

# CAS 741, CES 741 (Development of Scientific Computing Software)

Fall 2019

## 02 Getting Started

Dr. Spencer Smith

Faculty of Engineering, McMaster University

September 16, 2019



# Getting Started

- Administrative details
- Any more introductions?
- Project choices
- Software tools
  - ▶ Git, GitLab and GitHub (Issue Creating Exercise)
  - ▶ LaTeX
  - ▶ Make
- Questions on suggested reading?
- Software Engineering for Scientific Computing literature

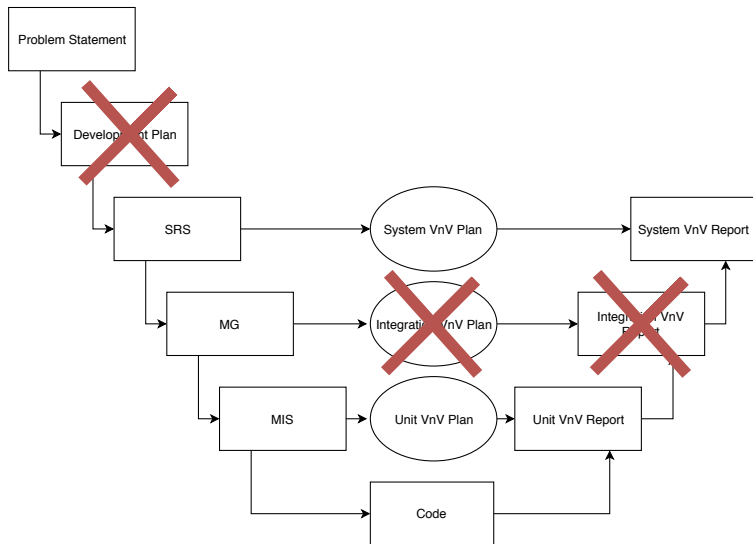
# Administrative Details

- Can everyone access GitLab?  
<https://gitlab.cas.mcmaster.ca/smiths/cas741>
- Use folder structure given in repo (will be updating)
- Post any questions as issues in our repo
- Create a GitHub account if you don't already have one
- Add `smiths` to your GitHub repos
- Problem statement
  - ▶ Problem statement due Thurs, Sept 19 by 11:59 pm
  - ▶ Assign the instructor an issue to review your problem statement
- Issue creating exercises due Thurs, Sept 19 by 10:30 am
- Feel free to add me to you Linked-In network

# Administrative Details: Domain Expert

- Creates issues for their partner's written deliverables
- Asks questions during their partner's presentations
- Implements one module following their partner's spec

# Administrative Details: Our Deliverables



# Administrative Details: Presentations

SRS Present	Week 05	Week of Sept 30
Syst. VnV Present	Week 07	Week of Oct 21
MG + MIS Syntax Present	Week 9	Week of Nov 4
MIS Semantics Present	Week 11	Week of Nov 18
Unit VnV or Implement Present	Week 12/13	Week of Nov 28

- Specific schedule depends on final class registration and need
- Informal presentations with the goal of improving everyone's written deliverables
- Domain experts and secondary reviewers (and others) will ask questions

# Administrative Details: Report Deadlines

Issue Creation Exercise	Week 03	Sept 19
Problem Statement	Week 03	Sept 19
System Requirements Specification (SRS)	Week 06	Oct 7
System VnV Plan	Week 08	Oct 28
Module Guide (MG) + Mod Int Spec (MIS)	Week 10	Nov 25
Final Documentation	Week 14	Dec 9

- The written deliverables will be graded based on the repo contents as of 11:59 pm of the due date
- If you need an extension, please ask
- Two days after each major deliverable, your GitHub issues will be due
- Domain expert code due 1 week after MIS deadline

# Introductions (if necessary)

- Your name
- Degree program
- Academic background
- Experience with:
  - ▶ Science (such as physics)
  - ▶ Scientific computing
  - ▶ Continuous math
  - ▶ Discrete math
  - ▶ Software engineering
  - ▶ Software development technology
    - ▶ Git
    - ▶ GitHub or GitLab
    - ▶ LaTeX
    - ▶ Make etc.
- What do you hope to get out of this course?



# Project Selection: Desired Qualities

- Related to scientific computing
- Simple, but not trivial
- If feasible, select a project related to your research
- Possibly re-implement existing software
- Each student project needs to be unique
- Possibly a specific physical problem
- Possibly a (family of) general purpose tool(s)
- Some examples follow, the links are just places to get started

# Project Selection: Specific Physical Problem

- Heated rod
- Heated plate
- Double pendulum
- Rigid body dynamics
- Column buckling
- Damped harmonic oscillator
- Stoichiometric calculations (chemical balance)
- Predator prey dynamics
- Imaging: filters, edge detection etc.
- Medical Imaging
- etc.

# Project Selection: Family of General Purpose Tools

- Solution of ODEs
- Solution of  $Ax = b$
- Regression
- Interpolation
- Numerical integration
- FFT
- Mesh generation
- Finite element method
- Any chapter from a standard numerical methods textbook
- etc.

# Tool Tutorials

- Best way to learn is by doing
- Some getting started information and exercises in the [ToolTutorials](#) folder, modified from undergrad classes
- Tutorials for [se 2aa4](#) and [cs 2me3](#)
- Many other resources on-line
- Your colleagues can help too

# Git, GitLab and GitHub

- Git manages changes to documents
  - ▶ Tracks changes
  - ▶ Keeps history, you can roll back
  - ▶ Useful documentation over time
  - ▶ Allows people to work simultaneously
- Benefits for SC [24]
  - ▶ Not necessary to make a backup copy of everything, stores just enough information to recreate
  - ▶ Do not need to come up with names for backup copies - same file name, but with timestamps
  - ▶ Enforces changelog discipline
  - ▶ Facilitates identifying conflict and merging changes
- The real bottleneck in scientific computing [25]

# Git Typical Usage

First either init repo or clone (git init, git clone), then typical workflow is

1. update repo (git pull)
  2. create files
  3. stage changes to be committed (git status, git add)
  4. commit staged changes (git commit -m "message")
  5. push to remote, if using one (git push)
- Commit after every separate issue, and when need to stop working
  - Always include a meaningful and descriptive commit message for the log
  - If a push reveals conflicts, take appropriate action to merge

# GitLab and GitHub Issue Tracking

- See brief document in course repo
- See examples
- Tutorials for se 2aa4 and cs 2me3
- Create an issue

# Issue Creating Exercise

- Due by Thurs, Sept 19, 10:30 am
- Create 2 to 3 issues for case studies in Drasil repo
- <https://jacquescurette.github.io/Drasil/>
- Select any case study that interests you and review the SRS
- Create issues at <https://github.com/JacquesCurette/Drasil/issues>
- Assign issues to smiths
- Consider using SRS [checklist](#) (except for major revision history)
- Additional guidance in [SRS Template](#)



# LaTeX

- A typesetting language
- Some initial information in course repo
- Tutorials for [se 2aa4](#) and [cs 2me3](#)
- Start from an example
  - ▶ The lectures notes
  - ▶ The Blank Project Template
  - ▶ The problem statement

# Make

- Software Carpentry: Automation and Make
- The Blank Project Template

# Suggested Reading Questions?

- Smith2016 [19]
- SmithEtAl2007 [21]
- ParnasAndClements1986 [14]
- Solar Water Heating System Example

# SE For SC Literature

- CAS 741 process is document driven, adapted from the waterfall model [6, 23]
- Many say a document driven process is not used by, nor suitable for, scientific software.
  - ▶ Scientific developers naturally use an agile philosophy [1, 4, 5, 17],
  - ▶ or an amethododical process [9]
  - ▶ or a knowledge acquisition driven process [10].
- Scientists do not view rigid, process-heavy approaches, favorably [4]
- Reports for each stage of development are counterproductive [16, p. 373]
- Up-front requirements are impossible [4, 18]
- What are some arguments in favour of a rational document driven process?

# Counter Arguments

- Just because not used, doesn't mean docs shouldn't be
- Documentation provides many benefits [15]:
  - ▶ easier reuse of old designs
  - ▶ better communication about requirements
  - ▶ more useful design reviews
  - ▶ easier integration of separately written modules
  - ▶ more effective code inspection
  - ▶ more effective testing
  - ▶ more efficient corrections and improvements.
- Actually faking a rational design process
- Too complex for up-front requirements sounds like an excuse
  - ▶ Laws of physics/science slow to change
  - ▶ Often simple design patterns
  - ▶ Think program family, not individual member
- Debunking myth against up-front requirements [?]

# Literature on SE applied to SCS

- Highlights problems with SE
  - ▶ [Miller2006 \[12\]](#)
  - ▶ [Hatton2007 \[7\]](#)
  - ▶ Sleipner A oil rig collapse [[13](#), p. 38]
  - ▶ Patriot missile disaster [[13](#), p. 36]
- Highlights gap/chasm between SE and SC
  - ▶ [Kelly2007 \[11\]](#)
  - ▶ [Storer2017 \[22\]](#)
- Studies of SE applied to SC
  - ▶ [CarverEtAl2007 \[4\]](#)
  - ▶ [Segal2005 \[17\]](#)

# Literature on SE applied to SCS

- Reproducibility
  - ▶ BaileyEtAl2016 [2]
  - ▶ BenureauAndRougier2017 [3]
- Future of SE for SC
  - ▶ JohansonAndHasselbring2018 [8]
  - ▶ Smith2018 [20]

# References I



Karen S. Ackroyd, Steve H. Kinder, Geoff R. Mant, Mike C. Miller, Christine A. Ramsdale, and Paul C. Stephenson.

Scientific software development at a research facility.  
*IEEE Software*, 25(4):44–51, July/August 2008.



David H. Bailey, Jonathan M. Borwein, and Victoria Stodden.

*Reproducibility: Principles, Problems, Practices*, chapter  
Facilitating reproducibility in scientific computing:  
principles and practice, pages 205–232.  
John Wiley and Sons, New York, 2016.



# References II



F. Benureau and N. Rougier.

Re-run, Repeat, Reproduce, Reuse, Replicate:  
Transforming Code into Scientific Contributions.  
*ArXiv e-prints*, August 2017.



Jeffrey C. Carver, Richard P. Kendall, Susan E. Squires,  
and Douglass E. Post.

Software development environments for scientific and  
engineering software: A series of case studies.  
*In ICSE '07: Proceedings of the 29th International  
Conference on Software Engineering*, pages 550–559,  
Washington, DC, USA, 2007. IEEE Computer Society.

# References III



Steve M. Easterbrook and Timothy C. Johns.  
Engineering the software for understanding climate change.

*Computing in Science & Engineering*, 11(6):65–74,  
November/December 2009.



Carlo Ghezzi, Mehdi Jazayeri, and Dino Mandrioli.  
*Fundamentals of Software Engineering*.

Prentice Hall, Upper Saddle River, NJ, USA, 2nd edition,  
2003.



Les Hatton.

The chimera of software quality.

*Computer*, 40(8), August 2007.

# References IV



Arne N. Johanson and Wilhelm Hasselbring.

Software engineering for computational science: Past, present, future.

*Computing in Science & Engineering*, Accepted:1–31, 2018.



Diane Kelly.

Industrial scientific software: A set of interviews on software development.

In *Proceedings of the 2013 Conference of the Center for Advanced Studies on Collaborative Research*, CASCON '13, pages 299–310, Riverton, NJ, USA, 2013. IBM Corp.

# References V



Diane Kelly.

Scientific software development viewed as knowledge acquisition: Towards understanding the development of risk-averse scientific software.

*Journal of Systems and Software*, 109:50–61, 2015.



Diane F. Kelly.

A software chasm: Software engineering and scientific computing.

*IEEE Software*, 24(6):120–119, 2007.



Greg Miller.

SCIENTIFIC PUBLISHING: A Scientist's Nightmare: Software Problem Leads to Five Retractions.

*Science*, 314(5807):1856–1857, 2006.

# References VI



Suely Oliveira and David E. Stewart.

*Writing Scientific Software: A Guide to Good Style.*

Cambridge University Press, New York, NY, USA, 2006.



David L. Parnas and P.C. Clements.

A rational design process: How and why to fake it.

*IEEE Transactions on Software Engineering,*

12(2):251–257, February 1986.



David Lorge Parnas.

Precise documentation: The key to better software.

In *The Future of Software Engineering*, pages 125–148,  
2010.

# References VII



Patrick J. Roache.

*Verification and Validation in Computational Science and Engineering.*

Hermosa Publishers, Albuquerque, New Mexico, 1998.



Judith Segal.

When software engineers met research scientists: A case study.

*Empirical Software Engineering*, 10(4):517–536, October 2005.



Judith Segal and Chris Morris.

Developing scientific software.

*IEEE Software*, 25(4):18–20, July/August 2008.

# References VIII



W. Spencer Smith.

A rational document driven design process for scientific computing software.

In Jeffrey C. Carver, Neil Chue Hong, and George Thiruvathukal, editors, *Software Engineering for Science*, chapter Section I – Examples of the Application of Traditional Software Engineering Practices to Science, pages 33–63. Taylor & Francis, 2016.



W. Spencer Smith.

Beyond software carpentry.

In *2018 International Workshop on Software Engineering for Science (held in conjunction with ICSE'18)*, pages 1–8, 2018.

# References IX



W. Spencer Smith, Lei Lai, and Ridha Khedri.

Requirements analysis for engineering computation: A systematic approach for improving software reliability.

*Reliable Computing, Special Issue on Reliable Engineering Computation*, 13(1):83–107, February 2007.



Tim Storer.

Bridging the chasm: A survey of software engineering practice in scientific programming.

*ACM Comput. Surv.*, 50(4):47:1–47:32, August 2017.



Hans van Vliet.

*Software Engineering (2nd ed.): Principles and Practice*.

John Wiley & Sons, Inc., New York, NY, USA, 2000.



# References X



Greg Wilson, Jennifer Bryan, Karen Cranston, Justin Kitzes, Lex Nederbragt, and Tracy K. Teal.

Good enough practices in scientific computing.

*CoRR*, abs/1609.00037, 2016.



Gregory V. Wilson.

Where's the real bottleneck in scientific computing?

Scientists would do well to pick some tools widely used in the software industry.

*American Scientist*, 94(1), 2006.