# Common Problems in Compilation

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#### 1 Introduction

In this paper, we will discuss the common problems during compilation and how to fix them.

# 2 No g++

If you haven't install g++, you may encounter the following problem:

```
(base) make@DESKTOP-4LIQIC9:-$ bash run.sh
The CXX compiler identification is unknown
-- The C compiler identification is GNU 11.4.0

EMBAGE Error at CMBKGLISIS.txt:23 (project):
Mo CMAKE CXX COMPILER could be found.

Tall CMBke where to find the compiler by setting either the environment variable "CXX" or the CMBKe cache entry CMBKE CXX COMPILER to the full path to the compiler, or to the compiler name in it is in the PATH.

-- Detecting C compiler ABI info
-- Detecting C compiler ABI info - done
-- Check for working C compiler: /usr/bin/cc - skipped
-- Detecting C compile features
-- Detecting C c
```

To solve this, install g++ by running: sudo apt install g++.

## 3 No libopenmpi-dev

If you haven't install libopenmpi-dev, you may encounter the following problem:

```
- Using third party subdirectory Eigen.
- Setting Python to /home/mako/miniconda3/bin/python
- Setting Python to /home/mako/miniconda3/bin/python3.11 from sysconfig
- Setting Python's library to /home/mako/miniconda3/lib/python3.11 from sysconfig
- Setting Python's library to /home/mako/miniconda3/lib/python3.11 from sysconfig
- Found Pythonlines: /home/mako/miniconda3/lib/python3.11 (found suitable version "3.11.5", minimum required is "3.0")
- Found Pythonlines: /home/mako/miniconda3/lib/python3.11 (found suitable version "3.11.5", minimum required is "3.0")
- Found Numby: /home/mako/miniconda3/lib/python3.11/site-packages/numpy/core/include (found version "1.26.2")
- Numby ver. 1.26.2 Found (include: /home/mako/miniconda3/lib/python3.11/site-packages/numpy/core/include)
- Using third_party/pybind11.
- pybind11 include dirs: /home/mako/pytorch/cmake/../third_party/pybind11/include

***Minimum ver. volume.minimum ver. volume.minimu
```

To solve this, install libopenmpi-dev by running: sudo apt install libopenmpi-dev.

## 4 No typing\_extensions

If you haven't install typing\_extensions, you may encounter the following problem:

```
    Pertorming Test HAS_WERKOR_FORMAT - Success

-- Performing Test HAS WDEPRECATED
-- Performing Test HAS WDEPRECATED - Success
-- Looking for backtrace
-- Looking for backtrace - found
-- backtrace facility detected in default set of libraries
-- Found Backtrace: /usr/include
-- don't use NUMA
Traceback (most recent call last):
  File "<frozen runpy>", line 198, in _run_module_as_main
  File "<frozen runpy>", line 88, in _run_code
  File "/pytorch/torchgen/gen.py", line 24, in <module>
    import torchgen.api.dispatcher as dispatcher
  File "/pytorch/torchgen/api/dispatcher.py", line 4, in <module>
    from torchgen.api import cpp
  File "/pytorch/torchgen/api/cpp.py", line 4, in <module>
    from torchgen.api.types import (
  File "/pytorch/torchgen/api/types/__init__.py", line 1, in <module>
    from .types import *
  File "/pytorch/torchgen/api/types/types.py", line 18, in <module>
    from torchgen.model import BaseTy, ScalarType
  File "/pytorch/torchgen/model.py", line 9, in <module>
    from torchgen.utils import assert_never, NamespaceHelper, OrderedSet
  File "/pytorch/torchgen/utils.py", line 29, in <module>
    from typing extensions import Self
ModuleNotFoundError: No module named 'typing extensions'
CMake Error at cmake/Codegen.cmake:197 (message):
  Failed to get generated_headers list
Call Stack (most recent call first):
  caffe2/CMakeLists.txt:2 (include)
-- Configuring incomplete, errors occurred!
See also "/build/CMakeFiles/CMakeOutput.log".
See also "/build/CMakeFiles/CMakeError.log".
ninja: error: loading 'build.ninja': No such file or directory
(base) root@708fce111679:/#
```

To solve this, install typing\_extensions by running: pip install typing\_extensions.

# 5 Memory Exhausted

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This is the most common problem during compilation because it requires a huge amount of memory.

To solve this this problem, increase your RAM and reduce the applications running in the background.

Compiling on my machine requires 14 GB RAM resource given to WSL2.

To incrase the RAM limit of WSL2, create a file called ".wslconfig" in the directory C:\C:\Users\<Your\_User\_Name>\ with following content:

```
[ws12]
memory = 14GB
```

If you can't increase your RAM, trying to continue compiling from the breakpoint by running: ninja install in the directory "build". Repeat this command if the compilation fails again.