OPEN SOURCE SOFTWARE: SHARING USING SOURCE CODE REPOSITORIES

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Software where the source code is open and available to the public.

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AND

Software that follows practices to be useful to others *and* can be contributed to by others (this generally requires a certain amount of "software engineering")

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- For Science
 - It makes your work Reproducible!

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WHERE CAN YOU DO THIS?





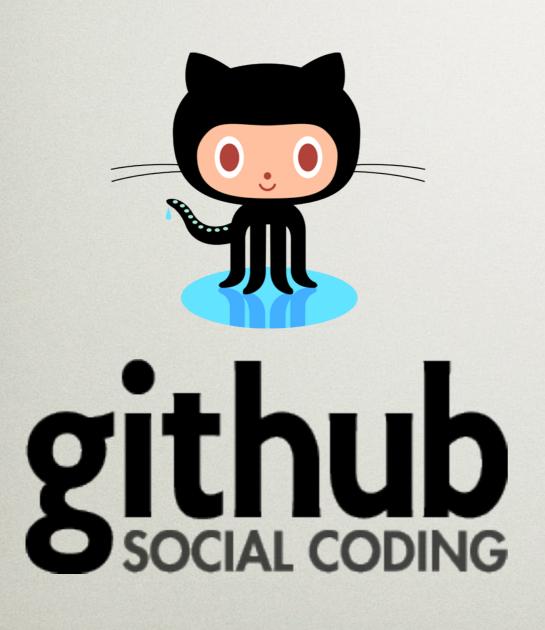






PERFORCE

WHERE CAN YOU DO THIS?





AS A "CASE STUDY"...



WHAT IS THE PHILOSOPHY BEHIND THE CODE?

The Astropy Project is a community effort to develop a single core package for Astronomy in Python and foster interoperability between Python astronomy packages.

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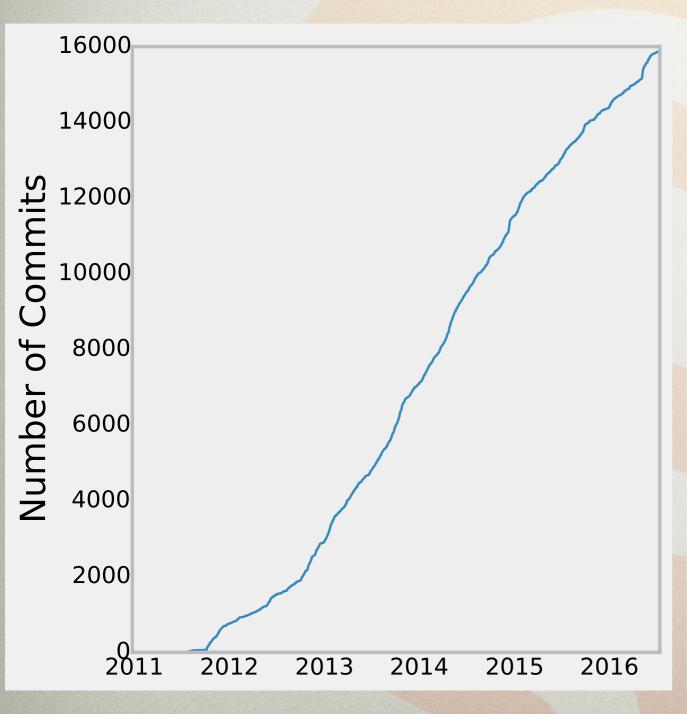
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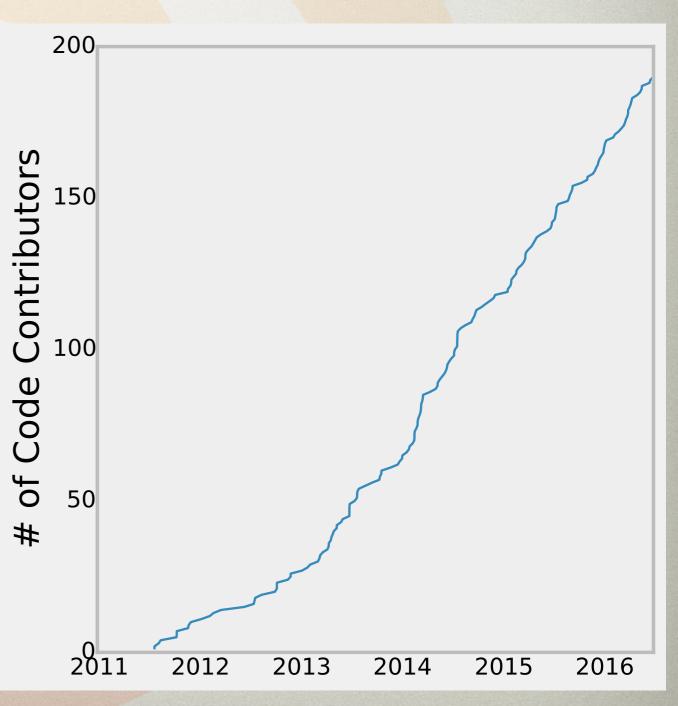
(Professional)

This means both by write it and for the

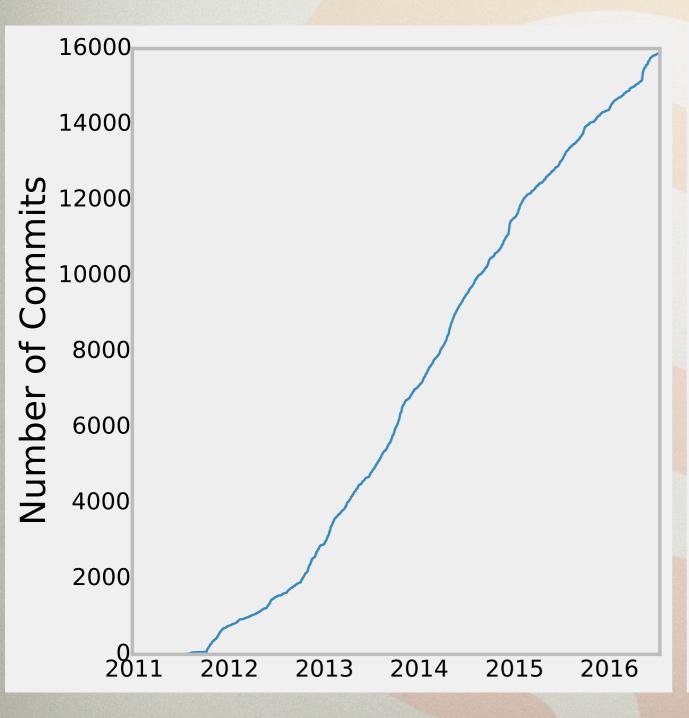
community

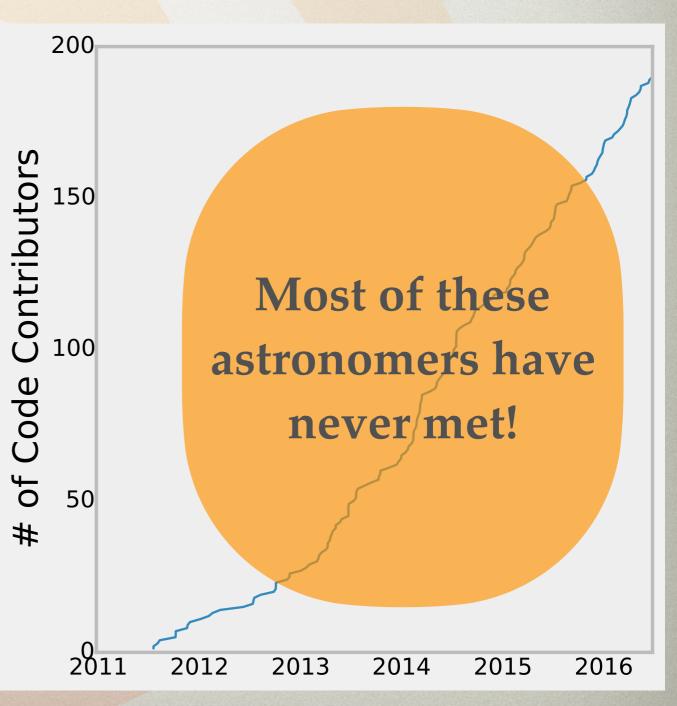
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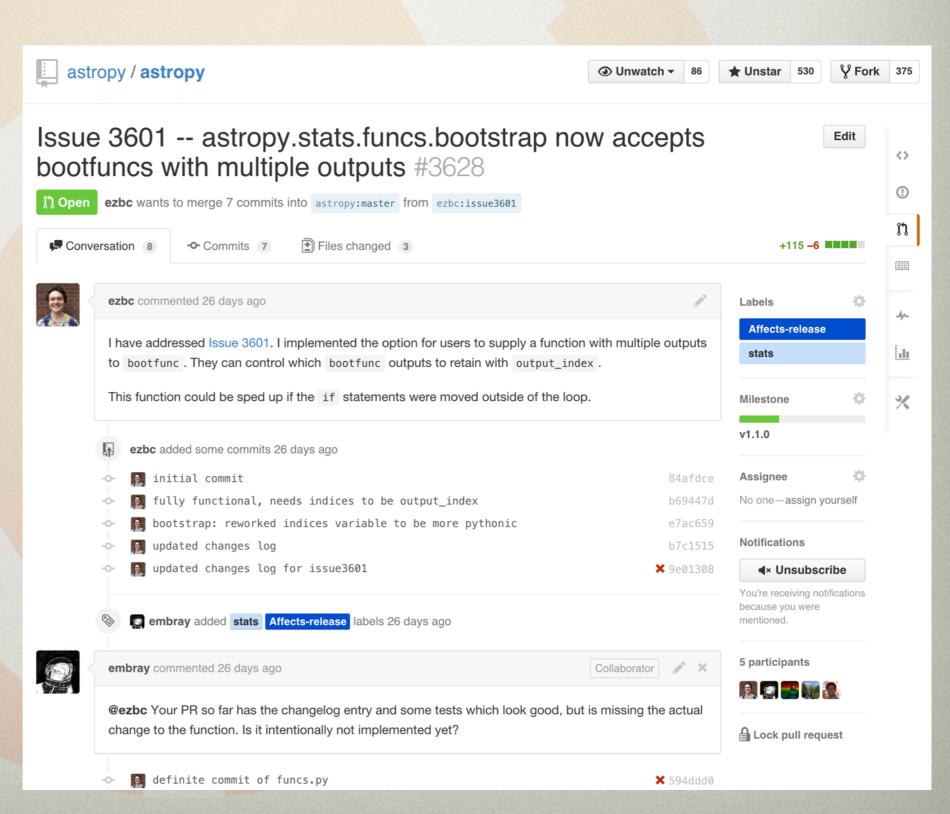


KEYS TO DISTRIBUTED DEVELOPMENT





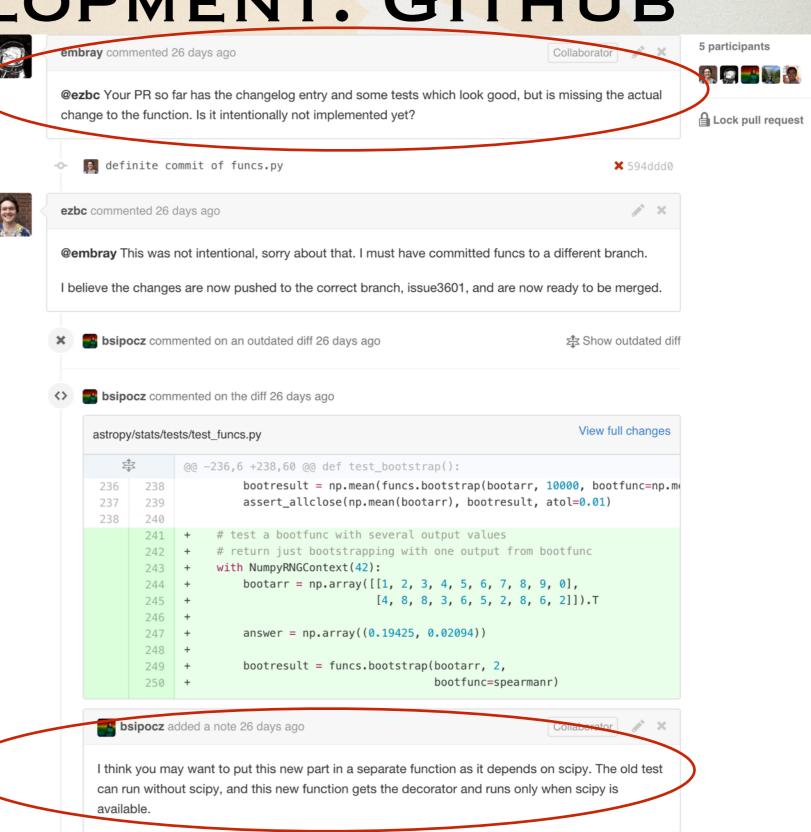




Add a line note



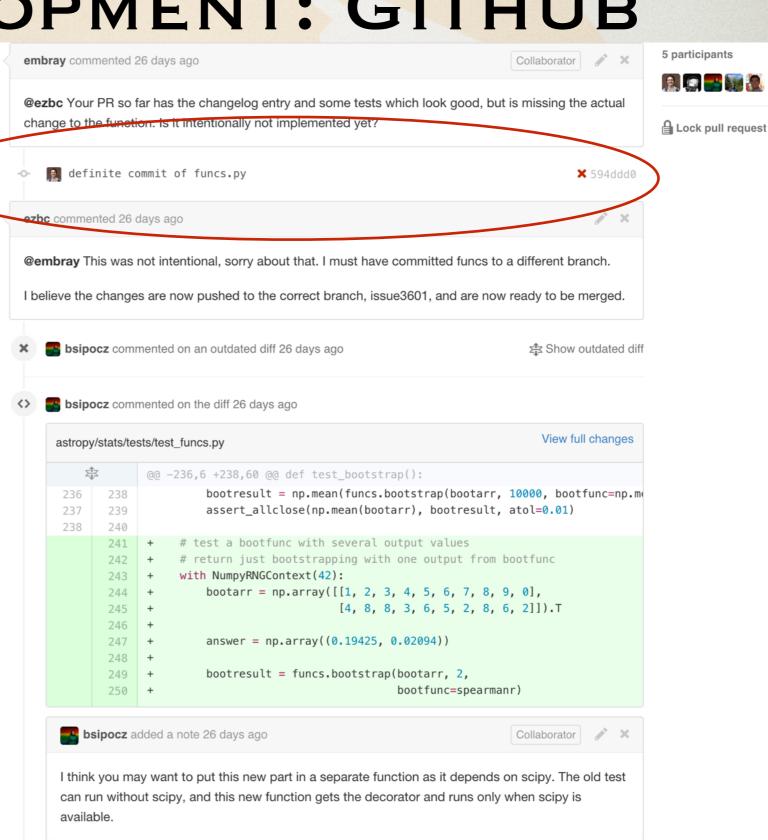




Add a line note

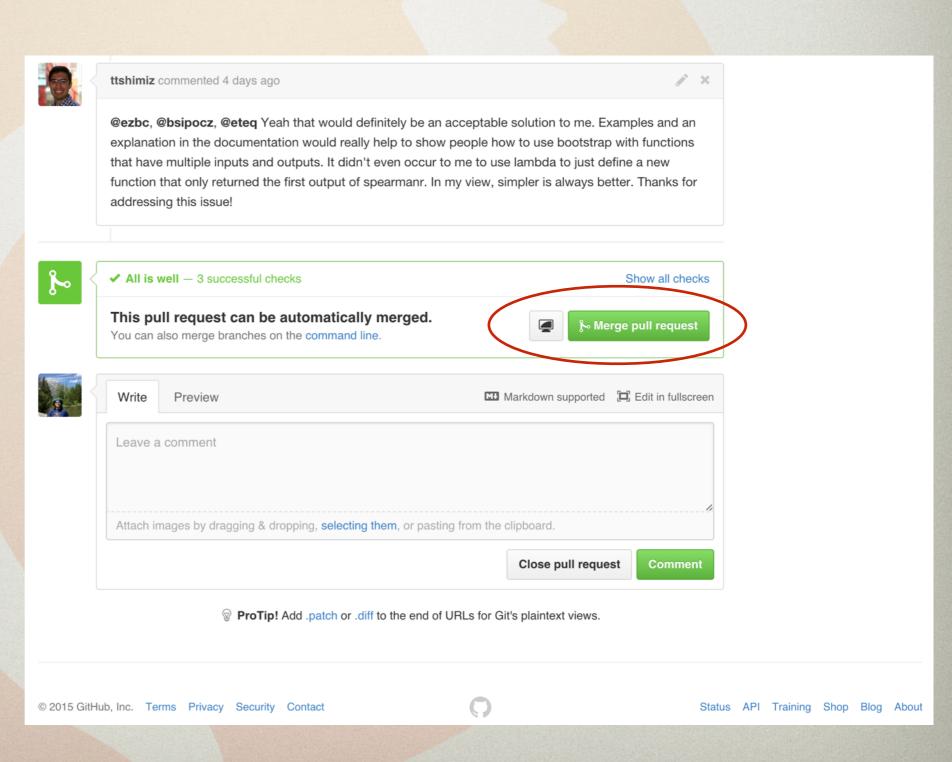










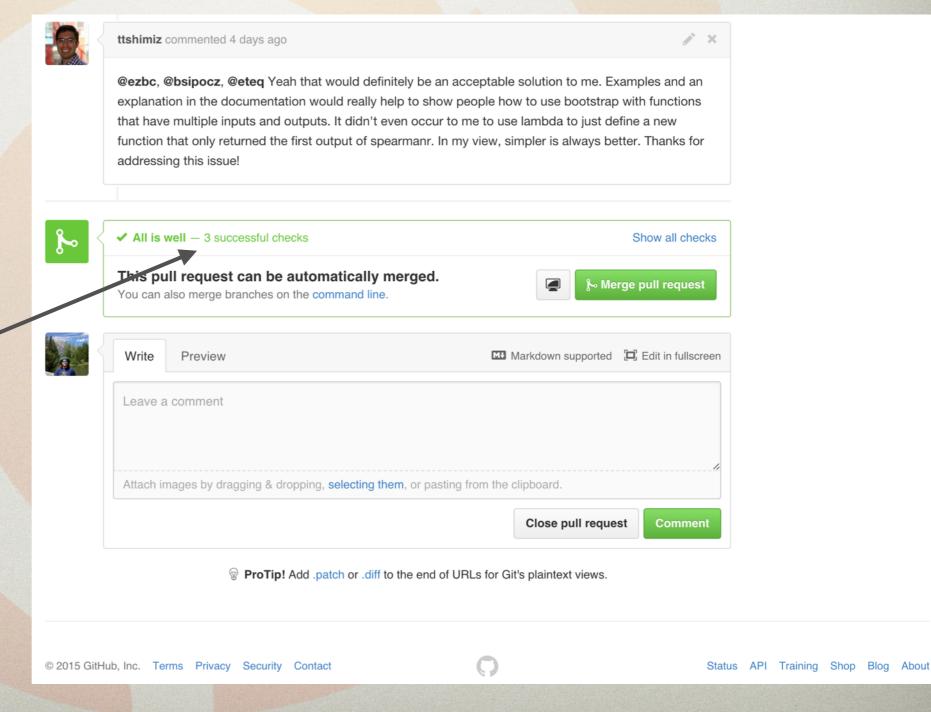


KEYS TO DISTRIBUTED DEVELOPMENT: CONTINUOUS TESTING

py.test



AppVeyor

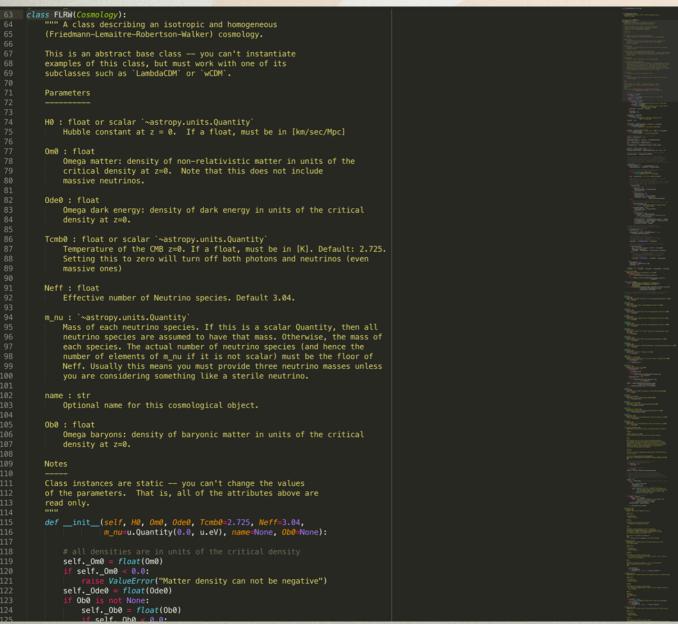


KEYS TO DISTRIBUTED DEVELOPMENT: DOCS



SPHINX

PYTHON DOCUMENTAT ON GENERATOR





Read the Docs

Create, host, and browse documentation.

class astropy.cosmology. FLRW (H0, Om0, Ode0, Tcmb0=2.725, Neff=3.04, m_nu=<Quantity 0.0 eV>,
name=None, Ob0=None) [edit on github][source]

Bases: astropy.cosmology.core.Cosmology

A class describing an isotropic and homogeneous (Friedmann-Lemaitre-Robertson-Walker) cosmology.

This is an abstract base class – you can't instantiate examples of this class, but must work with one of its subclasses such as LambdaCDM or wCDM.

Parameters: H0: float or scalar Quantity

Hubble constant at z = 0. If a float, must be in [km/sec/Mpc]

Om0: float

Omega matter: density of non-relativistic matter in units of the critical density at z=0.

Ode0 : float

Omega dark energy: density of dark energy in units of the critical density at z=0.

Tcmb0: float or scalar Quantity

Temperature of the CMB z=0. If a float, must be in [K]. Default: 2.725. Setting this to zero will turn off both photons and neutrinos (even massive ones)

Neff: float

Effective number of Neutrino species. Default 3.04.

m_nu: Quantity

Mass of each neutrino species. If this is a scalar Quantity, then all neutrino species are assumed to have that mass. Otherwise, the mass of each species. The actual number of neutrino species (and hence the number of elements of m_nu if it is not scalar) must be the floor of Neff. Usually this means you must provide three neutrino masses unless you are considering something like a sterile neutrino.

name: str

Optional name for this cosmological object.

Ob0 : float

Omega baryons: density of baryonic matter in units of the critical density at z=0.

Note

Class instances are static – you can't change the values of the parameters. That is, all of the attributes above are read only.

Attributes Summary

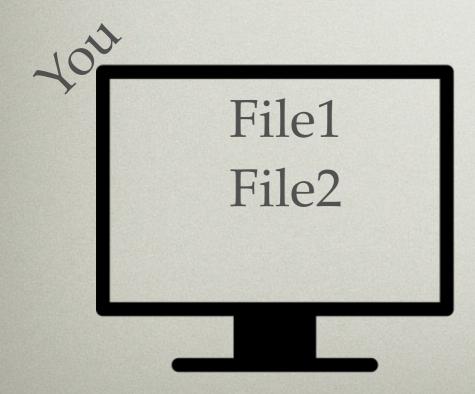
Return the Hubble constant as an **Quantity** at z=0

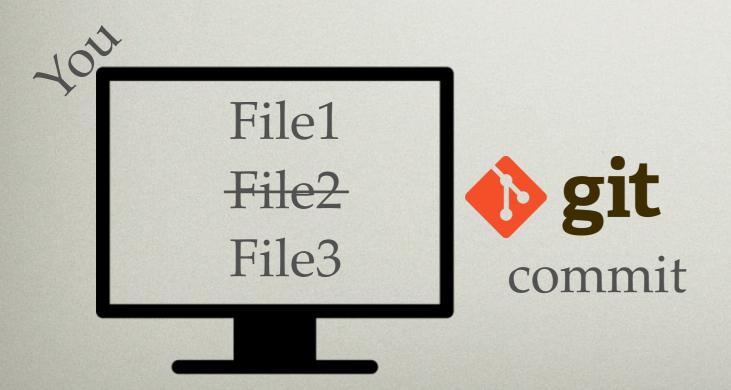


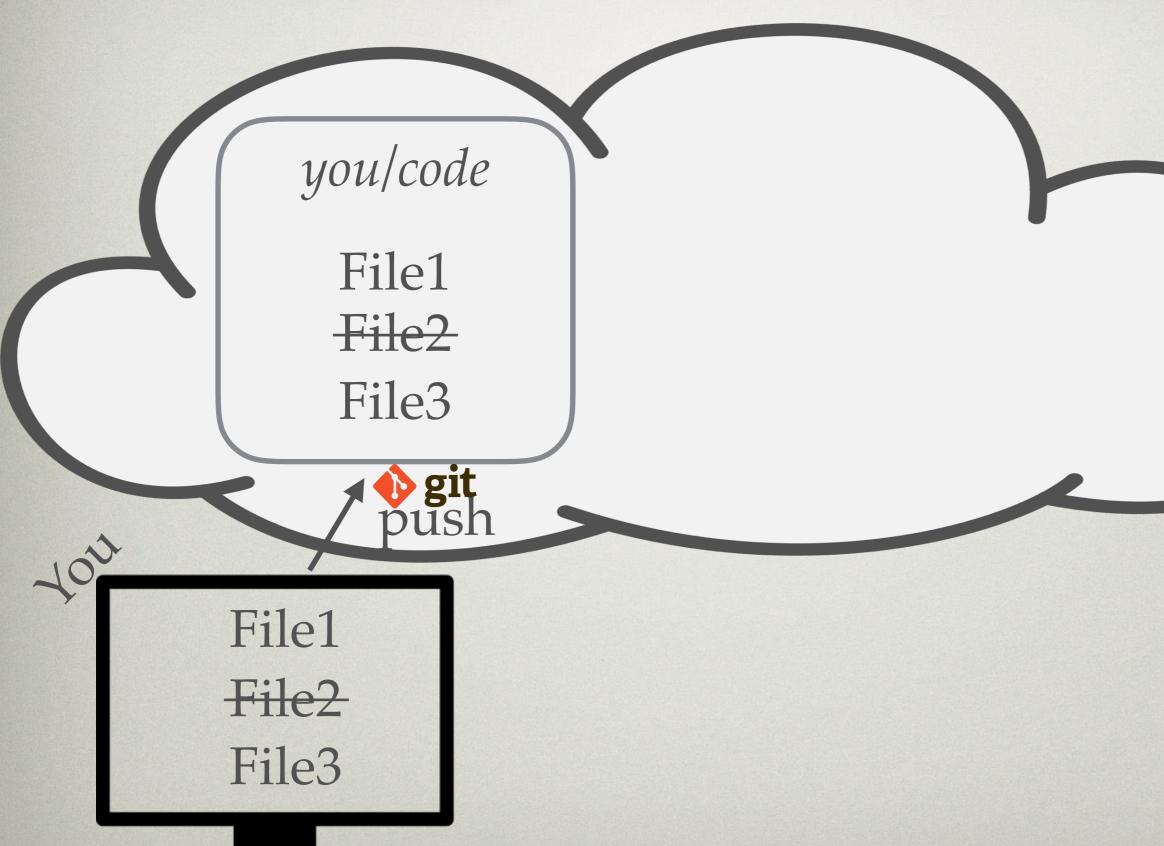
KEYS TO DISTRIBUTED DEVELOPMENT IN A SHARED REPO

- git + Github for sharing
- Test *everything* (automatically)
- Easy documentation (⇒ thorough)

LETS DIG DOWN ON HOW YOU DO SHARED DEVELOPMENT WITH PUBLIC REPOS







you/code

File1
File2
File3

fork

me/code

File1
File2
File3

File1
File2
File3

you/code

File1
File2
File3

me/code

File1
File2

File3

ogit v clone

File1
File2
File3

File1

File2

File3

you/code

File1
File2
File3



me/code

File1
File2
File3

File1
File2
File3



File1
File2
File3*

you/code

File1
File2
File3

me/code

File1
File2

File3*

o git push

File1
File2
File3

File1
File2

File3*

you/code

File1
File2
File3

Pull Request me/code

File1
File2
File3*

File1
File2
File3

File1
File2
File3*

you/code

File1
File2
File3*

Merge Button me/code

File1
File2
File3*

File1
File2
File3

File1
File2
File3*

LETS DIG DOWN...

you/code

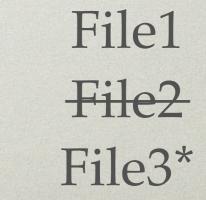
File1
File2
File3*



File1
File2
File3*



File1
File2
File3*



LETS DIG DOWN...

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File3*

me/code

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o git push

File1*
File2
File3*



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File1*
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File3*

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File1
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File3*

File1*
File2
File3*



File1*
File2
File3*

NOW START ON THE NOTEBOOKS!

You can get to the notebooks at:

http://bit.ly/ahw17-gh-day3
(or git pull in previous days' repo)

Start with the "start here" notebook, work up through prob 2. Problems 3+ are better after the break.

If you think you know that already, you can try the notebooks on documentation and testing (although you might still need to do parts of "start here" to have something to work with). Or: help those who have questions!

WHAT ABOUT PACKAGING CODE?

- Deliver your code in some form that others can install without thinking too hard about where anything goes.
 - Makefiles, ruby gems, python packages, etc.
 - (Includes sensible versioning!)

WHAT ABOUT PACKAGING PYTHON CODE?



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- "submodule": a git repo embedded in *another* git repo
 - "astropy-helpers": an example seen in Astropy packages

SAMPLE PACKAGE LAYOUT

README LICENSE setup.py

mypackage/__init__.py
mypackage/mymodule.py
mypackage/secondmodule.py
mypackage/subpackage/__init__.py
mypackage/subpackage/anothermodule.py

import mypackage
from mypackage import my module
from mypackage import secondmodule
from mypackage import subpackage
from mypackage.subpackage import anothermodule

THE GOAL OF PACKAGING AND INSTALLING IS BASICALLY TO MAKE THAT WORK ANYWHERE

WHAT ABOUT ACTUALLY LAYING OUT THE CODE?

- There's not an easy answer for science code it tends to develop "organically".
- Often it's best just to split files when they get too big.
- Always keep the novice user (or future you) in mind... Use descriptive names.
- Think modular!

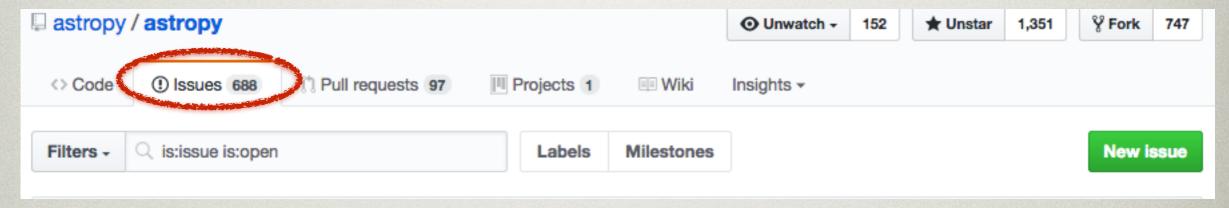
LICENSING YOUR CODE

- Rule #1: Have a license!
- Rule #2: There is no rule #2.

(see problem sets for more)

HOW TO START CONTRIBUTING TO EXISTING LIBRARIES

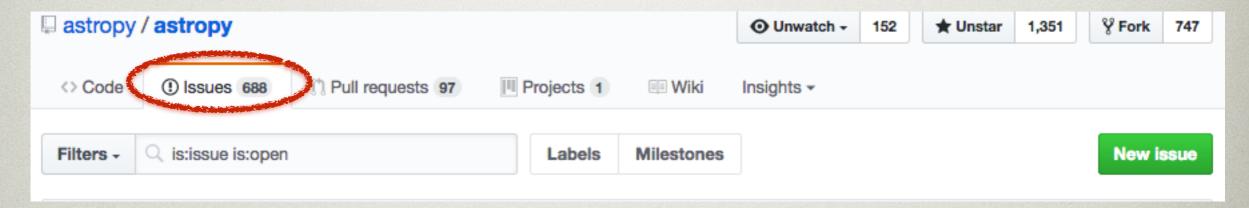
- Look at the contributing guidelines, e.g. "CONTRIBUTING.md" files on GitHub repos, documentation pages.
- Look at the issues page



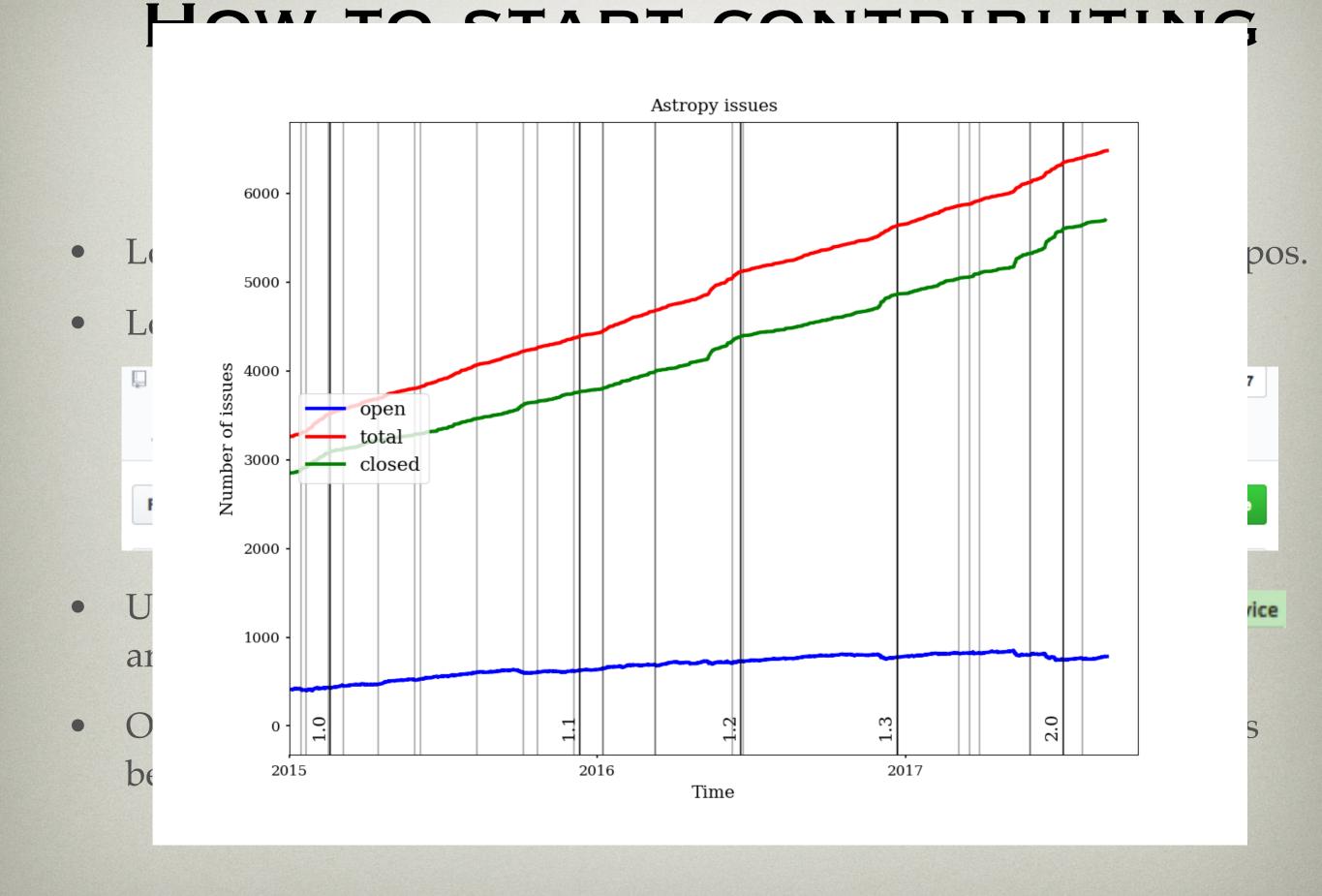
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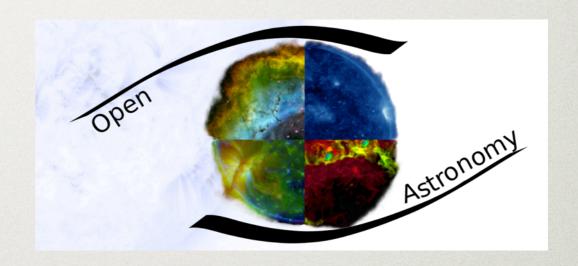


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GOOGLE SUMMER OF CODE WITH OPENASTRONOMY





• 10 week long program to work on open source astronomy software

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