

Towards a full Spack / Spackdev – based build ecosystem for *art*-based experiments

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Current Efforts

- Produce an "MVP" Minimum Viable Product:
 - Software stack with one OS / compiler / C++ standard / optimization level to allow experiments to, well, experiment.
 - Keep track of issues along the way but achieve the narrow goal first and go back for the others later.
 - "Pinnacle" of the software stack: Root.
 - Everything built "our way" to maximize realism & compatibility for experiments.
 - Minimize use of system-available packages via packages.yaml where possible.
 - First demonstration of cetmods.
 - NOT "release"-oriented.
 - NOT a solution to every problem.
 - NOT a guarantee that every remaining problem can be solved.
 - NOT a collection of every piece of software every experiment is likely to need.



Progress so far

Packages:

- boost, required Spack enhancement (PR in queue).
- mariadb, postgresql with -client bases and virtual packages (PRs 1, 2 in queue).
- XRootD (PR merged) no C++ std specification yet.
- TBB (PR under discussion) no C++ std specification yet.
- Root in progress, filling in other dependencies to minimize internally—built packages.

Common threads:

- Even when specs already exist, dependency connections often missing, other inadequacies (e.g. Python).
- Existing specs not even close to flexible enough, in general.



Problems

- Adding a variant changes the hash, even if the default setting is off.
- Significant problems with concretization, really obvious as variants are added / specified. Change in the works, but timescale and ability to solve our particular issues unknown at this time.
- No version specs: with current iteration of Spack, this will result in permanentlyforked, *very* local specs and issues with concurrent release visibility / sharing.
- C++ standard a problem, especially with concretization: cxxflags a possibility, except for the fact that many packages (e.g. boost, tbb, root) need to be told explicitly.
- GPL encumbrance (readline, gettext, gsl).
- Not even thought about optimization levels.
- Not worrying about relocate-ability / buildcache yet.

