Computing at CERN - II

Summer Student Lectures 2002 Jamie Shiers http://cern.ch/jamie/

Lecture II

Computing at CERN Today

Software at CERN Today

• The future & LHC Computing

Introduction

- For a long time it puzzled me how some could
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g edge, h the THE R. LEWIS CO., Name ngs, ... smart edibly "Hit Any Key To Continue" They ch. Bill Bryson: Notes from a Big country".

Homework

Review of homework from lecture I

Exercise I

- Implement a Unix utility (grep, cron, ...) according to man specification
- You don't actually need to do the exercise – just pretend you have!

Software

Producing high-quality software is:

• Far from easy

• Far from cheap

• Still not a solved problem

Anyone can program?

 "Everyone can be taught to sculpt: Michelangelo would have had to be taught not to. So it is with great programmers."



Overview

• Software Engineering

Software Process

Real examples from CERN

Disclaimer

- CERN and its collaborators have produced a vast quantity of high-quality, well documented software
- Well disciplined approaches are in use in many areas of CERN
- Many people have devoted significant effort to improve the overall software process at CERN

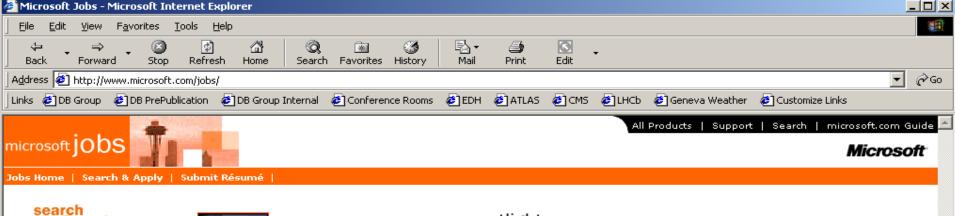
Some Large Producers...

Microsoft

• Oracle







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-People Vision -Products

Microsoft's vision is to empower people through great software - any time, any place and on any device. By working here, you'll be shaping the products and services that make this vision a reality.

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spotlight on

MicrosoftTV--The **Big Picture.** A Chat with Jon DeVaan and Mike Pietraszak

Standing at the **Center: Shaping the** Future with XML And the biggest surprise? I'm still the entrepreneurial shark I always was.

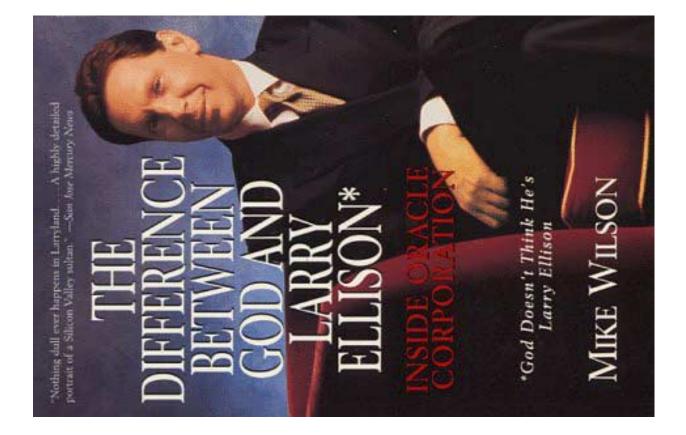
Ushering in a New Generation of MSN The significance of

what we're creating is obvious when you see it reflected in people's faces.





"I sense much NT in you! NT leads to Blue Screen. Blue Screen leads to downtime, downtime leads to suffering... NT is the path to the darkside!"



Why software quality?

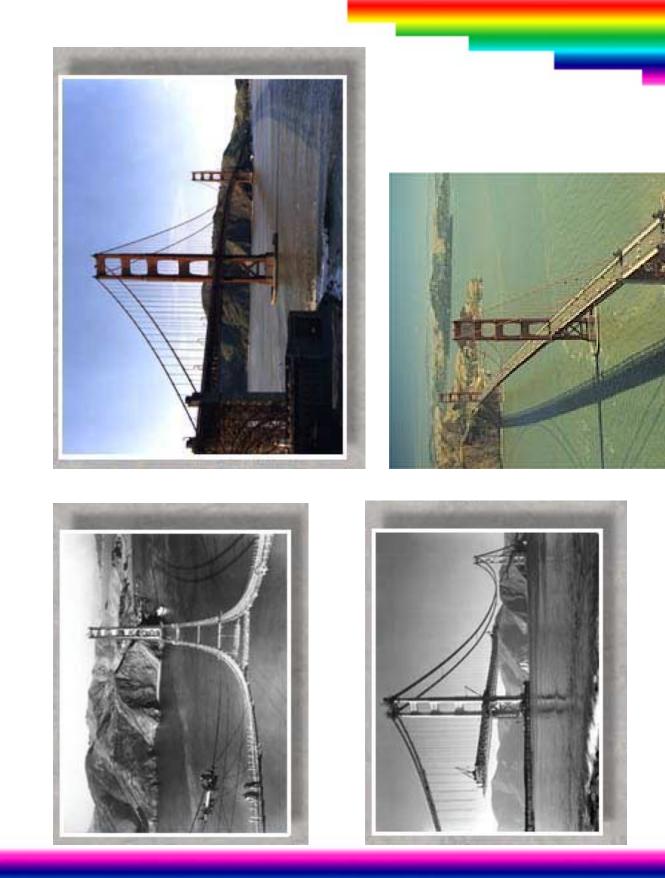
• Airbus / BMW

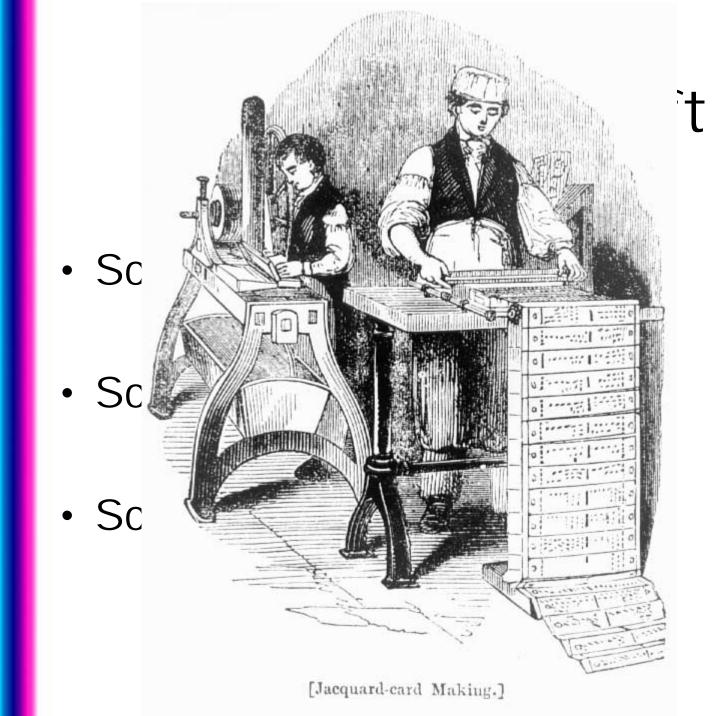
LHC data acquisition & processing



Software Engineering

- When discussing salary, its a profession;
- When discussing , Bugs, Errors and Liability, its a job;
- When discussing theory, its science;
- When discussing methods and practice, its engineering;
- When discussing the work and the work of others, its a craft;
- When managing it, its an art.





Software Engineering in HEP – The Reality

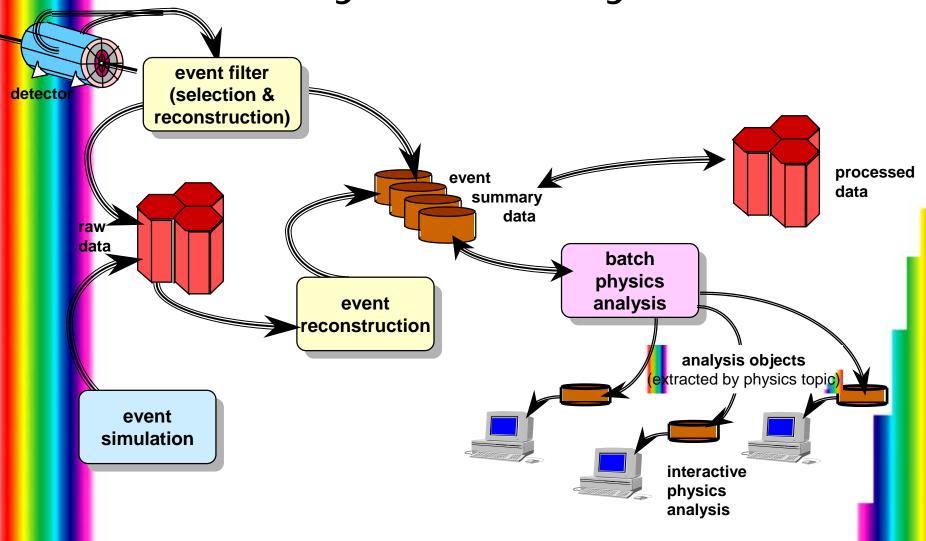
- Jürgen Knobloch, Computing in High Energy Physics, Tsukuba 1991
- "In spite of all efforts, the most valuable tool is still a good Symbolic Debugger..."

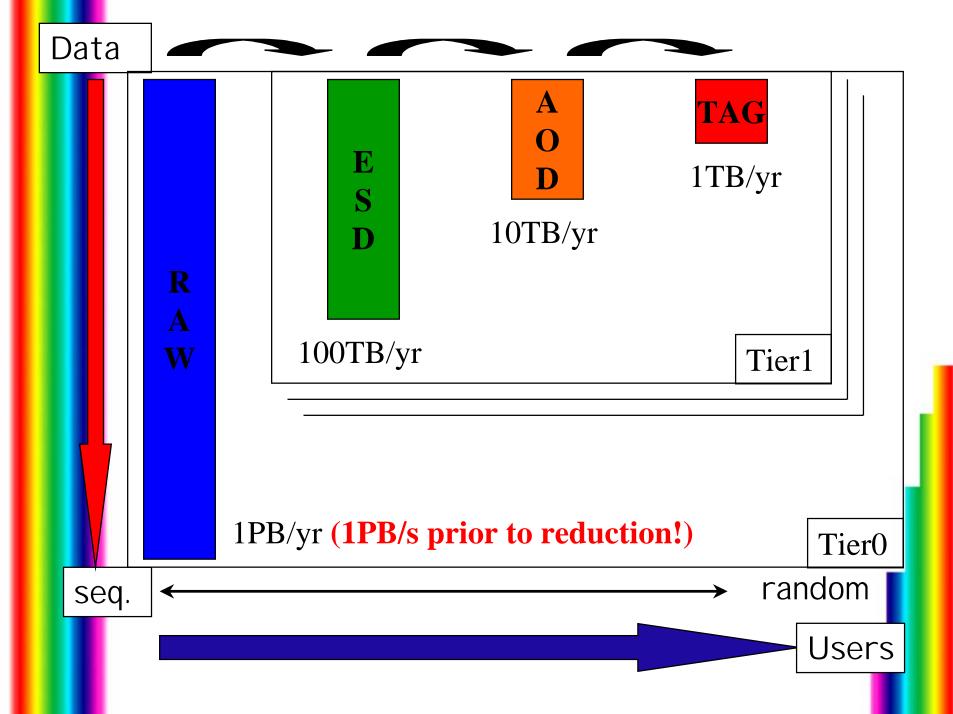


Software Complexity

- Program complexity grows until it exceeds the capability of the programmer to maintain it.
- There are two ways of constructing a software design: one way is to make it so simple that there are obviously no deficiencies and the other way is to make it so complicated that there are no obvious deficiencies. The first method is far more difficult.

Data and Computation for Physics Analysis



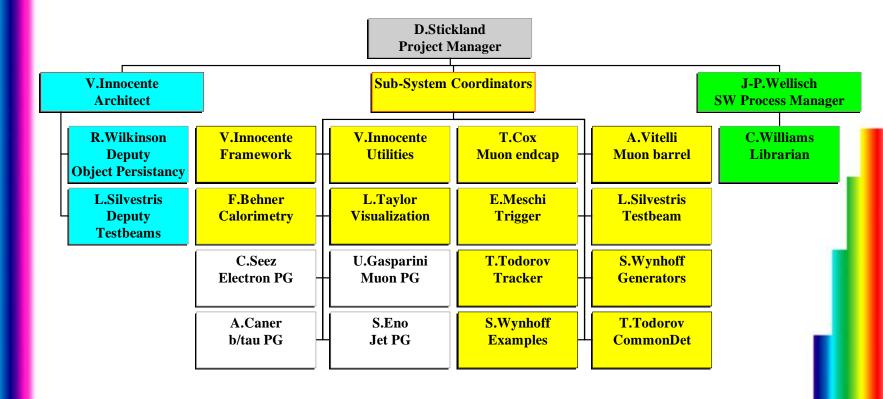


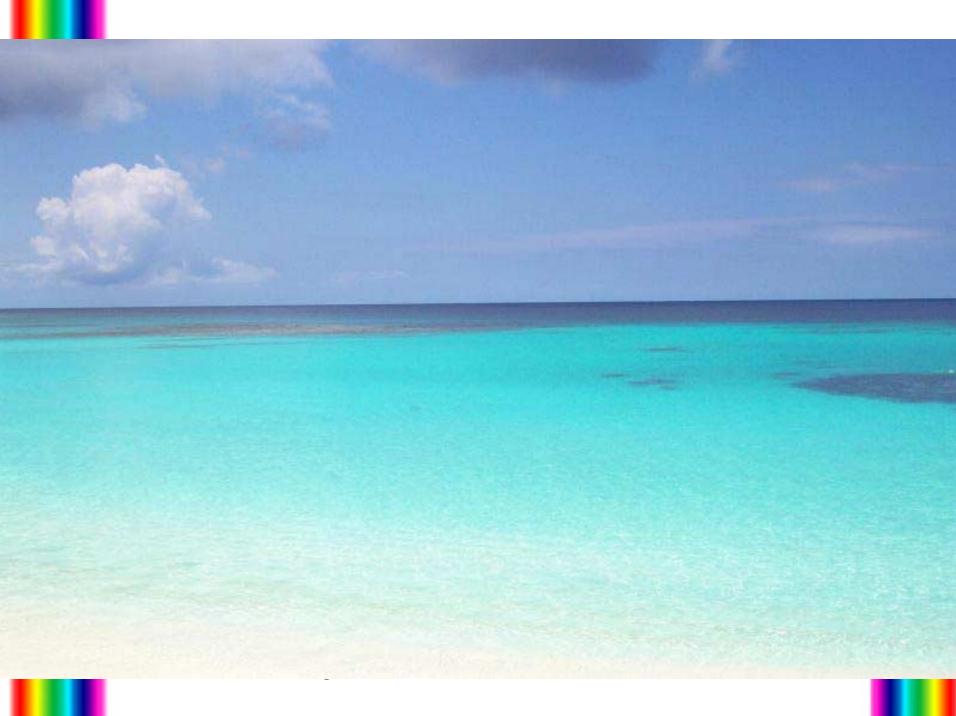
Size of CERN Software

Estimated Value of the main software packages using the SlocCount tool (CoCoMo method) see: http://www.dwheeler.com/sloccount/

	Lines of code	Person Years	Number Years	Number Developers	Total cost \$ millions
Minuit	591 3	1.29	0.59	2.19	0.174
Hbook	33415	7.96	1.18	6.76	1.075
Zebra	35058	8.38	1.21	6.97	1.135
Geant3	129727	33.09	2.02	16.34	4.471
PAW	284277	75.42	2.77	27.24	10.187
Geant4	339085	90.75	2.97	30.55	12.259
AliRoot	450782	122.38	3.33	36.77	16.531
ROOT	725969	201.83	4.02	50.15	27.265

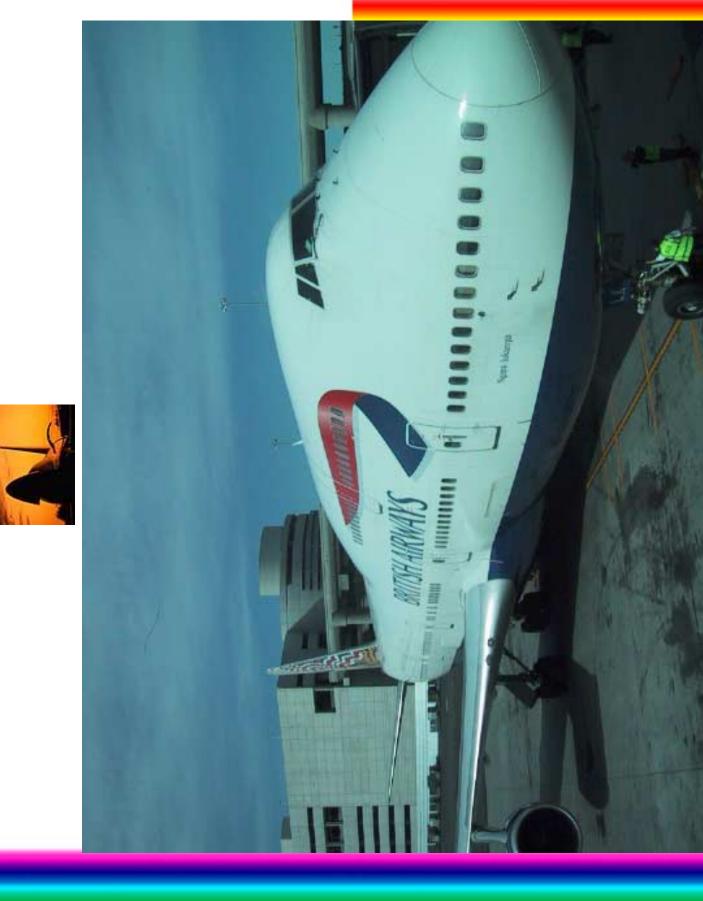
CMS Offline Software





Software Cop-Outs

- That's a feature, not a bug.
- If there are no questions, everyone must be happy.
- If there are no bug reports then noone is using it.
- We've lost the source code.
- We're too busy to document that.
- It must be a hardware problem.
- That could never fail -- don't bother testing for it.
- It's fixed, but is waiting for the next release cycle.

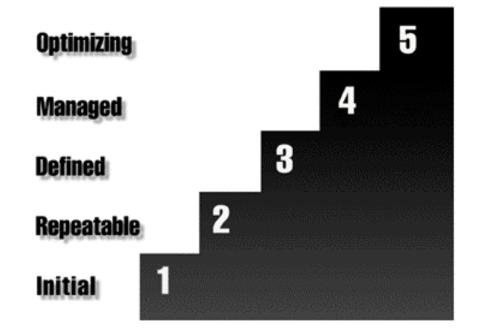


The Software Process

 "The software process is the set of tools, methods and practices that are used to produce a software product."

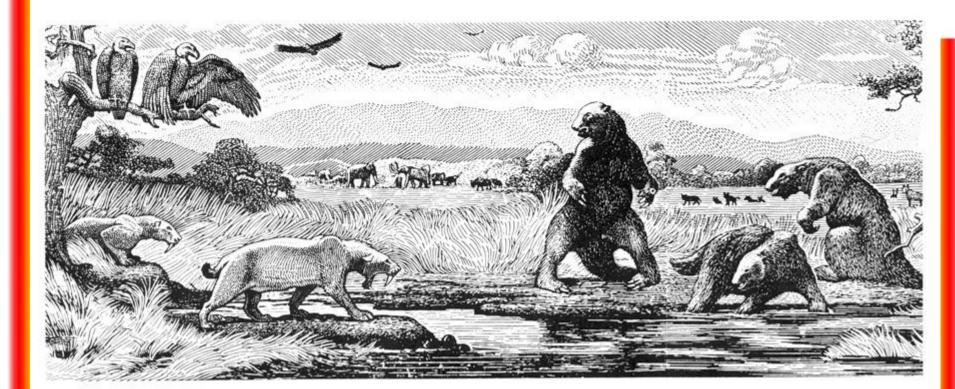
Watts S. Humphrey, Managing the Software Process

Capability Maturity Model



Software Development The Mythical Man-Month Frederic Brooks

• The mortal struggle of great beasts in the tar pits...



Software Scheduling

- 1/3 planning
- 1/6 coding
- 1/4 component testing
- 1/4 full system testing

From "The Mythical Man Month"

The real cost is in maintenance & support!

The World's First Programmer



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Example I

The CERN Program Library: CERNLIB

CERNLIB

- Arguably CERN's most famous "product" prior to the Web
 - And it included CERN in the name...
- Written over nearly 40 years by at least as many authors
 - Try calculating the cost! €100M or more!
- Mainly Fortran, but some assembler, Pascal, C, ...
- Used by virtually all HEP experiments world-wide, including those at the LHC!
- No defined software process
 - But steps in that direction...

CERNLIB: What is it?

- Libraries (initially) and packages aimed at scientific computing
 - Histogramming, fitting, mathematical routines, graphics, analysis, detector simulation, event generators ...
- "Tool kit" for physics software applications



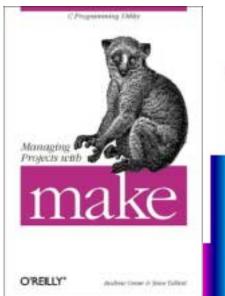
CERNLIB cont.

- CERN Program Librarian many incarnations
- Source code management: now CVS + cpp; previously home-grown cppequivalent
- Code conventions: <u>must compile</u>
- Build procedures: moved to *make* in 1990s
- Release procedures: old, pro & new areas

 User testing of new area for weeks prior to release

Hall of fame: Make

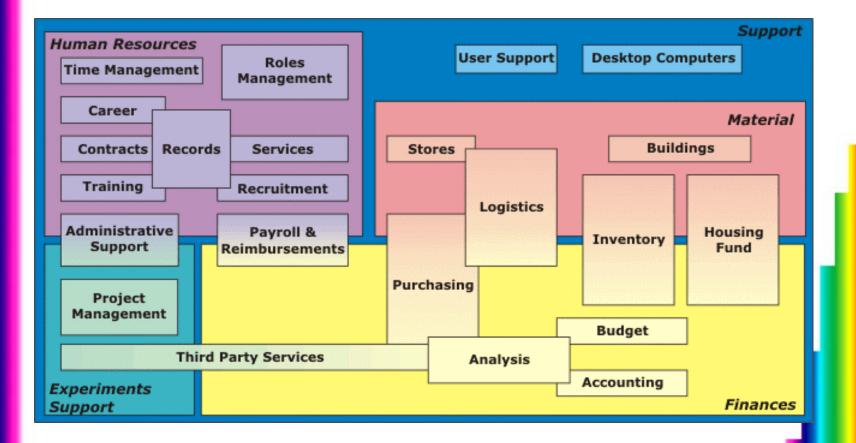
- Introduced to the world with Unix
 Along with SCCS "forerunner" of CVS
- Significant impact on software build process

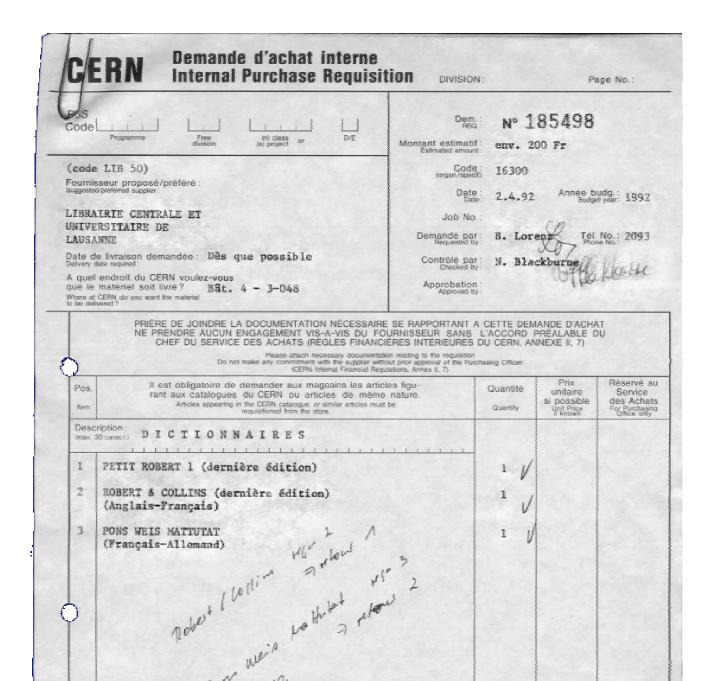


Example II

AIS Applications

AIS Applications





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Official trip (conference, etc.)

Standards and Inspections

- All Code must conform to coding standards
 - Informal Code Inspections
 - With follow-up

For more information see:

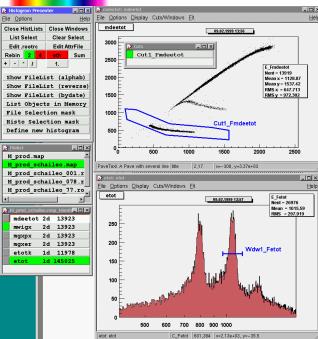
http://edh.cern.ch/CodingStandards

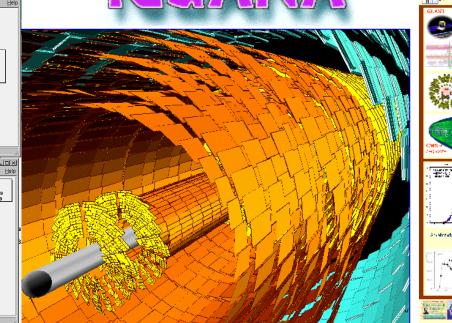
Example III

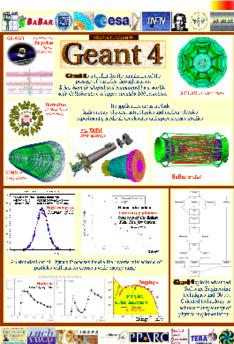
LCG Applications Anaphe; Geant-4; ROOT; CMS, ... http://wenaus.home.cern.ch/wenaus/peb-app/

LCG Applications

- Anaphe: a C++ replacement for CERNLIB
- GEANT4: a C++ detector simulation programme







Anaphe releases

- Do not use CERNLI B-style old / pro / new
 - Limited flexibility (esp. with shared libs)
 - Bad "recognisability" : "pro" in outside institutes may differ from "pro" at CERN (and even within institutes)
 - → use version *numbers*
- Version numbers for each package
 - Component based architecture allows for (semi-) independent development
 - Version numbers in library names
 - lib<pkg>.<vers>.so (link: lib<pkg>.so -> lib<pkg>.<vers>.so)
- Coherent set of versioned packages as "release"

Geant4 releases

- Major releases
 - include major changes and updates, including public interface changes. May require porting of users' code
 - represented by major revision number XX in XX.YY
- Minor releases
 - include updates, bug-fixes and new features NOT affecting public interfaces in the code
 - represented by minor revision number YY in XX.YY
- Public patches
 - include exclusively bug-fixes to a public release
- Development releases
 - include "state-of-art" development and fixes not yet submitted to acceptance as public supported release

Software development: the traditional approach

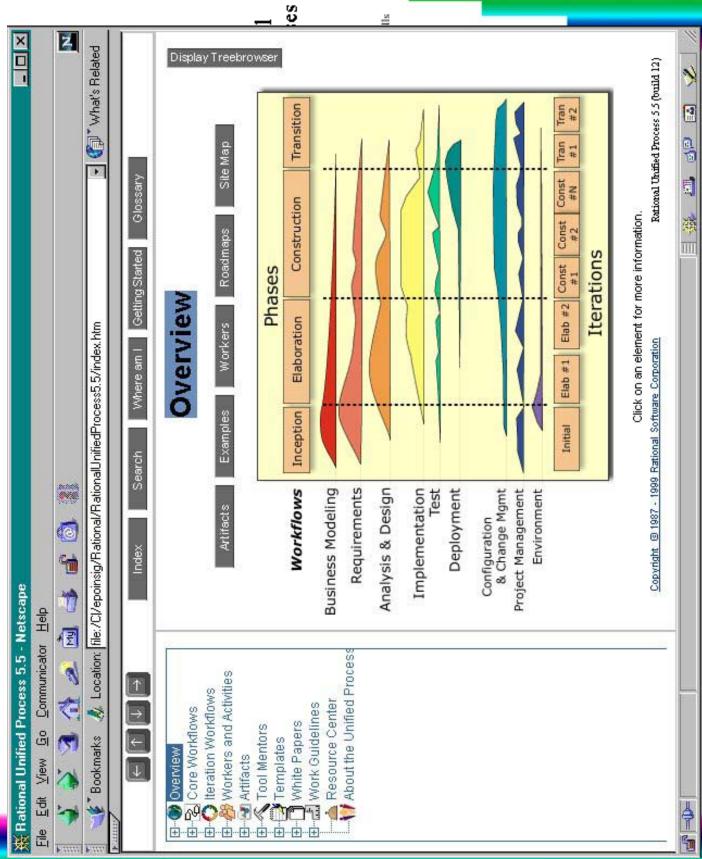
 Correcting software errors very expensive: errors should not be in the code in the first place

- get it right the first time

- Sound traditional engineering techniques must be applied
- This leads to Big-Design-Up-Front
 - Waterfall, SEI CMM, and other techniques were developed for this purpose
- They are *High ceremony processes*

An analogy: building a skyscraper

- Detailed architectural and structural designs are needed
- Specialized architects and engineers create the design
- The building is made by technicians and workers, following the design
- The skyscraper is *made right the first time!*



What should we take from XP?

Follow	Adapt	Don't follow	
	Planning		
 Release planning creates the schedule Make frequent releases with small functionality increments Divide the project into iterations 	 User stones are written (We have our own mechanism for requirement and use case gathering) Move people around (We don't heavily compartmentalize people's work) 	 Hold a daily stand-up meeting 	
	Designing		
 Design as simple as possible, but no simpler No functionality is added early Refactor whenever and wherever possible 	 Choose a system metaphor (We will name consistently, but will not use metaphors different from our own domains) 	 Use CSC cards for design sessions Create spike solutions 	
	Coding		
 The customer is always available Code must be written to agreed standards Integrate often Use collective code ownership Leave optimization until last 	 Gode the unit test first (Leave it up to the developer) 	 All production code is pair programmed Only one developer (pair) integrates code at a time No overtime 	
	Testing		
 All code must have unit tests All code must pass all unit tests before it can be released When a bug is found, tests are created Acceptance tests are run often and the score is published 			

Pair Programming



What should we take from RUP?

- We should follow all the suggested "best practices"
 - Develop iteratively.
 - Manage requirements.
 - Use component architectures.
 - Model visually.
 - Verify quality.
 - Control changes.

Summary

Summary

Producing high-quality software is:

• Far from easy

• Far from cheap

• Still not a solved problem

Lecture III

Computing at CERN Today

Software at CERN Today

The future & LHC Computing

Homework

Exercise II

- What will the CERN Computing environment look like in 10 years?
- Hint: some of the key elements exist today, albeit possibly in a different flavour.

End Lecture II