

# Installing Software and Writing Modules

# Introduction

In the intro portion of the workshop you will learn:

- About downloading code
- About compiling code
- How to build a package from source code
  - configure
  - build
  - install
- What are yum, rpm, get-apt, & sudo
- How to write modules

# Downloading Code

## Source vs Executable

- In most cases you are better off downloading the source and building the code (aka the executable) yourself.
- Downloading an executable is easier but is likely not to work.

## Downloading Executables

There are instances when available executables will run flawlessly on Hydra, but make sure that:

- 1 you can trust the origin,
- 2 you get a version compatible with Hydra,
  - *i.e.*, CentOS 7.x for Intel/AMD CPUs (x86\_64)

## Remember

- Hydra configuration is specific:
  - pre-built may code need *stuff* (dependencies) not on Hydra.

# Notes on Downloading Executables

## Risks

- Since users on Hydra do not have elevated privileges (root access) you are very unlikely to damage the cluster, but malicious software can still damage your files.
- In rare cases it may install a *Trojan horse* that could exploit a known vulnerability.
  - Be vigilant and responsible.
  - In case of doubt, never hesitate to contact us.

# Compiling code

## Steps

Creating executable from source code is typically done as follows:

- 1 compile the source file(s) to produce object file(s),
- 2 link the object file(s) and libraries into an executable.

## In Practice

- Often aided by a makefile,
- *Configuring* is creating such makefile or equivalent.

*This will be illustrated in the hands on section.*

# Building from Source

## Configure

- Most packages come with a configuration script, a list of prerequisites (dependencies) and instructions,
- Some packages allow you to build the code without some features in case you cannot satisfy some of the prerequisites,
- You most likely need to load the right module(s) to use the appropriate compiler.

## Build

- make sure you have loaded the right modules,
- run `make` to compile and link (aka build) the code.

## Install

- copy the executable(s) to the right place(s),
  - usually defined by the configuration,
- best practice is to separate build from install locations.

# Setting up Your Environment to Run Your Code

## Likely Needed

You likely will need to adjust your *environment* to run some code:

- 1 the location of the code: `path` or `PATH`,
- 2 the location of the libraries: `LD_LIBRARY_PATH`,
- 3 you may also need to set some environment variables, etc.

## Easier Way: modules

This is where using a module makes things easy:

- compact, and
- works with any shell.

# The yum, rpm, get-apt and sudo Soup

## Definitions

- yum: is a package-management utility for CentOS
- rpm: pre-built software package
  - *both* are for sys-admin,
  - help handle dependencies,
  - *yet* . . .
- get-apt: Debian's version of yum, *does not work* on CentOS.

## Also

- sudo: allows to run a command as 'root': **you can't!**

## BTW

- Instructions that mention yum, rpm, apt-get or sudo
  - **will not work** on Hydra,
  - **yet** in most cases there is another way.



# How about Hydra

## Using yum

- While you **cannot** install packages with yum,
- you can check if we've installed a prerequisite package

## In practice

- if the instructions say

```
sudo yum -y install <package>
```

- you can run

```
yum info <package>
```

# Using yum info

## Example

```
yum info libXt-devel
... stuff and may be slow the first time ...
Installed Packages
Name           : libXt-devel
Arch           : x86_64
Version        : 1.1.5
...
Description    : X.Org X11 libXt development package
...
```

*You want the Arch: x86\_64 to be listed as "Installed" not just "Available".*

# How to avoid sudo

```
sudo make install
```

- if the instructions says

```
sudo make install
```

- instead, set the installation directory to be under your control,
- in most cases at the configuration step

```
./configure --prefix=/home/username/big-package/3.5
```

- and use

```
make install
```

# Final Notes

## Remember

- there is a way to use `yum` as a non privileged user
  - not recommended, unless you're an **expert**!
- you can always ask about a missing prerequisite,
- most of those can be build from source since Linux is an open source OS.

# Module and Module Files

## The Command `module`

- convenient mechanism to configure your *environment*,
- reads a file, the *module file*, that holds instructions,
- a shell independent way to configure your environment:
  - *same* module file whether `sh/bash` or `csh/tcsh`.

## Examples

- We provide module files, users can write their own.
  - look at all the module files we wrote,
  - they can be found in `/share/apps/modulefiles/`

# Module File Syntax and Concepts

## Special Instructions

- Instructions to configure your environment:

```
prepend-path PATH /location/of/the/code
```

```
setenv      BASE /scratch/demo
```

```
set-alias   crunch "crunch --with-that-option \*"
```

## Syntax

- Module files can be complex, using tc1 language
  - you **do not** need to know tc1 to write module files.

## Simple or Complex

- A simple module file can just list the modules that must be loaded to run some analysis.
- Can write complex module files and leverage tc1.

# Example of module Commands

## Basic

	Info	Config	Details
module	avail	load	list
module	whatis	unload	help <name>
module	whatis <name>	swap	show <name>

## More help

man module

# A Simple Module File

## Example

```
#!/Module1.0
#
# load two modules and set the HEASOFT env variable
module load gcc/10.1.10
module load python/3.8
setenv HEASOFT /home/username/heasoft/6.3.1
```



# Example of More Elaborate and Complex Module Files

*Will be illustrated in the hands on section.*

# Module Files Organization

## Recommended Approach

- use a central location under you home directory  
~/modulefiles,
- use a tree structure
- use version numbers if/when applicable,
- let module know where to find the module files.

# Customization/Examples

## Tree structure

```
~/modulefiles/crunch/  
~/modulefiles/crunch/1.0  
~/modulefiles/crunch/1.2  
~/modulefiles/crunch/2.1  
~/modulefiles/crunch/.version  
~/modulefiles/viewit
```

## Define a Default Version

An optional file `.version` can be used to set the default version:

```
#%Module1.0  
set ModulesVersion "1.2"
```

## Hence

```
module load crunch  
module swap crunch/2.1
```

# Customization (cont'd)

## Let module Know Where to Find the Module Files

```
module use --append ~/modulefiles
```

## Either

- 1 in your initialization file `~/ .bashrc` or `~/ .cshrc`
- 2 or better yet in a `~/ .modulerc` file

```
##Module1.0  
# adding my own module files  
module use --append /home/username/modulefiles
```



## Hands-on Section

# Hands-On

In the hands-on portion of the workshop you will

- Build and install software using best-practices,
  - trivial case,
  - simple/didactic example,
  - somewhat complex examples.
- Write simple and more elaborate module files.
- Run the software you installed in jobs.

But first, log in to Hydra

- If you need a reminder about how to log into Hydra and how to change your password, check the *Intro to Hydra* tutorial.
  - If the link does not work:

`https://github.com/SmithsonianWorkshops`

- > `Hydra-introduction`
- > `hydra_intro.md`

More to come ...