Trilinos Software Engineering Technologies and Integration Capability Area Overview

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Trilinos User Group Meeting, November 3, 2009

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Trilinos Software Engineering Technologies and Integration

- Numerical Algorithm Interoperability and Vertical Integration
  - Abstract Numerical Algorithms (ANAs)
  - Thyra (Interoperability and vertical integration of ANAs)
  - Epetra (Interoperability of element-based numerical algorithms)
- General Software Interoperability and Integration
  - Memory management (Teuchos::RCP, ...)
  - User input and configuration control (Teuchos::ParameterList, ...)
  - User introspection (Teuchos::FancyOStream, ...)
- Skin packages (wrappers for other languages)
  - PyTrilinos, ForTrilinos, Ctrilinos
- General Software Quality and Design
  - Separation of “Stable” vs. “Experimental” code
  - Day-to-day stability of “Stable” code
- Lean/Agile Software Engineering Principles and Practices
  - Internal Trilinos issues
  - External customer issues

Lean/Agile Software Engineering Principles and Practices

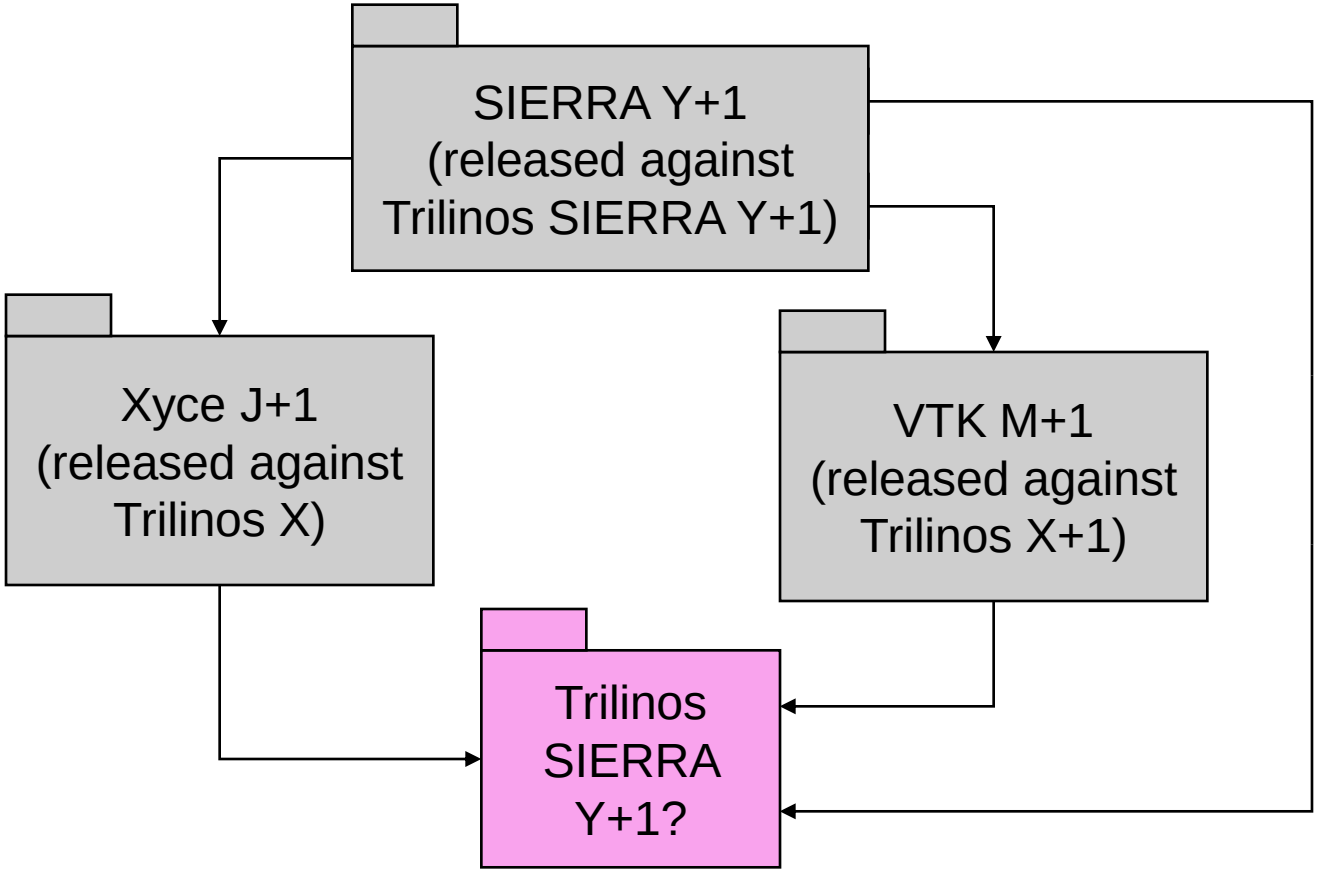
- Internal Trilinos development tools principles and practices
  - Scalability and robustness of build system and test tools
  - Continuous integration development principles and practices
  - Release process principles and practices

- Integration with customer application codes
  - Coordination of co-development with customer application codes (i.e. daily integration and asynchronous continuous integration)
  - Coordination of release schedules with customer application codes
  - Regulated backward compatibility and smooth upgrades

Backward Compatibility Considerations

- Backward compatibility is critical for:
  - Safe upgrades of Trilinos releases
  - Composability and compatibility of different software collections

Example of the Need for Backward Compatibility



Multiple releases of Trilinos presents a possible problem with complex applications

Solution:

=> Provide perfect backward compatibility of Trilinos X through Trilinos SIERRA Y+1

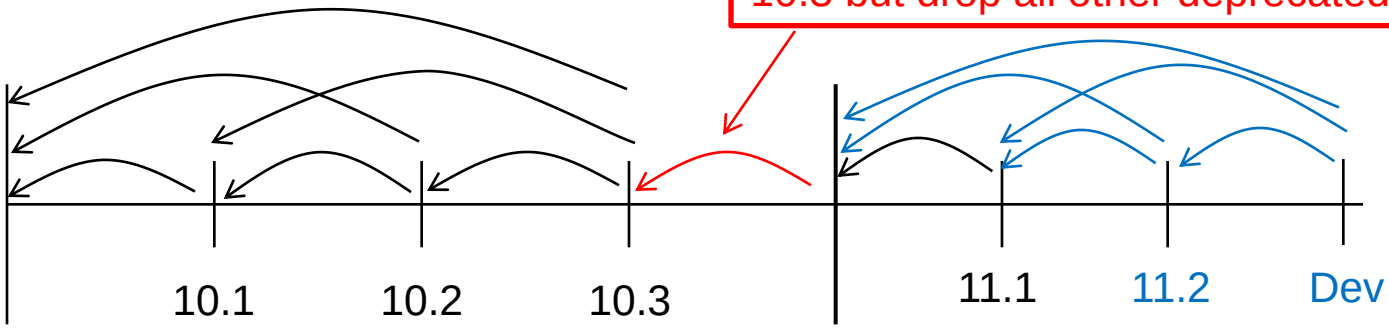
Backward Compatibility Considerations

- Backward compatibility is critical for:
  - Safe upgrades of Trilinos releases
  - Composability and compatibility of different software collections
- Maintaining backward compatibility for all time has downsides:
  - Testing/proving backward compatibility is expensive and costly
  - Encourages not changing (refactoring) existing interfaces etc.
    - => Leads to software “entropy” which kills a software product
- A compromise: Regulated backward compatibility (Tentative)
  - Maintain a window of perfect backward compatibility over major version numbers (e.g. 1-2 years)
  - Provide “Deprecated” compiler warnings
    - Example: GCC’s __deprecated__ attribute enabled with –DTrilinos_SHOW_DEPRCATED_WARNINGS:BOOL=ON
  - Provide strong automated testing of Trilinos backward compatibility
  - Drop backward compatibility between major version numbers

Regulated Backward Compatibility for Trilinos (Tentative)

- Releases of Trilinos X guarantee backward comparability between releases X.Y and X.Z where Z > Y
  - Example: Trilinos10.5 is backward compatible with 10.0 through 10.4
  - Example: Trilinos 11.X is not compatible with Trilinos 10.Y
- Major Trilinos version numbers change every 1-2 years
  - Example: Major Trilinos versions change every 2 years with 2 releases per year

Maintain backward compatibility of 11.0 with only 10.3 but drop all other deprecated code!



10.0
(Sept 2009)

11.0
(Sept 2011)

Backward compatibility test Dev and current release every night!

- Actual Target (Tentative):
  - Keep major Trilinos version number for two years
  - Put out releases quarterly (with minor releases X.Y.Z as needed)

Trilinos Software Engineering Capabilities Area Webpage

http://trilinos.sandia.gov/capability_areas.html