

High Performance Computing in Julia from the ground up.

Research Software Engineering

Aims

- To discuss key skills necessary for writing high quality, professional code
- Provide resources on how to develop your SE skills
- Discuss how to work with others & contribute to open source projects
- Show an example of writing a public package

Software Engineering Skills



Version Control



Testing

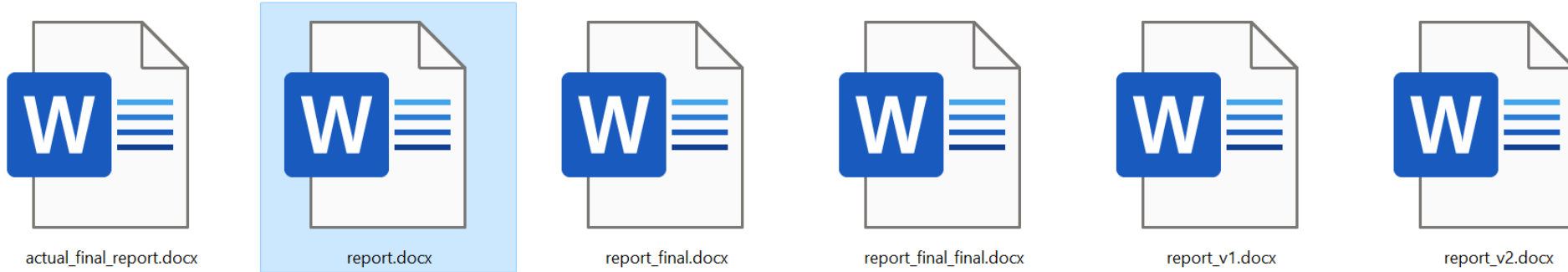


Documentation

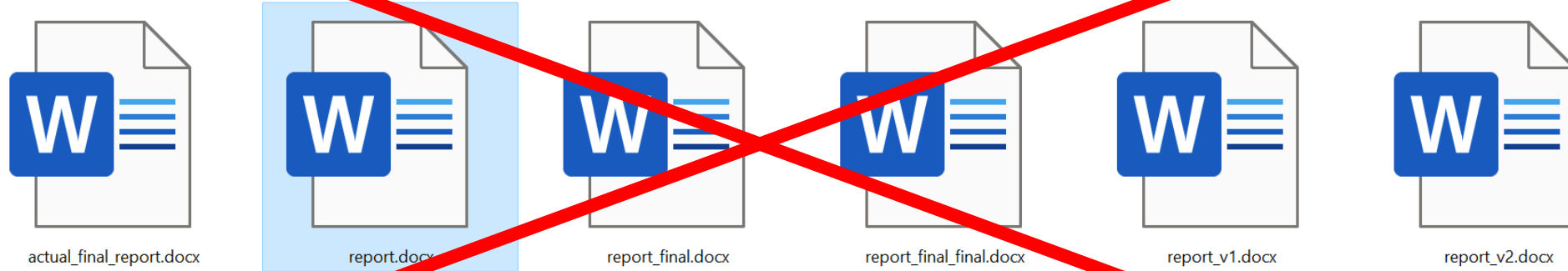


Reproducibility

Version Control



Version Control

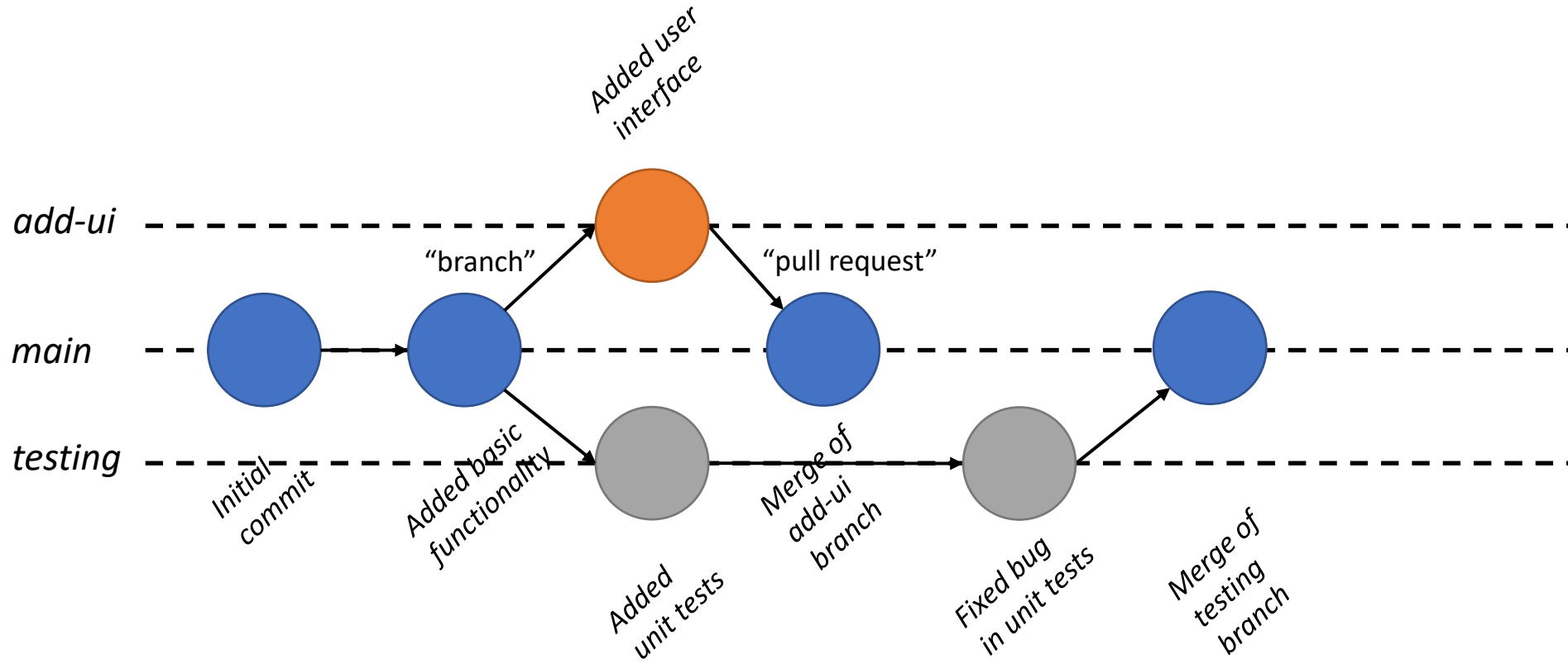


Version Control

Version Control



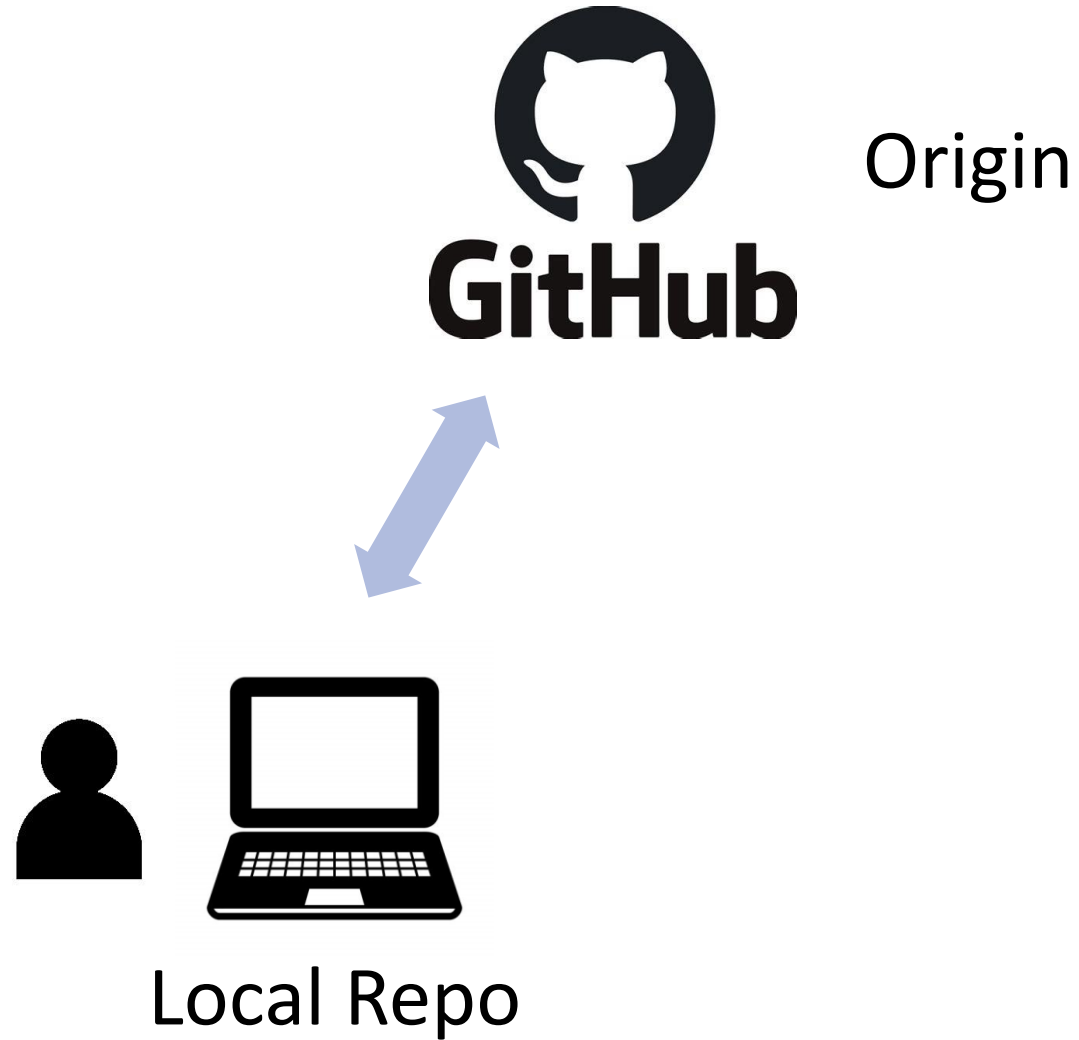
Version Control



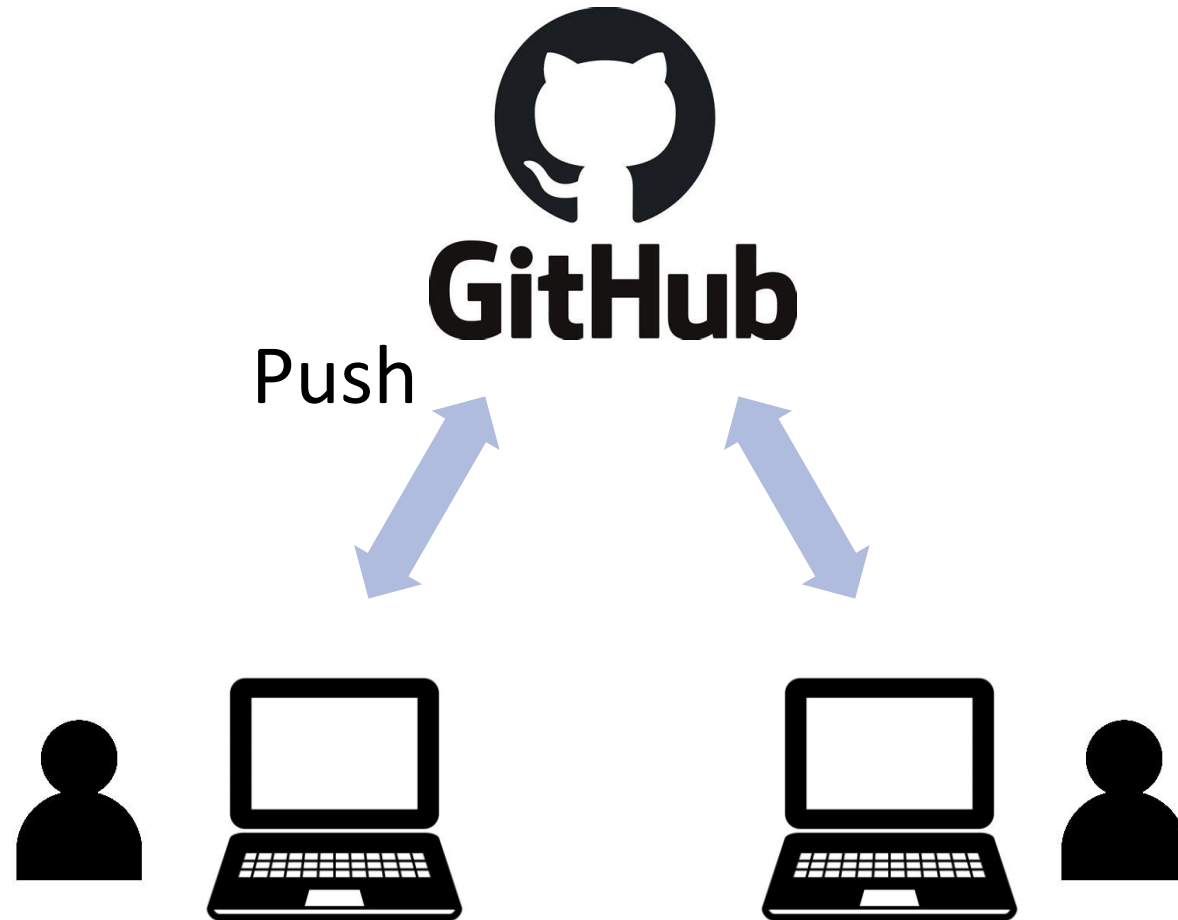
Git & GitHub



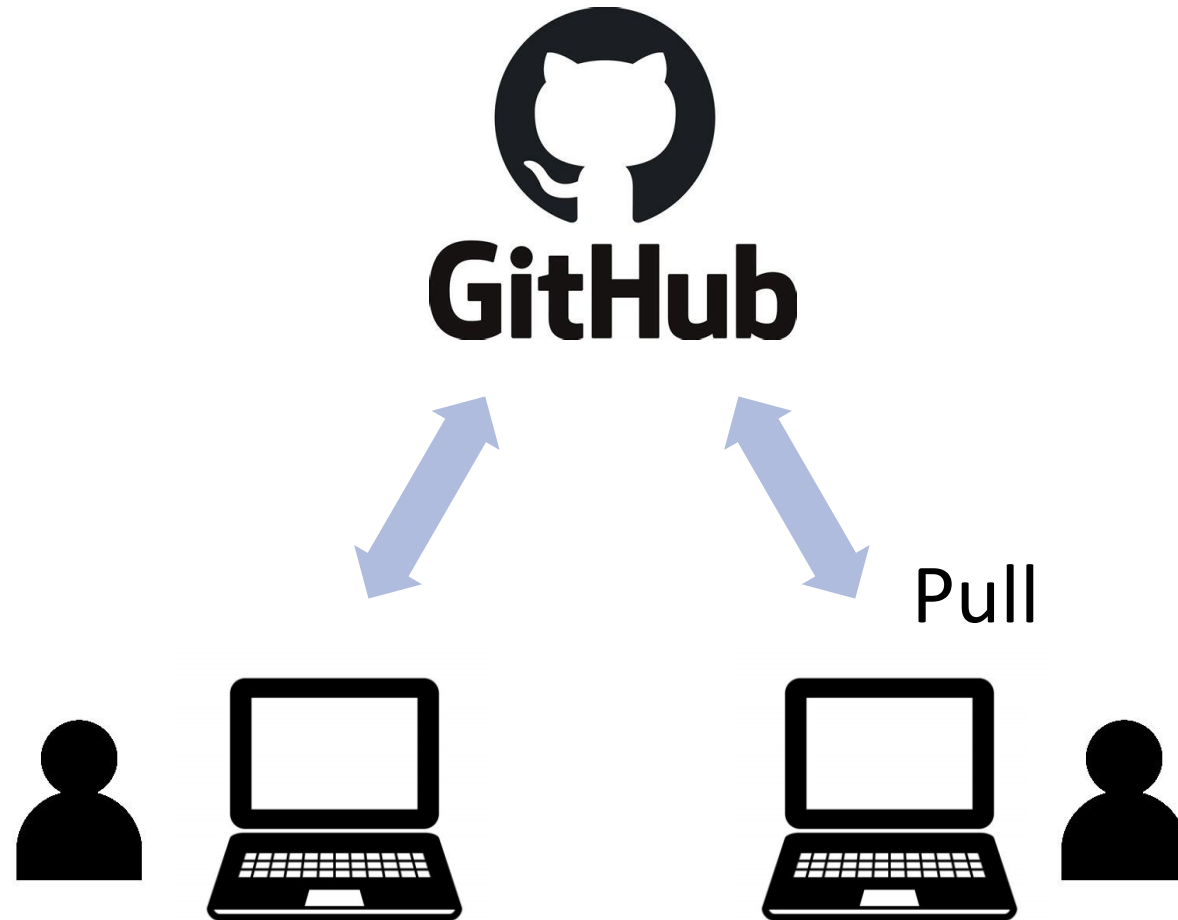
Git & GitHub



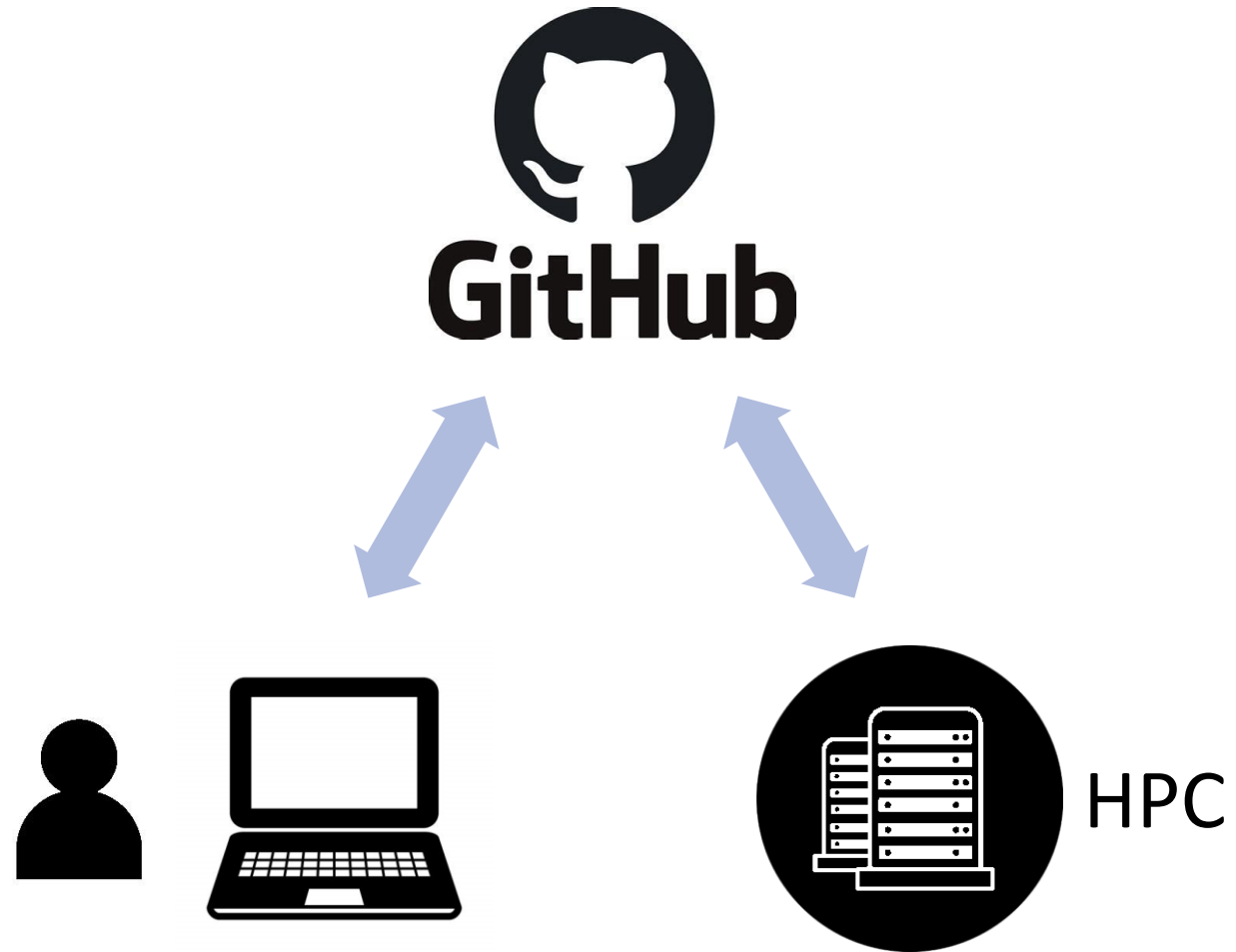
Git & GitHub



Git & GitHub



Git & GitHub



How to learn Git

- Avoid the command line
- Use a Git GUI tool, like **GitHub Desktop** or **GitKraken**



GitKraken

- Follow online guides (e.g. <https://docs.github.com/en/get-started>)
- Upload an existing project to GitHub and start using it for all your projects
- Write your papers using Git (integrates with Overleaf).

Documentation

How to write easily understandable code

Commenting is **not** documentation

- Comments are redundant, they can be inferred by the code
- Variable names are not descriptive, especially function names
- Comments are only necessary because of the poor variable names

```
"""  
    d(a, b)  
  
Calculates the distance between a and b,  
where a and b are vectors.  
"""  
  
function d(a, b)  
    # Check the make sure the vectors are the same length  
    @assert length(a)==length(b)  
  
    # Calculate the vector difference of a and b  
    delta = b .- a  
    # Calculate sum of the squares of the difference  
    l2 = sum(delta.*delta)  
    # Calculate sqrt of the square sum to find dist  
    l = sqrt(l2)  
  
    return l  
end
```


Commenting is **not** documentation

- Docstring disambiguates the type of distance, allowing a shorter function name
- The type restriction helps document how this function should be used
- Pythagoras is very standard, and does not need explaining

```
"""  
    distance(a, b)  
  
    Calculates the Euclidean distance between a and b.  
    """  
distance(a<:AbstractVector, b<:AbstractVector) = sqrt(sum((a.-b).^2))
```

```
"""
```

```
    fit(x, y)
```

Fits a linear function $y=mx+c$ using least squares method.
Returns (m, c).

```
"""
```

```
function linear_fit(x, y)
```

```
    n = length(x)
```

```
    @assert n==length(y)
```

```
    sum_xx = sum(x.*x)
```

```
    sum_xy = sum(x.*y)
```

```
    sum_x = sum(x)
```

```
    sum_y = sum(y)
```

```
    denominator = n * sum_xx - sum_x*sum_x
```

```
    m = (n*sum_xy - sum_x * sum_y) / denominator
```

```
    c = (sum_y*sum_xx - sum_x * sum_xy) / denominator
```

```
    return (m, c)
```

```
end
```

```

abstract type AbstractModel end
struct LinearModel{T}
    slope::T
    intercept::T
end
predict(model::LinearModel, x) = model.slope * x + model.intercept

"""
    fit(x, y)

Fits a linear function  $y=mx+c$  using least squares method.
Returns (m, c).
"""
function linear_fit(x, y)
    n = length(x)
    @assert n==length(y)
    sum_xx = sum(x.*x)
    sum_xy = sum(x.*y)
    sum_x = sum(x)
    sum_y = sum(y)
    denominator = n * sum_xx - sum_x*sum_x
    m = (n*sum_xy - sum_x * sum_y) / denominator
    c = (sum_y*sum_xx - sum_x * sum_xy) / denominator

    return (m, c)
end

```

```

abstract type AbstractModel end
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    sum_x = sum(x)
    sum_y = sum(y)
    denominator = n * sum_xx - sum_x*sum_x
    m = (n*sum_xy - sum_x * sum_y) / denominator
    c = (sum_y*sum_xx - sum_x * sum_xy) / denominator

    return LinearModel(m, c)
end

```

```

"""
    fit(x, y)

Fits a linear function  $y=mx+c$  using least squares method.
Returns (m, c).

# Examples
```jldoctest
julia> x = [1, 5, 9];
julia> y = 3 .* x .- 7;
julia> linear_fit(x, y)
(3.0, -7.0)
```
"""
function linear_fit(x, y)
    n = length(x)
    @assert n==length(y)
    sum_xx = sum(x.*x)
    sum_xy = sum(x.*y)
    sum_x = sum(x)
    sum_y = sum(y)
    denominator = n * sum_xx - sum_x*sum_x
    m = (n*sum_xy - sum_x * sum_y) / denominator
    c = (sum_y*sum_xx - sum_x * sum_xy) / denominator

    return (m, c)
end

```

Documentation Overview

- Write good docstrings with examples (and possibly tests) for your public API
- Use good, descriptive variable names
- Comments can be used to reflect the *why* of the the code, instead of the *what*
- Code changes over time – make sure the comments are updated too!

- Read “**Clean Code**” by **Robert Martin**



Clean Code

A Handbook of Agile Software Craftsmanship



Robert C. Martin



Foreword by James O. Coplien

Unit Testing

How to make sure your code is correct

Unit Testing

```
@testset "Database creation" begin
  db = create_db(in_memory=true);
  @testset "Customer table creation" begin
    @test has_table(db, "customer")
  end
  @testset "Product table creation" begin
    @test has_table(db, "product")
  end
  @testset "Supplier table creation" begin
    @test has_table(db, "supplier")
  end
  @testset "Inventory table creation" begin
    @test has_table(db, "inventory")
  end
  @testset "Staff table creation" begin
    @test has_table(db, "staff")
  end
end
```

- Unit tests are **small**, self-contained programs that test the **outputs** of a function
- Can be used to check for both logical & syntactic **errors**
- Ensures software works as expected
- Should test the edge cases especially
- Automates the process of testing the software after changes

(Experimenter) pkg> test

Testing Running tests...

Test Summary: | Pass Total Time

Experimenter.jl | 23 23 7.8s

From worker 3: Activating project at `C:\Users\jamie\AppData\Local\Temp\jl_jEpmOD`

From worker 2: Activating project at `C:\Users\jamie\AppData\Local\Temp\jl_jEpmOD`

Test Summary: | Pass Total Time

Runner | 24 24 26.3s

From worker 5: Activating project at `C:\Users\jamie\AppData\Local\Temp\jl_jEpmOD`

From worker 4: Activating project at `C:\Users\jamie\AppData\Local\Temp\jl_jEpmOD`

From worker 4: Activating project at `C:\Users\jamie\AppData\Local\Temp\jl_jEpmOD`

From worker 5: Activating project at `C:\Users\jamie\AppData\Local\Temp\jl_jEpmOD`

Test Summary: | Pass Total Time

Snapshots | 21 21 20.0s

From worker 7: Activating project at `C:\Users\jamie\AppData\Local\Temp\jl_jEpmOD`

From worker 6: Activating project at `C:\Users\jamie\AppData\Local\Temp\jl_jEpmOD`

From worker 7: Activating project at `C:\Users\jamie\AppData\Local\Temp\jl_jEpmOD`

From worker 6: Activating project at `C:\Users\jamie\AppData\Local\Temp\jl_jEpmOD`

Test Summary: | Pass Total Time

Restore from trial | 39 39 11.6s

Testing Experimenter tests passed



Unit Testing



Unit test the outward facing API of your code



Don't focus on testing every internal function, just the important ones



Try out Test Driven Development (TDD)



Integrate CI pipelines into your code – automatically run tests on pull requests



Monitor code coverage over time

Reproducibility

Ensuring that you can get consistent results

Sharing code with others

Absolute Paths

```
import numpy as np

def get_data():
    path = "D:\\Development\\University\\rledts\\data\\current.npy"

    return np.load(path)
```

Inject Folder

```
import numpy as np
import os

def get_data(data_folder: str):
    path = os.path.join(data_folder, "current.npy")

    return np.load(path)
```

Sharing code with others

Absolute Paths

```
import numpy as np

def get_data():
    path = "D:\\Development\\University\\rledts\\data\\current.npy"

    return np.load(path)
```

Relative Path from file

```
import numpy as np
import os

def get_data():
    src_dir = os.path.dirname(__file__)
    data_dir = os.path.join(src_dir, os.pardir, "data")
    path = os.path.join(data_dir, "current.npy")

    return np.load(path)
```

Reproducible Environment

- Make sure you are always using an environment in Julia
- Keep track of packages installed in **Package.toml**
- Keep your global environment clean of packages to avoid conflicts and to ensure your dev environment has all the packages necessary
- Allows others to clone your code and run easily

Random Number Generation

- The majority of random numbers generated by a machine are **pseudo-random**
- You can *seed* a RNG to produce **predictable** and **reproducible** results
- Is useful for regenerating data or running a simulation for longer
- Can be useful for debugging if some errors only occur randomly

```
julia> Random.seed!(1234);
```

```
julia> sum(rand(10:99, 100_000))  
5457782
```

```
julia> sum(rand(10:99, 100_000))  
5442012
```

```
julia> Random.seed!(1234);
```

```
julia> sum(rand(10:99, 100_000))  
5457782
```

```
julia> sum(rand(10:99, 100_000))  
5442012
```

Contributing to Open Source Projects

Introduction to Open Source development (1/2)

Creating a Julia Package

Introduction to Open Source development (2/2)

Resources

- Chris Rackauckas – “Developing Julia Packages” - <https://www.youtube.com/watch?v=QVmU29rCjaA>
- PkgTemplates.jl - <https://juliaci.github.io/PkgTemplates.jl>
- Documenter.jl - <https://documenter.juliadocs.org>
- **Example:** <https://github.com/JamieMair/Experimenter.jl>