

Software Sustainability

The why and the how

Phil Tooley University of Sheffield

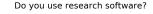
Cardiovascular Fluids Modelling SIG 20 September 2018

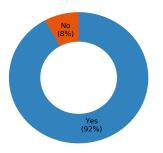


Science relies on research software

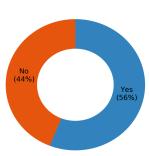


2014 UK Research Software Survey¹





Do you develop your own research software?





It must be good research software



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The war over supercooled water

How a hidden coding error fueled a seven-year dispute between two of condensed matter's top theorists.

physicstoday.scitation.org



Source: Physics Today, DOI:10.1063/PT.6.1.20180822a

Recognising the Problem



Software Sustainability Institute²

- ► Funded in 2010 by EPSRC to promote sustainable development of research software and now a collaborative effort by multiple research councils
- ▶ Provide training and support for developers of scientific software
- ► Focus on reproducible research and recognising software as a research output
- "Better software, better research"













My first research code experience





My first research code experience



□ readme.txt

- 1 Dear Phil,
- .
 - 3 This is a copy of the code WAKE, which is written by Mora and Antonsen.
- 4 There is also a photon-kinetic version of it, QWAKE. If anyone can read
- 5 the comments (largely in French) they are welcome to use it, provided
- 6 they properly acknowledge that the code has been handed to them by Luis
- 7 Silva (who gave it to me)



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How do I run this?

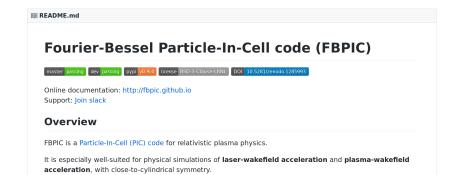
What will it do?

How do I interpret the output?



The code I actually used







The code I actually used





FBPIC documentation

FBPIC (Fourier-Bessel Particle-In-Cell) is a Particle-In-Cell (PIC) code for relativistic plasma physics. It is especially well-suited for physical simulations of **laser-wakefield** acceleration and plasma-wakefield acceleration.

The distinctive feature of FBPIC, compared to *most* other PIC codes, is to use a **spectral cylindrical representation**. This makes the code both **fast** and **accurate**, for situations with **close-to-cylindrical symmetry**. For a brief overview of the algorithm, its advantages and limitations, see the section Overview of the code.

In addition, FBPIC implements several **useful features for laser-plasma acceleration**, including:

- · Moving window
- Calculation of space-charge fields at the beginning of the simulation
- Intrinsic mitigation of Numerical Cherenkov Radiation (NCR) from relativistic bunches
- Field ionization module (ADK model)
- Support for boosted-frame simulations (see Running boosted-frame simulations)

FBPIC can run on **multi-core CPU** (with multi-threading) or **GPU**. For large simulations, running the code on GPU can be much faster than on CPU.



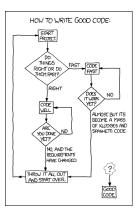
Unsustainable Software



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Symptoms of unsustainable software or development practices include:

- ► inherited magic/spaghetti code
- versioning hell
- ► lack of documentation
- ► no tests/benchmarks
- custom data formats
- ▶ hard to modify without breaking
- ▶ hard to install on new machines



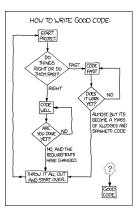
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Writing good software is hard. Maintaining it can be even harder...



Image Source: Randall Munroe, XKCD (https://xkcd.com/844/)

How do we make sustainable software?



"Software sustainability describes the practices, both technical and non-technical, that allow software to continue to operate as expected in the future. A constant level of effort is required to maintain the software's operation." ³

Key Considerations

- Good organisation using version control
- Ensuring longevity of software, runnable on new hardware/OSes
- ▶ Testing and benchmarking to ensure valid results
- ▶ Documentation both usage and technical
- ► Dissemination/sharing with wider community

Good Code Structure



Well structured code is:

- ► Easy to understand
 - ▷ Consistent code style
 - Names should explain what things do
 - Use more, simpler, statements
 - ▶ Comments explain design decisions



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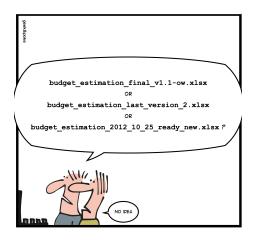


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 - Use classes to keep variables and their functions together
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 - ▷ Don't hardcode variables, use a configuration file
- Necessary
 - Use existing libraries where you can
 - Don't invent your own data formats











Have you ever

- ► Had files with names like "awesomecode_v4_final_final.py"?
- ▶ Made a change to code, then wanted to change it back?
- Needed to compare two revisions of your code?
- ► Had to maintain different versions of your code?
- ► Wanted to develop code collaboratively?

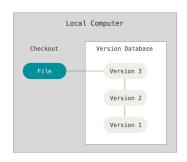
Version control systems exist to help with this





Version Control Systems (VCS)

- ► Keep a full history of changes
- ► Easily restore old versions

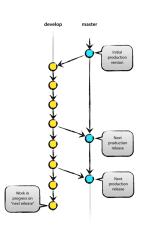






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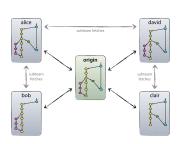






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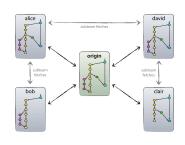




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Most commonly used VCS is git

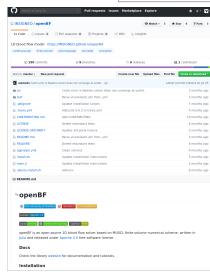




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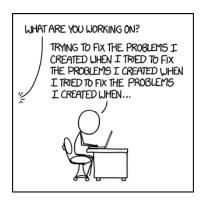
Github

- Store your git repositories online
- Public repos for open source software development
- Free private repos for education and research
- Community building tools:
 - ▶ Bug reporting/tracking
 - Documentation hosting
 - Project wikis













Testing early and often helps catch mistakes





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Testing early and often helps catch mistakes Ideally test at two different scales:

- ► Every function should have accompanying tests (unit tests):
 - ▷ Ensure functions give correct output for correct input
 - Graceful failures with invalid input
 - ▶ These should be run every time the code is changed





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Lots of tools to help automate this





Testing Frameworks

- ► Tools to automate running of tests
- Programmer writes test functions, provides expected output
- Framework runs all tests and provides report





Continuous Integration

- Automatically build and test code after changes
- ► Test in different environments (linux/windows), compiler versions
- ► Free services for open source projects
- ► Immediate feedback on bugs/mistakes













Getting Users Started

- ► Clear installation instructions
- ► Concise tutorial (with example data)
- ► Explanation of output
- ► Troubleshooting?





User Manual

- ► Document all features of the program
- ▶ Details of algorithms and maths used
- ► Advanced usage examples
- ► Test and benchmarking datasets
- ► Known issues, bugs?





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API/Internal Documentation

- ► Application Programming Interface functions for your users to call
- ► Document internal functions too
- ► Can be autogenerated from code and comments
- ► Crucial for future developers (you in 5 years?)





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Documentation Generators

- Quickly create professional documentation pages or pdf
- Sphinx and Doxygen are most common
- ► Simple human readable format
- ▶ Build api docs from code and comments
- Use with continuous integration build docs along with your code and host on github



Community Building



Consumers or Collaborators?

- ► Sharing code exposes it to new users and use cases
- ▶ Bugs will be found, encourage reporting
- ▶ Open source allows users to engage with development
- ► More eyes on code means more issues found and fixed
- ► Contribution of new features
- Users help maintain code for you

Platforms like Github provide all this for minimal effort



Conclusion: producing good software is hard



We all need to:

- Structure projects carefully
- ► Keep code safe with version control
- ► Backup to Github etc.
- ► Test everything!
- ► Lots of tools available to help
- Building a user community shares the burden
- Lots of help out there:
 - Software Sustainability Institute
 - Research Software Engineers
 - Software Carpentry
 - ▷ (Google!)









Useful Resources



- ► Software Sustainability
 - SSI: https://software.ac.uk
 - Software Carpentry: https://software-carpentry.org
- Version Control
 - ▷ Github: https://github.com
 - ▷ Bitbucket: https://bitbucket.org
 - ▶ Git book: https://git-scm.com/book
- Continuous Integration
 - ▶ Travis: https://travis-ci.org
 - ▶ Appveyor: https://appveyor.com

