

# Community building through software design

This talk:

<https://jedbrown.org/files/20170221-SI2Community.pdf>

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# Firetran!

- ▶ **Renders HTML 10% faster than Firefox or Chrome.**
- ▶ but only if there is no JavaScript
  - ▶ recompile to use JavaScript
- ▶ Character encoding compiled in
- ▶ Mutually incompatible forks
- ▶ No confusing run-time proxy dialogs, edit file and recompile
- ▶ Proxy configuration compiled in
- ▶ For security, HTTP and HTTPS mutually incompatible
- ▶ Address in configuration file, run executable to render page
- ▶ Tcl script manages configuration file
- ▶ Plan to extend script to recompile Firetran with optimal features for each page
- ▶ Open source, but private development

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# Firetran struggles with market share

- ▶ Status quo in many scientific software packages
- ▶ Why do we tolerate it?
- ▶ Is scientific software somehow “different”?

# Computational Science & Engineering Challenges

- ▶ Model fidelity: resolution, multi-scale, coupling
  - ▶ Mathematical, computational, and modeling challenges
  - ▶ Best software capability written with different assumptions
  - ▶ Engages broader scientific and engineering community
  - ▶ Transient simulation is not weak scaling:  $\Delta t \sim \Delta x$
- ▶ Analysis using a sequence of forward simulations
  - ▶ Inversion, data assimilation, optimization, experimental design
  - ▶ Quantify uncertainty, risk-aware decisions
  - ▶ Many nested loops, challenge to expose parallelism or exploit commonalities
- ▶ Increasing relevance  $\implies$  external requirements on time
  - ▶ Policy: 5 SYPD to inform IPCC
  - ▶ Weather, manufacturing, field studies, disaster response
  - ▶ Mistakes become costly
- ▶ “weak scaling” [. . .] will increasingly give way to “strong scaling”

[The International Exascale Software Project Roadmap, 2011]

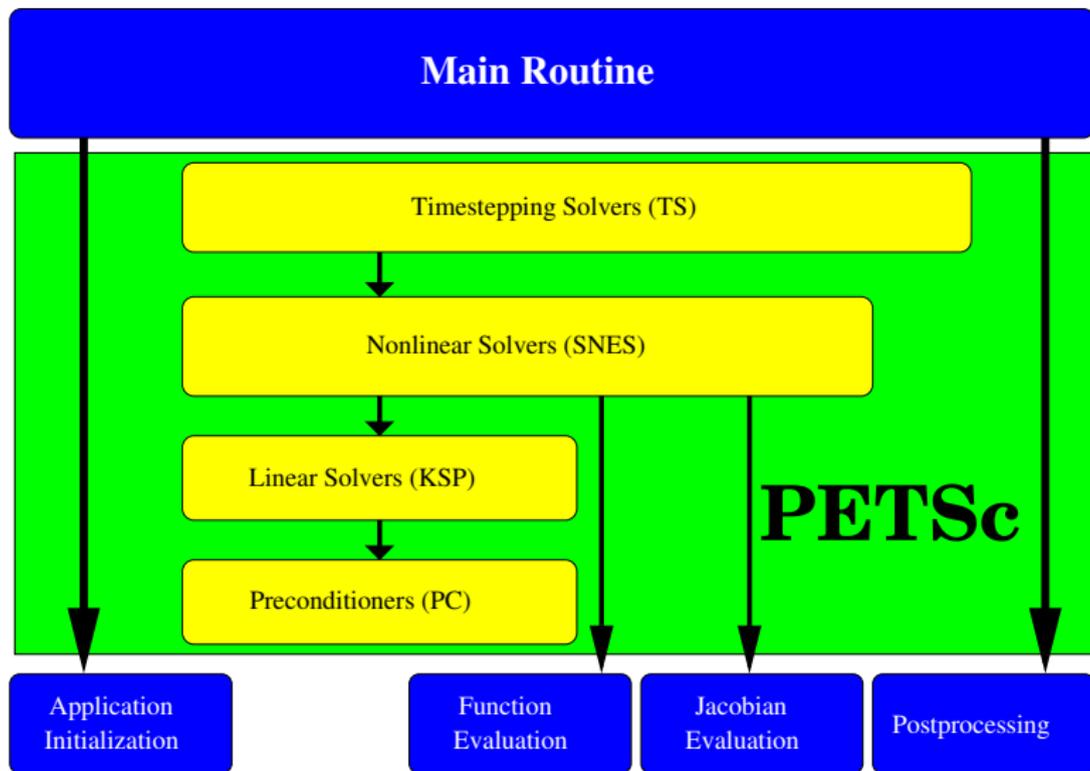
# Usability: Packaging and distribution

- ▶ Code must be portable – any compiler, any platform
  - ▶ Need automatic tests to confirm
  - ▶ Including quirky HPC systems, or equivalent environments (containers)
- ▶ Developers underestimate challenge of installing software
- ▶ User experience damaged even when user's fault (broken environment)
- ▶ Package managers (Debian APT, RedHat RPM, MacPorts, Homebrew, etc.)
- ▶ Binary interface stability critical to packagers

# Compile-time configuration

- ▶ configuration in build system: ad-hoc public API
- ▶ over-emphasis on “efficiency”
- ▶ templates are compile-time
  - ▶ combinatorial number of variants
- ▶ compromises on-line analysis capability
- ▶ create artificial IO bottlenecks
- ▶ offloads complexity to scripts and “workflow” tools
- ▶ limits automation and testing of calibration
- ▶ maintaining consistency complicates provenance
- ▶ PETSc Fail: mixing real/complex, 32/64-bit int

# Flow Control for a PETSc Application



## User modifications versus plugins

- ▶ Fragmentation is expensive and should be avoided
- ▶ Maintaining local modifications causes divergence
- ▶ Better to contain changes to a plugin
- ▶ `dlopen()` and register implementations in the shared library
- ▶ Invert dependencies and avoid loops
  - ▶ `libB` depends on `libA`
  - ▶ Want optional implementation of `libA` that uses `libB`
  - ▶ `libA-pluginB` depends on both `libA` and `libB`
  - ▶ `libA` loads its plugins at run-time
- ▶ Static libraries are anti-productive (tell your computing center)
  - ▶ Can sort-of do plugins with link line shenanigans
    - ▶ `LDLIBS="-lB $(libA-config -libs)"` dynamically search and include plugins (and their dependencies)
    - ▶ Constructor in `libA-plugin*` registers itself with `libA`
    - ▶ `cc -o app user-app.c -lB -lA-pluginB -lB -lA`
  - ▶ Still no reliable and ubiquitous way to handle transitive dependencies

# User-developer false dichotomy

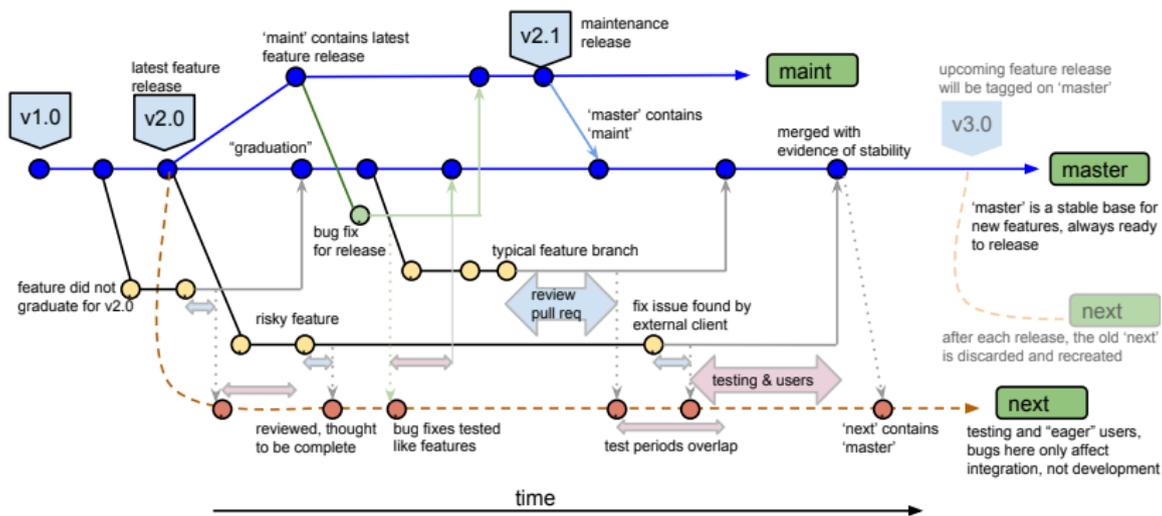
*the distinction between “users” and “developers” is actively harmful — Matthew Turk (2013)*

- ▶ A plugin architecture tricks library users into becoming developers
- ▶ Write code for yourself, then contribute to community
- ▶ Obstacles
  - ▶ dirty, non-portable code
  - ▶ unnecessary assumptions or ad-hoc problem-specific data
- ▶ Portable types and utility functions, enable compiler warnings
- ▶ Interfaces can encourage users to avoid bad dependencies
  - ▶ Input arguments are same as library, have to do something to directly access application data
  - ▶ Fully custom extensions must also be possible
- ▶ Design for debuggability, document debugging tips
- ▶ Narrow vulnerability surface: input and output validation around extension points

# Upstreaming and community building

- ▶ Maintainers should provide good alternatives to forking
- ▶ Welcoming environment for contributions
- ▶ Empower users – all major design decisions discussed in public
  - ▶ cf. Chatham House/“Harvey Birdman” Rule of copyleft-next
  - ▶ `https://github.com/richardfontana/hbr/blob/master/HBR.md`
- ▶ Privacy, “scooping”, openness
  - ▶ My opinion: social problem, deal with using social means
- ▶ Major tech companies have grossly underestimated cost of forking
- ▶ In science, we cannot pay off technical debt incurred by forking
- ▶ Provide extension points to reduce cost of new development

# Simplified gitworkflows(7)



- first-parent history of branch
- merge history (not first-parent)
- ⋯ merges to be discarded when 'next' is rewound at next release
- merge in first-parent history of 'master' or 'maint' (approximate "changelog")
- merge to branch 'next' (discarded after next major release)
- commit in feature branch (feature branches usually start from 'master')
- commit in bug-fix branch (bug-fix branches usually start from 'maint' or earlier)

# Review of library best practices

- ▶ Namespace everything
  - ▶ headers, libraries, symbols (all of them)
  - ▶ use `static` and visibility to limit exports
- ▶ Avoid global variables
- ▶ Avoid environment assumptions; don't claim shared resources
  - ▶ `stdout`, `MPI_COMM_WORLD`
- ▶ Document interface stability guarantees, upgrade path
- ▶ Binary interface stability
- ▶ User debuggability
- ▶ Documentation and examples
- ▶ Portable, automated test suite
- ▶ Flexible error handling
- ▶ Support

# Application, Framework, or Library?

- ▶ “I’m an end-user application. The top of the stack.”
  - ▶ Wishful thinking much? Engineers script mouse clicks around commercial GUI applications all the time.
- ▶ “Framework X is opinionated – it saves you time”
  - ▶ It makes unwarranted assumptions about the environment
  - ▶ Not to be confused with Good Defaults
- ▶ “You don’t put AMR into your application, you put your application into AMR.”

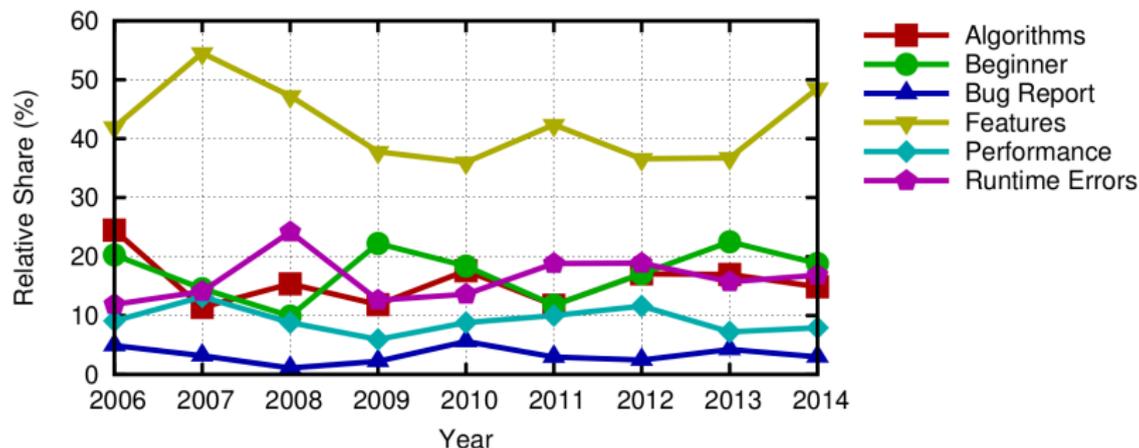
*yt is best thought of not as an application, but as a library for asking and answering questions about data. — Matthew Turk (2013)*

- ▶ To embrace advanced analysis is to concede that higher levels exist and will need to operate your code. A programmatic API is a priority.

# Choose dependencies wisely, but practically

- ▶ Licenses
  - ▶ PETSc has a permissive license (BSD-2); anything more restrictive must be optional
  - ▶ ParMETIS license prohibits modification and redistribution
  - ▶ But bugs don't get fixed, even with patches and reproducible tests
  - ▶ Result: several packages now carry patched versions of ParMETIS – license violation and namespace collision
- ▶ Parallel ILU from Hypre
  - ▶ Users Manual says PILUT is deprecated – use EUCLID
  - ▶ EUCLID has memory errors, evidently not supported
  - ▶ Repository is closed; PETSc doesn't have resources to maintain
  - ▶ Tough luck for users
- ▶ Encapsulation is important to control complexity
- ▶ Reconfiguring indirect dependencies breaks encapsulation
- ▶ Single library may be used by multiple components in executable
  - ▶ diamond dependency graph
  - ▶ conflict unless same version/configuration can be used for both

# Support: petsc-users mailing list



- ▶ 964 emails in 2006 → 3947 emails in 2014
- ▶ Also have `petsc-dev` and `petsc-maint`
- ▶ Hard to tell at first contact if user is worth helping
  - ▶ Lots of work
  - ▶ Success stories are very satisfying
- ▶ 12 contributors in 2006–2007, 46 contributors in 2015

# Verification and Validation

*Verification without validation is sport; validation without verification is magic. — Anthony Scopatz*

- ▶ Verification: solving the equations right
  - ▶ Manufactured solutions
  - ▶ Mesh refinement studies
  - ▶ Benchmarks for non-smooth/emergent behavior
  - ▶ Can include in automated tests
- ▶ Validation: solving the right equations
  - ▶ Comparison with observations
  - ▶ Do we have good initial/boundary conditions?
  - ▶ Data assimilation

# Performance

- ▶ “We have to do it this way because of performance!”
  - ▶ static memory allocation only (complexity bubbles up, prevents composition)
  - ▶ no indirect function calls (virtual functions, callbacks; prevents extensibility)
  - ▶ template specialization everywhere (huge binaries)
- ▶ “Implicit solvers don’t scale”
  - ▶ Runs explicit diffusion instead
  - ▶ Bystanders choke on Gordon Bell Reflux
- ▶ Granularity is key: minimize scope, but don’t over-reduce
  - ▶ E.g., BLIS microkernel
- ▶ Lack of inlining hurts by spoiling vectorization more than anything
- ▶ Packing is very often an acceptable cost

# End-to-end performance

- ▶ Education
- ▶ Preprocessing/custom implementation
- ▶ HPC Queue
- ▶ Execution time
  - ▶ Solvers
- ▶ I/O
- ▶ Postprocessing/visualization

# Credit

- ▶ Citations are academic currency
- ▶ Encourage citing some living document
  - ▶ new developers can become authors
  - ▶ PETSc criteria: when you provide support and maintenance for your contributions
- ▶ Impossible to cite all transitive dependencies
- ▶ But important to cite those that matter, regardless of branding
- ▶ `PetscCitationsRegister("@article...").run with -citations` to see which modules were used.
- ▶ Decouple distribution from branding
  - ▶ Some people insist on controlling distribution, for licensing or branding reasons.
  - ▶ Rare in practice: most would rather contribute upstream

# Outlook

- ▶ Social aspects
- ▶ Licenses, CLA versus Developer Certificate of Origin
- ▶ Scientific software shouldn't be “special”
- ▶ Usability is essential
- ▶ Plugins are wonderful for users, contributors, developers
- ▶ Just-in-time compilation is a useful abstraction
- ▶ Reviewing patches/educating contributors is a thankless task, but crucial
- ▶ Plan for support, making your life easier also helps users
- ▶ Versatility is needed for model coupling and advanced analysis
- ▶ Abstractions must be durable to changing scientific needs
- ▶ Plan for the known unknowns and the unknown unknowns
- ▶ The real world is messy!

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