

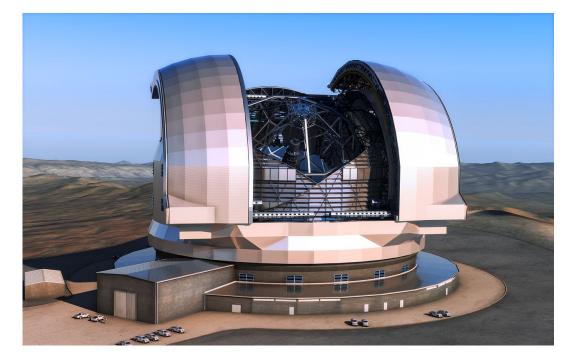
THE ELT LINUX DEVELOPMENT ENVIRONMENT

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https://www.eso.org



The ELT



Extremely Large Telescope

- 39m ground-based
- Cerro Armazones
- First stone May 2017
- First light expected 2024
- Largest optical/near-IR
- Exoplanets, star
 formations, protoplanetary
 systems

- Five-mirror design
- M1: 798 segments 1.4 meters wide 5cm thick (3 PACT, 6 ES, 12 WH)
 - Figure loop at 500Hz ~ 1Gbit/s traffic
- M4: 4 meters (~6000 actuators)
- Alt-azimuth mount with 6 LGS



Software challenges

Components of very different scope:

Real-time performance

> High level data handling and post-processing

Long time project (> 30 years)

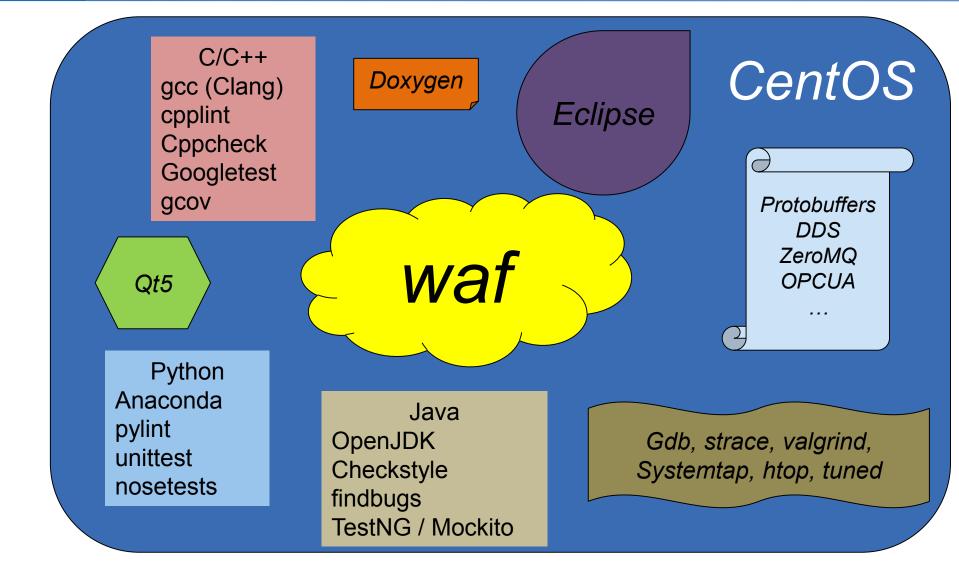
Maintenance

Different developer base:

In-house / external

Engineers / scientists

DevEnv Overview





Build system challenges

Single build system for C++ / Python /Java

- Reliable partial builds
- Full parallelization
- Requires less specific knowledge
- Automatic dependency management
- Efficient and parallel
- Off-tree builds
- Ease of integration with new tools
- Logging and debugging support





- Open source project started in 2005
- Entirely Python based (2.5 -> 3.6)
- Focus on:
 - Portability
 - Speed of execution
- Efficiency on condition of rebuilds
- Supports many languages and tools; expandable
- Users: Samba, RTEMS, Ardour, game companies





wscript: build scripts defining configuration, options and build steps

Python code

Interaction with the waf framework

- Command line execution of phases
 - ≻ configure
 - ≻ build

≻ test

- install / dist
- Custom commands



waf: an example

def options(opt):

```
opt.load('compiler_cxx python pyqt5 ')
```

def configure(conf):

```
conf.load('compiler_cxx python pyqt5 ')
```

conf.check(header_name='stdio.h', features='cxx')

conf.check_python_version((3,5,0))

def build(bld):

```
bld.shlib(source='a.cpp inc/a.h', target='alib', export_includes='inc')
```

bld.program(source='m.cpp', target='app', use='alib')

```
bld.stlib(source='b.cpp', target='foo')
```

```
bld(features="py pyqt5", source="src/test.py src/gui.ui",
```

install_path="\${PREFIX}/play/", install_from="src/")



wtools

wscripts are readable and easy but still...

wtools as a layer for:

Simplification for common tasks for users

Centralized maintenance and roll-out of new features

Easier to enforce certain practices

Can reduce script to a single line:

from wtools.module import declare_cprogram

declare_cprogram(target="foo", use="bar")

Tasks for primary artifacts and additional ones are created: tests, installation, linting …



Based on set on conventions:

- > Directory structure, file positioning, file naming
- Currently supporting:
 - > C/C++ program, shared and static library,
 - > Python program and package,
 - Qt5 C++ or Python program
 - Java JAR packages.
- Custom modules that leverage full waf can be created for specific needs not included in wtools



Future challenges

Early adoption with feedbacks

Implementation of new requests is easier

Very efficient resource-wise

We need to help users to adapt to this new technology and maintain it actively to meet expectations

What else we are looking at:

- Containerization (Docker and LXC)
- Deployment of applications