

Bayeux/trunk installation report on (X)Ubuntu 16.04 LTS (64bits)

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2016-08-12

In this document we propose an installation procedure for the [Bayeux/trunk](#) library on top of [CadfaelBrew](#) on Xubuntu 16.04 LTS (Xenial Xerus) for a system (64-bits).

Notes:

- [Cadfaelbrew](#) is only supported on 64-bits systems. This constrains
- Two build systems are supported : GNU/make and [Ninja](#), on top of which CMake is used to build [Bayeux](#).

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The target system

- Architecture:

```
$ uname -a
Linux bayeux-laptop 4.4.0-34-generic #53-Ubuntu SMP Wed Jul 27 16:06:39 UTC 2016 x86_64
```

- Processors:

```
$ cat /proc/cpuinfo | grep "model name"
model name      : Intel(R) Core(TM) i7-3540M CPU @ 3.00GHz
model name      : Intel(R) Core(TM) i7-3540M CPU @ 3.00GHz
model name      : Intel(R) Core(TM) i7-3540M CPU @ 3.00GHz
model name      : Intel(R) Core(TM) i7-3540M CPU @ 3.00GHz
```

- Linux version:

```
$ cat /etc/lsb-release
DISTRIB_ID=Ubuntu
DISTRIB_RELEASE=16.04
DISTRIB_CODENAME=xenial
DISTRIB_DESCRIPTION="Ubuntu 16.04.1 LTS"
```

- Environment:

The system must have a relatively *bare* environment. It means that even if a lot of software has been installed on the system (`/usr/bin`) or in some alternative locations (`/usr/local`, `/opt...`), you should be able to run a shell with a lightweight `PATH`, typically something like:

```
$ echo $PATH
/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/games:/usr/local/games:/s
```

In principle, you should not have the `LD_LIBRARY_PATH` environmental variable set:

```
$ echo aaa${LD_LIBRARY_PATH}ZZZ
aaaZZZ
```

- Dependencies:

It may be useful to install additional system packages to properly build Bayeux and activate some of its features. This is documented below.

Setup of Cadfaelbrew

Links:

- [Cadfaelbrew](#) repository (GitHub, public access)
- [Cadfael](#) (SuperNEMO Wiki, private access)

Please follow the instructions on the installation report at https://nemo.lpc-caen.in2p3.fr/browser/Bayeux/trunk/doc/InstallationReports/Cadfaelbrew/Xubuntu16.04-a/tagged/cadfaelbrew_xubuntu16.04_report-1.0.pdf

brew

Once you have installed [Cadfaelbrew](#), you should be able to run a *brew* session:

```
$ brewsh
...
$ echo $PATH
opt/sw/SuperNEMO-DBD/Cadfaelbrew/bin:/usr/local/sbin:...

$ which brew
/opt/sw/SuperNEMO-DBD/Cadfaelbrew/bin/brew
```

This opens a new shell with all environmental variables activated to setup all the software tools managed through [Cadfaelbrew](#). You can check the location and version of core software utilities:

```
$ which cmake
/opt/sw/SuperNEMO-DBD/Cadfaelbrew/bin/cmake
$ cmake --version
cmake version 3.6.1

$ which g++
/usr/bin/g++
$ g++ --version
g++ (Ubuntu 5.4.0-6ubuntu1~16.04.1) 5.4.0 20160609
...

$ which doxygen
/usr/bin/doxygen
$ doxygen --version
1.8.11
```

Ninja

[Ninja](#) is a build system which can be used in place of (GNU)make. Install [Ninja](#) through *brew* if it was not already done before (you must setup the *brew* environment for that):

```
$ brewsh
$ brew install ninja
...
```

Then you can check your Ninja version:

```
$ which ninja
/opt/sw/SuperNEMO-DBD/Cadfaelbrew/bin/ninja
$ ninja --version
1.7.1
$ exit
```

Qt5

Qt5 is used for the Qt-based GUI components implemented in Bayeux (optional component). For now we use the system install of Qt5 (5.2.1 on Ubuntu 14.04):

```
$ sudo apt-get install \
    libqt5core5a \
    libqt5gui5 \
    libqt5svg5 \
    libqt5svg5-dev \
    libqt5widgets5 \
    qtbase5-dev \
    qtbase5-dev-tools \
    qt5-default
```

Brew is able to install a recent Qt5 (Qt5.6.0) but this is still broken within Bayeux. Please do not use it as long as it is not fixed.

Configuration and build of Bayeux/trunk

Links:

- [Bayeux](#) (SuperNEMO Wiki, private access)

System dependencies

Install dependencies:

```
$ sudo apt-get install gnuplot gnuplot-doc gnuplot-mode
$ sudo apt-get install libreadline-dev readline-common
$ sudo apt-get install pandoc pandoc-data
$ sudo apt-get install python-docutils
```

See above for Qt5 components.

Working directory

Set the software base directory where there is enough storage capacity to host Bayeux (> 1 GB). Here we use a simple environment variable `SW_WORK_DIR` which points to a specific directory on the filesystem:

```
$ export SW_WORK_DIR=/opt/sw
```

You may adapt this base directory to your own system, for example:

```
$ export SW_WORK_DIR=${HOME}/Software
```

Then create a few working directories:

```
$ mkdir -p ${SW_WORK_DIR}
$ mkdir -p ${SW_WORK_DIR}/Bayeux          # base working directory for Bayeux
$ mkdir -p ${SW_WORK_DIR}/Bayeux/Binary  # hosts the build/installation directories
```

Download Bayeux

Download Bayeux/trunk source files:

```
$ export BX_SOURCE_BASE_DIR="${HOME}/Documents/Private/Software/Bayeux/Source"
$ mkdir -p ${BX_SOURCE_BASE_DIR}
$ cd ${BX_SOURCE_BASE_DIR}
$ svn co https://nemo.lpc-caen.in2p3.fr/svn/Bayeux/trunk Bayeux-trunk
$ cd Bayeux-trunk
$ LANG=C svn info
Path: .
Working Copy Root Path: /home/mauger/Documents/Private/Software/Bayeux/Source/Bayeux-trunk
URL: https://nemo.lpc-caen.in2p3.fr/svn/Bayeux/trunk
Relative URL: ^/Bayeux/trunk
Repository Root: https://nemo.lpc-caen.in2p3.fr/svn
```

Repository UUID: 3e0f96b8-c9f3-44f3-abf0-77131c94f4b4
Revision: 17933
Node Kind: directory
Schedule: normal
Last Changed Author: mauger
Last Changed Rev: 17924
Last Changed Date: 2016-06-27 17:58:43 +0200 (lun., 27 juin 2016)

Configure Bayeux

1. Make sure Cadfaelbrew is setup on your system. If you follow the Cadfaelbrew installation report available from the Cadfael wiki page, you just have to invoke:

```
$ brewsh
```

2. Create a build directory and cd in it:

```
$ export BX_DEV_BIN_DIR="${SW_WORK_DIR}/Bayeux/Binary/Bayeux-trunk"
$ export BX_DEV_BUILD_DIR=${BX_DEV_BIN_DIR}/Build-gcc-cxx11-ninja-Linux-x86_64
$ mkdir -p ${BX_DEV_BUILD_DIR}
$ cd ${BX_DEV_BUILD_DIR}
$ pwd
/opt/sw/Bayeux/Binary/Bayeux-trunk/Build-gcc-cxx11-ninja-Linux-x86_64
```

3. Configure the Bayeux build with CMake and using Ninja and GCC :

```
$ export BX_DEV_INSTALL_DIR="${BX_DEV_BIN_DIR}/Install-gcc-cxx11-Linux-x86_64"
$ cmake \
  -DCMAKE_BUILD_TYPE:STRING="Release" \
  -DCMAKE_INSTALL_PREFIX:FILEPATH="${BX_DEV_INSTALL_DIR}" \
  -DBAYEUX_CXX_STANDARD="11" \
  -DBAYEUX_WITH_IWYU_CHECK=ON \
  -DBAYEUX_WITH_DEVELOPER_TOOLS=ON \
  -DBAYEUX_WITH_LAHAGUE=ON \
  -DBAYEUX_WITH_GEANT4_MODULE=ON \
  -DBAYEUX_WITH_MCNP_MODULE=ON \
  -DBAYEUX_WITH_QT_GUI=ON \
  -DBAYEUX_ENABLE_TESTING=ON \
  -DBAYEUX_WITH_DOCS=ON \
  -DBAYEUX_WITH_DOCS_OCD=ON \
  -GNinja \
  ${BX_DEV_SOURCE_DIR}
```

Build

Using 4 processors to go faster (depends on your machine):

```
$ time ninja -j4
...
real 17m7.958s
user 62m46.852s
sys 3m19.396s
```

Quick check after build

After the build step, Bayeux uses the following hierarchy on the file system:

```
$ LANG=C tree -L 1 BuildProducts/
BuildProducts/
|-- bin/
|-- include/
|-- lib/
'-- share/
```

Particularly, the shared libraries are:

```
$ LANG=C tree -F BuildProducts/lib/
BuildProducts/lib/
|-- cmake/
|   '-- Bayeux-3.0.0/
|       |-- BayeuxConfig.cmake
|       |-- BayeuxConfigVersion.cmake
|       |-- BayeuxDocs.cmake
|       '-- BayeuxTargets.cmake
|-- libBXCatch.a
|-- libBayeux.so*
|-- libBayeux_mctools_geant4.so*
'-- libBayeux_mctools_mcnp.so*
```

Executable are in:

```
$ LANG=C tree -L 1 -F BuildProducts/bin/
BuildProducts/bin/
|-- bxdpp_processing*
|-- bxg4_production*
|-- bxg4_seeds*
|-- bxgenbb_inspector*
|-- bxgenbb_mkskelcfg*
|-- bxgenvtx_mkskelcfg*
|-- bxgenvtx_production*
|-- bxgeomtools_inspector*
|-- bxgeomtools_mkskelcfg*
|-- bxmaterials_diagnose*
|-- bxmaterials_inspector*
|-- bxmctools_g4_mkskelcfg*
|-- bxocd_make_doc*
|-- bxocd_manual*
|-- bxocd_sort_classnames.py*
|-- bxquery*
|-- bxtests/
'-- bxvariant_inspector*
```

These directories and files will be copied in the installation directory.

Test programs

Before to do the final installation, we run the test programs:

```
$ ninja test
[1/1] Running tests...
Test project /opt/sw/Bayeux/Binary/Bayeux-trunk/Build-gcc-cxx11-ninja-Linux-x86_64
   Start    1: datatools-test_reflection_0
  1/326 Test  #1: datatools-test_reflection_0 .....   Passed    0.10 sec
...
   Start  326: bxbayeux-test_bayeux
326/326 Test #326: bxbayeux-test_bayeux .....   Passed    0.07 sec

100% tests passed, 0 tests failed out of 326

Total Test time (real) = 68.23 sec
```

Installation

Run:

```
$ ninja install
...
```

Check installation

Browse the installation directory:

```
$ LANG=C tree -L 3 -F ${BX_DEV_INSTALL_DIR}
/opt/sw/Bayeux/Binary/Bayeux-trunk/Install-gcc-cxx11-Linux-x86_64
|-- bin/
|   |-- bxdpp_processing*
|   |-- bxg4_production*
|   |-- bxg4_seeds*
|   |-- bxgenbb_inspector*
|   |-- bxgenbb_mkskelcfg*
|   |-- bxgenvtx_mkskelcfg*
|   |-- bxgenvtx_production*
|   |-- bxgeomtools_inspector*
|   |-- bxgeomtools_mkskelcfg*
|   |-- bxmaterials_diagnose*
|   |-- bxmaterials_inspector*
|   |-- bxmctools_g4_mkskelcfg*
|   |-- bxocd_make_doc*
|   |-- bxocd_manual*
|   |-- bxocd_sort_classnames.py*
|   |-- bxquery*
|   '-- bxvariant_inspector*
|-- include/
|   '-- bayeux/
|       |-- bayeux.h
|       |-- bayeux_config.h
|       |-- brio/
|       |-- cuts/
|       |-- datatools/
|       |-- dpp/
|       |-- emfield/
|       |-- genbb_help/
|       |-- genvtx/
|       |-- geomtools/
|       |-- lahague/
|       |-- materials/
|       |-- mctools/
|       |-- mygsl/
|       |-- reloc.h
|       '-- version.h
|-- lib/
|   |-- cmake/
|   |   '-- Bayeux-3.0.0/
|   |-- libBayeux.so
|   |-- libBayeux_mctools_geant4.so
|   '-- libBayeux_mctools_mcnp.so
'-- share/
    '-- Bayeux-3.0.0/
        |-- Documentation/
        |-- examples/
        '-- resources/
```


Suggestions for a Bash setup (see below)

1. Define convenient environmental variables:

```
$ export SW_WORK_DIR=/opt/sw
$ export BX_DEV_INSTALL_DIR=\
    "${SW_WORK_DIR}/Bayeux/Binary/Bayeux-trunk/Install-gcc-cxx11-Linux-x86_64"
```

2. The only configuration you need now is:

```
$ export PATH=${BX_DEV_INSTALL_DIR}/bin:${PATH}
```

There is no need to update the LD_LIBRARY_PATH environment variable because Bayeux uses RPATH. So you **should NOT** use the following:

```
$ export LD_LIBRARY_PATH=${BX_DEV_INSTALL_DIR}/lib:${LD_LIBRARY_PATH}
```

3. After setting PATH as shown above, you can check where some of the executable are installed:

```
$ which bxquery
/opt/sw/Bayeux/Binary/Bayeux-trunk/Install-gcc-cxx11-Linux-x86_64/bin/bxquery
```

Check datatools' OCD tool:

```
$ which bxocd_manual
/opt/sw/Bayeux/Binary/Bayeux-trunk/Install-gcc-cxx11-Linux-x86_64/bin/bxocd_manual
$ bxocd_manual --action list
List of registered class IDs :
cuts::accept_cut
cuts::and_cut
...
mygsl::histogram_pool
```

Check geometry tools; cd in the Bayeux/geomtools example #01:

```
$ cd /opt/sw/Bayeux/Binary/Bayeux-trunk/Install-gcc-cxx11-Linux-x86_64/share/Bayeux-3.0.0/e
$ export CONFIG_DIR=$(pwd)/config
```

Run the geometry inspector:

```
$ bxgeomtools_inspector --manager-config ${CONFIG_DIR}/manager.conf
```

```
GEOMTOOLS    INSPECTOR
Version 5.1.0
```

```
Copyright (C) 2009-2015
Francois Mauger, Xavier Garrido, Benoit Guillon,
Ben Morgan and Arnaud Chapon
```

```
immediate help: type "help"
quit:           type "quit"
support:        Gnuplot display
support:        Root display from GDML
```

```
geomtools>
```

Test session:

```
geomtools> help
...
geomtools> display --help
...
geomtools> display
...
geomtools> list_of_logicals
```

```
...
geomtools> display optical_module.model.log
...
geomtools> list_of_gids --with-category "optical_module.gc"
List of available GIDs :
[2020:0.0] as 'optical_module.gc'      [2020:0.1] as 'optical_module.gc'
[2020:1.0] as 'optical_module.gc'      [2020:1.1] as 'optical_module.gc'
geomtools> display [2020:0.1]

Press [Enter] to continue...

geomtools> export_gdml bxgeomtools_test.gdml
GDML file 'bxgeomtools_test.gdml' has been generated !
geomtools> quit
```

Setup your environment for Bayeux

Here we explicitly *load/setup* the Bayeux environment from a Bash shell with a dedicated function defined in my `~/ .bashrc` startup file:

```
# The base directory of all the software (convenient path variable):
export SW_WORK_DIR=/opt/sw
export BXSX_BASE_DIR=${SW_WORK_DIR}/Bayeux
export BX_DEV_BIN_DIR=${BXSX_BASE_DIR}/Binary/Bayeux-trunk
export BX_DEV_SOURCE_DIR=${BX_SOURCE_BASE_DIR}/Bayeux-trunk
export BX_DEV_BUILD_DIR=${BX_DEV_BIN_DIR}/Build-gcc-cxx11-ninja-Linux-x86_64

# The Bayeux/trunk setup function:
function do_bayeux_trunk_setup()
{
  do_cadfaelbrew_setup # Automatically load the Cadfaelbrew dependency
  if [ -n "${BX_DEV_INSTALL_DIR}" ]; then
    echo "ERROR: Bayeux/trunk is already setup !" >&2
    return 1
  fi
  export BX_DEV_INSTALL_DIR=${BX_DEV_BIN_DIR}/Install-gcc-cxx11-Linux-x86_64
  export PATH=${BX_DEV_INSTALL_DIR}/bin:${PATH}
  echo "NOTICE: Bayeux/trunk is now setup !" >&2
  return;
}
export -f do_bayeux_trunk_setup

# Special alias:
alias bayeux_dev_setup="do_bayeux_trunk_setup"
```

When one wants to use pieces of software from Bayeux, one runs:

```
$ do_bayeux_dev_setup
```

Then all executable are usable from the Bayeux installation directory:

```
$ which bxocd_manual
...
$ which bxgeomtools_inspector
...
$ which bxg4_production
...
```

Update the source code from the Bayeux/trunk

1. Activate the Cadfaelbrew environment:

```
$ brewsh
```

2. Cd in the Bayeux/trunk source directory:

```
$ cd ${SW_WORK_DIR}/Bayeux/Source/Bayeux-trunk
```

3. Update the source code:

```
$ svn up
```

4. Cd in the Bayeux/trunk build directory:

```
$ export BX_DEV_BIN_DIR="${SW_WORK_DIR}/Bayeux/Binary/Bayeux-trunk"  
$ cd ${BX_DEV_BIN_DIR}/Build-gcc-cxx11-ninja-Linux-x86_64
```

5. You may need to clean the build directory:

```
$ ninja clean
```

and even to completely delete it to rebuild from scratch:

```
$ cd ${BX_DEV_BIN_DIR}  
$ rm -fr Build-gcc-cxx11-ninja-Linux-x86_64  
$ mkdir Build-gcc-cxx11-ninja-Linux-x86_64  
$ cd Build-gcc-cxx11-ninja-Linux-x86_64
```

then reconfigure (see above).

6. You may need to delete the install tree:

```
$ rm -fr ${BX_DEV_BIN_DIR}/Install-gcc-cxx11-Linux-x86_64
```

7. Rebuild, test and install:

```
$ ninja -j4  
$ ninja test  
$ ninja install
```

Appendices

Alternative: build Bayeux with GNU make

a. Build dir:

```
$ export BX_DEV_BIN_DIR="${SW_WORK_DIR}/Bayeux/Binary/Bayeux-trunk"
$ mkdir -p ${BX_DEV_BIN_DIR}/Build-gcc-cxx11-gnumake-Linux-x86_64
$ cd ${BX_DEV_BIN_DIR}/Build-gcc-cxx11-gnumake-Linux-x86_64
```

b. Configure Bayeux with CMake and GNU make (default build system):

```
$ brewsh
$ export BX_DEV_INSTALL_DIR="${BX_DEV_BIN_DIR}/Install-gcc-cxx11-Linux-x86_64"
$ cmake \
  -DCMAKE_BUILD_TYPE:STRING="Release" \
  -DCMAKE_INSTALL_PREFIX:FILEPATH="${BX_DEV_INSTALL_DIR}" \
  -DBAYEUX_WITH_IWYU_CHECK=ON \
  -DBAYEUX_WITH_DEVELOPER_TOOLS=ON \
  -DBAYEUX_WITH_LAHAGUE=ON \
  -DBAYEUX_WITH_GEANT4_MODULE=ON \
  -DBAYEUX_WITH_MCNP_MODULE=ON \
  -DBAYEUX_WITH_QT_GUI=ON \
  -DBAYEUX_ENABLE_TESTING=ON \
  -DBAYEUX_WITH_DOCS=ON \
  -DBAYEUX_WITH_DOCS_OCD=ON \
  ${SW_WORK_DIR}/Bayeux/Source/Bayeux-trunk
```

c. Build, test and install:

```
$ make -j4
$ make test
$ make install
```