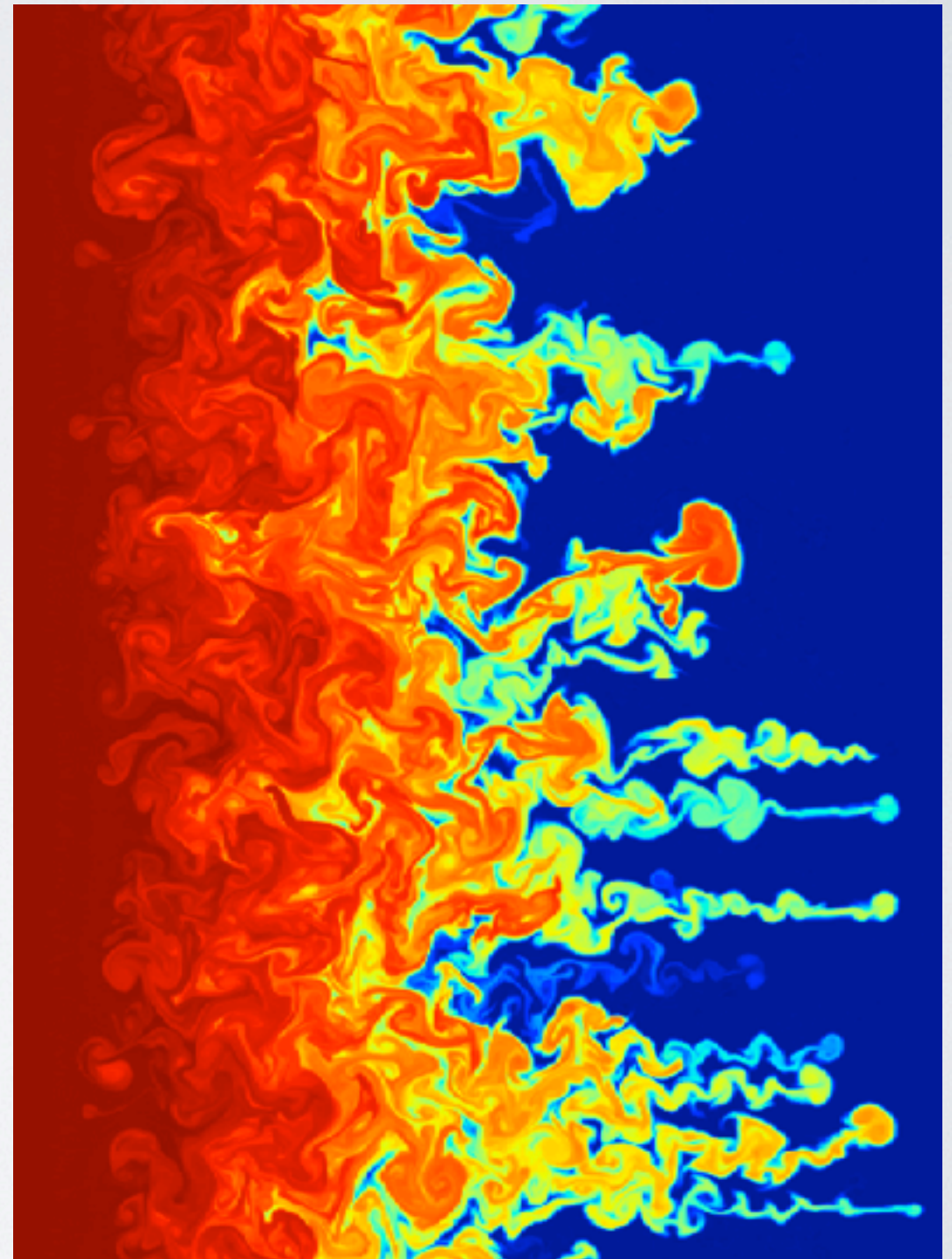


FIRST STEPS WITH ENZO

Britton Smith

GOALS

- I. Download
- II. Understand the source
- III. Compile
- IV. Run simple problems



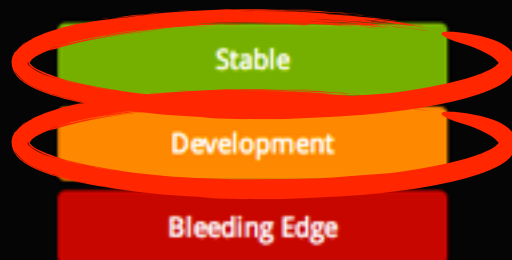
Install yt from yt-project.org

yt project About Docs ▾ Community Develop Gallery Data Hub Quick Links ▾

Get yt: all-in-one script.

yt is built on a stack of completely **free and libre open source software**, with **no** proprietary dependencies. It provides its own install script, to assist with constructing an isolated environment that can be upgraded and operated independently of the host operating system.

Usually getting yt is as simple as running the installation script. Simply download the stable, dev, or bleeding-edge version of the install script and run it. You can do this using **wget** or **curl**, or even just right click and choose **Save As**. Carefully read the instructions the script prints to your terminal since there might be special instructions for your operating system.



Once you've downloaded it, just run:

```
$ bash install_script.sh
```

Get yt: from source.

If you are comfortable installing Python packages and have a build environment set up, you can install yt via **pip**:

```
$ pip install yt
```

If you would like to install yt from the **development** or **bleeding edge** repositories, first clone the repository and then run the following command in the root directory:

```
$ python setup.py develop
```

To build yt, you will first need to install a number of Python and C libraries that yt uses for key

This will give us
mercurial and hdf5.

- Cython
- libpng
- Freetype2
- IPython
- PyX
- Nose

DEPENDENCIES

- hdf5 (Hierarchical Data Format) - version 1.8.x
- mpi (Message Passing Interface)
- Mercurial - version control system

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Get from yt.



DEPENDENCIES

- hdf5 (Hierarchical Data Format) - version 1.8.x

- mpi (Message Passing Interface)

- Mercurial - vers

Download and install OpenMPI
(open-mpi.org)

1. ./configure

2. make

3. make install

GETTING ENZO

Enzo

Quick Links ▾

Home

Get Enzo

Help!

Development

Community

Enzo Docs ▾

Getting Enzo

Places To Go

- [Bitbucket: Stable Version](#)
- [Bitbucket: Development Version](#)
- [Tarfile Downloads](#)
- [Release Notes](#)
- [Enzo Boot Camp](#)

The easiest way to get up and running with Enzo is to follow our Enzo Boot Camp, which walks you through installation, running test problems, and making some simple images.

Get up and running! »

Enzo is provided through several channels: a public repository of code that is under active development, as well as a stable channel that is carefully curated and that corresponds to releases. Have a look at the [Release Notes](#), if you're interested in what features have recently made it into the stable version. Tarfiles of stable releases are also available, but are discouraged. If you want to use the development version, it's probably a good idea to check out the [development guide](#).

The simplest way to get a copy of the current stable source code is to clone the repository using Mercurial:

```
$ hg clone https://bitbucket.org/enzo/enzo-stable
```

Development
version



```
hg clone https://bitbucket.org/enzo/enzo-dev
```


VERSION CONTROL WITH MERCURIAL

- Distributed version control
 - no need for a central repository
 - changes can be pushed from any repository to any repository
 - merging changes from multiple branches is easy (at least easier)
- Mercurial tutorial: <http://hginit.com>

GETTING ENZO WITH MERCURIAL

Check out a copy of Enzo (clone the repository):

```
hg clone https://bitbucket.org/enzo/enzo-dev
```

creates a directory on your computer called “enzo-dev”

Update your repository with the latest changes:

```
hg pull <source>
```

← pulls changes into the local repository

```
hg update
```

← updates the working copy with the latest changes

Add your new changes:

```
hg commit
```

← adds changes to the local repository

```
hg push <destination>
```

← pushes changes to another repository

WHAT'S INSIDE?

```
grackle:enzo_workshop[14] cd enzo-dev/
grackle:enzo-dev[15] ls
CHANGELOG README configure input run
LICENSE bin doc patch src
grackle:enzo-dev[16] █
```


WHAT'S INSIDE?

Documentation in
doc/manual/

```
grackle:enzo_workshop[14] cd enzo-dev/
grackle:enzo-dev[15] ls
CHANGELOG README configure input run
LICENSE bin doc patch src
grackle:enzo-dev[16] |
```


WHAT'S INSIDE?

Documentation in
[doc/manual/](#)

```
grackle:enzo-dev[32] ls
CHANGELOG README  configure input
LICENSE  bin 9 doc patch
grackle:enzo-dev[33] cd doc/manual/
grackle>manual[34] ls
Makefile README build source
grackle>manual[35]
```


WHAT'S INSIDE?

Build the documentation.

First do: “pip install sphinx”

```
grackle:enzo-dev[32] ls
CHANGELOG README      configure input
LICENSE   bin          doc      patch
grackle:enzo-dev[33] cd doc/manual/
grackle>manual[34] ls
Makefile README      build    source
grackle>manual[35] █
```


WHAT'S INSIDE?

Build the documentation.

First do: “pip install sphinx”

```
grackle:enzo-dev[33] cd doc/manual/  
grackle:manual[34] ls  
Makefile README build source  
grackle:manual[35] make html  
sphinx-build -b html -d build/doctrees source build/html  
Running Sphinx v1.2b1
```



```
dumping search index... done  
dumping object inventory... done  
build succeeded, 107 warnings.  
  
Build finished. The HTML pages are in build/html.  
grackle:manual[36]
```


WHAT'S INSIDE?

The documentation
is now built just like
on the internet.

```
grackle>manual[38] cd build/html/
grackle:html[39] ls
EnzoLicense.html genindex.html reference
_downloads      index.html       search.html
_images         objects.inv      searchindex.js
_sources        parameters      tutorials
_static         physics         user_guide
developer_guide presentations
grackle:html[40]
```


WHAT'S INSIDE?

Cooling tables in
input/

```
grackle:enzo-dev[44] ls
CHANGELOG README configure input run
LICENSE bin doc patch src
grackle:enzo-dev[45] ls input/
ATOMIC.DAT make_Zcool_table.pro
LW_J21.in metal_cool.dat
TREC00L metal_cool.dat_z=15
cool_rates.in metal_cool_pop3.dat
cool_rates.in_300K metal_cool_ratios.dat
cooling.pro metal_cooling.pro
cosmic_ray.dat restart.sh
enzo_parameter_conflicts.txt resubmit.sh
hm12_photorates.dat zcool_sd93.dat
lookup_metal0.3.data
grackle:enzo-dev[46]
```


WHAT'S INSIDE?

Simulation parameter files in
run/

```
grackle:enzo-dev[47] ls
CHANGELOG README configure input run
LICENSE bin doc patch
grackle:enzo-dev[48] ls run/
Cooling RadiationTransport
Cosmology RadiationTransportFLDs
CosmologySimulation index.html
DrivenTurbulence3D run_templates
FLD test_makespreadsheet.py
GravitySolver test_runner.py
Hydro test_type.py
MHD template
grackle:enzo-dev[49]
```

Explore further!

WHAT'S INSIDE?

Enzo source in
`src/enzo/`

```
grackle:enzo-dev[59] ls
CHANGELOG README configure input run
LICENSE bin doc patch src
grackle:enzo-dev[60] ls src/enzo
```



```
Grid_FastSiblingLocatorFindSiblings.C
Grid_FinalizeRadiationFields.C
Grid_FindAllStarParticles.C
Grid_FindMassiveParticles.C
Grid_FindMinimumParticleMass.C
Grid_FindNewStarParticles.C
Grid_FindPhotonNewGrid.C
Grid_FindShocks.C
Grid_FinishFFT.C
```


COMPILING

1. run configure script

This will prepare the environment.

```
grackle:enzo-dev[81] ls
CHANGELOG README configure input run
LICENSE bin doc patch src
grackle:enzo-dev[82] ./configure
Configure complete.
```


COMPILING

1. run configure script
2. go into src/enzo

```
grackle:enzo-dev[81] ls
CHANGELOG README configure input run
LICENSE bin doc patch src
grackle:enzo-dev[82] ./configure
Configure complete.
grackle:enzo-dev[83] cd src/enzo
```


COMPILING

1. run configure script
2. go into src/enzo
3. find your make file

```
grackle:enzo-dev[81] ls
CHANGELOG README configure input run
LICENSE bin doc patch src
```

```
grackle:enzo-dev[82] ./configure
Configure complete.
```

```
grackle:enzo-dev[83] cd src/enzo
```

```
grackle:enzo[84] ls Make.mach.*
```

```
Make.mach.arizona
```

```
Make.mach.darwin
```

```
Make.mach.gtech-pace
```

```
Make.mach.hotfoot-condor
```

```
Make.mach.kolob
```

```
Make.mach.nics-kraken-gnu-yt
```

```
Make.mach.nics-nautilus
```

```
Make.mach.orange
```

```
Make.mach.ornl-jaguar-pgi
```

```
Make.mach.scinet
```

for Macs, use
Make.mach.darwin

COMPILING

4. Edit `LOCAL_PACKAGES`
to point to your yt installation.

```
File Edit Options Buffers Tools Help
# Install paths (local variables)
#-----
LOCAL_PACKAGES = /Users/britton/Desktop/enzo_workshop/yt-x86_64

# This will not work on OSX Lion or newer.  You may want to try installing
# openmpi via macports.
LOCAL_MPI_INSTALL = /usr/local
LOCAL_FC_INSTALL = /usr/local
LOCAL_HDF5_INSTALL = $(YT_DEST)
LOCAL_SZIP_INSTALL = $(LOCAL_PACKAGES)
LOCAL_HYPRE_INSTALL = $(HOME)
LOCAL_PYTHON_INSTALL = $(YT_DEST)

-uu-:---F1  Make.mach.darwin 24% L38 (Fundamental)-----
```


COMPILE OPTIONS

- Enzo has many additional compile options.
- Type: **make show-config** to see the current settings.
- Type: **make help-config** for a description of each parameter.
- Example: **make opt-high** to compile with basic optimizations. **Recommended!**
- Enzo must be recompiled after options are changed.

COMPILING

5. compile!

```
grackle:enzo[95] make
```

```
Updating DEPEND
```

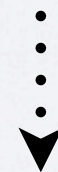
```
Compiling enzo.C
```

```
Compiling acml_st1.F
```

```
Compiling AdiabaticExpansionInitialize.C
```

```
Compiling AdjustRefineRegion.C
```

```
Compiling AdjustMustRefineParticlesRefineToLevel.C
```



```
Linking enzo executable. Type cat out.compile in case it fails.
```

```
Success!
```

```
Compiled enzo from
```

```
Mercurial Branch week-of-code
```

```
Mercurial Revision 4e0e0267f3b0+
```

```
grackle:enzo[101]
```


EXTRA TIPS

- Custom make files can be stored the .enzo directory in your home directory.
- Compiler settings can be saved with:
make save-config-<keyword>
- Reload custom settings with:
make load-config-<keyword>
- Settings files saved in ~/.enzo/Make.settings.<keyword>

RUNNING A SIMULATION

- Simulations are configured with a parameter file.
- Run a new simulation:

```
mpirun -np <#> ./enzo.exe -d <parameter_file>
```

- Restart a simulation:

```
mpirun -np <#> ./enzo.exe -d -r <dataset>
```

- Many sample parameter files in [enzo-dev/run](#)

RUN A SIMULATION

```
grackle:enzo-dev[125] ls CHANGELOG README configure input run
CHANGELOG README configure input bin run doc patch src
LICENSE bin doc grackle patch enzo-dev[126] cd run/Hydro/Hydro-3D/Coll
grackle:enzo-dev[126] cd run/Hydro/Hydro-3D/CollapseTestNonCosmological/
grackle:CollapseTestNonCosmological[127] ls CollapseTestNonCosmological.enzo notes.txt
CollapseTestNonCosmological.enzo CollapseTestNonCosmological.enzotest plot.py
CollapseTestNonCosmological.enzotest plot.py CollapseTestNonCosmological[128]
grackle:CollapseTestNonCosmological[128]
```


RUN A SIMULATION

Choose units for the scale of your simulation.

```
#
#  units
#
DensityUnits      = 1.673e-20 // 10^4 g cm^-3
LengthUnits       = 3.0857e+18 // 1 pc in cm
TimeUnits         = 3.1557e+11 // 10^4 yrs
GravitationalConstant = 1.39698e-3 // 4*pi*G_{cgs}*DensityUnits*TimeUnits^2
```


RUN A SIMULATION

Run it!

```
mpirun -np 2 ./enzo.exe -d CollapseTestNonCosmological.enzo
```


PROGRESS METER

```
o_workshop[172] ls
NonCosmological enzo-dev install_script.sh
o_workshop[173] hg clone https://bitbucket.org/brittonsmith/np
```

pipe output to `estd.out`.

```
mpirun -np 2 ./enzo.exe -d CollapseTestNonCosmological.enzo >& estd.out &
```

smological[192] hg../np/np

```
+-----+
| Wed Oct 16 09:43:16 2013 | Status: 3.886% complete. |
+-----+-----+
| Time | Output |
+-----+-----+
| Initial | Current | Final | Units | | Time | Name | Completed |
+-----+-----+
| 2.000e-01 | 4.642e-01 | 7.000e+00 | code | | Last | 4.000e-01 | DD0004 | ----- |
| 2.000e+03 | 4.642e+03 | 7.000e+04 | years | | Next | 5.000e-01 | DD0005 | 64.22530% |
+-----+-----+
+-----+-----+ Hierarchy +-----+
| L | Grids | Volume | dt | Sub | Completed | Iter | RI |
+-----+-----+
| 0 | 2 | 1.000e+00 | 1.000e-01 | 1.000 | 1.00000000 | 5 | |
| 1 | 2 | 1.250e-01 | 8.654e-02 | 0.865 | 0.8654120 | 10 | |
| 2 | 2 | 5.273e-02 | 4.362e-02 | 1.000 | 0.8654130 | 15 | |
```