

# TOSS 3 Development Environment

LC User Meeting

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# What to expect in this talk

AKA, don't shoot the messenger

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- This talk focuses on software currently in /usr/local
- We are still working out details
- We would like your feedback

## What and why?

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- CTS-1 and TOSS 3 are coming!
- Packaging software will be changing (from [Debian](#) -> [Koji](#) + [Spack](#))
- We would like a more consistent tri-lab compute environment

## There are many changes coming.

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- Adding /usr/tce
- Restart from "scratch" (not all SW versions in TOSS 2 will appear in TOSS 3)
  - Intel compiler example
    - some major versions will probably be deprecated (i.e. version 9)
    - only 1 <major>.<minor> for older versions (i.e., 13.0, 13.1, 14.0, 15.0 instead of 19 currently installed)
- What are “defaults”?
- Migrating from dotkits to Lua-based modules

## Tri-lab collaboration will improve cross-lab compatibility

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- Some packages will still be site-specific
- What is installed will be site specific
- ... but, many packages will be ready on demand at other sites

## What do you think?

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- We would like your feedback!
- <https://lc.llnl.gov/confluence/display/LCTOOLS/TOSS+3+Development+Environment>
- Code team meeting
- Contact Greg Lee [lee218@llnl.gov](mailto:lee218@llnl.gov) Scott Futral [futral2@llnl.gov](mailto:futral2@llnl.gov)

