



# RC Quick Byte: uv Package Manager

# uv Package Manager -- Get Your Sunscreen!

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- Website: [www.rc.colorado.edu/rc](http://www.rc.colorado.edu/rc)
- Documentation: <https://curc.readthedocs.io>
- Helpdesk: [rc-help@colorado.edu](mailto:rc-help@colorado.edu)
- Survey: <http://tinyurl.com/curc-survey18>



**Slides**

[https://github.com/ResearchComputing/uv\\_package\\_manager\\_quick\\_byte](https://github.com/ResearchComputing/uv_package_manager_quick_byte)

# What You'll Learn

- Introduction to uv
- Key features of uv
- Comparative analysis of uv with other tools
- Using uv on CURC

# What is uv?

- Fast, modern Python package manager and environment builder.
- Built by Astral (same team behind Ruff).
- Implemented in Rust.
- All-in-one solution
- Designed to work natively with Python's built-in venv



Image source: <https://docs.astral.sh/uv/>



# Features of uv

- Drop-in Replacement for pip, pip-tools.
- 10-100x faster than traditional tools.
- Reliable and reproducible builds
- Memory-efficient operation, especially for large projects

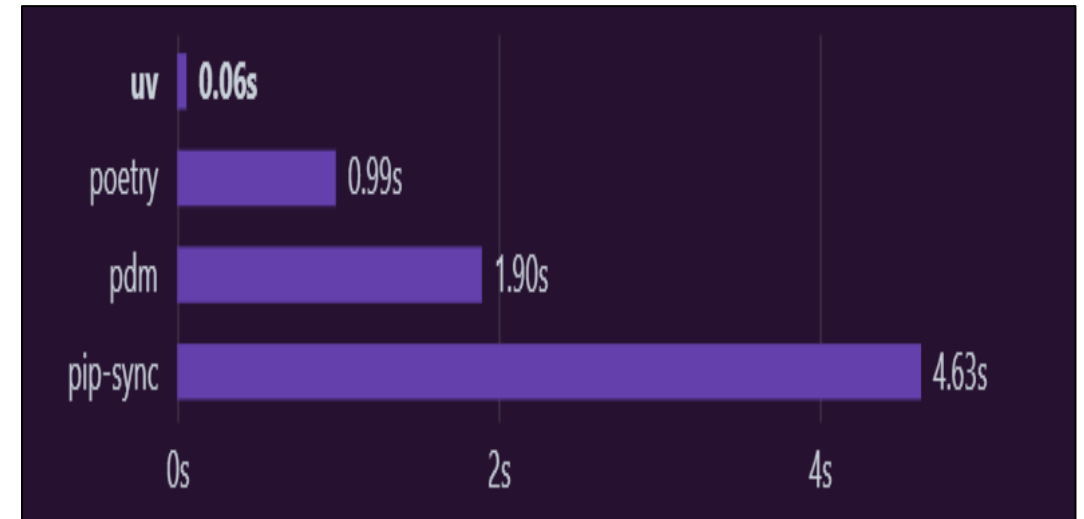


Image source: <https://docs.astral.sh/uv/>

# uv vs. the status quo

Feature	uv	Traditional pip + venv	conda
Speed	10-100x faster than pip	Baseline	Slower than pip
Memory Usage	Very efficient	Higher	High
Reproducibility	Universal lockfile (uv sync).	Requires a separate tool (pip-tools) for locking.	YAML files (often flaky).
Non-Python Packages	No	No	Yes
Dependency Resolution	Fast, modern resolver	Basic	Comprehensive
Ease of use	Simple, single tool	Broader scope with a steeper learning curve.	Requires multiple commands (python -m venv, source, pip).

# Getting Started with uv

- To start using uv, you must first load the module in your interactive session:

```
$ module spider uv  
$ module load uv  
$ uv --version
```

# Creating a uv Environment

- uv automates the creation and management of environments using venv
- venv is Python's built-in tool for creating isolated environments
- Each venv:
  - Has its own Python interpreter
  - Has its own installed packages, separate from system Python
  - Avoids dependency conflicts across projects
- It's a lightweight alternative to Conda environments



# Creating a uv Environment

- Loading the module sets a key environment variable **\$UV\_ENVS**.

```
$ echo $UV_ENVS  
/projects/$USER/software/uv/envs
```

- To create a new environment

```
$ uv venv $UV_ENVS/myenv  
$ uv venv $UV_ENVS/myenv1 --python 3.8
```

# Activating the Environment

- Packages are installed within activated environments
  - Fully compatible with PyPI
  - Uses caching to speed up repeated installs

```
$ source $UV_ENVS/myenv/bin/activate
```

```
$ uv pip install numpy
```

```
$ uv pip install pandas
```

# Useful Commands

<code>uv &lt;command&gt; --help</code>	<code># help for specific commands</code>
<code>uv venv \$UV_ENVS/&lt;envname&gt;</code>	<code># create a new environment</code>
<code>uv pip install &lt;packagename&gt;</code>	<code># install a package in active env</code>
<code>uv pip uninstall &lt;packagename&gt;</code>	<code># uninstall a package from env</code>
<code>rm -rf \$UV_ENVS/&lt;envname&gt;</code>	<code># remove an environment</code>
<code>uv cache clean</code>	<code># clean up unused cache</code>
<code>uv pip freeze</code>	<code># list installed packages</code>
<code>deactivate</code>	<code># deactivate environment</code>

**Note: Be very careful with `rm -rf` when removing environments**



**Any Questions**

# Thank you!

## Survey and feedback

<http://tinyurl.com/curc-survey18>

