

The LArSoft code analysis process

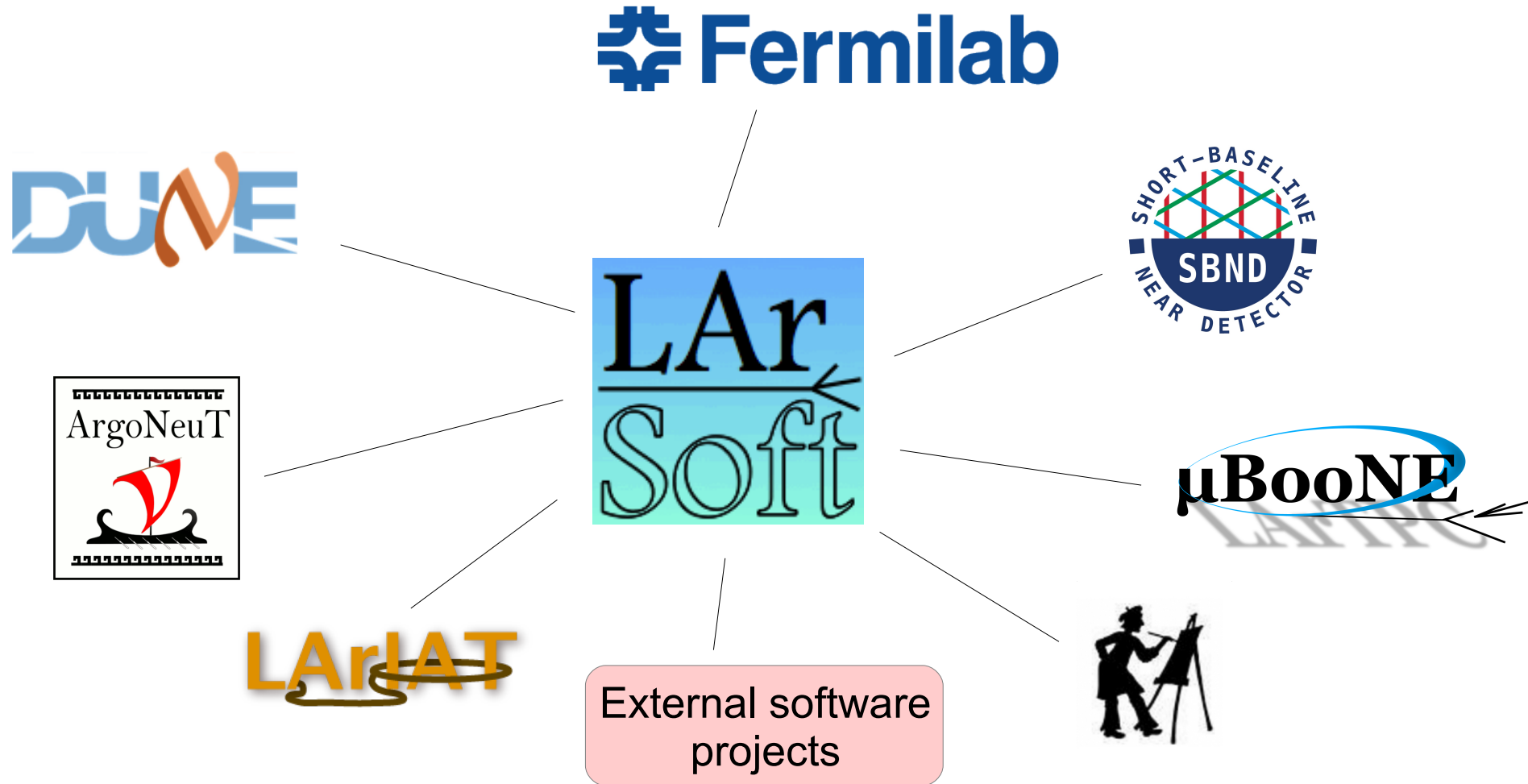
Erica Snider

Fermilab

art User's Meeting

June 17, 2016

LArSoft: A collaboration of experiments,
Fermilab, other stakeholders



To provide an integrated, art-based, experiment-agnostic set of software tools for LAr neutrino experiments to perform simulation, reconstruction analysis.

300k+ lines of C++

General goals of the process

- Writing good code is a process.
 - Can't just sit down and “bang it out”
- With analyses, hope to improve quality and usability of code
 - Usability
 - Repeated design / usage patterns following from adherence to common principles
 - Easier to learn and use
 - Create more of a toolkit through improved design
 - Allow more sophistication through layering of algorithms
 - Quality
 - The code does what it was intended to do (from the coding point of view)
 - Good computing resource utilization
 - Maintainable: more modular, easier to test, internally well documented, ...
Particularly important - experiments long lived. Support needs to transition
 - Include full scope of code: algorithm implementations, infrastructure

General goals of the process

- Writing good code is a process.
 - Can't just sit down and “bang it out”
- With analyses, hope to improve quality and usability of code
 - Usability
 - Repeated design / usage patterns following from adherence to common principles
 - Easier to learn and use
 - Create more of a toolkit through improved design
 - Allow more sophistication through layering of algorithms
 - Quality
 - The code does what it was intended to do (from the coding point of view)
 - Good computing resource utilization
 - Maintainable: more modular, easier to test, internally well documented, ...
Particularly important - experiments long lived. Support needs to transition
 - Include full scope of code: algorithm implementations, infrastructure

General goals of the process

- Writing good code is a process.
 - Can't just sit down and “bang it out”
- With analyses, hope to improve quality and usability of code

Code analysis is a strategic initiative strongly backed by SCD

Expect strong technical support to be available for an on-going program of LArSoft code analyses

- Good computing resource utilization
- Maintainable: more modular, easier to test, internally well documented, ...
Particularly important - experiments long lived. Support needs to transition
- Include full scope of code: algorithm implementations, infrastructure

General attributes / guidelines

- The analysis procedure shall:
 - Not be overly prescribed
 - Be as light-weight as possible for the situation
 - Be performed collaboratively with the code author(s)
 - Have clear objectives in each instance
 - Have adequate time and effort available for the review
 - Have adequate effort allocated in advance to implement recommendations
 - Have a written report to the authors, requesters, experiment offline coordinators, LArSoft community

Want analyses to be manifestly useful to authors/experiments.

We should all want to have our code reviewed/analyzed!

General attributes / guidelines

- The analysis procedure shall:

The essence of it

- Not be overly prescribed
- Be as light-weight as possible for the situation
- Be performed collaboratively with the code author(s)
- Have clear objectives in each instance
- Have adequate time and effort available for the review
- Have adequate effort allocated in advance to implement recommendations
- Have a written report to the authors, requesters, experiment offline coordinators, LArSoft community

Want analyses to be manifestly useful to authors/experiments.

We should all want to have our code reviewed/analyzed!

Specific goals of each analysis

- Ensure compliance with *art* / LArSoft design principles
 - The common principles underlying the design
- Evaluate / improve code performance
 - CPU and memory
- Ensure the use of best practices in coding
 - Typically aimed at either performance or maintainability
 - The context of *art* / LArSoft is an important component of this
- Evaluate and improve high and low-level architecture
 - Class structure, data product design, interface design...
- No change to the physics output
 - NOT aimed at physics performance. Just make it do what it does now better

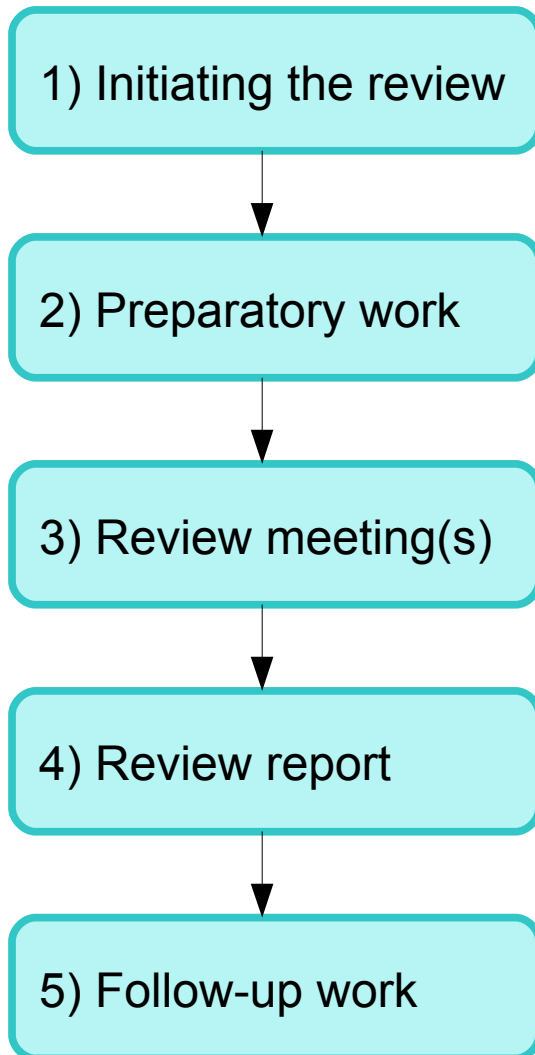
How the procedure was developed

- What we did
 - Created a committee of experts, people with experience with code reviews
 - Designed a set of guidelines based on that experience
 - Ran a trial review, keeping careful notes of issues related to the process
 - Wrote recommendations for the process
 - <https://cd-docdb.fnal.gov:440/cgi-bin/ShowDocument?docid=5765>
 - https://cdcvs.fnal.gov/redmine/projects/larsoft/wiki/Code_analysis_process_and_tools
- The committee
 - Software engineering experts: Chris Jones, Jim Kowalkowski, Marc Paterno
 - LArSoft domain experts: Gianluca Petrillo, Erica Snider
 - Outside domain expert: Rob Kutschke
 - Analysis trial code authors: Dorota Stefan, Robert Sulej

Participants / roles

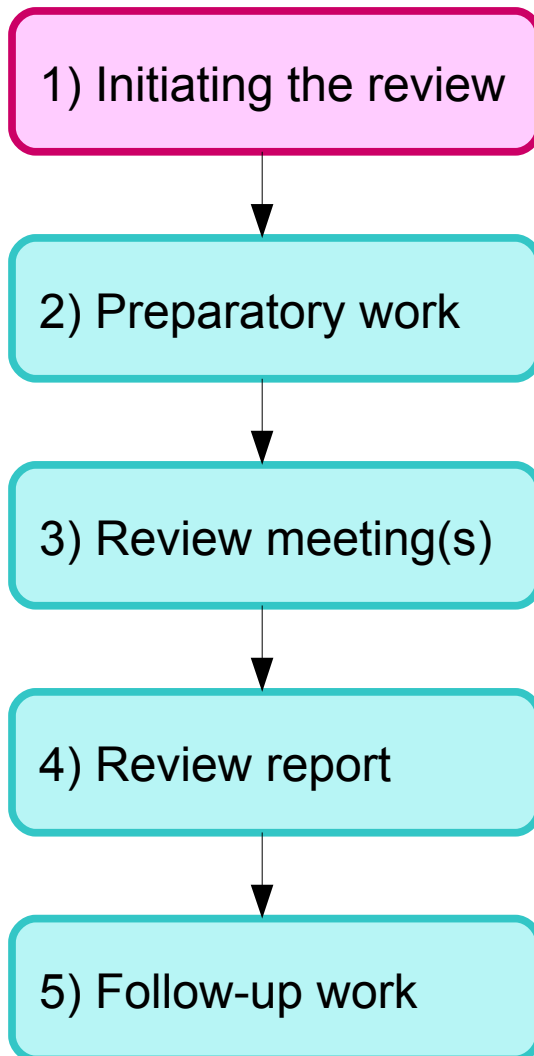
- Each review will involve the following parties
 - Code authors
 - Two software engineering experts
 - An additional problem domain expert
 - e.g., someone from LArSoft team, SCD reconstruction group, additional experiment members
 - Additional experts considered to be necessary or useful
 - Also, observers with no official role are welcome
- The following roles will be assigned
 - Review leader, who will facilitate the process
 - Should be one of the experts
 - Scribe, who will record important conclusions or points of discussion
 - Should not be the review leader

Conduct of the analysis



Each analysis has five basic steps

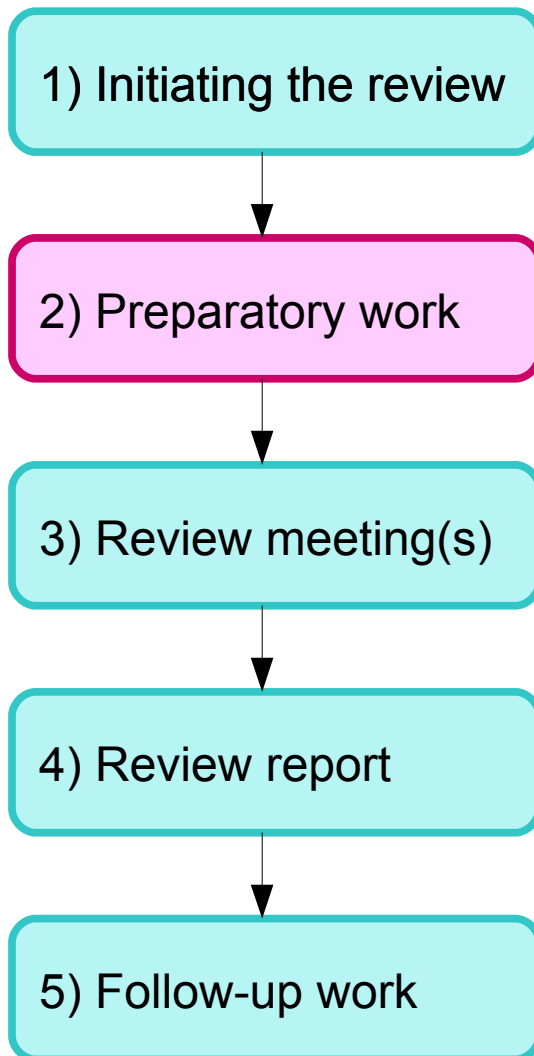
Conduct of the analysis



Initiating an analysis

- Basically anyone can request a review.
 - The code authors
 - An experiment representative
 - Core LArSoft team
 - The result of some future policy (e.g., for each “pull request” equivalent)
- Several types of analyses are possible
 - General design, class structure, interfaces
 - Computing performance, resource bottlenecks
 - Compliance with coding or C++ practices
- At the time of the request
 - Agree on type and scope of the review, the charge to the analysis team, objectives and any metrics needed to assess “success”.

Conduct of the analysis



Preparatory work

- Prerequisites
 - Assemble analysis team
 - Agreements with people who will implement the agreed upon changes
- To make meetings as productive as possible
 - Common work areas for building, profiling
 - Obtain test fcl and input data
 - A set of tests to validate changes
 - Gather viewing aids: diagrams, repository clones
 - Generate reports from static analysis tool
 - Generate preliminary time and memory profiles
 - Preview of the code by the analysis team

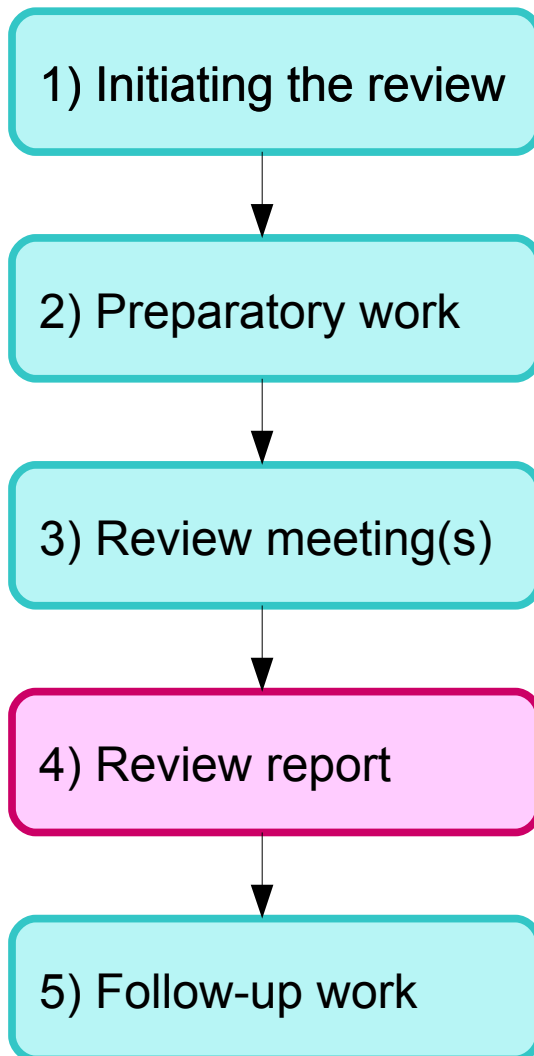
Conduct of the analysis



Review meetings

- No pre-defined structure or format
- The following considered useful
 - Agreement on how to allocate time
 - Overview presentation or discussion by authors
 - Introduction to major concepts and abstractions
 - Discussion of targets of opportunity
 - e.g., “While we were in there, we noticed that 90% of the time was spent here...”
- Sessions should last about four hours
 - Number of sessions depends on the analysis

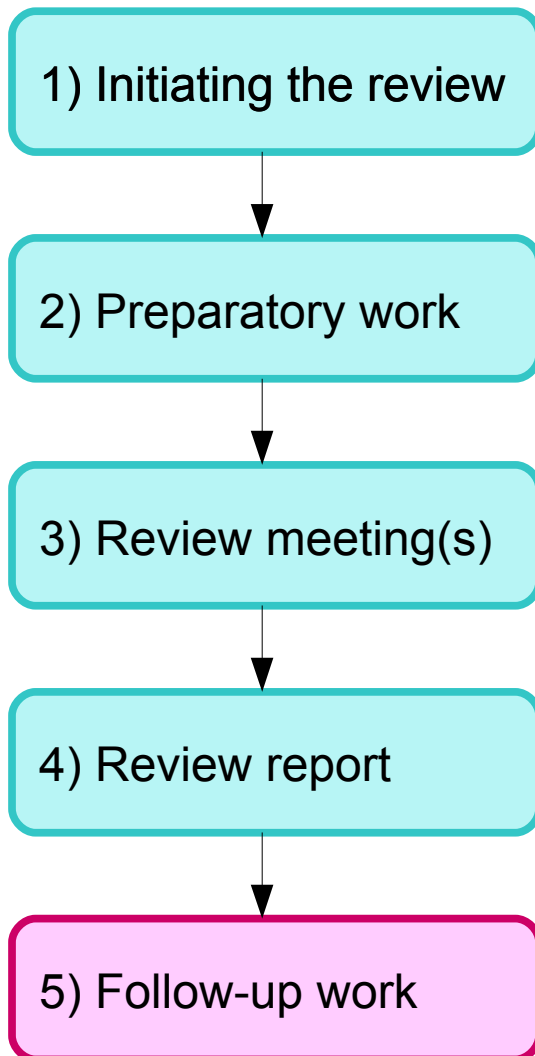
Conduct of the analysis



Review report

- Should include
 - Recommended
 - changes
 - Items for more investigation, thought, discussion
 - Conclusions regarding targets of opportunity
 - Additional items worthy of note
 - Before / after metrics, when they exist
 - Comments on the process
- Should be co-authored by all involved
 - Need only be long enough to specify problems and solutions

Conduct of the analysis



Follow-up work

- Scope defined by code authors / experiments in consultation with Core LArSoft team
 - Create prioritized task list
- To facilitate implementation
 - Define milestones in LArSoft issue tracker that describe overall targets
 - Enter work tasks into LArSoft issue tracker
 - Each task should be under a milestone
 - Experiments may choose to track tasks also
 - Reports on the progress toward these milestones
 - e.g., at experiment / LArSoft meetings
- Document lessons learned
 - Make this list available to LArSoft community
 - A brief report presented when of broad interest

A recent example: the PMA analysis

- Analyzed Pattern Matching Algorithm code
 - Authors Dorota Stefan and Robert Sulej
 - Analysis team: Chris Jones, Jim Kowalkowski, Rob Kutschke, Marc Paterno, Gianluca Petrillo, Erica Snider
 - Focused on
 - High-level design
 - Computing performance (authors priority)
 - Low-level coding practices
- and
- the analysis process

A recent example: the PMA analysis

- About a week in advance
 - Prepared shared repositories on GitHub
 - The team read and commented on the code
 - Identified testing fcl and data
- The meetings
 - Three hours on one day, two hours the next
 - Each meeting focused more narrowly on particular topics
 - Ran memory and CPU profiling using `igprof` (+ `valgrind`, but was less useful)
 - Quickly identified performance issue with use of `TVector` in a tight loop
 - Change resulted in factor of 2 in CPU speed (profiling reported 10—20%)
 - A second suggestion led to another 30% improvement, for a total factor of 3
 - Identified various possible structural and low-level improvements

A recent example: the PMA analysis

- The report

- Everyone met a third time for about one hour to write the report
- Recommended changes, further consideration in five areas

- Design / architecture
- LArSoft coding guidelines
- *art* coding guidelines
- C++ coding practices
- Code management

for three groups to implement

- Code authors
- LArSoft team
- *art* team
- Report is here: <https://cd-docdb.fnal.gov:440/cgi-bin/ShowDocument?docid=5766>

A recent example: the PMA analysis

- Created first “lessons learned” list

From the report

- Keeping transient data as module state between events can significantly and unnecessarily increase the memory footprint of modules.
- TObject memory and CPU overheads can have a significant impact on overall performance in some cases. Care should be exercised when choosing to use TObjects sub-classes.
- IgProf was much more convenient than Callgrind for profiling work.
- Cloning the repository and using local tools was faster for looking at large amounts of code.
- The GitHub repository was very convenient for commenting.
 - *For structural reviews, the GitHub commenting was not very useful.*
 - *For code conformance and best practices comments, the GitHub commenting was very useful.*
- The search facilities in git itself (e.g. git grep) are useful in looking at code. The git history facilities are also useful.

The authors' description of the experience

Summary

- instructive and for sure helpful for the further PMA development; a lot of collaborative work with experts
- otherwise never have time to look at our own code
- reasonable amount of recommendations, should be feasible to implement in parallel with other developments

- as of today: code x3 faster

- such reviews are required by DUNE!
- LArTPC reconstruction is still huge R&D effort, but it looks like we are moving towards well organised, high-quality software culture

5

Important tools for analyses

- Collaborative
 - GitHub.com
 - Used for annotating code, chats between analysis team members
- Performance profilers
 - IgProf (<http://igprof.org>)
 - Valgrind (<http://valgrind.org>)
- Static code analyzers
 - Clang static analyzer (<http://clang-analyzer.llvm.org>)
 - Used by CMS, works at Fermilab
- Class structure diagramming
 - No general tools available that works well
(Just used, so just used what team was familiar with)

Summary / conclusions

- LArSoft hopes to create a culture that seeks code analysis
 - Assist non-expert code authors in writing expertly crafted code
 - More time to think about physics
- Had good experience with the first analysis
 - Tangible improvements: 3x faster
 - Design improvements: create independent algorithmic components
 - Authors are happy!
 - Experiment, LArSoft team, computing providers all happy at the outcome
- Will take the next steps at the LArSoft Workshop next week
 - Thank you Mike Wallbank (EM shower reconstruction) and Bruce Baller (clustering) for volunteering their code!!

The end