DRASIL

A Knowledge-Based Approach to Scientific Software Development

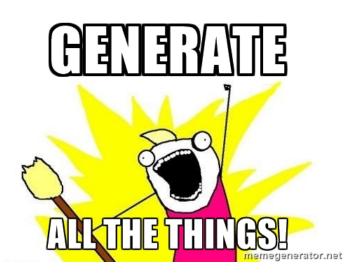
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Literate Scientific Software Group, July 24, 2017

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 issues
- 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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- 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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- case study 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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- Opening/closing issues

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

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- Git (when used properly) prevents catastrophic lose of work

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!