



Lustre

Lustre is an open-source, parallel distributed file system, generally used for large-scale cluster computing that supports many requirements of leadership class HPC simulation environments.

Lustre Compilation for MLNX_OFED:

Note

This procedure applies to RHEL/SLES OSs supported by Lustre. For further information, please refer to Lustre Release Notes.

➤ *To compile Lustre version 2.4.0 and higher:*

```
$ ./configure --with-o2ib=/usr/src/ofa_kernel/default/  
$ make rpms
```

```
$ EXTRA_LNET_INCLUDE="-I/usr/src/ofa_kernel/default/include/ -include  
/usr/src/ofa_kernel/default/include/linux/compat-2.6.h" ./configure --with-  
o2ib=/usr/src/ofa_kernel/default/  
$ EXTRA_LNET_INCLUDE="-I/usr/src/ofa_kernel/default/include/ -include  
/usr/src/ofa_kernel/default/include/linux/compat-2.6.h" make rpms
```

For full installation example, refer to [HowTo Install NVIDIA OFED driver for Lustre Community post](#).