

#### Welcome to...





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Software Productivity Track, ATPESC 2020



Tutorial slides: <a href="https://app.box.com/folder/118663987937">https://app.box.com/folder/118663987937</a> or <a href="https://doi.org/10.6084/m9.figshare.12719834">https://doi.org/10.6084/m9.figshare.12719834</a>



See slide 2 for license details and requested citation





### License, Citation and Acknowledgements

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#### **License and Citation**

- This work is licensed under a <u>Creative Commons Attribution 4.0 International License</u> (CC BY 4.0).
- The requested citation the overall tutorial is: David E. Bernholdt, Anshu Dubey, Mark C. Miller, Katherine M. Riley, and James M. Willenbring, Software Productivity Track, in Argonne Training Program for Extreme Scale Computing (ATPESC), online. DOI: <a href="https://doi.org/10.6084/m9.figshare.12719834">10.6084/m9.figshare.12719834</a>
- Individual modules may be cited as Speaker, Module Title, in Software Productivity Track...

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#### **Tutorial Instructors**

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- Anshu Dubey, ANL
- Mark Miller, LLNL
- Katherine Riley, ANL
- James Willenbring, SNL











Mark





With help from: Pat Grubel, LANL; Rinku Gupta, ANL; David Rogers, ORNL

Jim

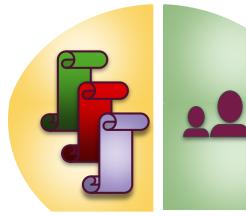
- Member of the IDEAS Productivity Project: <a href="http://ideas-productivity.org">http://ideas-productivity.org</a>
- Focus: Increasing CSE software productivity, quality, and sustainability





# The IDEAS-ECP team works with the ECP community to improve developer productivity and software sustainability as key aspects of increasing overall scientific productivity

- 1 Customize and curate methodologies
  - Target scientific software productivity and sustainability
  - Use workflow for best practices content development





- Determine community policies to improve software quality and compatibility
- Create Software Development Kits (SDKs) to facilitate the combined use of complementary libraries and tools

- Incrementally and iteratively improve software practices
  - Determine high-priority topics for improvement and track progress
  - Productivity and Sustainability Improvement Planning (PSIP)



#### **Engage in community outreach**

- Broad community partnerships
- Collaboration with computing facilities
- Webinars, tutorials, events
- WhatIs and HowTo docs
- Better Scientific Software site (<a href="https://bssw.io">https://bssw.io</a>)





# **Building an Online Community**

#### https://bssw.io

- New <u>community-based resource</u> for scientific software improvement
- A central hub for sharing information on practices, techniques, experiences, and tools to improve developer productivity and software sustainability for computational science & engineering (CSE)

#### **Goals**

- Raise awareness of the importance of good software practices to scientific productivity and to the
  quality and reliability of computationally-based scientific results
- Raise awareness of the increasing challenges facing CSE software developers as high-end computing heads to extreme scales
- Help CSE researchers increase effectiveness as well as leverage and impact
- Facilitate CSE collaboration via software in order to advance scientific discoveries

#### Site users can...

- Find information on scientific software topics
- Contribute new resources based on your experiences
- Create content tailored to the unique needs and perspectives of a focused scientific domain



better





**Advancing Scientific Productivity** through Better Scientific Software:

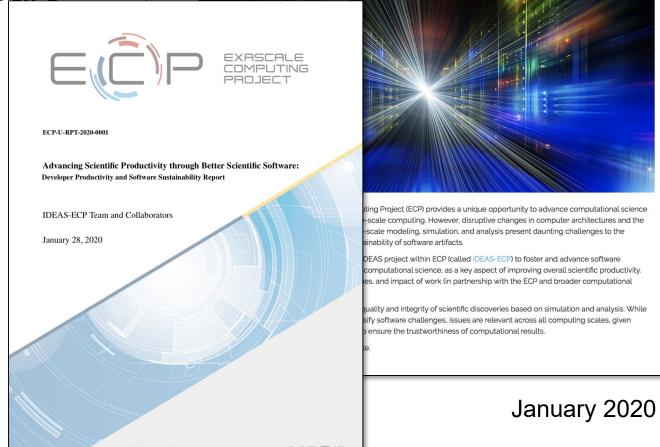
Developer Productivity and Software

Sustainability Report

Disruptive changes in computer architectures and the complexities of tackling new frontiers in extreme-scale modeling, simulation, and analysis present daunting challenges to software productivity and sustainability.

This newly released report explains the IDEAS approach, outcomes, and impact of work (in partnership with the ECP and broader computational science community).

Target readers are all those who care about the quality and integrity of scientific discoveries based on simulation and analysis. While the difficulties of extreme-scale computing intensify software challenges, issues are relevant across all computing scales, given universal increases in complexity and the need to ensure the trustworthiness of computational results.



BETTER SCIENTIFIC PRODUCTIVITY THROUGH BETTER

SCIENTIFIC SOFTWARE: THE IDEAS REPORT

https://exascaleproject.org/better-scientific-productivity-through-better-scientific-software-the-ideas-report

#### Follow IDEAS and BSSw

- IDEAS Productivity mailing list: <a href="http://eepurl.com/cQCyJ5">http://eepurl.com/cQCyJ5</a>
  - Announcements of IDEAS-organized events
    - Best Practices for HPC Software Developers webinar series
    - Strategies for Working Remotely panel series
    - Major scientific meetings (e.g., SIAM, ISC, SC, etc.)
  - Typically 1-2 messages per month
- BSSw Digest: <a href="https://bssw.io/pages/receive-our-email-digest">https://bssw.io/pages/receive-our-email-digest</a>
  - Updates on BSSw content
    - New blog posts, events, and resources
    - BSSw Fellowship
  - Typically 1-2 messages per month
  - Also: RSS feed: <a href="https://bssw.io/items.rss">https://bssw.io/items.rss</a>





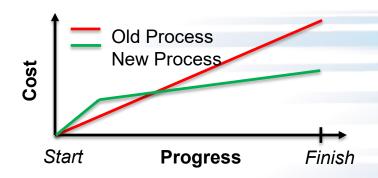




# **Tutorial Objectives**

#### Overview of best practices in software engineering explicitly tailored for CSE

- Why: Increase CSE software quality, sustainability, productivity
  - Better CSE software > better CSE research > broader CSE impact
- Who: Practices relevant for projects of all sizes
  - emphasis on small teams, e.g., a faculty member and collaborating students



#### Approach:

- Useful information, examples, exercises, pointers to other resources
- Not to prescribe any particular practices as "must use"
  - Be informative about practices that have worked for some projects
  - Emphasis on adoption of practices that help productivity rather than put unsustainable burden
- Customize as needed for each project
- Remember: your code will live longer than you expect. Prepare for it!



#### **Hands-On Activities**

We have a repository, based on the Heat Equation example used on Tuesday that we will use to demonstrate some concepts, and there will be some exercises you can do as "homework", if desired.

You will need...

- GitHub account
- Fork of the tutorial GitHub repository
  - https://github.com/betterscientificsoftware/hello-numerical-world-atpesc-2020
  - You can submit your work for feedback by making pull requests to the upstream repo
  - We will provide feedback as quickly as we can, but please be patient
- Access to a working development environment for C++ and/or Fortran
  - Typical Linux or Mac systems should be fine (git, editor, compilers, make, etc.)
  - Using a remote system is fine





# **Handling Questions and Discussion**

- We'll try to stop for questions from time to time
- Members of the IDEAS team will be monitoring the chat
- If the presenter asks for questions, you can unmute and ask
- Otherwise, please use chat
- We can also be available during breaks, lunch, and after the session for additional conversations
  - Please use the chat to let us know who you'd like to talk to just before the break
  - And remember that we may need a break too
- Also, feel free to email us at <u>bssw-tutorial@lists.mcs.anl.gov</u>
  - The list moderator will allow your messages to be posted



