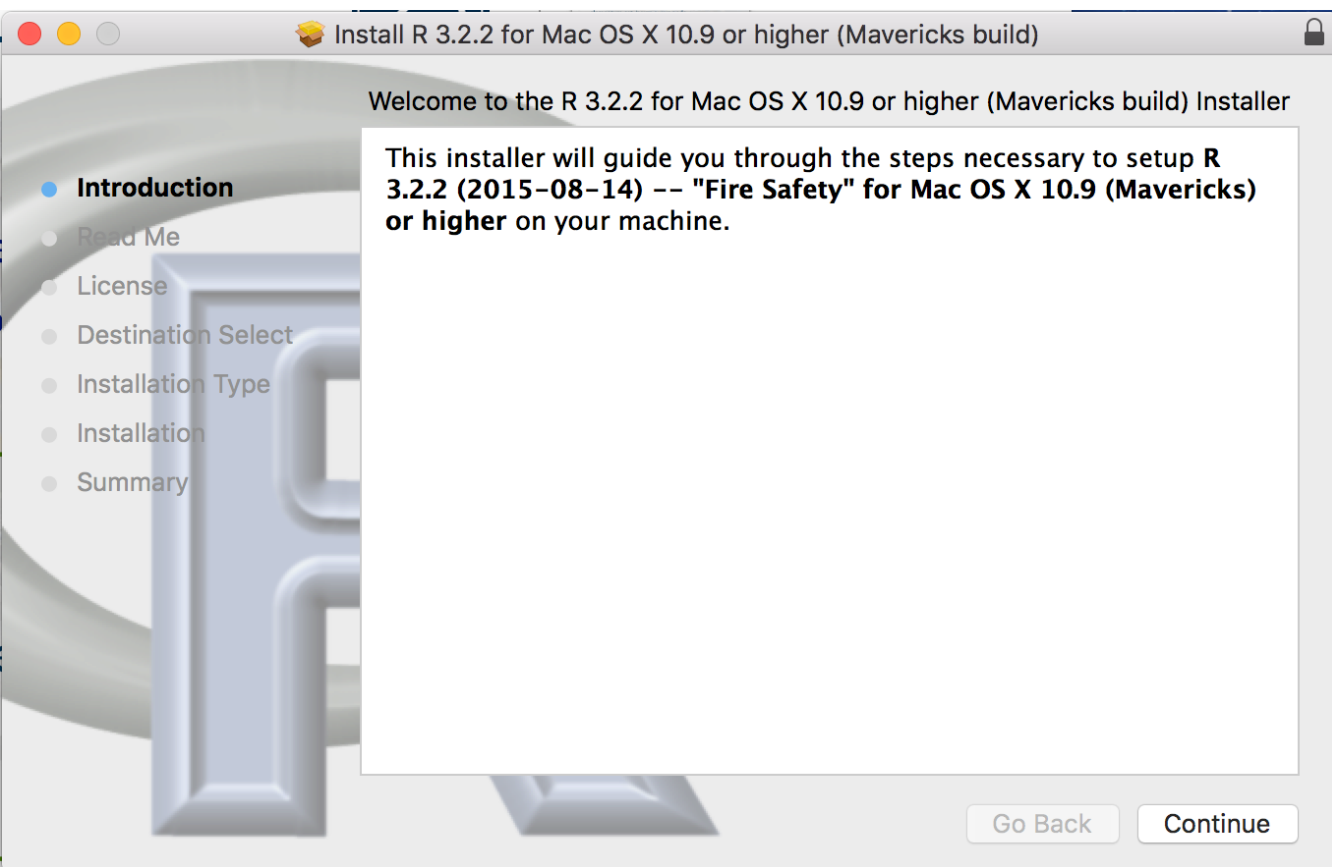


Binary Installers

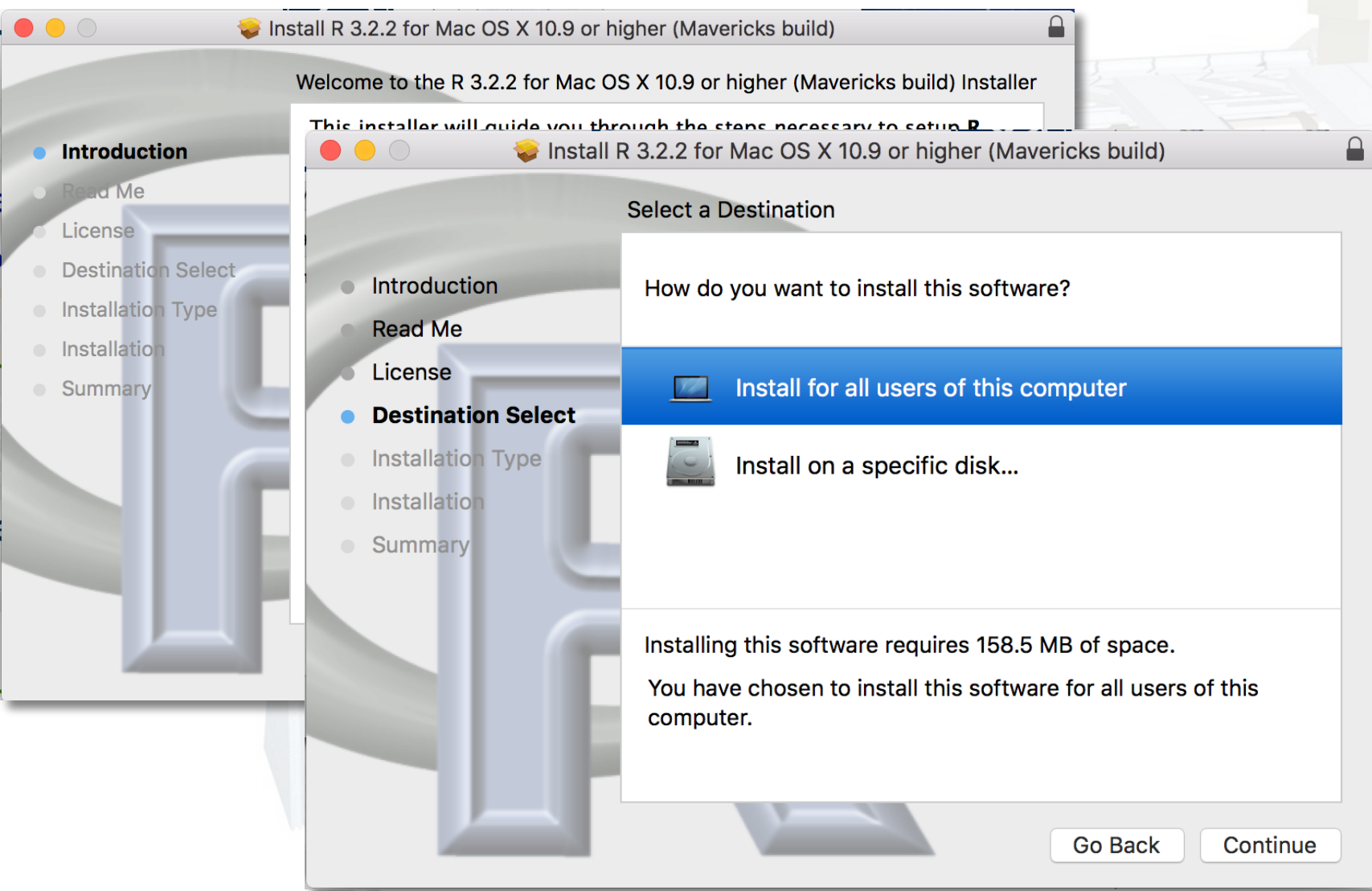


- For linux provide RPMs/DEBs for:
 - All externals used in the build
 - A single RPM/DEB for the analysis release
 - Installing everything under a fixed directory, like
 - `/atlas/analysisbase/3.2.3/`
 - `/atlas/analysisbase/externals/ROOT/v6-08-10/`
 - `/atlas/athanalysisbase/3.2.3/`
 - `/atlas/athanalysisbase/externals/LCG_90/`
 - ...
- For MacOS X provide graphical installers that installs all these things. Under let's say:
 - `/Applications/ATLAS/AnalysisBase/3.2.3/`
 - `/Applications/ATLAS/Externals/ROOT/v6-08-10/`
 - ...

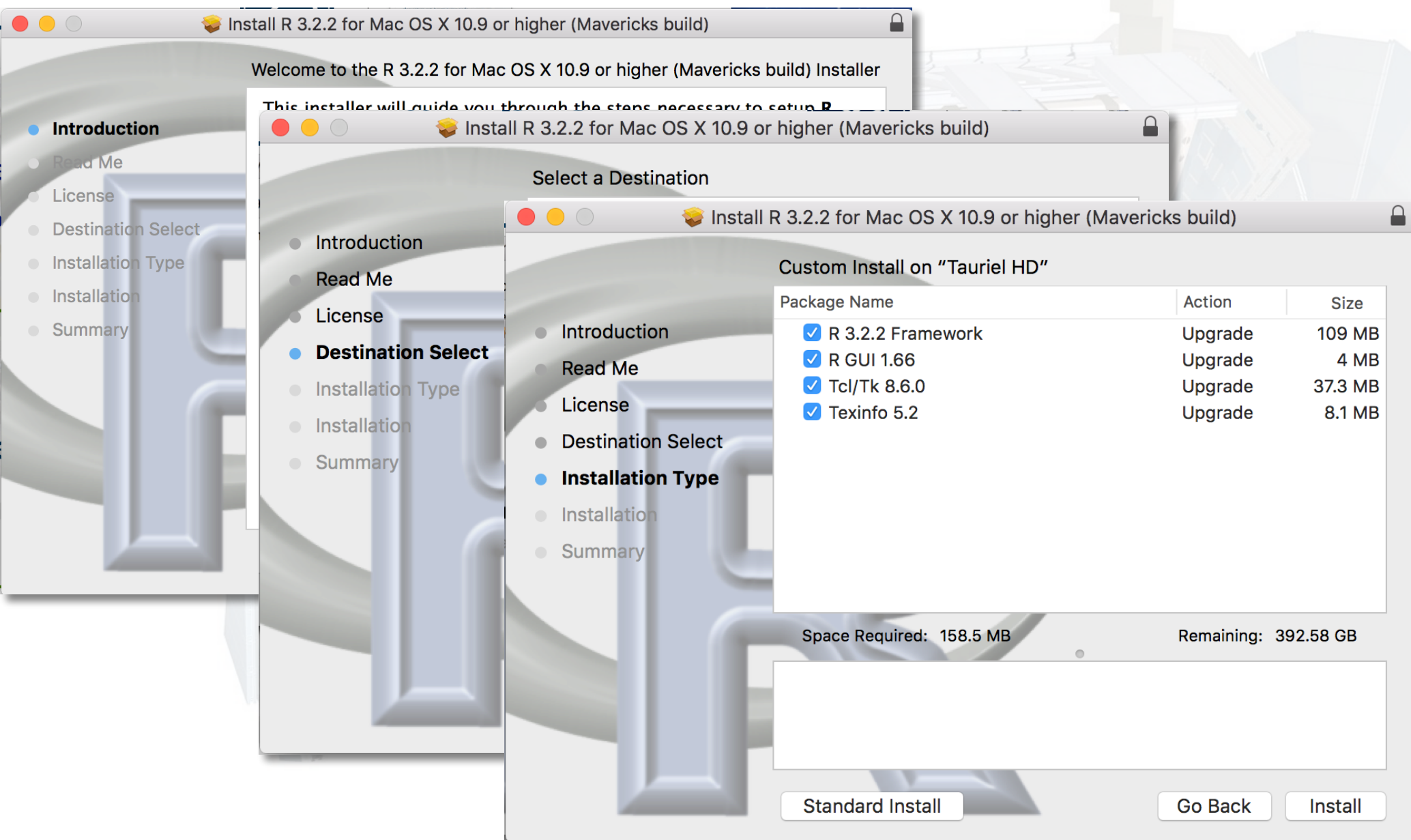
A Good Example



A Good Example



A Good Example



Summary



- Installing externals should definitely be made as simple as installing any software natively on the platform
- RPM/DEB packages on linux, .pkg files on MacOS X
- If at all possible, analysis/offline releases should be installable in the same way
- With some simple rules for relative paths between projects this is not too difficult to set up