### **DRASIL**

A Knowledge-Based Approach to Scientific Software Development

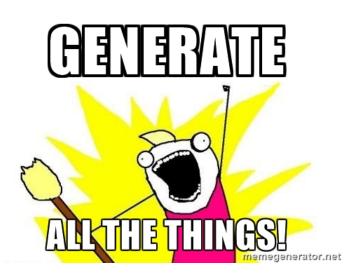
Henry M, Aaron M, Maryyam N, Nicholas R, Dan S

McMaster University

Literate Scientific Software Group, July 26, 2017

## Background Context

- ullet  $\exists$  problems  $\in$  D where
- $D = \{ \text{ scientific computing, engineering computing } \}$
- Problems = [
  - Inconsistent Software Requirement Specifications (SRS) across
     D
  - Inconsistency between code and documentation
  - Documentation is annoying to make and maintain
  - Hard to reuse code for different applications



# Purpose of Drasil

- Solve the four problems
- Promote
  - Reusability
    - Examples have fully documented code
    - Data base to build new examples
  - Maintainability
    - Make changes in one place, gets updated everywhere

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- Knowledge Capture (Data.Drasil)
- Language and Rendering (Language.Drasil)
  - Code Generation: transition from Drasil to working code
  - Documentation Generation: transition from Drasil to human readable documentation
- Case Studies (Example.Drasil)
  - This part is where you would input equations, requirements, and output code and documentation

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- Drasil is intended to simplify the generation of documentation and code for scientific software
- Facilitate desirable software qualities such as traceability, verifiability, and reproducibility
- Case studies from which structural patterns and implicit relationships can be extracted, data can be captured, and core systems can be tested and implemented

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- Related information should stem from one source (reduces duplication)

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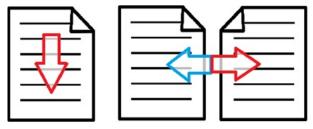
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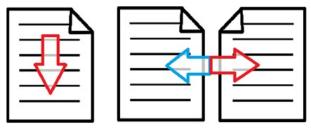
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- Git allows us to collaborate effectively, even when team members are not in the same location
- Git combined with haskell, allows us to make large changes while easily maintaining a working version of Drasil
- Git (when used properly) prevents catastrophic lose of work

- $\bullet$  Finding patterns within examples  $\Rightarrow$  sentence combinators
- $\bullet$  Finding patterns between examples  $\Rightarrow$  extraction of common sections, contents, and concepts

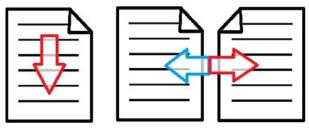


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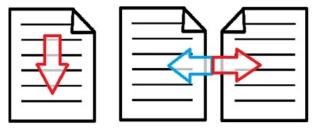
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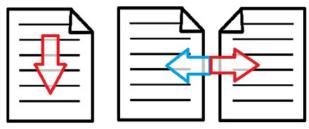
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- Implement new functions/types created by supervisors
- Code cleanup and bug fixing
- Opening/closing issues



# Example

Var	Physical Constraints	Software Constraints	Typical Value	Typical Uncertainty
P <sub>btol</sub>	$0.0 < P_{btol}$ and $P_{btol} < 1.0$	None	0.008	1.0e-3
TNT	TNT > 0.0	None	1	0.1
а	$a > 0.0$ and $\frac{a}{b} >$ 1.0	$d_{min} \le a, a \le d_{max}$ , and $\frac{a}{b} < AR_{max}$	1500.0 m	0.1
ь	b > 0.0 and $b < a$	$d_{min} \le b$ , $b \le d_{max}$ , and $\frac{a}{b} < AR_{max}$	1200.0 m	0.1
w	w≥0.0	$w_{max} \le w$ and $w \le w_{min}$	42.0 kg	0.1
SD	SD > 0.0	$SD_{min} \le SD$ and $SD \le SD_{max}$	45.0 m	0.1

**Input Data Constraints** 

## Example

```
s6_2_5_table1 = Table [S "Var", S "Physical Cons", S "Software Constraints", S "Typical Value",
 5 "Uncertainty"] (mkTable [(x \rightarrow x!!0), (x \rightarrow x!!1), (x \rightarrow x!!2), (x \rightarrow x!!3),
   (\x -> x!!4)] [[(P $ plate_len ^. symbol), (P $ plate_len ^. symbol) +:+ 5 "> 0 and" +:+
   (P $ plate len ^. symbol) :+: $ "/" :+: (P $ plate width ^. symbol) +:+ $ "> 1".
   (P $ dim_min ^. symbol) +:+ $ "<=" +:+ (P $ plate_len ^. symbol) +:+ $ "<=" +:+
   (P $ dim_max ^. symbol) +:+ S "and" +:+ (P $ plate_len ^. symbol) :+: S "/" :+:
   (P $ plate width ^. symbol) +:+ S "<" +:+ (P $ ar max ^. symbol), S "1500" +:+
   Sy (unit symb plate len), 5 "10%"], [(P $ plate width ^. symbol),
   (P $ (plate width ^. symbol)) +:+ 5 "> 0 and" +:+ (P $ plate width ^. symbol)
   +:+ S "<" +:+ (P $ plate_len ^. symbol), (P $ dim_min ^. symbol) +:+ S "<=" +:+
   (P $ plate_width ^. symbol) +:+ S "<=" +:+ (P $ dim_max ^.symbol) +:+ S "and" +:+
   (P $ plate len ^. symbol) :+: S "/" :+: (P $ plate_width ^. symbol) +:+ S "<" +:+
   (P $ ar max ^. symbol), S "1200" +:+ Sy (unit symb plate width), S "10%"],
   [(P $ pb tol ^ symbol), 5 "0 <" +:+ (P $ pb_tol ^ symbol) +:+ 5 "< 1", 5 "-", 5 "0.008", 5 "0.1%"],
   [(P $ char_weight ^. symbol), (P $ char_weight ^. symbol) +:+ S ">= 0", (P $ cWeightMin ^. symbol)
   +:+ S "<" +:+ (P $ char weight ^, symbol) +:+ S "<" +:+ (P $ cWeightMax ^, symbol). S "42" +:+
  Sy (unit_symb char_weight), S "10%"],[(P $ tNT ^. symbol), (P $ tNT ^. symbol)
  S " > 0", S "-", S "1", S "10%"], [(P $ standOffDist ^. symbol), (P $ standOffDist ^. symbol)
   +:+ S "> 0", (P $ sd min ^. symbol) +:+ S "<" +:+ (P $ standOffDist ^. symbol) +:+ S "<" +:+
   (P $ sd max ^, symbol), 5 "45" :+: Sy (unit symb standOffDist), 5 "10%"]])
```



```
s6_2_5_table1 :: Contents
s6_2_5_table1 = inDataConstTbl (gbInputDataConstraints)
```

## Example

```
plate_len :: UncertQ
plate_len = uqcND "plate_len" (nounPhraseSP "plate length (long dimension)")
lA metre Real
[ physc $ \c -> c :> (Dbl 0),
    physc $ \c -> (c / (C plate_width)) :> (Dbl 1),
    sfwrc $ \c -> (C dim_min) :<= c,
    sfwrc $ \c -> c :<= (C dim_max),
    sfwrc $ \c -> (c / (C plate_width)) :< (C ar_max) ] (Dbl 1500) defaultUncrt</pre>
```

#### **Figure**

```
-- Creates the input Data Constraints Table
inDataConstTbl :: (UncertainQuantity c, SymbolForm c, Constrained c) => [c] -> Contents
inDataConstTbl qlst = Table ([S "Var"] ++ (isPhys $ physC (head qlst) qlst) ++
(isSfwr $ sfwrC (head qlst) qlst) ++ [S "Typical" +:+ titleize value] ++
(isUnc $ typUnc (head qlst) qlst))
(map (\x -> fmtInputConstr x qlst) qlst)
(S "Input Data Constraints") True
where isPhys [] = []
isPhys _ = [titleize' physicalConstraint]
isSfwr [] = []
isSfwr _ = [titleize' softwareConstraint]
isUnc _ = [S "Typical Uncertainty"]
```

#### Figure

• Input:

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- Output:
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  - Documentation (Module Guide, Software Requirements Specification)

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- Catching and correcting errors in software:
  - If there is an error, it will be everywhere
  - Easy to spot
  - Once it's fixed, it is also fixed everywhere else

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- GamePhysics
  - Most ambiguous example
  - SRS for a game physics library



### End

For more information about Drasil and LLS visit our github page: https://github.com/JacquesCarette/literate-scientific-software You can even build a working version yourself!