

Jenkins service for CI/CD

CSCS User Lab Day – Meet the Swiss National Supercomputing Center Manitaras Theofilos-Ioannis, CSCS September 2, 2022

Outline

- Continuous Integration & Jenkins in a Nutshell
- Accessing & using the CSCS CI Jenkins instance
- Best practices for Jenkins at CSCS
- Triggering Jenkins Jobs
- Conclusions







Continuous Integration & Jenkins in a Nutshell

Continuous Integration (CI) & Jenkins



- CI is a software development practice where code changes are continuously integrated in a shared code basis
- Each addition/change is tested via an automated pipeline
- Adoption of CI allows catching errors sooner
- Code conflicts are reduced due to the "continuous" nature of the practice
- Jenkins is an open source automation server which automates the nonhuman part of the software development process
- It offers a large number of plugins which enhance its capabilities.
- Compatible with all the popular software repositories, e.g GitHub, GitLab, BitBucket etc.

Typical CI Workflow

- 1. Each developer owns a separate fork of the project
- 2. A change to the code base is submitted via a pull/merge request to the main/develop repository branch
- 3. An automated CI pipeline is triggered to ensure that the introduced change passes the test suite
- 4. The result of the CI is reported, notifying the developers if needed
- 5. The proposed change is reviewed and polished
- 6. The change is accepted and merged to the main branch
- 7. The software is redeployed to production (optional)









Accessing & using the CSCS CI Jenkins instance

Gaining access to the CSCS CI

- 1. The PI of a project requests access to the service by opening an issue at help@cscs.ch
- 2. A Jenkins folder with the corresponding name is created
- 3. A new user belonging to the project is created
- 4. A Jenkins agent(node) is associated to the folder
- 5. The pipelines run on the target system (Daint) on behalf of the above user





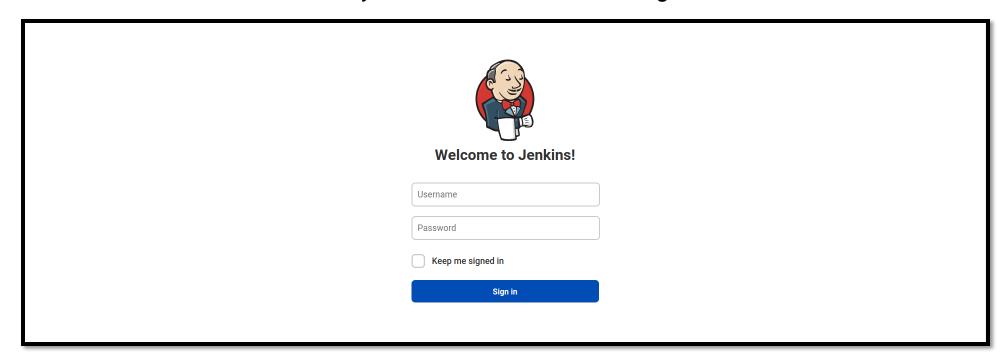
Logging to the Jenkins Web interface (1/2)

- The CSCS Jenkins instance is not available in public Internet
- Local port forwarding has to be performed via ssh
- The end user has to forward a local port to lisone.cscs.ch:443 via ela.cscs.ch
- For Linux/Mac users the forwarding can be performed from the shell: ssh -L 7000:lisone.cscs.ch:443 ela.cscs.ch
- The Jenkins web interface can now be accessed using a web browser through https://ci.cscs.ch:7000/
- The above local port (7000) is chosen by the end user



Logging to the Jenkins Web interface (2/2)

Use your CSCS credentials to login







Dedicated Folde – Agents per Project

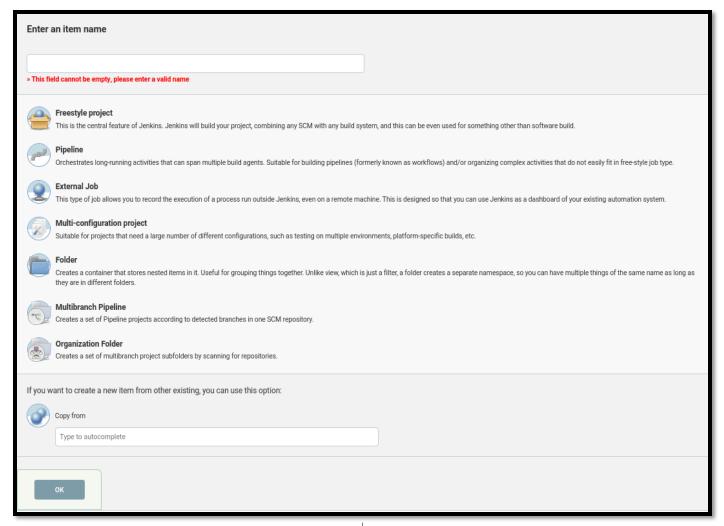
Dedicated folder and Jenkins agent





Creating a new Jenkins project

Creating a new project is straightforward by selecting **New Item**:





Pipeline as Code – The Jenkinsfile

The Jenkinsfile is at the core of the Jenkins pipeline-as-code approach serving a dual purpose:

- 1. Describes via a domain specific language (DSL) the actions performed when a build is triggered
- 2. Existence of a Jenkinsfile signifies that the project is using Jenkins for it's CI

Jenkinsfiles come in two alternative flavors:

- Scripted Pipeline: a Groovy based script described the actions performed by the Jenkins build
- 2. Declarative Pipeline: an easier to follow declarative syntax based on simple constructs specifying Jenkins actions



Structure of a Jenkinsfile

The structure of a Jenkinsfile is different, depending on the syntax flavor:

Scripted

```
stage("Stage 1") {
  node("mynode1") {
     <step 1>
     <step n>
stage("Stage N") {
  node("mynode2") {
     <step 1>
     <step n>
```

Declarative

```
pipeline {
    stages {
     stage("Stage 1") {
       agent { node { label 'mynode1} }
       steps {
          <step 1>
          <step n>
     stage("Stage 2") {
        agent { node { label 'mynode2} }
       steps {
          <step 1>
          <step n>
```





Nodes/Agents

- The Jenkins **Built-In-Node** is the system running the jenkins instance and is not intended to run any actual jobs
- A **Node** in Jenkins terms is any system capable of executing jobs, e.g a remote machine, a VM, a container.
- An Agent is the declarative pipeline equivalent of a node other than the build-in node, executing Jenkins Jobs
- In the CSCS setup, the nodes/agents consist of lightweight VMs which allow for batch job submission but have limited functinality otherwise







Best practices for Jenkins at CSCS

Best Practices

- Adopt the pipeline-as code modern approach of Jenkins 2 including the Jenkinsfile in your git repository
- Use the --wait option to submit batch jobs using sbatch: sbatch -wait <batch_script>
- For single node jobs use the cscsci partition offering higher priority and is suitable for ci
- Copy the build output/error on SCRATCH to be able to access via your user
- Make use of artifacts to store output/error and produced binaries





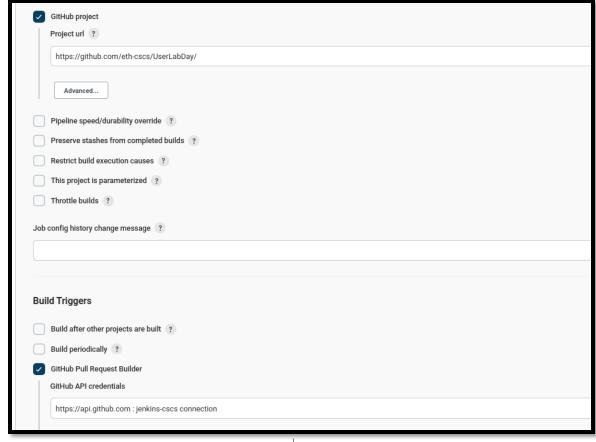


Triggering Jenkins Jobs

Enabling the ghprb for your project (1/2)

 Invite the jenkins-cscs GitHub user in your project, setup by CSCS with both read & write privileges

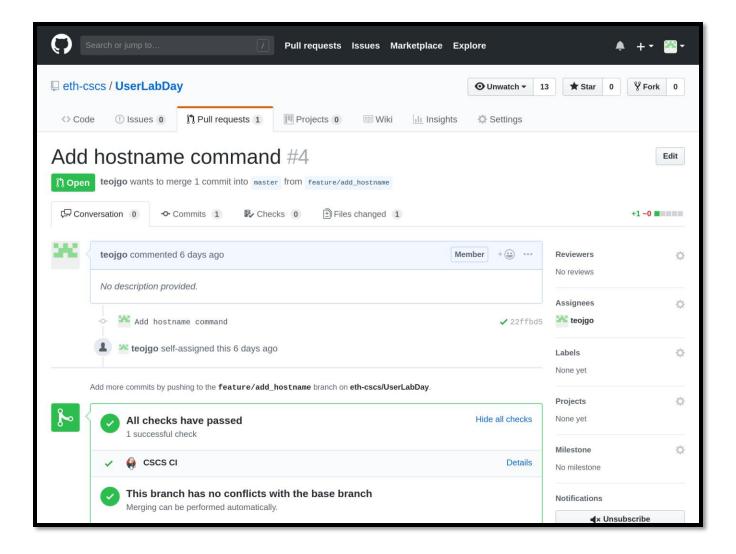
2. Enable ghprb on your project configuration:





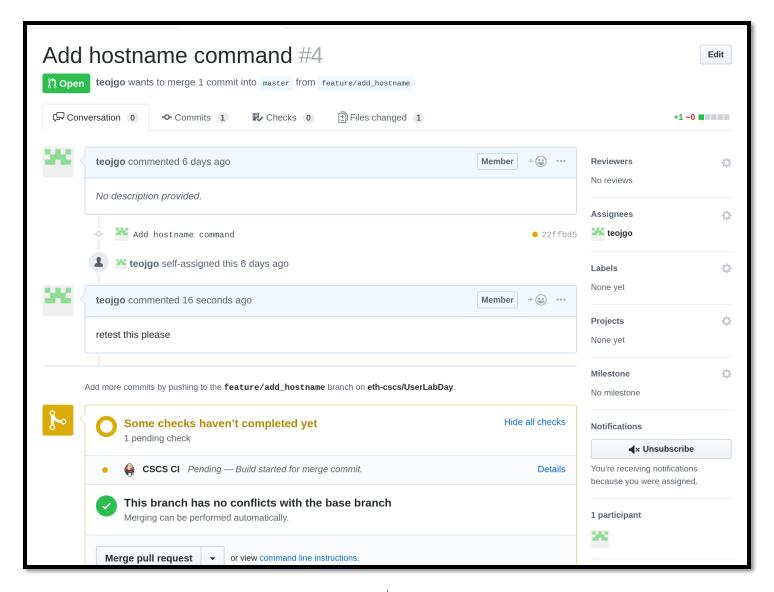


New PR triggers the build



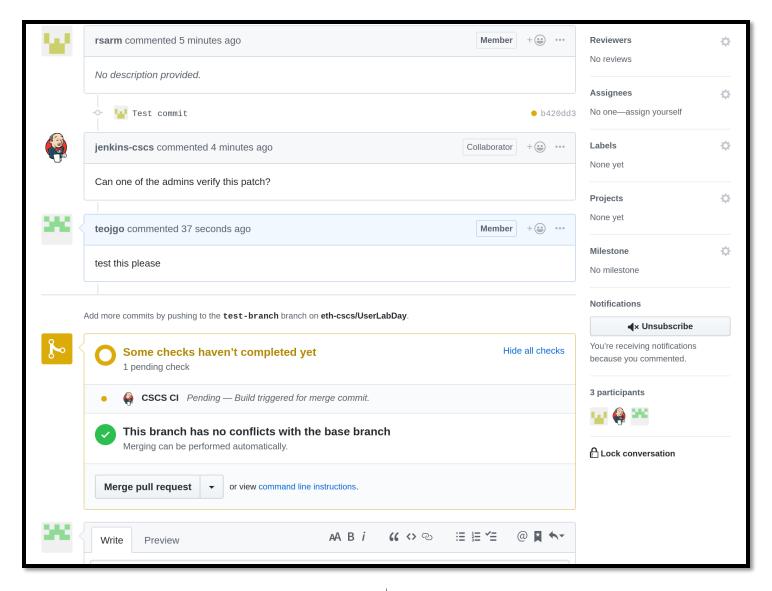


Retriggering a build





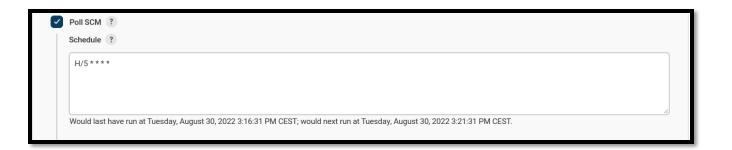
PR from non-whitelisted user





Polling a remote repository

- An alternative to ghprb since the CSCS Jenkins is polling the remote repository for changes
- The option can be enabled by selecting Poll SCM under Build Triggers:











Conclusions

Conclusions

- The Jenkins CSCS CI service can be used to test software on the actual HPC systems
- Access to the service is requested by a PI of a project
- Several best practices must be followed to effectively incorporate the CI on your project
- Ghprb and Polling are two of the proposed ways to trigger pipelines based on PRs/MRs



Additional Resources

Online Resources:

- □ CSCS CI documentation
- □ Jenkins User Documentation
- □ Jenkins Handbook

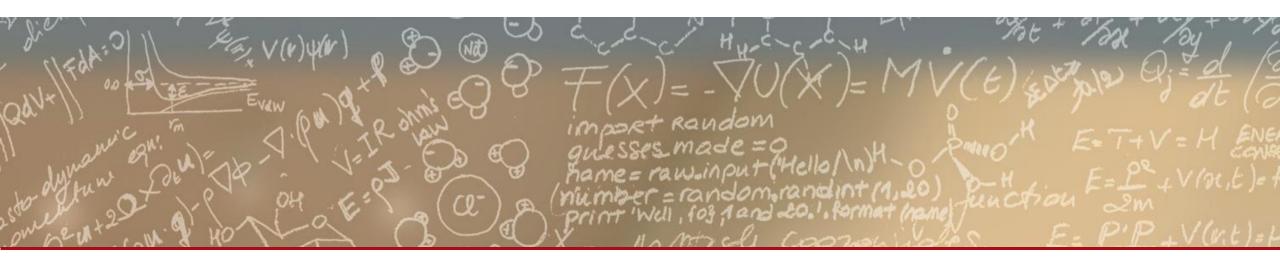
Books:

- □ Jenkins 2 Up and Running
- CI/CD Pipeline Using Jenkins Unleashed
- Jenkins Administrator's Guide









Thank you for your attention.