Physics Software Coordination

SCAP 2020 - January 2021 Alex Olivas - IceCube Software Coordinator

Improvements - 2018-6

Biweekly Calls - Happen fairly regularly (15 calls in 2020 - most in last 5 years). Cancellations due to lack of agenda items, holidays, and collaboration meetings. Also included public call for agenda items one week prior and collected through the week. Automatic Slack reminders sent to the #software channel. **Improved Upgrade/Gen2 coordination starting this year**.

Code Sprints - Theme has been ticket resolution over the last year. Historically low number of open tickets. **Future plans to track** and report critical ticket lifetimes in quarterly reports.

Releases - 4 seasonal releases in 2020 with subsequent incremental releases. In 2019, the first full 'combo' release took longer than expected, but we had two incremental simulation releases that year. **Developed a 3-week plan from sprint to release.**

PR Reviews - Migrating to GitHub is still in-progress. We reached a significant milestone on the development model and policy. Working on a timely PR model, which will be a challenge for us - basing this on M&O L3s and WG Tech Leads. Working on modernizing C++ coding standards.

Bootcamps - Alternating Strike Team leadership between Olivas, Diaz Velez, Meagher, Schultz, and La Dieu. Each leader will be in charge of the seasonal bootcamp topic. Each leader signs up for one season. C++ refresher bootcamp in the works for Winter 2021. All collaboration members are welcome to join.

- Winter 2021 A. Olivas (Software Coordinator) "C++ Refresher and Concurrency"
- Spring 2021 D. Schultz (Production Software)
- Summer 2021 J.C. Diaz-Velez (Simulation L3)
- Fall 2021 D. la Dieu (Infrastructure L3)

Physics Software Priority Matrix				e "Must Do" ve been high 3-5 years.		
	Must Do	Should Do			Could Do	
core	GitHub Migration DevOps Modernization Resource Utilization Concurrency Support	'combo' Containers		IceTray Pa Open Soui	aper rce 'combo'	
sim	Triggered CORSIKA Continuous Benchmark/Validation SimProd Monitoring LeptonWeighter	ppc/clsim systematics			ew/Cleanup Full-Circle Tests rsizing	
reco	Retire ipdf (Spring 2021)	photospline2				
filt		L1/L2 Refactor(Pass3)				3

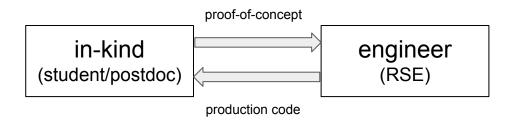
Development

Great contributions from in-kind resources, but on long timescales.

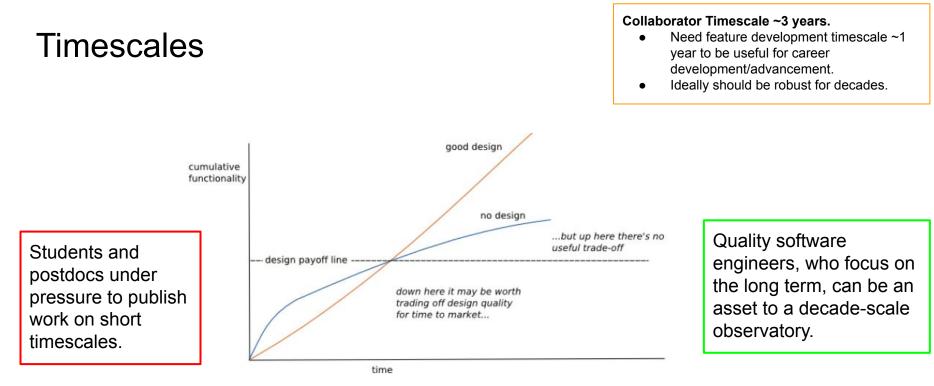
Increasing software complexity and therefore increasing technical debt.

Decrease in professional maintenance resources.

Professionals can help manage, train, and support in-kind resources.



Investments in education (bootcamps) by engineers reduces long term maintenance costs.



https://martinfowler.com/bliki/DesignStaminaHypothesis.html

In industry the pressure comes from time-to-market. In academia it's time-to-publication.

Risks

Likelihood Low

High

Publication Retraction

- Hasn't happened yet, but it is a concern
- Damages IceCube's reputation

Lower Quality Analysis

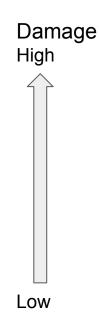
• Analyses that suffer from low-statistics simulation background need to get creative

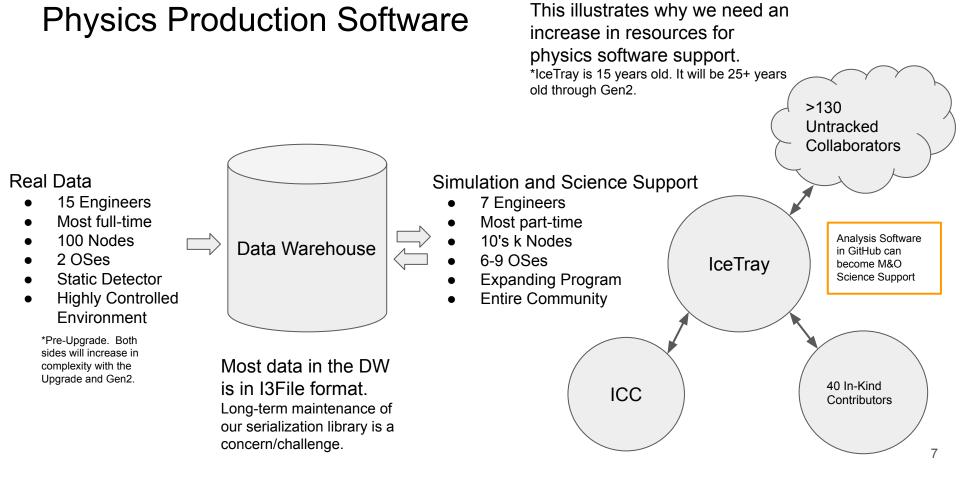
Delayed Publications (1 -> 5 years)

• This has happened unfortunately

Wasting Resources

- We have plenty of experience.
- We should try to minimize this.





NSF 5-year Proposal

Software Engineers - Roles and Responsibilities

- Bug Fixes Rapid, short timescale work.
- Feature Development Longer projects on month-year timescales.
- Research Investigating future technologies with an eye on productivity.
- Education Teaching collaborators and fellow engineers (help manage technical debt).

How time is allocated between each is going to depend, but there's a minimum threshold at which effort is ineffective. For example, someone who can dedicate only 10% of their time can't do all of these well and needs to choose which to focus on. **There's an unspoken in-kind/volunteer efficiency factor as well.**

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Proposal - 5 New Hires in M&O

- Production Workflow IceProd, Pyglidein, grid services, etc...
- IceTray Core Visualization, framework, I/O serialization, ML formats, etc...
- Heterogeneous Computing GPU, TPU, FPGA, APU, etc...
- Simulation Generators, detector simulation, trigger simulation, RNGs, etc...
- Reconstruction Resource optimization in production environments

In-progress : Tracking and managing with proper PM tools (e.g. smartsheet), both in-kind and professional RSE.

Software Engineers

Research Software Engineers

Conclusion

We've supported a successful experiment for more than a decade.

- Decoupled Modular Design We do have project dependency creep.
- Coding Standards Need to modernize for new C++ standards.
- Code Reviews Backlog of regular reviews. PRs are going to make this more challenging.
- Tests Decent test coverage. Unknown quality. Exploring better tools.
- Documentation Decent coverage. Poor docs only help those who don't need them.

The physics scope, with a static detector, has expanded in that time.

We've accumulated significant technical debt and need and increase of resources to support the expanding detector through the Upgrade and bridge to Gen2.

Q: Is our request for more resources reasonable?

BACKUP SLIDES

Software - Key Performance Metrics

Performance Metric	Objective	Achieved (PY4)	Description Quarterly releases meeting mini- mal quality standards.	
Releases	4	2		
Test Line Coverage	> 66%	56%	Fraction of lines of code executed in the test suite.	
CI uptime	> 90%	N/A	Fraction of days all tests pass on all supported platforms.	
CD uptime	> 50%	44%	Fraction of days full-chain tests pass on single platform.	
Critical Ticket Lifetime	90% < 1 mo.	65%	Fraction of tickets resolved for a given timescale.	

Test coverage reports are now bundled with release documentation.

Cicada reports unit test results to slack (#release-prep). Failures are reported to #software.

Table 8: Physics software (WBS 2.5) performance metrics.

There's a lot of room for improvement here.

- Critical tickets are "blocker" and "critical"
- "major" and "normal" resolved before the next release.

Combo Stable Advancements

There's a lot of room for improvement here.

- Benchmark comparisons now in production
- Unit tests must pass
- Expect stable container builds soon.

Fall 2020 Release Process

SEPTEMBER 2020 SUN MON TUE WED THU FRI SAT Code Sprint No New No New Projects Feature 10 12 8 9 11 **Candidate Open to Bug Fixes ONLY** 13 14 15 16 17 18 19 21 22 23 24 26 20 25 Release 29 30 27 28

2 Week Testing Phase

Deadlines

- Aug 30th No new projects
- Aug 5th No new features
- **Aug 7th** Generate prod samples
 - NuGen \bigcirc
 - CORIKA \cap
 - MuonGun \bigcirc
- Aug 11th (18th) Phone Call
- Release when all criteria. including QA checks.
 - Tests pass on supported platforms Ο
 - Cicada histograms comparisons Ο

Management Wishlist Item

Human Resource Allocation

Decide on a decent metric, track, and use for resource allocations.

Name	Project Count	FTE Estimate *Code Contributions Only	Maintenance Burden	Technical Debt/ Software Entropy
Core	23	0.25	High	
Simulation	19	0.50	Very High	
Reconstruction	23	0.10	Medium	
Filtering	6	0.10	Medium	
Oscillations	3	0.05	Low	
Nu Sources	5	0.05	Medium	
BSM	4	0.05	Medium	
Cosmic Ray	13	0.10	High	
Diffuse	9	0.05	Medium	
Science Support	2	0.00	Unknown	