

recent art/lbne discussions and status of **worch**

overview of art/lbne face to face meeting

summary of recent mailing list discussion

worch status

overview of recent art/lbne f2f@f

From my notes:

- art places no limitations on database
- LBNE takes responsibility for their own source mirror
- Agree any LBNE fixes get rolled back into art/FNAL build
- Various unit tests to look at in art (boost's, cppunit, ctest), CET build has support for exercising them
- Can we use Redmine for CI? (note: I recently see a Redmine CI module available but I haven't looked into it yet)
- Art MT may place limitations on geometry systems
- Art provides support for provenance/versioning of geometry
- Deal with geometry misalignment by making a new geometry
- Discussion of how UPS qualifiers are used in FNAL builds

Recent ML discussion

Very useful exchange prompted by questions from Ben with helpful replies from Lynn and Chris.

- Understanding **UPS qualifiers** (following up from f2f@f)
 - satisfies many group's while maximizing package sharing
 - a good solution to a tough problem
- A shared expectation that Fermilab will satisfy LBNE's requests for packages/versions/platforms
 - more discussion for clarity? (MOU?)
- Fermilab build scrips seeing good improvements.
 - Somewhat converging in functionality with what **worth** does
 - Influence development to help leverage **worth** features
- Build “manifests” may go a long way to making **worth** calling of build scripts efficient while providing the user-level control LBNE wants
 - “manifests” still being developed and what the exactly are are not yet clear to me. Maybe equivalent to **worth** configuration files?
- Still some confusion over the level of tying of CMake/art and UPS, but it is mostly academic at this point (imo)
- Chris/Jim may produce an “architecture” document, I agree to help where I can.

status of worch build of art

As of this morning:

- initial build of art while developing the configuration is complete
- the first-pass, green-field re-build in progress and is catching configuration bugs
- I expect to be able to make a release of the configuration for trials by others by Monday.
 - Will explicitly ask Chris G., Amir F., Ben M., John M. and Bipul B. to try it but will send a note to lbne-computing/lbne-art
 - I completely expect non-SL6 platforms to find problems as I've only tested on SL6.4 so far

Next up:

- Add **worch** configuration to build larsoft
 - will target the cmake/git "alpha"
 - users of SRT version can, in principle just follow usual instructions after the **worch** install
- Mac and Ubuntu