



# Introduction to Scientific Computing and Best Practices

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Inspired by Greg Wilson, Software Carpentry and  
Paul Wilson, The University of Wisconsin-Madison

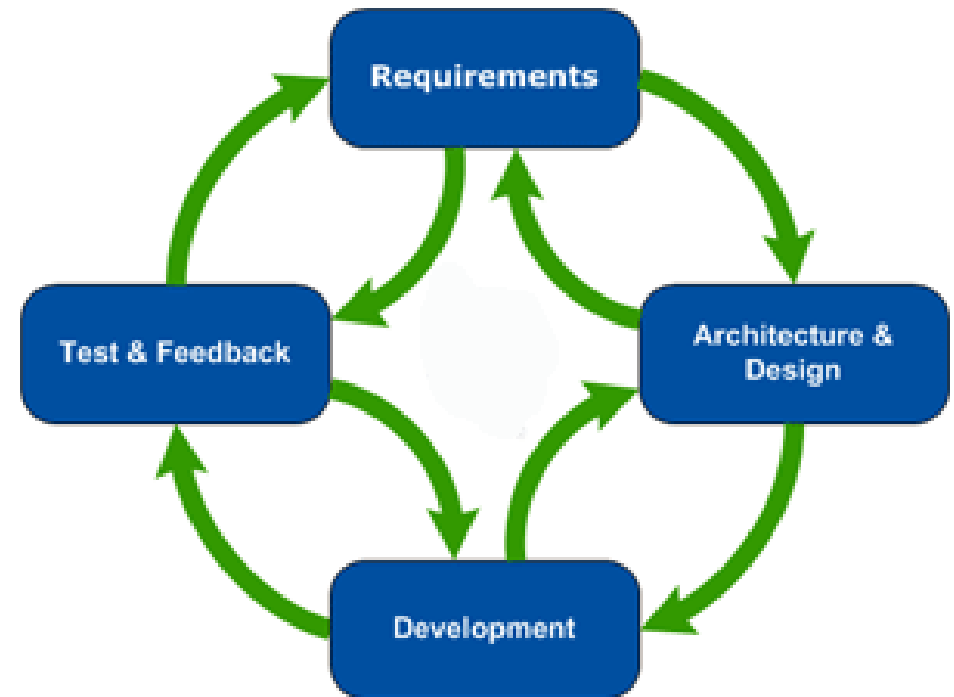
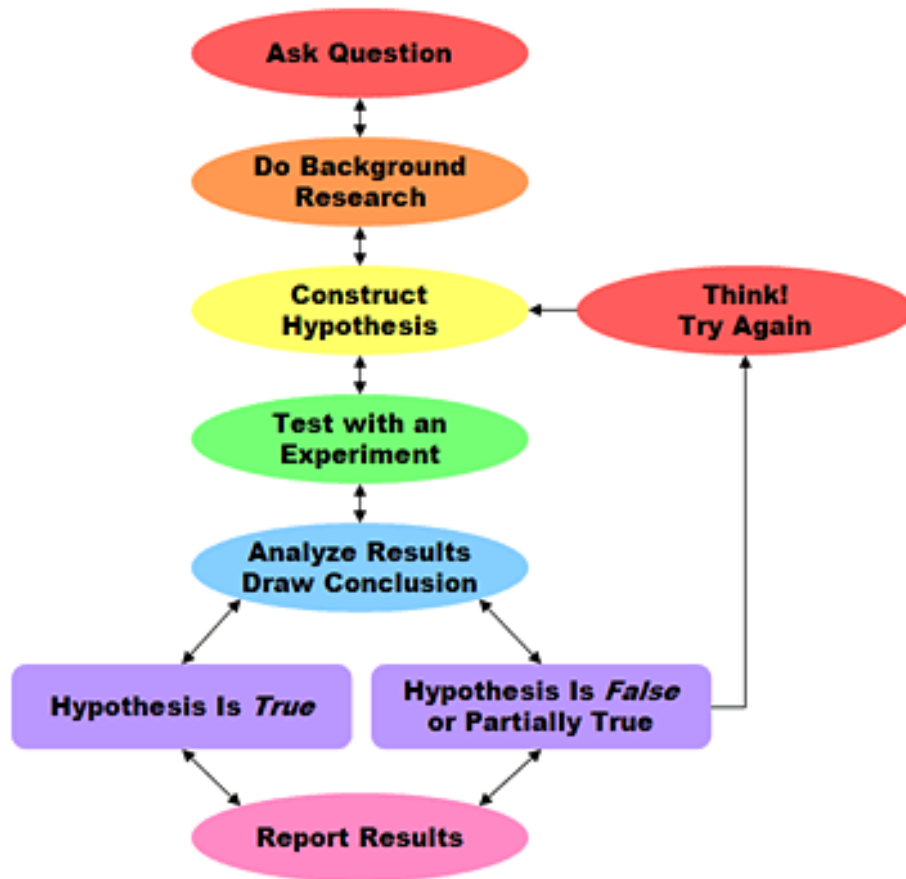
# Pre-Assessment Survey

Please Fill Out the Following Questionnaire,  
<http://bit.ly/aims-scicomp>

# Aside: Course Structure

- This course will be interactive.
- There will be many exercises.
- Feel free to type along and explore as we go.
- Never hesitate to ask questions.
- Collaborate with your friends

# Science & Computing



# Three 'Blessed' Language Families of Scientific Computing

- Fortran
- C/C++
- Python

We'll be focusing on Python.

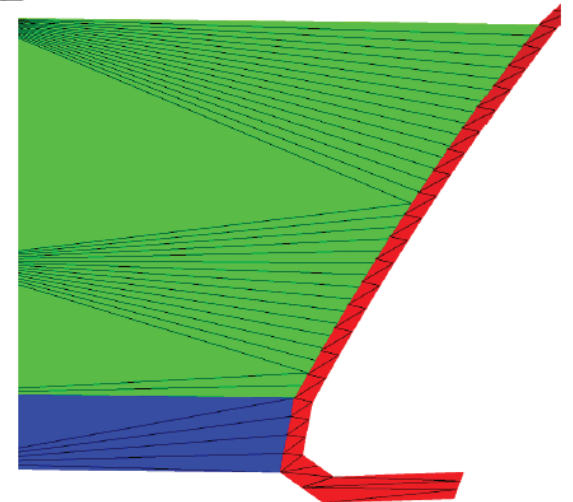
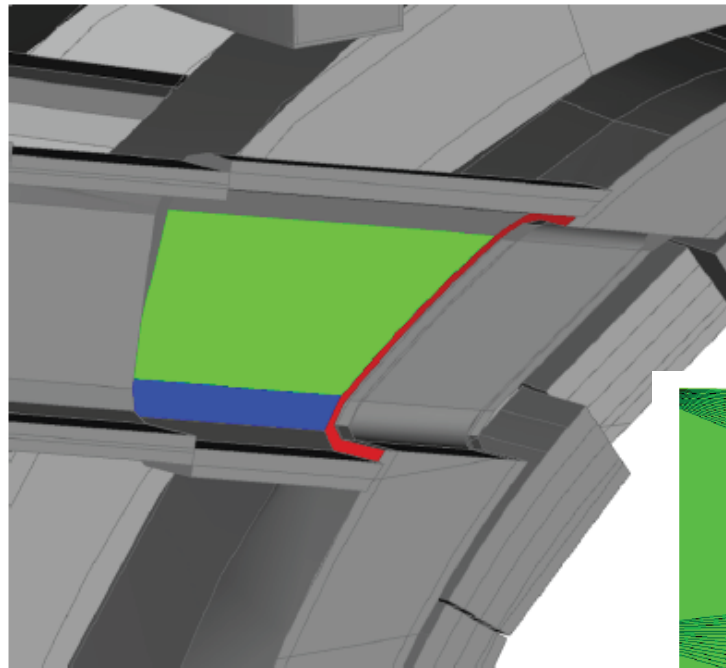
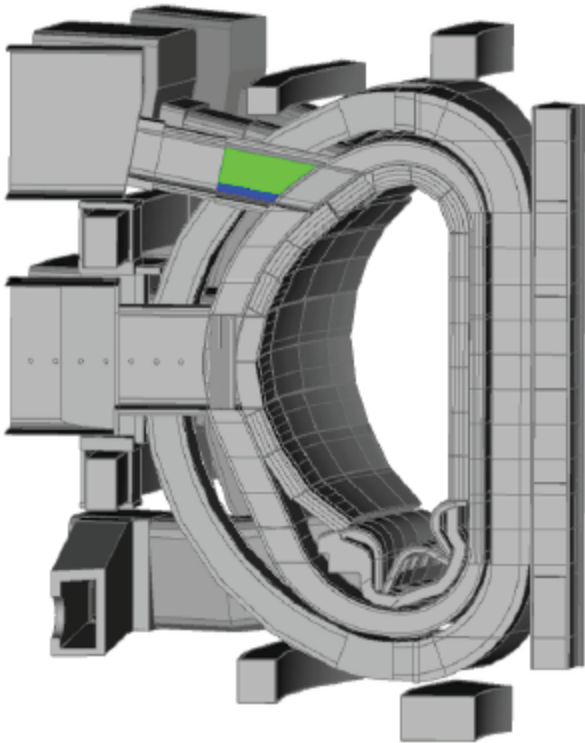
# Reality of Research Computing

- Many scientists spend most of their time developing, maintaining, or running software
  - Most don't consider themselves software engineers
  - Few have ever been taught how
    - Learned on-the-job
    - Tribal knowledge

# So What...

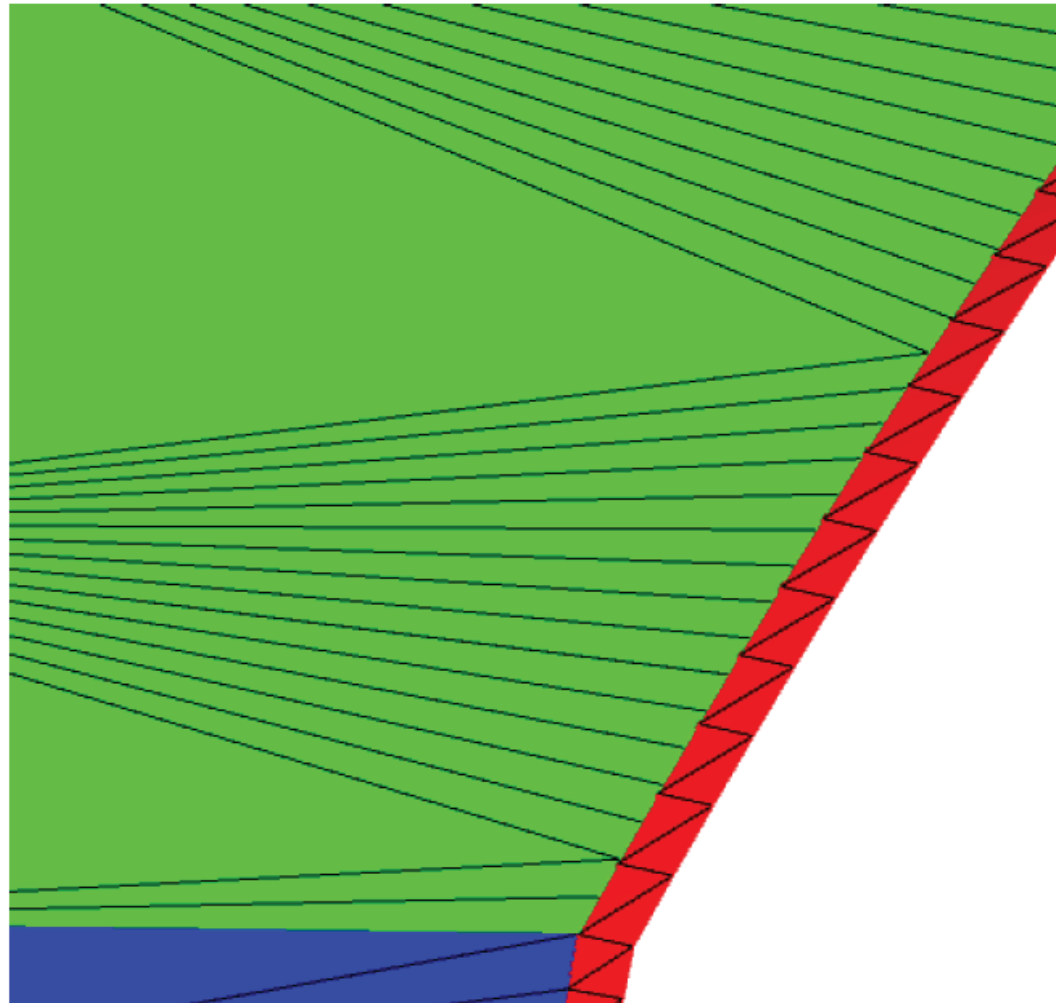
- Most results take longer to produce than they need to
  - Not because of a lack of computers
- Difficult to assess quality
  - Often measured by reproducibility
  - “System” doesn’t care

# A Recent Story: Sealing a Faceted Geometry



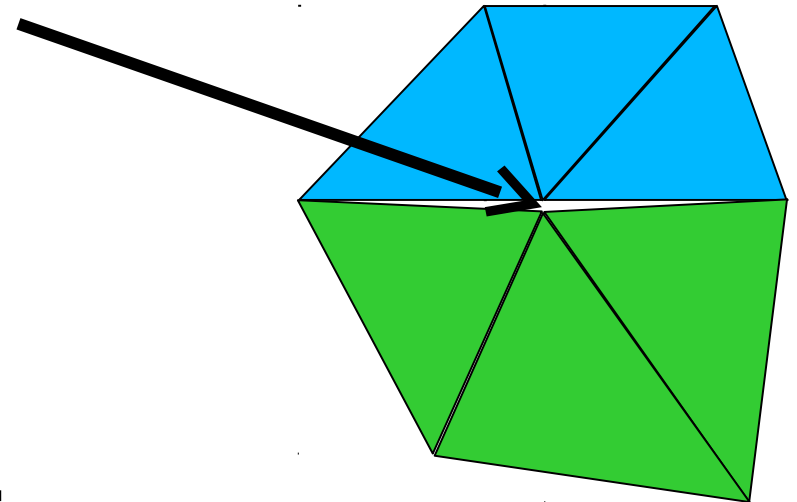


# A Recent Story: Sealing a Faceted Geometry



# A Recent Story: Sealing a Faceted Geometry

- Lost particles through “leaks”
- Reduce confidence in solution



# A Recent Story: Sealing a Faceted Geometry

Model	Particles Simulated [millions]	Lost Particles	
		Original	Robust
UW Nuclear Reactor	41	$5649 \pm 178$	0
Advanced Test Reactor	74	$141 \pm 32$	0
40° ITER Benchmark	225	$67 \pm 39$	0
ITER TBM	205	$665 \pm 184$	0
ITER Module 4	59	$59 \pm 19$	0
ITER Module 13	79	$450 \pm 60$	0
FNG Benchmark	1310	$31273 \pm 989$	0
ARIES First Wall	4070	$25 \pm 18$	0
HAPL IFE	286	$65 \pm 19$	0
Z-Pinch Fusion	409	$2454 \pm 317$	0

# AIMS to the Rescue

- Best practices used by the best software engineers whose business is development of quality software
  - They don't always have formal training
  - They don't always follow all the practices
  - Growing evidence supported by empirical studies

# Write Programs for People, Not Computers

- Most researchers will spend more time reading code than writing code
  - It's the primary way to learn what it does and how
- Recognize realities of human cognition
  - Working memory is limited
  - Pattern matching abilities are finely tuned
  - Attention span is short

# Automate Repetitive Tasks

- This is why we invented computers!!
  - It's not why we invented graduate students
- Saves time & avoids errors
- Can track dependencies
- Unambiguous record of workflow
- Motivates command-line interfaces

# Use the Computer to Record History

- Careful record keeping is fundamental to science
- A manual log book works for experiments occurring at a “traditional” pace
- What happens when you can perform 100 experiments/day? 1000? 10,000?

# Use the Computer to Record History

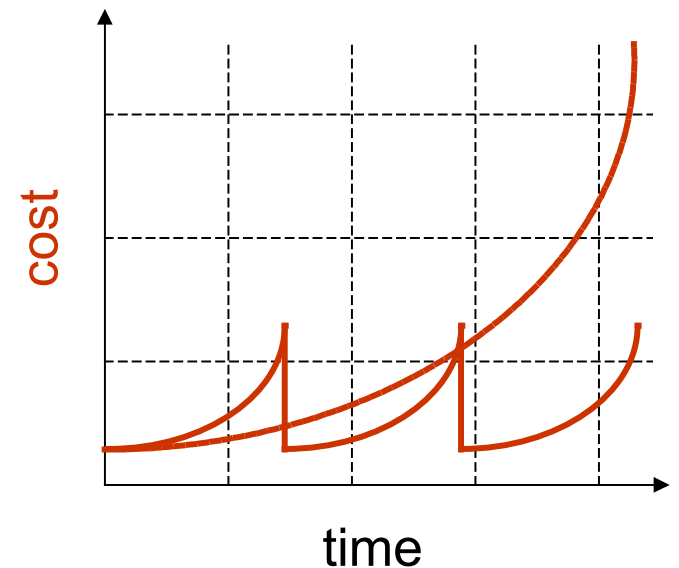
- Use software tools to track computational work
  - Unique identifiers/versions for data
  - Unique identifiers/versions for software
  - All input parameters
- Embed this information in output





# Make Incremental Changes

- Long development cycles have many disadvantages
  - Human attention span
  - Delayed identification of bugs
  - Adapt to changes in requirements
- “Agile” development



# Use Version Control

- Two big challenges
  - Tracking all the changes to code over time
  - Synchronizing changes during collaboration
- Bleeds back to provenance
  - How do you know exactly which version you used?

# Use Version Control

- Ad-hoc solutions:
  - Make separate copies for different versions
  - Dropbox, email for sharing
- All subject to human error
- Why not “Use the Computer to Record [this] History”, too?

# Use Version Control

- A great big “undo” button
- Focus on changes

# Don't Repeat Yourself (or Others)

- Anything repeated in 2 or more places is difficult to maintain
  - Increases chance of errors and inconsistencies
- Modularize the code you write
- Don't reinvent the wheel

# Plan for Mistakes

- Bugs are guaranteed!
- Finding bugs is hard!
- No single practice will catch all defects – use in combination
  - Defensive programming
  - Testing
  - Debuggers

# Optimize Software Only After it Works Correctly

- Correct is more important than fast
- Complexity of modern hardware & software make it difficult to predict bottlenecks
- Profile and test performance after it works to identify need for improvement

# Optimize Software Only After it Works Correctly

- Corollary: Use high level languages!
- Fixed: number of lines of code per day, independent of the language
- Get more done with high-level languages, even if slower
- Profile, measure and improve



# Document the Design and Purpose of Code Rather than its Mechanics

- Most research software will be handed off at least once
  - Large cost for “forensic” analysis
- Documentation is critical
  - ... but only if it’s good documentation

# Document the Design and Purpose of Code Rather than its Mechanics

- Document interfaces
  - How to use something
  - What behavior to expect & why
- Do not document implementation
  - Well-written implementation should be self explanatory
  - If not, refactor it until it is
  - May need to document reasons for specific implementation decision

# Conduct Code Reviews

- Peer review is a cornerstone of modern research
  - Reduces errors
  - Improves communication/understandability
- Why review publications based on software and not the software itself?

# A Recent Story: Sealing a Faceted Geometry

- Why did this disruption happen?
  - Inadequate testing
  - Inadequate reporting of version numbers
  - Lack of automation

# Combining Best Practices

- Continuous Integration
  - Automatically rebuild and retest every time a test is made
    - Automation of repetitive task
    - Supports agile development
    - Relies on testing

# Limited Time, Many Practices

- Automation (requires Shell)
- Writing Code for People
- Don't Repeat Yourself (or Others)
- Version Control
- Testing
- Collaboration

# Make Incremental Changes Redux

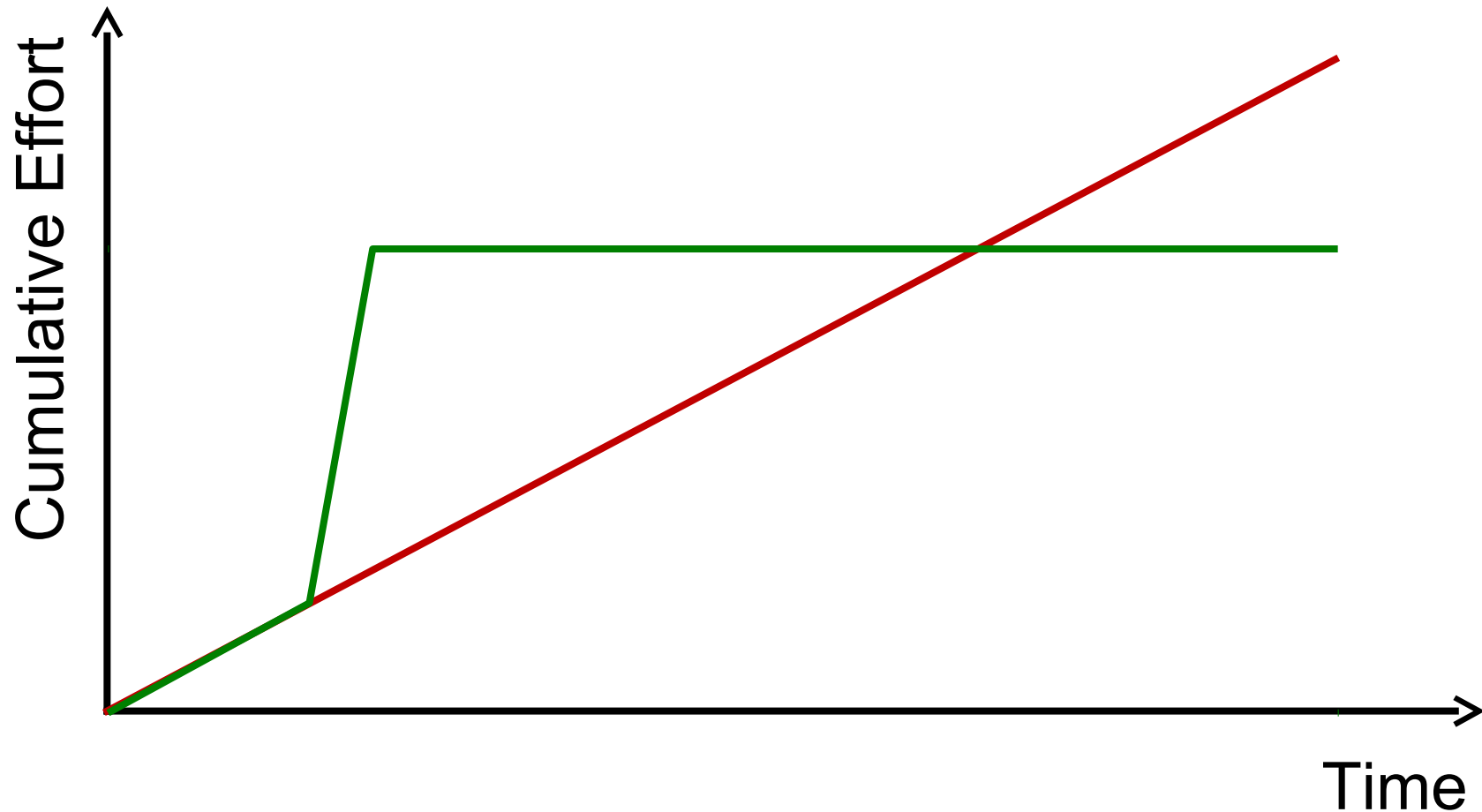
- This applies to HOW you work
- Choose one practice
  - Implement it in your work
  - Share it with your lab group
  - Allow it to sink in
- Repeat

# How to Choose Where to Start?

- It will depend on the nature of your work
- Consider the purpose:
  - Improve productivity
  - Improve quality



# Thoughts on Productivity and Automation



# Thoughts on Productivity and Automation

HOW LONG CAN YOU WORK ON MAKING A ROUTINE TASK MORE  
EFFICIENT BEFORE YOU'RE SPENDING MORE TIME THAN YOU SAVE?  
(ACROSS FIVE YEARS)

		HOW OFTEN YOU DO THE TASK					
		50/DAY	5/DAY	DAILY	WEEKLY	MONTHLY	YEARLY
HOW MUCH TIME YOU SHAVE OFF	1 SECOND	1 DAY	2 HOURS	30 MINUTES	4 MINUTES	1 MINUTE	5 SECONDS
	5 SECONDS	5 DAYS	12 HOURS	2 HOURS	21 MINUTES	5 MINUTES	25 SECONDS
	30 SECONDS	4 WEEKS	3 DAYS	12 HOURS	2 HOURS	30 MINUTES	2 MINUTES
	1 MINUTE	8 WEEKS	6 DAYS	1 DAY	4 HOURS	1 HOUR	5 MINUTES
	5 MINUTES	9 MONTHS	4 WEEKS	6 DAYS	21 HOURS	5 HOURS	25 MINUTES
	30 MINUTES		6 MONTHS	5 WEEKS	5 DAYS	1 DAY	2 HOURS
	1 HOUR		10 MONTHS	2 MONTHS	10 DAYS	2 DAYS	5 HOURS
	6 HOURS				2 MONTHS	2 WEEKS	1 DAY
	1 DAY					8 WEEKS	5 DAYS

# Verify Environment

Please make sure that you can do the following  
on your computers...