

Managing HPC Software Complexity with Spack

Todd Gamblin, Gregory Becker, Richarda Butler, Massimiliano Culpo, Tamara Dahlgren, Adam Stewart, Luke Peyralans, and Alec Scott

> The most recent version of these slides can be found at: https://spack-tutorial.readthedocs.io



Tutorial Presenters



Greg Becker LLNL

Alec Scott LLNL



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Tutorial Materials

Find these slides and associated scripts here:

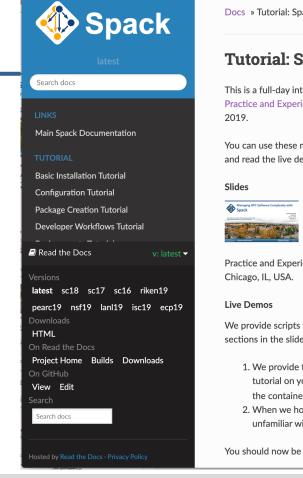
spack-tutorial.rtfd.io

We also have a chat room on Spack slack. You can join here:

slack.spack.io

Join the **#tutorial** channel!

You can ask questions here after the conference is over. Over **2,400 people** can help you on Slack!





Claim a VM instance! Go to: bit.ly/spack-sc23

	А	В	С	D	E	F	T
1	Spack Tutori	ial VM Insta	nces				
2	Instructions:	1. Put your nam	ie in a box below	to claim an acc	count on a VM ins	stance. Choose a relati	tiv
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7	Login / Password						If you're in the spack2 column,
8	IP Address	spack1	spack2	spack3	spack4	spack5	your login and password are both spack2
9	3.73.49.217	SPACK TEAM					
10	3.126.55.215						
11	3.73.129.196		Your Name				Ť
12	35.157.75.37						
13	18.185.125.145						
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15	3.72.107.180					3311	Spuck2e5.15.125.150

Claim a login by putting your name in the Google Sheet



Morning		Afternoon	
Intro Basics Concepts	8:30 am	Software Stacks Packaging Scripting	1:30 pm
Break	10:00 am	Break	3:00 pm
Environments Configuration	10:30 am	Developer Workflows Mirrors & Binary Caches	3:30 pm
Lunch	12:00 pm	End	5:00 am



We build codes from hundreds of small, complex pieces

Just when we're starting to solve the problem of how to create software using reusable parts, it founders on the nuts-and-bolts problems outside the software itself.

P. DuBois & T. Epperly. Why Johnny Can't Build. Scientific Programming. Sep/Oct 2003.

- Component-based software development dates back to the 60's
 - M.D. McIlroy, Mass Produced Software Components. NATO SE Conf., 1968

Pros are well known:

- Teams can and must reuse each others' work
- Teams write less code, meet deliverables faster
- Cons:
 - Teams must ensure that components work together
 - Integration burden increases with each additional library
 - Integration must be repeated with each update to components
 - Components must be vetted!
- Managing changes over time is becoming intractable



Build-time incompatibility; fail fast



Appears to work; subtle errors later

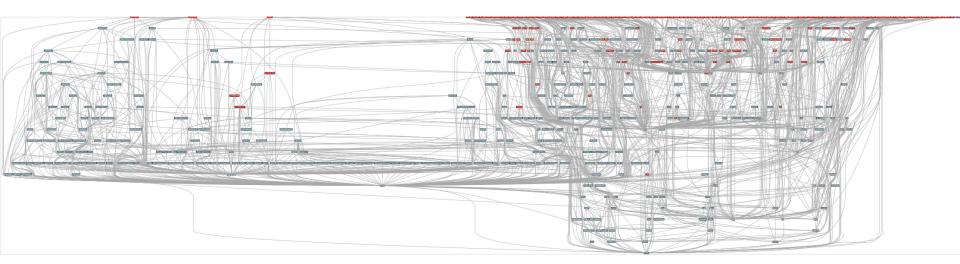


Modern scientific codes rely on icebergs of dependency libraries

71 packages

188 dependencies MFEM: **LBANN:** Neural Nets for HPC Higher-order finite elements 31 packages, **69 dependencies** r-condop: R Genome Data Analysis Tools 179 packages. **527 dependencies**

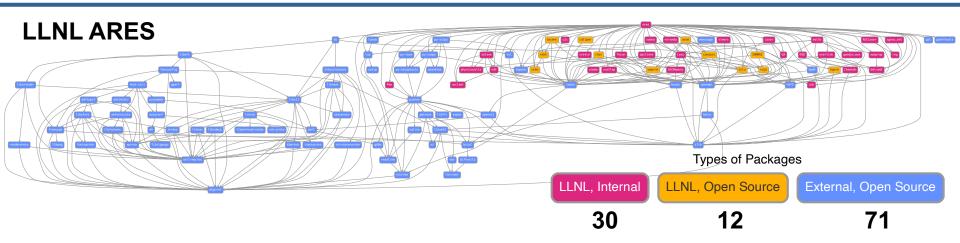
ECP's E4S stack is even larger than these codes



- Red boxes are the packages in it (about 100)
- Blue boxes are what *else* you need to build it (about 600)
- It's infeasible to build and integrate all of this manually



Modern software integrates open source and internal packages



- Most modern software uses *tons* of open source
- We *cannot* replace all these OSS components with our own
 - How do we put them all together effectively?
 - Do you *have* to integrate this stuff by hand?



Some fairly common (but questionable) assumptions made by package managers (conda, pip, apt, etc.)

1:1 relationship between source code and binary (per platform)

- Good for reproducibility (e.g., Debian)
- Bad for performance optimization

Binaries should be as portable as possible

- What most distributions do
- Again, bad for performance

Toolchain is the same across the ecosystem

- One compiler, one set of runtime libraries
- Or, no compiler (for interpreted languages)

Outside these boundaries, users are typically on their own

High Performance Computing (HPC) violates many of these assumptions

- Code is typically distributed as source

 With exception of vendor libraries, compilers
- Often build many variants of the same package
 - Developers' builds may be very different
 - Many first-time builds when machines are new
- Code is optimized for the processor and GPU
 - Must make effective use of the hardware
 - Can make 10-100x perf difference
- Rely heavily on system packages
 - Need to use optimized libraries that come with machines
 - Need to use host GPU libraries and network
- Multi-language
 - C, C++, Fortran, Python, others all in the same ecosystem

Some Supercomputers



Oak Ridge National Lab Power9 / NVIDIA



RIKEN Fujitsu/ARM a64fx



Lawrence Berkeley National Lab AMD Zen / NVIDIA



Oak Ridge National Lab AMD Zen / Radeon



Argonne National Lab Intel Xeon / Xe



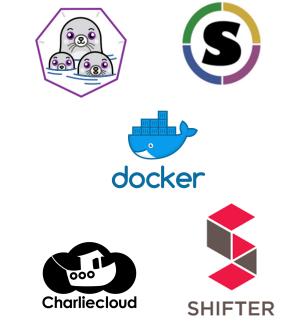
Lawrence Livermore National Lab AMD Zen / Radeon





What about containers?

- Containers provide a great way to reproduce and distribute an already-built software stack
- Someone needs to build the container!
 - This isn't trivial
 - Containerized applications still have hundreds of dependencies
- Using the OS package manager inside a container is insufficient
 - Most binaries are built unoptimized
 - Generic binaries, not optimized for specific architectures
- HPC containers may need to be *rebuilt* to support many different hosts, anyway.
 - Not clear that we can ever build one container for all facilities
 - Containers likely won't solve the N-platforms problem in HPC



We need something more flexible to **build** the containers



Spack enables Software distribution for HPC

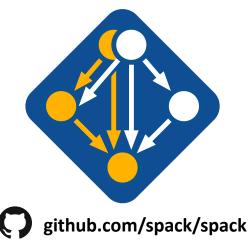
- Spack automates the build and installation of scientific software
- Packages are parameterized, so that users can easily tweak and tune configuration
 - No installation required: clone and go

\$ git clone https://github.com/spack/spack
\$ spack install hdf5

Simple syntax enables complex installs

\$ spack	install	hdf5@1.10.5	
\$ spack	install	hdf5@1.10.5	%clang@6.0
\$ spack	install	hdf5@1.10.5	+threadssafe

\$ spack install hdf5@1.10.5 cppflags="-03 -g3"
\$ spack install hdf5@1.10.5 target=haswell
\$ spack install hdf5@1.10.5 +mpi ^mpich@3.2



- Ease of use of mainstream tools, with flexibility needed for HPC
- In addition to CLI, Spack also:
 - Generates (but does **not** require) *modules*
 - Allows conda/virtualenv-like environments
 - Provides many devops features (CI, container generation, more)

What's a package manager?

Spack is a *package manager* Manages package installation Package - **Does not** a replace Cmake/Autotools Manages dependency relationships Packages built by Spack can have any Manager May drive package-level build systems build system they want Spack manages *dependencies* **High Level** Cmake, Autotools Drives package-level build systems Build Handle library abstractions Ensures consistent builds · Generate Makefiles, etc. System Determining magic configure lines Low Level takes time Make, Ninja Build Handles dependencies among Spack is a cache of recipes commands in a single build System

People who want to use or distribute software for HPC!

1. End Users of HPC Software

Install and run HPC applications and tools

2. HPC Application Teams

Manage third-party dependency libraries

3. Package Developers

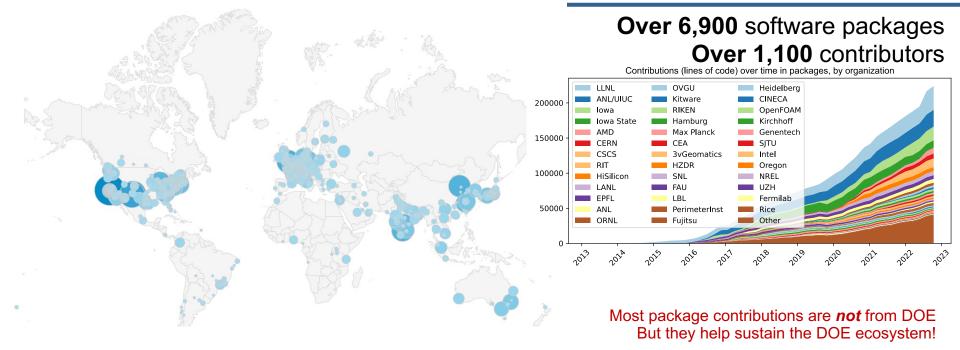
People who want to package their own software for distribution

4. User support teams at HPC Centers

People who deploy software for users at large HPC sites



Spack sustains the HPC software ecosystem with the help of many contributors





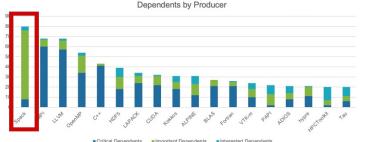
Spack is critical for ECP's mission to create a robust, capable exascale software ecosystem.



۱h	e Extreme-scale Scient	itic Sottware Stack
	What is E4	S?
	The Extreme-scale Scientific Software Stack (EAS) is a o software packages for developing, deploying and ru performance computing (HIC) platforms. EAS provides broad collection of NPC software packages.	ming scientific applications on high-
÷	Purpose (Constraints of a device of the second of the seco	Approach by any faxes in the methods that and pending contenes of parallel tenses for basics. Spaging, afford and Galachad, Life relates the factors and using of a semigrations.
	Platforms	- Testing

EXASCALE COMPUTING PROJECT

- Spack will be used to build software for the three upcoming U.S. exascale systems
- ECP has built the Extreme Scale Scientific Software Stack (E4S) with Spack – more at <u>https://e4s.io</u>
- Spack will be integral to upcoming ECP testing efforts.



Spack is the most depended-upon project in ECP



One month of Spack development is pretty busy!

October 11, 2023 – November 11, 2023

Period: 1 month -

Overview				
540 Active pull requests		119 Active issues		
⊱ 431 Merged pull requests	រិ រ 109 Open pull requests	⊘ 70 Closed issues	⊙ 49 New issues	

Excluding merges, **143 authors** have pushed **427 commits** to develop and **544 commits** to all branches. On develop, **695 files** have changed and there have been <u>18,789 additions</u> and <u>5,775 deletions</u>.



Materials: spack-tutorial.readthedocs.io



Spack's widespread adoption has made it a de facto standard, drawing contribution and collaboration from vendors

AWS is investing significantly in cloud credits for Spack Supporting highly scalable cloud CI system with ~250k+/year in credits aws Integrating Spack with ParallelCluster product Joint Spack tutorial with AWS drew 125+ participants Google Cloud Google is using Spack in their HPC Toolkit cloud cluster product List packages to deploy; automatically built and cached in cluster deployment AMD has contributed ROCm packages and compiler support 55+ PRs mostly from AMD, also others ROCm, HIP, aocc packages are all in Spack now **HPE/Cray** is allowing us to do CI in the cloud for the Cray PE environment Looking at tighter Spack integration with Cray PE Intel contributing OneApi support and licenses for our build farm **NVIDIA** arm **NVIDIA** contributing NVHPC compiler support and other features Fujitsu and RIKEN have contributed a huge number of packages for ARM/a64fx support on Fugaku **ARM** and **Linaro** members contributing ARM support 400+ pull requests for ARM support from various companies

Materials: spack-tutorial.readthedocs.io

Spack v0.21.0 was released November 11!

Highlights:

- 1. Better error messages with condition chaining
- 2. OCI build caches
- 3. Multiple versions of build dependencies
- 4. Cherry-picking virtual dependencies
- 5. license() directive
- 6. spack deconcretize command
- 7. UI Improvements
- 8. Environments can include definitions
- 9. Command Aliases
- 10. Improved autoloading of modules
- 11. Updated container labeling

Q github.com/spack/spack

Full release notes: https://github.com/spack/spack/releases/tag/v0.21.0



Spack is not the only tool that automates builds



- "Functional" Package Managers
 - Nix – Guix
- Build-from-source Package Managers
 - Homebrew, LinuxBrew
 - MacPorts
 - Gentoo

Other tools in the HPC Space:



- Easybuild
 - An installation tool for HPC
 - Focused on HPC system administrators different package model from Spack
 - Relies on a fixed software stack harder to tweak recipes for experimentation



- Conda / Mamba
 - Very popular binary package ecosystem for data science
 - Not targeted at HPC; generally has unoptimized binaries

<u>https://nixos.org/</u> https://www.gnu.org/s/guix/

<u>http://brew.sh</u> https://www.macports.org <u>https://gentoo.org</u>

http://hpcugent.github.io/easybuild/

https://conda.io



Materials: spack-tutorial.readthedocs.io

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6							
7		Login / Password				If you're in the spack2 column	
8	IP Address	spack1	spack2	spack3	spack4	spack5	your login and password are both spack2
9	3.73.49.217	SPACK TEAM					
10	3.126.55.215						
11	3.73.129.196		Your Name				•
12	35.157.75.37						
13	18.185.125.145						
14	3.72.109.188					ssh	spack2@3.73.129.196
15	3.72.107.180					551	Spuck263.13.123.130

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Hands-on Time: Spack Basics

Follow script at script at spack-tutorial.readthedocs.io



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Core Spack Concepts

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Most existing tools do not support combinatorial versioning

- Traditional binary package managers
 - RPM, yum, APT, yast, etc.
 - Designed to manage a single stack.
 - Install one version of each package in a single prefix (/usr).
 - Seamless upgrades to a *stable, well tested* stack
- Port systems
 - BSD Ports, portage, Macports, Homebrew, Gentoo, etc.
 - Minimal support for builds parameterized by compilers, dependency versions.
- Virtual Machines and Linux Containers (Docker)
 - Containers allow users to build environments for different applications.
 - Does not solve the build problem (someone has to build the image)
 - Performance, security, and upgrade issues prevent widespread HPC deployment.



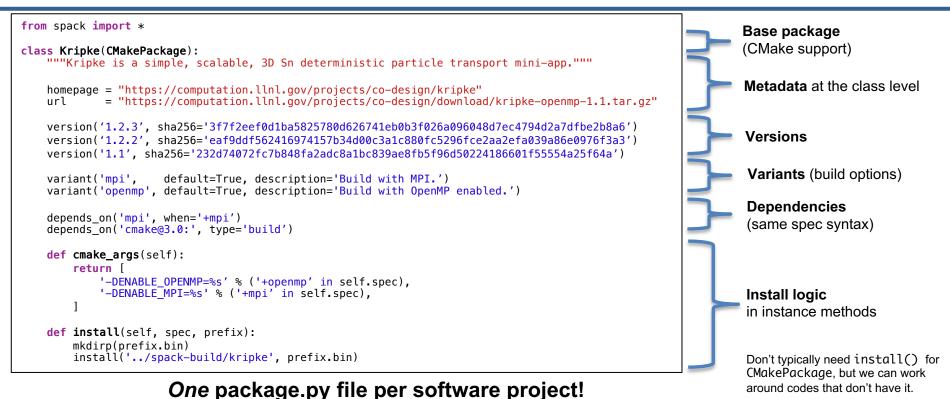
Spack provides a *spec* syntax to describe customized package configurations

<pre>\$ spack install mpileaks</pre>	unconstrained
<pre>\$ spack install mpileaks@3.3</pre>	<pre>@ custom version</pre>
<pre>\$ spack install mpileaks@3.3 %gcc@4.7.3</pre>	% custom compiler
<pre>\$ spack install mpileaks@3.3 %gcc@4.7.3 +threads</pre>	+/- build option
<pre>\$ spack install mpileaks@3.3 cppflags="-03 -g3"</pre>	set compiler flags
<pre>\$ spack install mpileaks@3.3 target=cascadelake</pre>	set target microarchitecture
<pre>\$ spack install mpileaks@3.3 ^mpich@3.2 %gcc@4.9.3</pre>	<pre>^ dependency constraints</pre>

- Each expression is a *spec* for a particular configuration
 - Each clause adds a constraint to the spec
 - Constraints are optional specify only what you need.
 - Customize install on the command line!
- Spec syntax is recursive
 - Full control over the combinatorial build space



Spack packages are *parameterized* **using the spec syntax** Python DSL defines many ways to build



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Conditional variants simplify packages

CudaPackage: a mix-in for packages that use CUDA

```
class CudaPackage(PackageBase):
    variant('cuda', default=False,
        description='Build with CUDA')
```

```
variant('cuda_arch',
    description='CUDA architecture',
    values=any_combination_of(cuda_arch_values),
    when='+cuda')
```

```
depends_on('cuda', when='+cuda')
```

depends_on('cuda@9.0:', when= depends_on('cuda@9.0:', when= depends_on('cuda@10.0:', when=

when='cuda_arch=70')
when='cuda_arch=72')
when='cuda_arch=75')

conflicts('%gcc@9:', when='+cuda ^cuda@:10.2.89 target=x86_64:')
conflicts('%gcc@9:', when='+cuda ^cuda@:10.1.243 target=ppc64le:')

cuda is a variant (build option)

cuda_arch is only present if cuda is enabled

dependency on cuda, but only if cuda is enabled

constraints on cuda version

compiler support for $x86_64$ and ppc641e

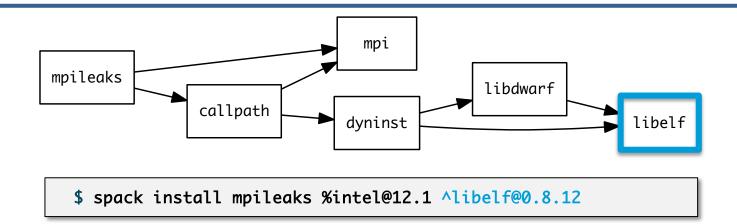
There is a lot of expressive power in the Spack package DSL.

LLNL-PRES-806064

Join #tutorial on Slack: spackpm.herokuapp.com Materials: spack-tutorial.readthedocs.io



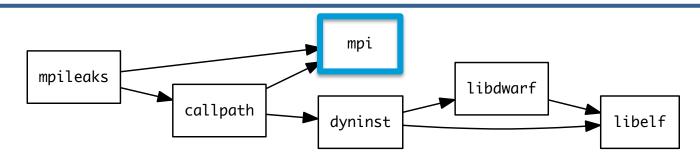
Spack Specs can constrain versions of dependencies



- Spack ensures one configuration of each library per DAG
 - Ensures ABI consistency.
 - User does not need to know DAG structure; only the dependency names.
- Spack can ensure that builds use the same compiler, or you can mix
 - Working on ensuring ABI compatibility when compilers are mixed.



Spack handles ABI-incompatible, versioned interfaces like MPI



- mpi is a virtual dependency
- Install the same package built with two different MPI implementations:

\$ spack install mpileaks ^mvapich@1.9

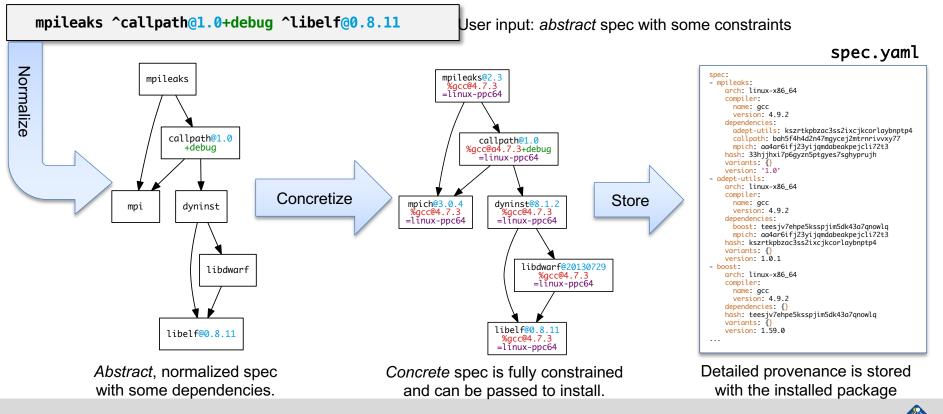
\$ spack install mpileaks ^openmpi@1.4:

Let Spack choose MPI implementation, as long as it provides MPI 2 interface:

\$ spack install mpileaks ^mpi@2



Concretization fills in missing configuration details when the user is not explicit.

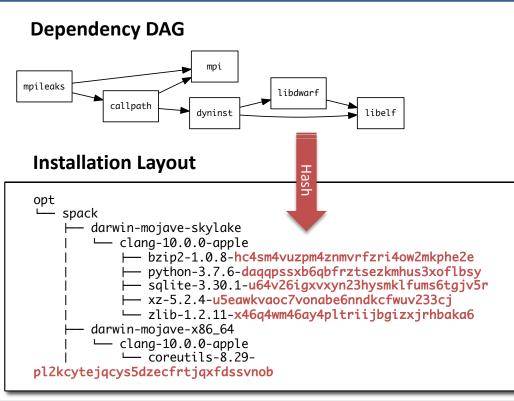


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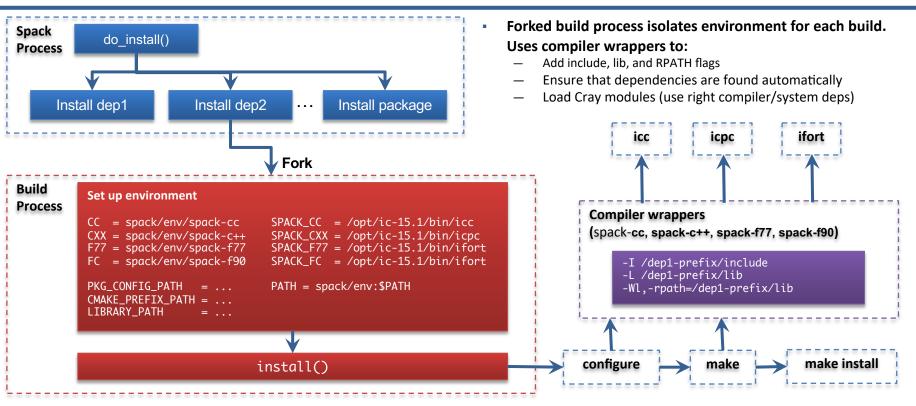
Hashing allows us to handle combinatorial complexity



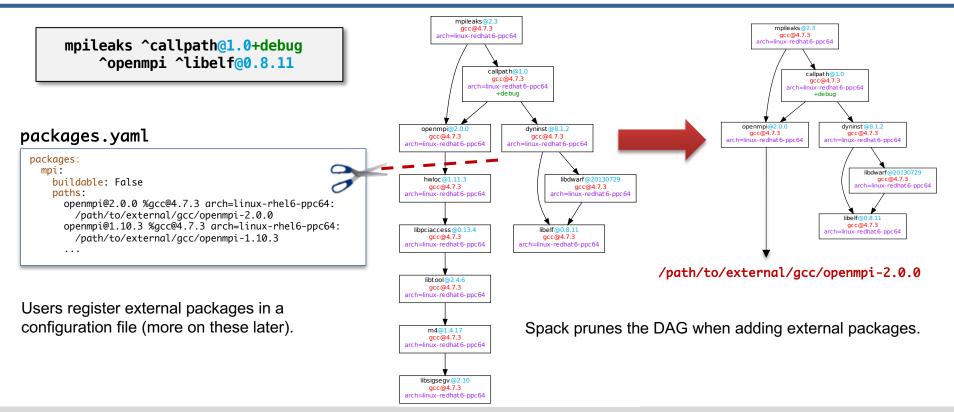
- Each unique dependency graph is a unique *configuration*.
- Each configuration in a unique directory.
 - Multiple configurations of the same package can coexist.
- Hash of entire directed acyclic graph (DAG) is appended to each prefix.
- Installed packages automatically find dependencies
 - Spack embeds RPATHs in binaries.
 - No need to use modules or set LD_LIBRARY_PATH
 - Things work the way you built them



An isolated compilation environment allows Spack to easily swap compilers



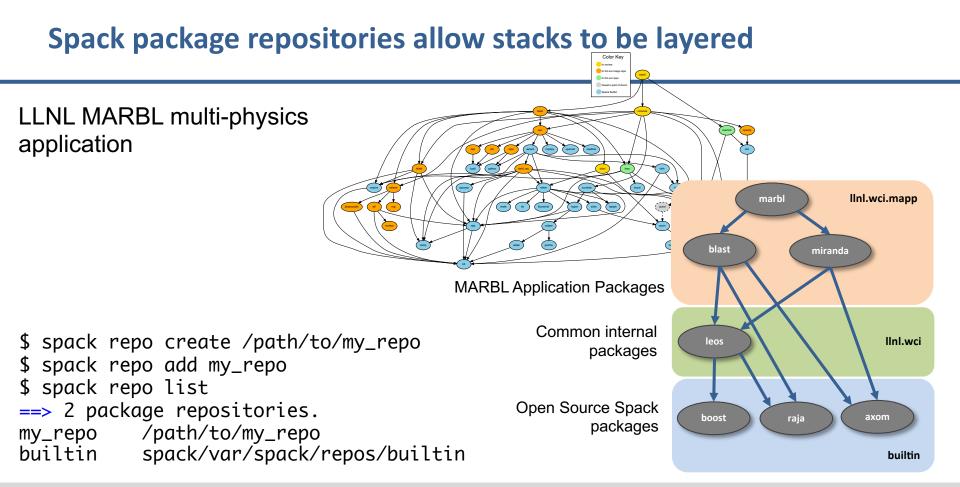
We can configure Spack to build with external software



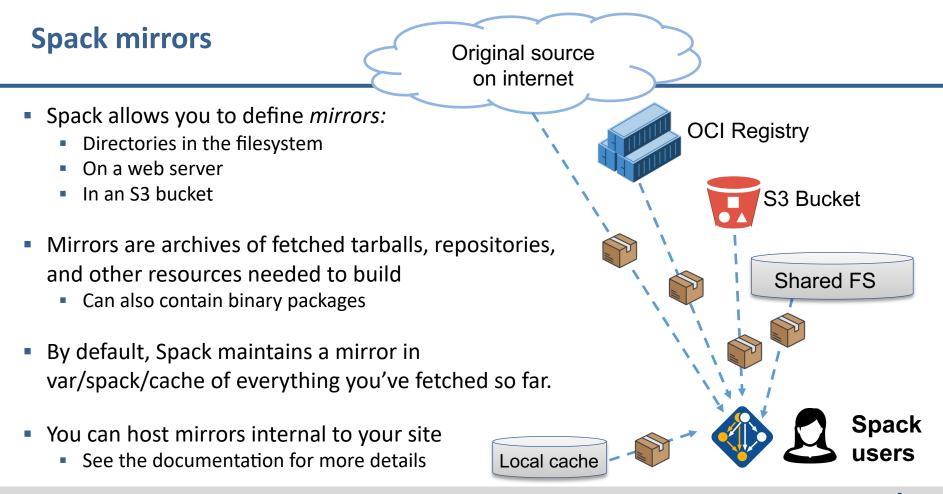
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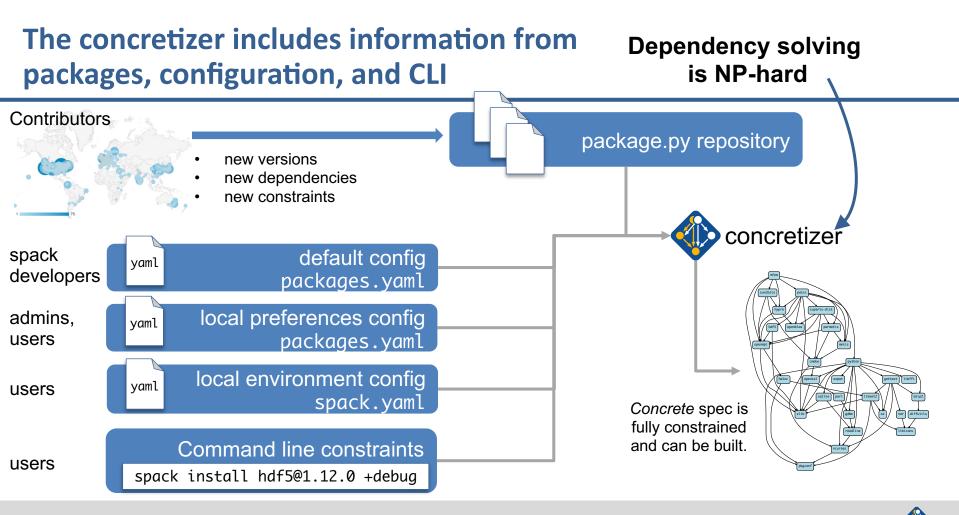
Materials: spack-tutorial.readthedocs.io











We use logic programming to simplify package solving

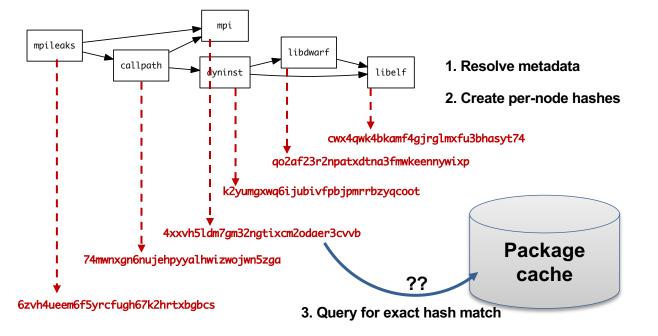
- New concretizer leverages Clingo (see potassco.org)
- Clingo is an Answer Set Programming (ASP) solver
 - ASP looks like Prolog; leverages SAT solvers for speed/correctness
 - ASP program has 2 parts:
 - 1. Large list of facts generated from our package repositories and config
 - 2. Small logic program (~800 lines)
 - includes constraints and optimization criteria
- New algorithm on the Spack side is conceptually simpler:
 - Generate facts for all possible dependencies, send to logic program
 - Optimization criteria express preferences more clearly
 - Build a DAG from the results
- New concretizer solves many specs that old concretizer can't
 - Backtracking is a huge win many issues resolved
 - Conditional logic that was complicated before is now much easier

% Packa	age: ucx
%	
version	_declared("ucx", "1.6.1", 0).
version	_declared("ucx", "1.6.0", 1).
version	_declared("ucx", "1.5.2", 2).
version	"declared("ucx", "1.5.1", 3). "declared("ucx", "1.5.0", 4). "declared("ucx", "1.4.0", 5). "declared("ucx", "1.4.0", 5).
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version	_declared("ucx", "1.3.0", 7).
version	n_declared("ucx", "1.2.2", 8). n_declared("ucx", "1.2.1", 9).
version	_declared("ucx", "1.2.1", 9).
version	_declared("ucx", "1.2.0", 10).
variant	<pre>c"ucx", "thread_multiple").</pre>
	t_single_value("ucx", "thread_multiple").
variant	t_default_value("ucx", "thread_multiple", "False").
vaniant	<pre></pre>
variant	<pre>c_possible_value("ucx", "thread_multiple", "True").</pre>
Tur curr	possible_value(dex ; chieda_intrepre ; filde).
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	ed_dependency("ucx", "numactl", "link").
node(=	numactl") :- depends_on("ucx", "numactl"), node("ucx").
declare	<pre>sd.dependency("ucx", "rdma-core", "build"). d.dependency("ucx", "rdma-core", "build"). rdma-core") :- depends_on("ucx", "rdma-core"), node("ucx").</pre>
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Some facts for the HDF5 package



--fresh only reuses builds if hashes match



- Hash matches are very sensitive to small changes
- In many cases, a satisfying cached or already installed spec can be missed
- Nix, Spack, Guix, Conan, and others reuse this way



--reuse (now the default) is more aggressive

- --reuse tells the solver about all the installed packages!
- Add constraints for all installed packages, with their hash as the associated ID:

installed_hash("openssl","lwatuuysmwkhuahrncywvn77icdhs6mn"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","node","openssl"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","version","openssl","1.1.1g"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","node_platform_set","openssl","darwin"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","node_platform_set","openssl","catalina"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","node_target_set","openssl","x86_64"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","variant_set","openssl","systemcerts","True"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","node_compiler_set","openssl","apple-clang"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","node_compiler_version_set","openssl","apple-clang","12.0.0"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","concrete","openssl","apple-clang","12.0.0"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","concrete","openssl","apple-clang","12.0.0"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","concrete","openssl","apple-clang","12.0.0"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","depends_on","openssl","zlib","build"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","depends_on","openssl","zlib","link"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","depends_on","openssl","zlib","link"). imposed_constraint("lwatuuysmwkhuahrncywvn77icdhs6mn","depends_on","openssl","zlib","link").





Telling the solver to minimize builds is surprisingly simple in ASP

1. Allow the solver to *choose* a hash for any package:

{ hash(Package, Hash) : installed_hash(Package, Hash) } 1 :- node(Package).

2. Choosing a hash means we impose its constraints:

impose(Hash) :- hash(Package, Hash).

3. Define a build as something *without* a hash:

build(Package) :- not hash(Package, _), node(Package).

4. Minimize builds!

LLNL-PRES-806064

#minimize { 1@100,Package : build(Package) }.



With and without --reuse optimization

_					
		lver> spack solve -Il hdf5			
		9 considered solutions.			
		ation Criteria:			
	iority	Criterion	Installed		
1		number of packages to build (vs. reus		20	
2		deprecated versions used	0	0	
3		version weight	0	0	
4		number of non-default variants (roots) 0	0	
5		preferred providers for roots	0	0	
6		default values of variants not being	used (roots) 0	0	
7		number of non-default variants (non-r	oots) Ø	0	
8		preferred providers (non-roots)	0	0	
9		compiler mismatches	0	0	
10		OS mismatches	0	0	
11		non-preferred OS's	0	0	
12		version badness	0	2	
13		default values of variants not being	used (non-roots) 0	0	
14		non-preferred compilers	0	0	
15		target mismatches	0	0	
16		non-preferred targets	0	0	
	zzngfs	hdf5@1.10.7%apple-clang@13.0.0~cxx~	fortuge bl ing inverseitch	and and a	threadenforteels and default
	nsylov				
	xdbaged				
	kfureol		ang@13.0.0 arch=darwin-big		
	5ekd4a				
	xz6a26		a@13.0.0+cpanm+shared+thre		
	xat3tls				atches=b231fcc4d5cff05e5c3a48
	65edjf		clang@13.0.0~debug~pic+sha		
	662adoo		apple-clang@13.0.0 arch=da		
	fu7tfsi				static arch=darwin-bigsur-sky
	vjg67no		ang@13.0.0 arch=darwin-big		
	tjceld		pple-clang@13.0.0 arch=dar		
	xevvlj		clang@13.0.0+optimize+pic+		
	xelfob				
	zruns75				netloc~nvml~opencl~pci~rocm+sl
	ib4fnkt		lang@13.0.0~python arch=da		
	dwiv2ys		ng@13.0.0~pic libs=shared,		
	blitnbl				
	h7jaly				
	7v7bqx2		pple-clang@13.0.0 arch=dar		-skylake
	- and q A		ppre-crungers.o.o ul ci-dui	nen brysu	SKy Luke

Pure hash-based reuse: all misses

(spackle):spack> spack solvereuse -Il hdf5			particular and the
Best of 10 considered solutions.			
Optimization Criteria:			
	Installed	ToBuild	
1 number of packages to build (vs. reuse)		4	
2 deprecated versions used	0	0	
3 version weight	0	0	
4 number of non-default variants (roots)	0	0	
5 preferred providers for roots	0	0	
6 default values of variants not being used (roots)	0	0	
7 number of non-default variants (non-roots)	2	0	
<pre>8 preferred providers (non-roots)</pre>	0	0	
9 compiler mismatches	0	0	
10 OS mismatches	0	0	
11 non-preferred OS's	0	0	
12 version badness	6	0	
13 default values of variants not being used (non-roots)		0	
14 non-preferred compilers	15	4	
15 target mismatches	0	0	
16 non-preferred targets	0	0	
[+] zd4m26e ^cmcke@3.21.1%apple-clang@12.0.5-doc+ncurses+op [+] 33152xn ^ncurses@6.2%opple-clang@12.0.5-symlinks+te [+] us36bwn ^openssl@1.1.1%apple-clang@12.0.5-docs+sys [+] 74mwnxg ^zlib@1.2.11%apple-clang@12.0.5-docs+sys [-] 74mwnxg ^zlib@1.2.11%apple-clang@12.0.5-doctmics-cuda- - 3ijfnel ^openmpi@4.1.1%opple-clang@12.0.5-doctmics-cuda-	ermlib abi=r stemcerts ar ze+pic+share ~cxx~cxx_exo	none arch=dar rch=darwin-bi ed arch=darwi ceptions+gpfs	win-bigsur-skylake gsur-skylake n-bigsur-skylake ~internal-hwloc~java~lo
jxexyb7			
[+] ckdn5zf ^libxml2@2.9.12%apple-clang@12.0.5~pyth [+] k7auat3 ^libiconv@1.16%apple-clang@12.0.5 l			
k2yumgx xz@5.2.5% apple-clang@12.0.5~pic li [+] argtlcd ^pkgconf@1.8.0% apple-clang@12.0.5 arch=			arwin-bigsur-skylake
- nnc66ug ^pkgconfer.8.0%apple-clange12.0.5 arch= /libevent@2.1.12%apple-clange12.0.5+openssl			ul ako
[+] 53xbksk			luke
[+] snhgldt ^libedit@3.1-20210216%apple-clang@12.0.			ov) aka
[+] gbkmtdd			
[+] tnvkifs /berkeley-db@18.1.40% apple-clang@12.0.5			
Γ_{\pm} Zd5wogt Abzin2@1 0 8¥gnple_clang@12 0 5~debugen	nic_shared (
			lysul -skyluke
[+] Yd5woqt Mbzip2@1.0.8%apple-clang@12.0.5~wdebug-p /h6di3i Agdbm@1.19%apple-clang@12.0.5 arch=darw [+] jqsy3v41 ^rceadline@8.1%apple-clang@12.0.5 or	win-bigsur-s	skylake	

With reuse: 16 packages were reusable

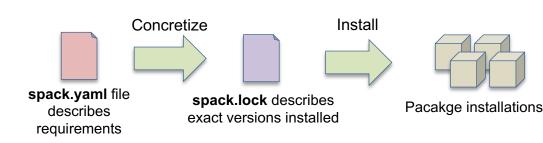


Use `spack spec` to see the results of concretization

\$ spack spec mpileaks Input spec					
mpileaks					
Concretized					
<pre>mpileaks@1.0%gcc@5.3.0 arch=darwin-elcapitan-x86_64 ^adept-utils@1.0.1%gcc@5.3.0 arch=darwin-elcapitan-x86_64 ^boost@1.61.0%gcc@5.3.0+atomic+chrono+date_time~debug+filesystem~graph ~icu_support+iostreams+locale+log+math~mpi+multithreaded+program_options ~python+random +regex+serialization+shared+signals+singlethreaded+system +test+thread+timer+wave arch=darwin-elcapitan-x86_64 ^bzip2@1.0.6%gcc@5.3.0 arch=darwin-elcapitan-x86_64 ^zlib@1.2.8%gcc@5.3.0 arch=darwin-elcapitan-x86_64 ^openmpi@2.0.0%gcc@5.3.0 arch=darwin-elcapitan-x86_64 ^libpciaccess@0.13.4%gcc@5.3.0 arch=darwin-elcapitan-x86_64 ^libpciaccess@0.13.4%gcc@5.3.0 arch=darwin-elcapitan-x86_64 ^libtool@2.4.6%gcc@5.3.0 arch=darwin-elcapitan-x86_64 ^libsigsegv@2.10%gcc@5.3.0 arch=darwin-elcapitan-x86_64 ^libsigsegv@2.3.0 arch=darwin-elcapitan-x86_64 ^libsigsegv@2.3.0 arch=darwin-elcapitan-x86_64 ^libsigsegv@2.3.0 arch=darwin-elcapitan-x86_64 ^libsigsegv@2.3.0 arch=darwin-elcapitan-x86_64 ^libdwarf@20160507%gcc@5.3.0 arch=darwin-elcapitan-x86_64 ^libelf@0.8.13%gcc@5.3.0 arch=darwin-elcapitan-x86_64 </pre>					

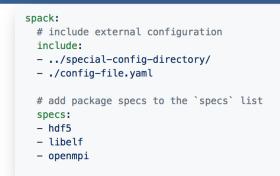


Spack environments enable users to build customized stacks from an abstract description



- spack.yaml describes project requirements
- spack.lock describes exactly what versions/configurations were installed, allows them to be reproduced.
- Can be used to maintain configuration of a software stack.
 Can easily version an environment in a repository

Simple spack.yaml file



Concrete spack.lock file (generated)

```
"concrete_specs": {
    "6s63so2kstp3zyvjezglndmavy6l3nul": {
        "hdf5": {
            "version": "1.10.5",
            "arch": {
                "platform": "darwin",
                "platform_os": "mojave",
                "target": "x86_64"
        },
        "compiler": {
                "name": "clang",
                "version": "10.0.0-apple"
        },
        "namespace": "builti
        "parameters".
```

Environments, spack.yaml and spack.lock

Follow script at **spack-tutorial.readthedocs.io**



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Hands-on Time: Configuration

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We'll resume at: 10:00 PT

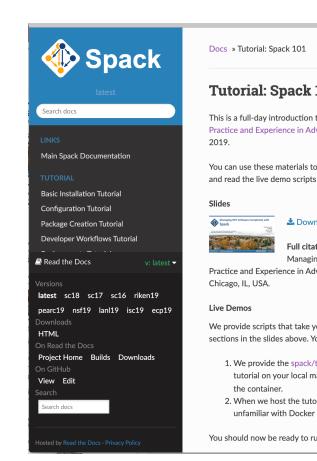
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Hands-on Time: Stacks

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Spack packages are *parameterized* **using the spec syntax** Python DSL defines many ways to build



one paokage.py me per sertitare project.



Hands-on Time: Creating Packages

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Hands-on Time: Scripting

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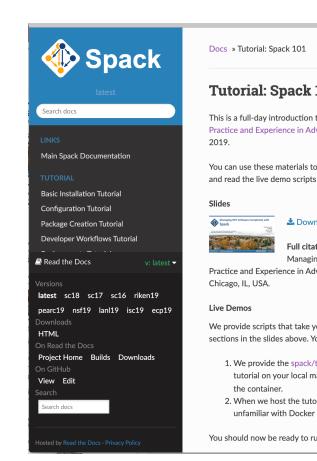
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Hands-on Time: Developer Workflows

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Hands-on Time: Binary Caches and Mirrors

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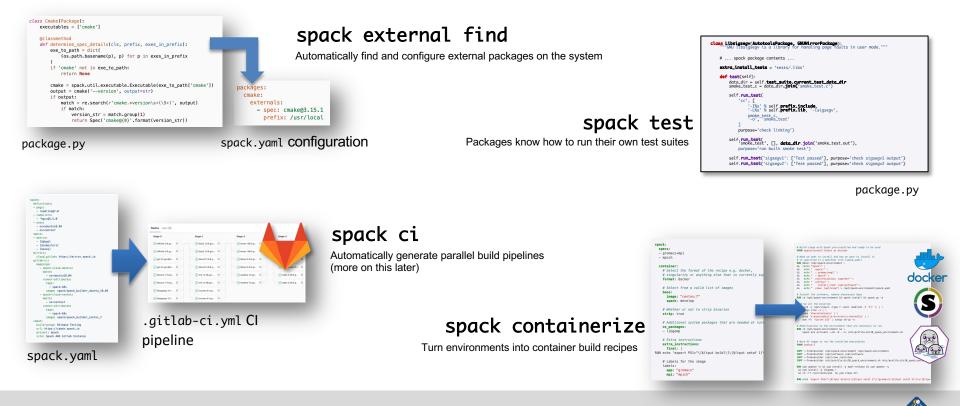
More Features and the Road Ahead

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Environments have enabled us to add build many features to support developer workflows

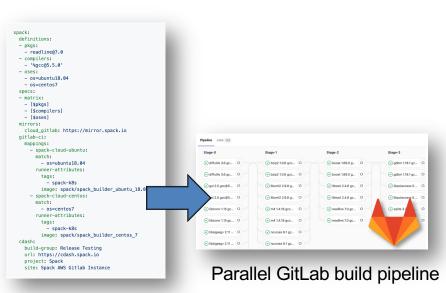


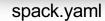
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Spack environments are the foundation of Spack Cl

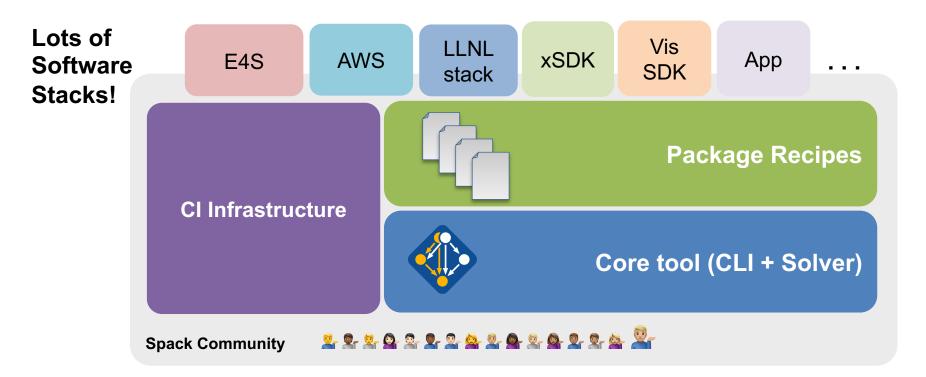
- spack ci enables any environment to be turned into a build pipeline
- Pipeline generates a .gitlab-ci.yml file from spack.lock
- Pipelines can be used just to build, or to generate relocatable binary packages
 - Binary packages can be used to keep the same build from running twice
- Same repository used for spack.yaml can generate pipelines for project





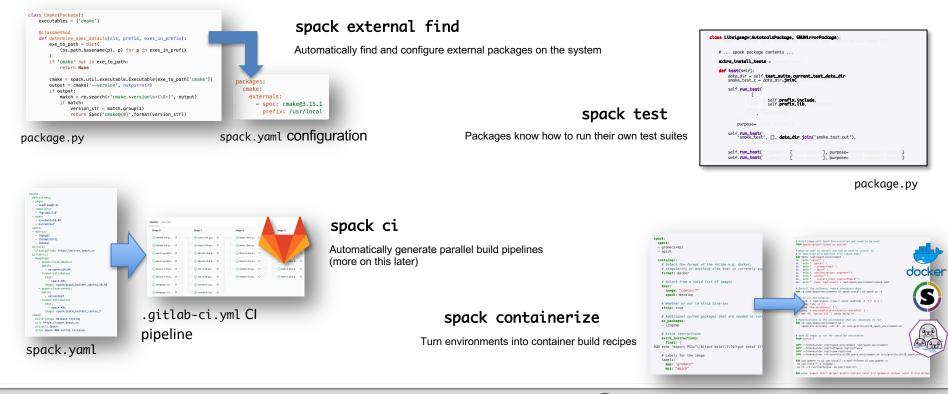
57

The Spack project enables communities to build their own software stacks



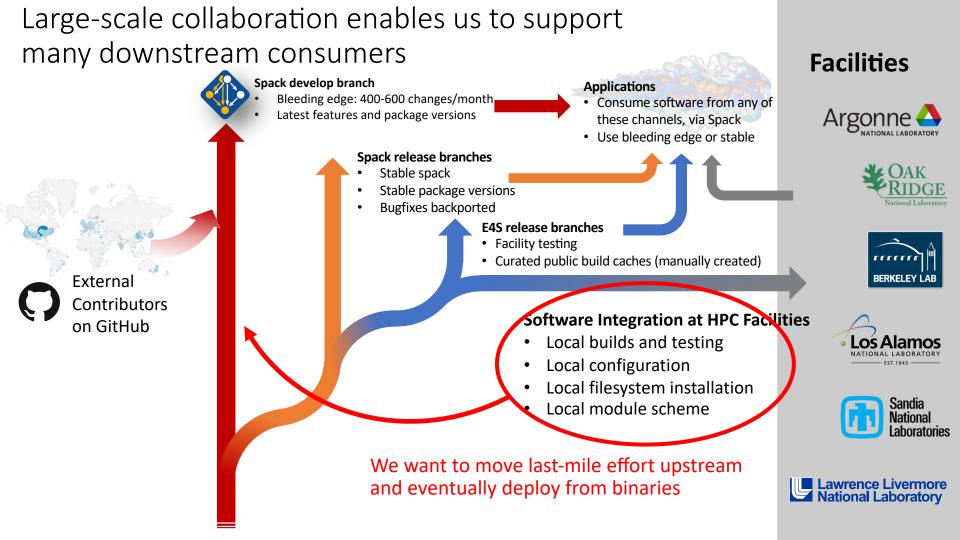


Environments have enabled us to add build many features to support developer workflows

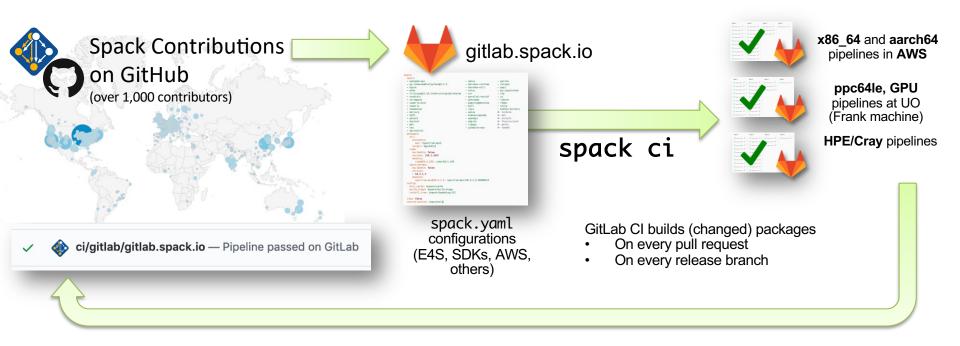








Spack relies on cloud CI to ensure that builds continue working







Sustaining this ecosystem requires a scalable pipeline to support continuous builds

- 1. Sustainable: Don't change maintainer workflow!
 - Limited number of maintainers working mostly in GitHub PRs
 Most *not* actively monitoring the develop branch
 Most don't want to babysit builds
 Don't want extra work to cut a binary release
- **Rolling**: Releases for common branches:

 develop (most users): continuously built cache
 releases/*: basically just the develop stack frozen at release time
- 3. Scalable:
 - eventually support all 7,200+ packages
- **4. Source-buildable**: Ensure that source builds *still* work in many environments Users still build from source frequently

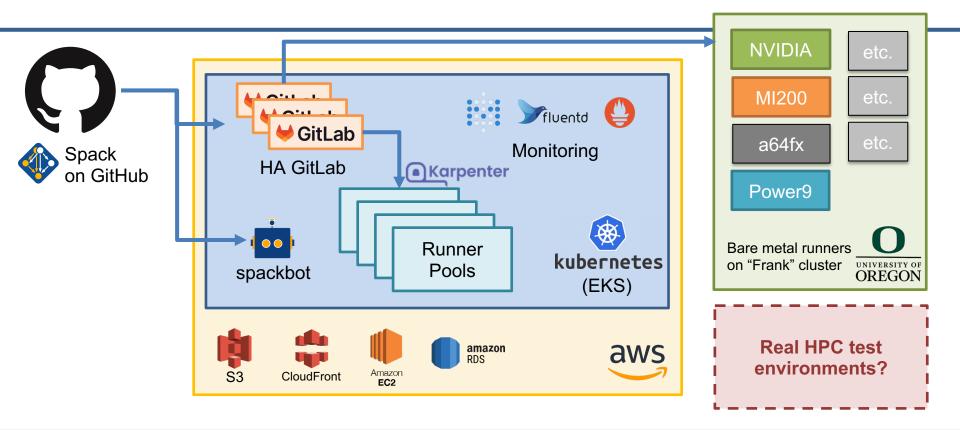
 - Don't assume everyone will be using binaries
- 5. Secure:
 - Ensure that binaries are just as trustworthy as sources

We have greatly simplified the process of creating a stack

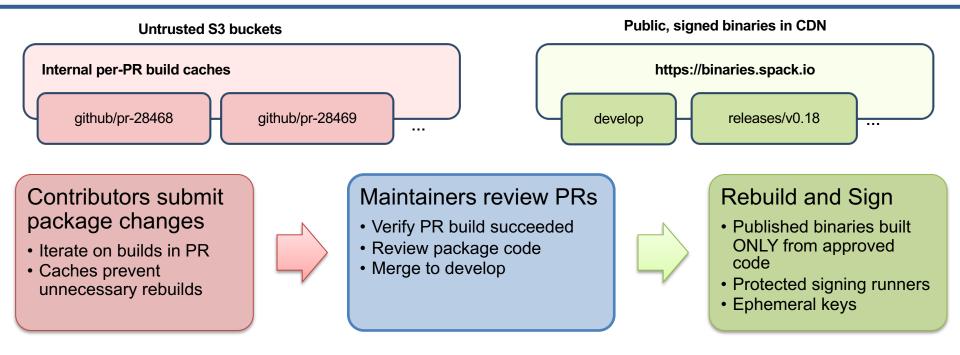
- Lists of packages aimed at communities
 - E4S HPC distribution
 - Power, macOS, OneAPI versions
 - Various ML stacks
 - CPU
 - CUDA
 - ROCm
 - LLNL-specific stacks
 - AWS user stacks
- Easy to build same stack many different ways using versatile recipes
- No more boilerplate!

17	packages:
18	^{a11:} Config parameters
19	target: [x86_64_v3]
20	variants: ~rocm+cuda cuda_arch=80
21	llvm:
22	<pre># https://github.com/spack/spack/issues/27999</pre>
23	require: ~cuda
24	
25	definitions:
26	- packages: List of packages
27	# Horovod
28	- py-horovod
29	
30	# Hugging Face
31	- py-transformers
32	
33	# JAX
34	- py-jax
35	- py-jaxlib
36	
37	# Keras
38	- py-keras
39	- py-keras-applications
40	- py-keras-preprocessing
41	- py-keras2onnx
42	
43	# PyTorch
44	- py-botorch
45	- py-efficientnet-pytorch
46	- py-gpytorch
47	- py-kornia
48	- py-pytorch-gradual-warmup-lr
49	- py-pytorch-lightning
50	– py-segmentation-models-pytorch

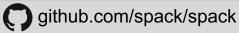
Spack CI Architecture



We ensure rapid turnaround *and* protect against malicious binaries by bifurcating our pipeline



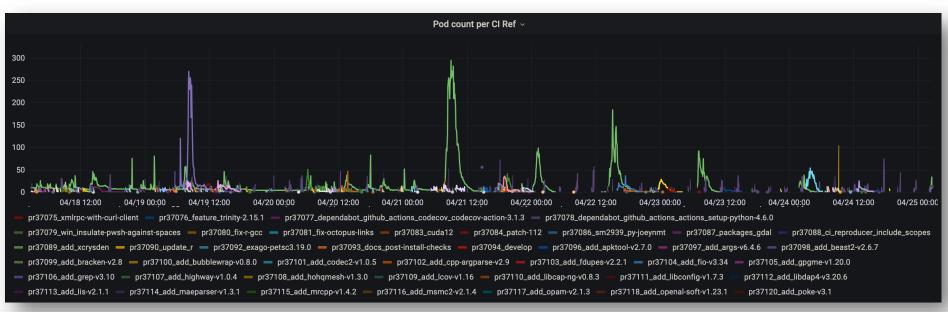
- Moves bulk of binary maintenance upstream, onto PRs
 - Production binaries never reuse binaries from untrusted environment

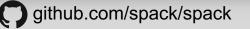




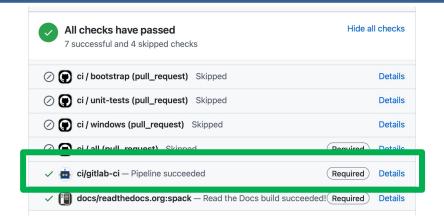
Our CI system enables us to build entire software stacks within a single pull request

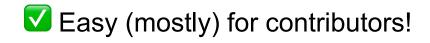
- Users can write a simple file and fire up 300+ builders to build thousands of packages
- We're currently handling 50,000 100,000 package builds *per week*





We announced our public binary cache last June. Use aws We're maintaining 8,182 builds in CI!







latest v0.18.x release binaries
spack mirror add v018 https://binaries.spack.io/releases/v0.18

Still need HPC CI, but working on it # rolling release: bleeding edge binaries
spack mirror add develop https://binaries.spack.io/develop

So, what else could go wrong?

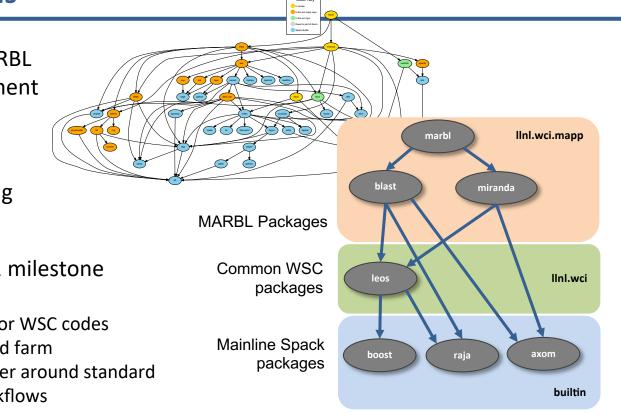


github.com/spack/spack



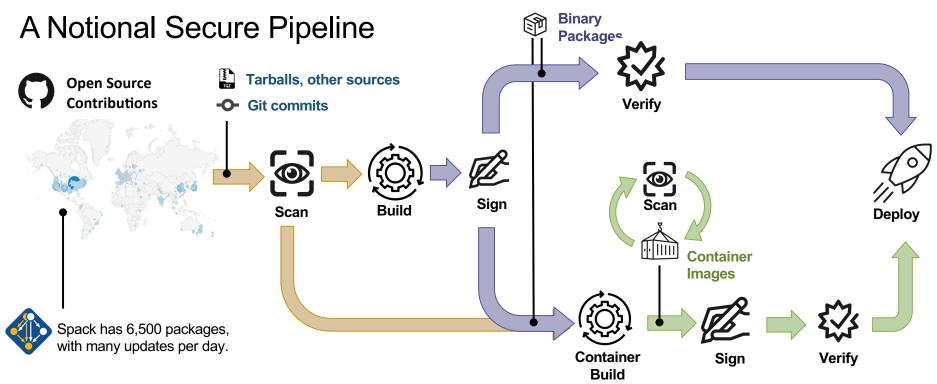
We are working with code teams to develop standard workflows for layered build farms

- We are working with the MARBL team to move their development environment to Spack
- We have established a build and deployment working group among WSC codes



- We aim to put together an L2 milestone for next year to:
 - Make a common build farm for WSC codes
 - Layer with Spack's public build farm
 - Gradually bring teams together around standard build configurations and workflows





- We need a standard set of guidelines that we accept for supply chain integrity
 - Labs are trending towards GitLab, Spack for HPC
 - Standard container formats can help with scanning
 - Standard SBOM format could help sites cross-validate codes
- "Thorn Thymus" LDRD Strategic Initiative is working on new ways to recognize malware
 - Could integrate this into our pipeline when it's ready

Spack retains more software provenance than most SBOMs

- Spec for zlib is at left
 - Contains much of the metadata SBOM asks for
 - Plus performance/build info of interest to HPC folks
- Patch, archive, and package recipe hashes allow you to verify the build
 - These are currently not exposed
 - We hash them and include the result
 - Can easily replace the hash with specific archive/patch hashes
- SBOM generation from this data is in progress
 - All Spack installs will have SBOMs to leverage industry tooling

```
"spec": {
                                                         Schema version
   meta": {
   "version": 3
  "nodes": [
                                                           Package name
     "name": "zlib".
     "version": "1.2.12",
                                                                    Version
      "arch": {
        "platform": "darwin",
       "platform_os": "bigsur",
        "taraet": {
                                                                  Compiler.
         "name": "skylake"
                                                       target architecture
      compiler": {
       "name": "apple-clang",
       "version": "13.0.0"
                                                    Origin package repo
      'namespace": "builtin",
      'parameters":
        'optimize": true.
       "pic": true,
        shared": true,
       "cflags": [],
                                         Variants, build options, flags
        'cppflags": []
       "cxxflaas": [].
       "fflags": [].
       "ldflags": [],
       "ldlibs": []
                          Hashes of archive, patches, build recipe
       nashes":
        'archive": "91844808532e5ce316b3c010929493c0244f3d37593afd6de04f71821d5136d9".
        "patches":
          '0d38234384870bfd34dfcb738a9083952656f0c766a0f5990b1893076b084b76'
        package_hash": "6kkligdv67ucuvfpfdwaacy5bz6s6en4"
     З.
     "hash": "zbntgjjnd2wgvvkfi55y45ms3p7wg5ns"
                                                    Hash of entire spec
```



Future directions we would like to pursue

- Build pipeline hardening / scanning
 - Add scanning and assurance stages to our build pipeline
- Work with other projects to add assurance technologies
 - OpenSSF project has automated checks that can be integrated with CI pipelines
 - LLNL Thorn Thymus project has scanning
- Package curation
 - Identify and label projects within Spack that meet security standards
 - Curate a vetted sub-distribution of software
 - Work with projects like E4S
- Certified system images (for embedded devices, HPC, cloud, containers, etc.)
 - Configure and build a custom OS image with only selected components/options
 - Spack currently supports software *above* libc, but not libc
 - Contributors from the embedded community are working with us on this low-level support
 - May be used to replace tools like Yocto, OpenWRT, Gentoo

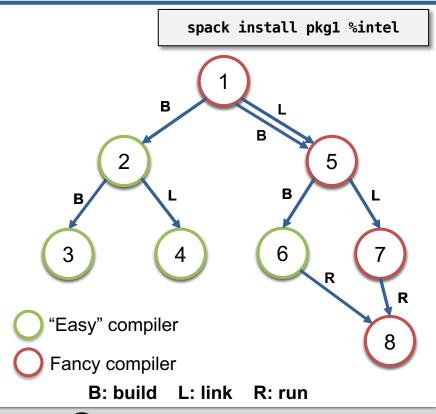




Roadmap:

Separate concretization of build dependencies

- We want to:
 - Build build dependencies with the "easy" compilers
 - Build rest of DAG (the link/run dependencies) with the fancy compiler
- 2 approaches to modify concretization:
 - 1. Separate solves
 - Solve run and link dependencies first
 - Solve for build dependencies separately
 - May restrict possible solutions (build ←→ run env constraints)
 - 2. Separate models
 - *Allow* a bigger space of packages in the solve
 - Solve all runtime environments together
 - May explode (even more) combinatorially

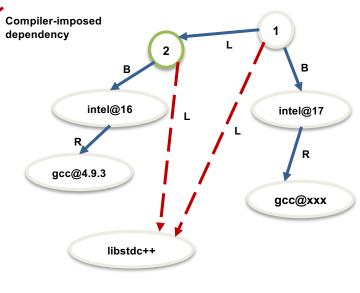


github.com/spack/spack



Roadmap: Compilers as dependencies

- Need separate concretization of build dependencies to make this work
 - Model compiler as build dep (not unified)
 - Runtimes as link deps (unified)
 - Ensure compatibility between runtimes when using multiple compilers together
- We need deeper modeling of compilers to handle compiler interoperability
 - libstdc++, libc++ compatibility
 - Compilers that depend on compilers
 - Linking executables with multiple compilers
- Packages that depend on languages
 - Depend on cxx@2011, cxx@2017, fortran@1995, etc
 - Depend on **openmp@4.5**, other compiler features
 - Model languages, openmp, cuda, etc. as virtuals



Compilers and runtime libs fully modeled as dependencies







When would we go to "Version 1.0"?

Big things we've wanted for 1.0 are:

- New concretizer
- production CI
- production public build cache
- Compilers as dependencies
- Stable package API
 - Enables separate package repository

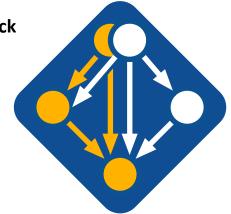
We are still working on the last 3 here, but getting much closer!

Done!



Join the Spack community!

- There are lots of ways to get involved!
 - Contribute packages, documentation, or features at **github.com/spack/spack**
 - Contribute your configurations to github.com/spack/spack-configs
- Talk to us!
 - You're already on our **Slack channel** (spackpm.herokuapp.com)
 - Join our Google Group (see GitHub repo for info)
 - Submit GitHub issues and pull requests!



Star us on GitHub! github.com/spack/spack



We hope to make distributing & using HPC software easy!

Join #tutorial on Slack: slack.spack.io

Materials: spack-tutorial.readthedocs.io





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