

## Cognitive Interaction Toolkit - Support #323

### set c/c++ compiler invocation to "-j2" to default?

2014-11-15 14:19 - Florian Lier

<b>Status:</b>	Closed	<b>Start date:</b>	2014-11-15
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	50%
<b>Category:</b>	Recipe	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Toolkit 0.1	<b>Spent time:</b>	0.00 hour
<b>Description</b>			
We currently have 2 "executers" as the default in Jenkins so "make -j2" should be perfectly doable as most machines today have at least 4 threads available.			
Shall we do this?			
IMHO this would speed up the deployment process.			

#### History

##### #1 - 2014-11-27 07:59 - Florian Lier

Does feedback mean it is implemented?

##### #2 - 2014-11-28 04:42 - Jan Moringen

Florian Lier wrote:

Does feedback mean it is implemented?

No.

If we decide to do this, it can mostly be achieved on the template level, I think. Most of the work will be designing good defaults, allowing the defaults to be overwritten and not making the solution CMake/make-specific.

@Johannes: I have never seen parallelization within Jenkins jobs. Do you know whether this is a supported use-case?

##### #3 - 2014-11-28 17:09 - Johannes Wienke

This somehow contradicts the idea of Jenkins executors.

##### #4 - 2015-01-05 09:19 - Robert Haschke

For me, it's not clear, why Jenkins executors should be single-threaded.

If there is only a single job to execute, it will greatly benefit from parallelization. Otherwise, i.e. having multiple parallel jobs that in turn are parallelized, will not harm much, wouldn't it?

Hence, I vote for job-internal parallelization too.

**#5 - 2015-01-05 10:53 - Johannes Wienke**

Using jenkins parallelization + job parallel builds will easily flood the available working memory on the computer.

**#6 - 2015-02-20 18:21 - Florian Lier**

I have the feeling at some point this has been implemented in the famula branch, is that correct? I would, again, vote for a `-D j=int` option with a comment "expert" mode.

Jenkins comes with #2 executers by default and most machines these days support at least 4 threats. I believe parallel C/C++ builds are more efficient than more executers. For example if a c/c++ job which has a lot of downstream dependencies (that are correctly blocked in this case) takes forever, parallel executers deliver no speed up.

So, if you know what you are doing, and you have 2 executers and let's say 8 threats available `-j >2` won't hurt much.

**#7 - 2015-02-20 22:10 - Robert Haschke**

Yes, in the famula branch I added an appropriate variable `make.threads` for autotools and freestyle projects. However, I wasn't able to influence `cmake` builds in this manner.

Even having many executors AND many build threads typically doesn't harm - as long as enough memory is available.

**#8 - 2015-08-26 09:25 - Florian Lier**

Did this feature make it into the master?

**#9 - 2015-08-26 10:17 - Jan Moringen**

*- Assignee deleted (Jan Moringen)*

Florian Lier wrote:

Did this feature make it into the master?

I don't know but this can be done entirely on the template level.

**#10 - 2015-10-29 11:26 - Robert Haschke**

As far as I could see (when I was searching for an appropriate option), this cannot be handled on the template level.

There is no `make` command specified in the templates for `cmake`:

```
grep -r [^c]make .
```

```
./toolkit/T600-freestyle.template: "make.command": "  
./toolkit/T600-freestyle.template:make -j${make.threads|1}  
./toolkit/T700-autotools.template:make -j${make.threads|1}  
./ci/T600-freestyle.template: "make.command": "  
./ci/T600-freestyle.template:make -j${make.threads|1}
```

```
./ci-deploy/T600-freestyle.template: "make.command": "  
./ci-deploy/T600-freestyle.template:make -j${make.threads|1}  
./ci-deploy/T700-autotools.template:make -j${make.threads|1}  
./_common/T800-runnable.template: "make.command": "  
./_common/T800-runnable.template:make -j${make.threads|1}
```

The corresponding jenkins commands are generated by the binary...

#### **#11 - 2015-10-30 13:41 - Jan Moringen**

- *Status changed from Feedback to In Progress*
- *% Done changed from 0 to 50*

build-generator master allows this. Not sure what good defaults are, though.

#### **#12 - 2015-11-02 12:19 - Jan Moringen**

- *Category changed from build-generator to Recipe*

#### **#13 - 2017-03-03 10:09 - Florian Lier**

- *Status changed from In Progress to Closed*