CMake
~ A Build System for Build Systems ~
Role of Build Systems

- Find dependencies
  - “Where is MPI? CUDA? What flags enable OpenMP?”

- Test & install
  - Run unit tests
  - Generate installer
A Few Build Systems...

- (hand-written) makefiles
  - Portability depends on author

- Autotools (GNU build system)
  - Most familiar: ./configure && make && make install
  - But there’s more: aclocal, autoheader, automake, autoconf,…
  - Require Cygwin or MSYS for Windows

- Eclipse, Visual Studio
  - Tied to IDE
  - Complex setup for large projects
...and Two More

- **SCons**
  - Builds defined as Python scripts
  - Used by Blender, Doom3, NumPy, SciPy

- **CMake**
  - Can generate Eclipse projects, Visual Studio solutions, Makefiles, XCode projects, etc.
  - What we will use for the rest of ME759
Intro to CMake

- Projects are defined in simple text files
  - No more digging through stacks of config dialogs
  - Easy to diff
  - Easy to maintain under revision control (SVN, Mercurial, Git, etc.)
  - Works on any platform (Linux, Windows, OSX)

- User-configurable options set in the ccmake/cmake-gui programs

- Once configured, project files are generated for your system’s native build environment (Eclipse, Visual Studio, Makefiles, Xcode, etc)
CMake Lingo

- **CMakeLists.txt**
  - Text file in which you define the bulk of the project

- **Generator**
  - Converts CMakeLists.txt to a project file for your IDE

- **Cache**
  - Stores environment-specific and user-configurable options

- **Build type**
  - Set of compiler/linker options
  - Some predefined setups: debug, release, release with debug symbols, space-optimized release
CMake Workflow

1. Write CMakeLists.txt

2. Select build directory in ccmake/cmake-gui

3. Choose generator for your environment
   - Eclipse, Visual Studio, Makefiles, etc

4. Configure project options,
   - Persistent, Saved in cache

5. Generate project files

6. Build project
CMakeLists.txt

- Defines the entire project and build process

- Watch out: name must be **exactly** CMakeLists.txt

- Contents themselves are case insensitive
  - But **be consistent**
  - Commonly found in recent projects:
    - functions()
    - VARIABLES

- 20/80 rule: 20% of commands do 80% of what you’ll need

- Documentation (CMake 2.8): [http://cmake.org/cmake/help/cmake-2-8-docs.html](http://cmake.org/cmake/help/cmake-2-8-docs.html)
CMakeLists.txt: A Few Other Functions

- `configure_file`: do find/replace on files

- `ExternalProject`: require an external project to be built before building your own

- `find_package(foo)`: see if package foo is available on this system
  - This makes setting up CUDA and MPI relatively painless
  - But, `FindFoo.cmake` script must already be written

- `math`: perform arbitrary math operations

- `{add,remove}_definitions`: set/remove preprocessor definitions
# Set the required version of CMake
cmake_minimum_required(VERSION 2.8)

# Set your project title
project(ME759)

# Look for CUDA and set up the build environment
# Flag ‘REQUIRED’ forces us to set up CUDA correctly before building
find_package("CUDA" REQUIRED)

# Finally, we would like to create a program ‘foo’
# from the files ‘foo.cu’ and ‘bar.cu’
# Using cuda_add_executable tells CMake to use with nvcc instead of gcc
cuda_add_executable(foo foo.cu bar.cu)
CMake for ME759

- A template available at https://github.com/uwsbel/ParallelUtils-cmake
- Has macros for CUDA, MPI, and OpenMP projects
  - To use:
    - Copy to your source directory
    - Uncomment relevant sections of CMakeLists.txt
    - Modify for your assignments

- Useful command: `add_subdirectory`
  - Allows you to have a single main CMakeLists.txt with assignment-specific ones in subdirs
# Minimum version of CMake required. Don't touch.
cmake_minimum_required(VERSION 2.8)

# Set the name of your project
project(ME759)

# Include macros from the SBEL utils library
Include(ParallelUtils.cmake)

## Example CUDA program
enable_cuda_support()
cuda_add_executable(bandwidthTest bandwidthTest.cu)
What This Shows...

- Including commands from another file
- Running a macro (no arguments)
- Adding a CUDA executable to build
- `ParallelUtils.cmake` has more, see comments
cmark-gui

- User-configurable options are set here
  - Similar to running ./configure
- Set source and build directories
  - Must decide between in-source v. out-of-source build
- New build dir/cleared cache: nothing there
  - Hit ‘Configure’ to select generator & start configuring
- New/changed options are shown in red
  - Modify if need be, then keep hitting configure until done
- ‘Generate’ creates the project files
- Feel free to venture into ‘Advanced’ options
  - Can manually set compiler/linker options here
  - Remember this: do a “File > Delete Cache” if something gets messed up
cmake-gui gotchas

- If you need a library/path/variable, make sure it is found
  - Will show up as `{FOO}_NOT_FOUND` in the config options
  - Can be manually set if need be
    - But you should probably first determine why it’s not being done automatically

- Option not showing up? Hit Configure again, check advanced

- Strange issues? Clear the cache
  - Similar to make `distclean`
In-source v. Out-of-source Builds

- **In-source builds**
  - Binaries & project files generated alongside source code
  - Need to pay attention if using version control
  - IDEs (Eclipse) prefer this method
    - See [http://www.cmake.org/Wiki/Eclipse_CDT4_Generator](http://www.cmake.org/Wiki/Eclipse_CDT4_Generator)

- **Out-of-source builds**
  - Binaries & project files in separate directory
  - Easy to clean – just delete it
  - Only need to `checkin/commit` the source directory
  - This is the recommended way to build your code
Using Projects, Compiling

- After generating the project files, open in your IDE
  - Eclipse: File > Import Project
  - Visual Studio: open the solution
  - Makefiles/Eclipse: make (make –j4 for parallel build w/ 4 threads)

- Source code should be in there, even if using out-of-source (linked to the source directory)

- CMake will automatically run when building to update project/make files
  - No need to open cmake-gui again unless changing options
  - Visual Studio may ask to reload the project; do it
End Build Tools/Approaches