Linux Essential Environment Variables

We went through several linux application installations throughout last few sessions.

Following are the libraries that we installed:

ZLIB

SZIP

HDF5

PNETCDF

NETCDF-C

NETCDF-FORTRAN

BLAS

LAPACK

FFTW3

- Apart from the generic steps that we say in earlier session, here are the list of steps that we followed while installation of the libraries:
 - 1) Download archive
 - 2) Extract archive
 - 3) Change directory
 - 4) Run configure script
 - 5) Run make
 - 6) Run make check
 - 7) Run make install

- -> Configure the settings of the library and test the system
- -> For compilation of source code
- -> To check if the compiled code indeed runs on the system
- -> To place the binaries libraries and headers to the intended path

• Here are a list of essential environment variables that we used throughout the process:

• Here are a list of essential environment variables that we used throughout the process:

PATH

PATH system variables indicates the path of the **binary** files available on the system. Without this variable, the system won't be able to identify the location of the binary files

To set the path variable, we used the below command. This prepends our custom path to the standard PATH variable.

- \$ MY_PREFIX=/path/to/installation/directory/
- \$ export PATH=\${MY_PREFIX}/bin:\$PATH

• Here are a list of essential environment variables that we used throughout the process:

LD_LIBRARY_PATH

LD_LIBRARY_PATH system variables indicates the path of the **library** files available on the system. Typically the library directory contains files with an extension '.a' or '.so'.

To set the library path variable, we used the below command.
This prepends our custom path to the standard LD_LIBRARY_PATH variable.

```
$ MY_PREFIX=/path/to/installation/directory/
$ export LD_LIBRARY_PATH=${MY_PREFIX}/lib:$LD_LIBRARY_PATH
```

• Here are a list of essential environment variables that we used throughout the process:

LDFLAGS

LDFLAGS variable is used to indicate the path of the **installation directory for library** files available on the system during compilation.

The '-L' symbol is used at the command line during the compilation.

Following is an example usage of LDFLAGS variable:

- \$ export LDFLAGS="-L/path/to/my/library/lib/directory/"
- \$ gcc -O2 \${LDFLAGS} filename.c -lm

• Here are a list of essential environment variables that we used throughout the process:

CPPFLAGS

CPPFLAGS variable is used to indicate the path of the **installation directory for header** files on the system during compilation. It is also used to specify MACROS used in compilation. The '-I' (for ice-cream) and '-D' symbols are used at the command line during the compilation.

Following is an example usage of CPPFLAGS variable:

- \$ export CPPFLAGS="-I/path/to/my/library/include/directory/"
- \$ gcc -O2 \${CPPFLAGS} -DMACRO=5 filename.c

• Here are a list of essential environment variables that we used throughout the process:

HOME

The HOME variable indicates the path of the user's **home directory**. We also used an alternative for the home directory which was "~"

Following is an example of check and list the contents of the home directory:

```
$ Is ${HOME}/
$ Is ~/
```

• Here are a list of essential environment variables that we used throughout the process:

PWD

The PWD variable indicates the path of the user's **present working directory**.

We also used an alternative command to retrieve the present working directory which was "pwd"

Following is an example of check and list the contents of the home directory:

```
$ echo ${PWD}/
$ pwd
```

Thanks!

Contact:

Vineet More

vineet.more.bfab@gmail.com

[Make sure to use HPCAP23 as the subject line for your queries]

LinkedIn Handle:

https://www.linkedin.com/in/vineet-more-c-programmer/

