

Caring for your environment(s)

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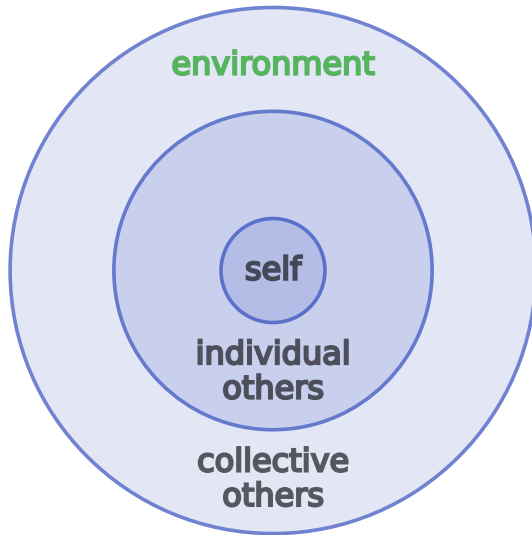
8 November 2023

An environment is...

Merriam-Webster

- 1 the circumstances, objects, or conditions by which one is surrounded
- 2a the complex of physical, chemical, and biotic factors (such as climate, soil, and living things) that act upon an organism or an ecological community and ultimately determine its form and survival
- 2b the aggregate of social and cultural conditions that influence the life of an individual or community
- 3 the position or characteristic position of a linguistic element in a sequence
- 4 a computer interface from which various tasks can be performed (ex.: a programming environment)

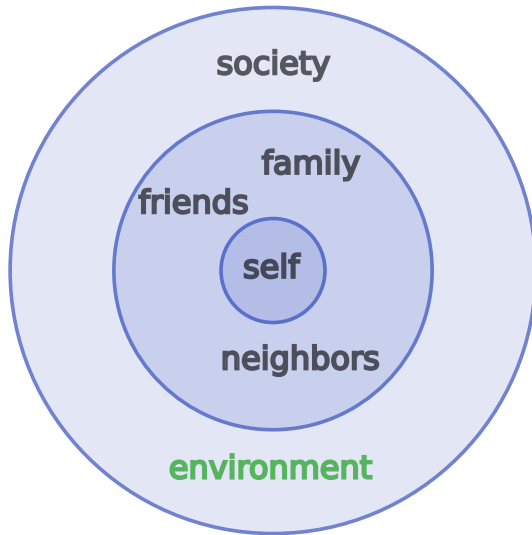
Three spheres



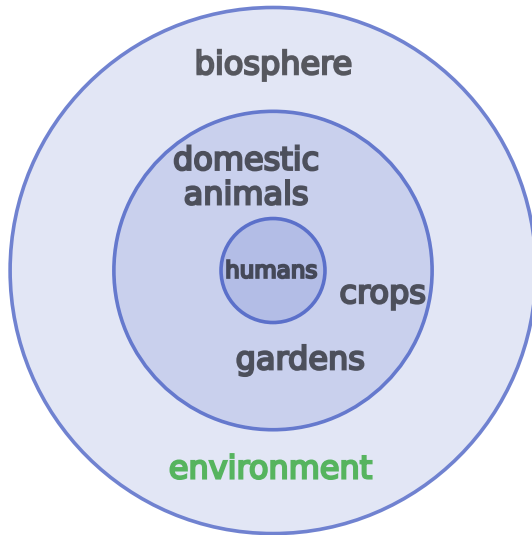
Three spheres: work



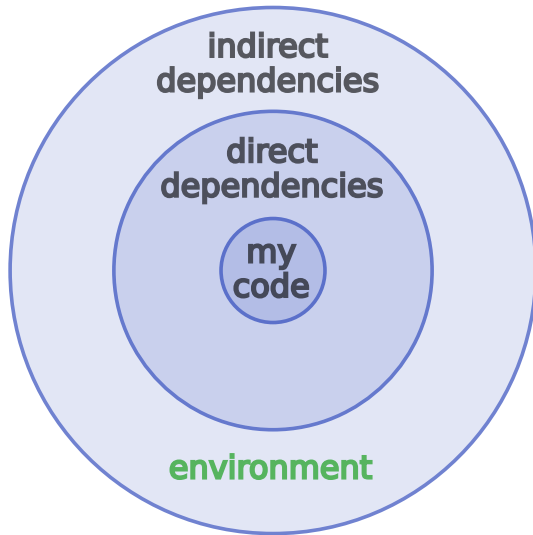
Three spheres: society



Three spheres: nature



Three spheres: computation



Caring **about** your environments

- Environments impact you and your work

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- This impact tends to be **profound** but **invisible**

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Examples

- Communities define the roles in teams.
- Society makes the laws and conventions that govern your relations with family, friends, and neighbors.
- Compilers and interpreters define the semantics of your code.

Caring **for** your environments

- What you do impacts your environments

Caring **for** your environments

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- ... and other people's environments!

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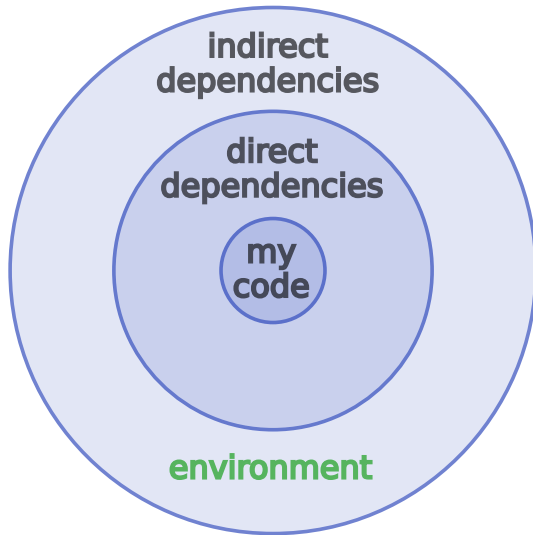
Caring **for** your environments

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Examples

- Your actions and behavior in a community inspire others.
- ... but also constrain others.
- Your adoption of a library increases its mindshare.

Three spheres: computation



Computational environments are mostly software foundations

Computational environments in scientific computing

Project-specific code

*Scripts, notebooks,
workflows, ...*

Domain-specific tools

GROMACS, MMTK, ...

Scientific infrastructure

BLAS, HDF5, SciPy, ...

Non-scientific infrastructure

gcc, Python, ...

Operating system

GNU/Linux, ...

Hardware

x86 processor ...

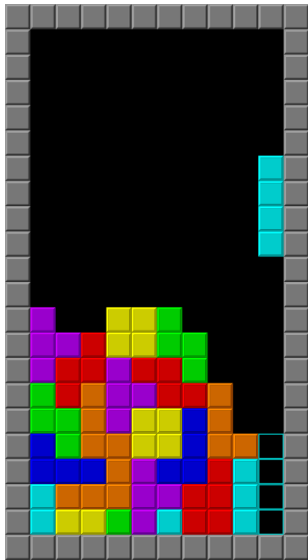
Computational environments in scientific computing

| | | |
|-------------------------------|---|--------------------|
| Project-specific code | <i>Scripts, notebooks, workflows, ...</i> | my code |
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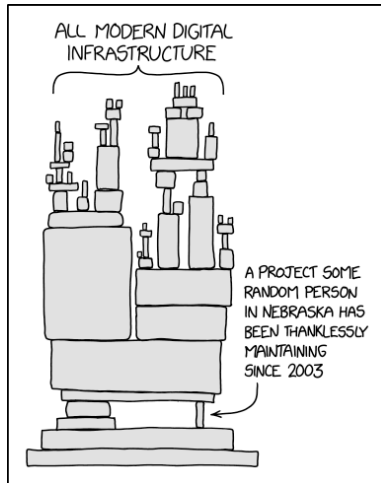
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| Hardware | <i>x86 processor ...</i> | foundation |

A more detailed picture



Risk of collapse



<https://xkcd.com/2347/>

What's the result of this program?

```
data_analysis.py
```

```
from datalib import Dataset

points = [(1, 1), (-1, 1), (2, 4)]

data = Dataset()
for x, y in points:
    if x > 0:
        data.add_value(y)
print(data.average())
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Quick answer: The average of y for the points with positive $x \rightarrow 2.5$.

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Correct answer: **The result depends on datalib**

Know your libraries

```
dataLib.py
```

```
class Dataset(object):  
  
    def __init__(self):  
        self.values = []  
  
    def add_value(self, value):  
        self.values = [value]  
  
    def average(self):  
        return sum(self.values, 0)/len(self.values)
```

Surprise! A bug! `add_value` stores only the last value!

The result of `data_analysis.py` is thus **4**.

Know your libraries *and languages*

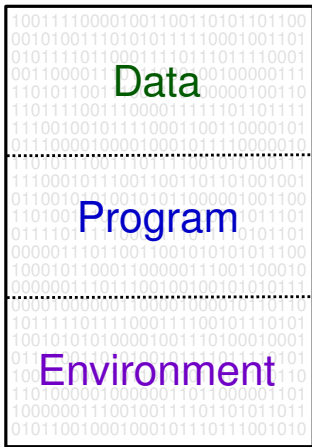
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More precisely: **4** in Python 2 but **4.0** in Python 3.

The meaning of bits



zeros and ones

interpretation of the data

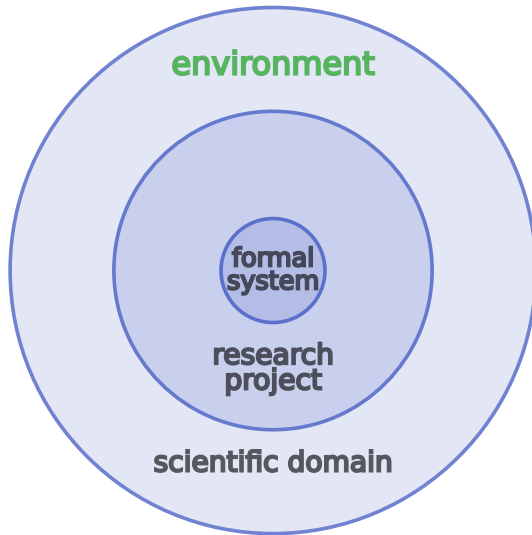
interpretation of the program

- Network resources
 - Servers and their contents / services
 - Certificates
 - Identities

Non-foundational parts of computational environments

- Network resources
 - Servers and their contents / services
 - Certificates
 - Identities
- Devices (e.g. physical random-number generators)

The scientific environment of a computation



- Mechanical manipulation of **symbols** according to **fixed rules**
- Symbols in – symbols out: **no interpretation**

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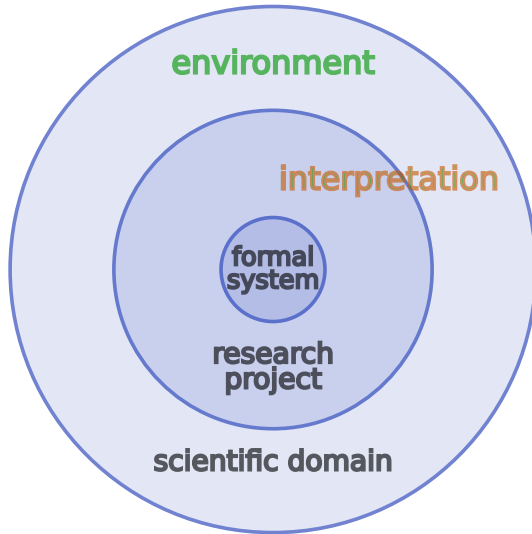
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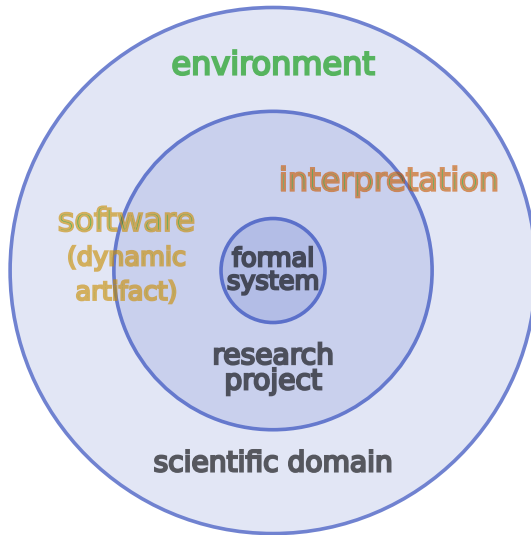
Examples:

- 16-bit strings with integer arithmetic
- IEEE floating-point
- Processor instruction set and data types
- Programming languages
- **Any program run on a computer**

The scientific environment of a computation



The scientific environment of a computation



Three perspectives on scientific software

Tool for doing science

- Evolves with its scientific environment
- Evolves with its computational environment

Three perspectives on scientific software

Tool for doing science

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Expression of scientific knowledge

- Evolves with its scientific environment
- Should **not** depend on computational environments

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- Must be reproducible

Three perspectives on scientific software

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Computations use **snapshots** of software.

Three perspectives on scientific software

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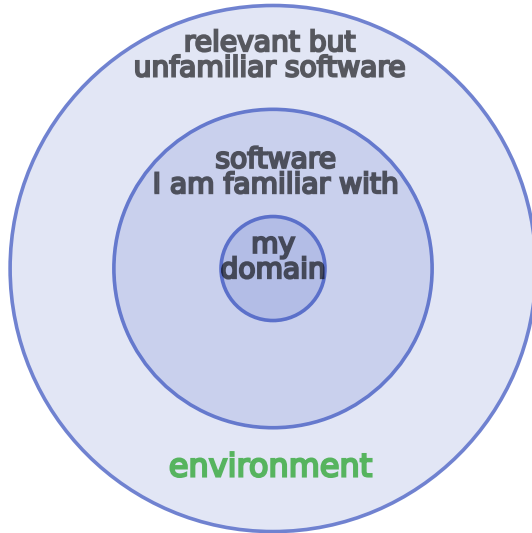
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Computations use **reproducible snapshots** of software.

Three spheres: software



We shape our tools,
and then our tools shape us.

Marshall McLuhan

We shape our tools,
and then our tools shape us.

~~MARSHALL/McLUHAN~~ John Culkin (1967)

Technical and social environments are related

Melvin E. Conway (1967)

Any organization that designs a system (defined broadly) will produce a design whose structure is a copy of the organization's communication structure.

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Ivan Illich (1973)

“Tools for conviviality”

- **Convivial tools** empower their users
- **Radical monopolies** make users dependent on a technocratic elite

Ecology

Unlimited growth is not sustainable

Sustainability

Ecology

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Scientific software

Underfunded/understaffed projects are not sustainable

Sustainability

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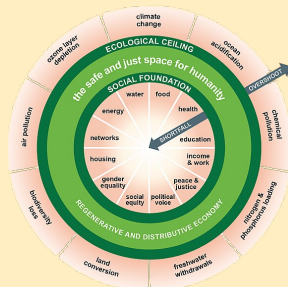
Doughnut economy (Kate Raworth)

“A healthy economy should be designed to thrive, not grow.”

Drawing by DoughnutEconomics

Own work, CC BY-SA 4.0

<https://commons.wikimedia.org/w/index.php?curid=75695171>



Is our software project environmentally responsible?

Questions to (re)consider regularly:

- Are we empowering our users?
- What's our user/developer ratio?
- Are we part of some users' environments?
- Are our dependencies sustainable?
- Will our code be good legacy software?

Is our software project environmentally responsible?

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Industrial mindset

- growth
- efficiency
- competition



Ecological mindset

- sustainability
- resilience
- coopetition

A cautionary tale: scientific Python

1995: The Matrix-SIG (Numerical Python)

Let's empower scientists to write their own code!

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2015: Scientific Python “ecosystem”

Look, Google and Facebook are building on our code!

A cautionary tale: scientific Python

2023: Scientific Python projects collapse



Lorena A Barba

@labarba@fosstodon.org

I'm at the MolSSI (molssi.org/) Science & Software Advisory Board meeting, and a big concern was raised: Python is changing so fast, it is getting less stable to use, and for scientific applications this has become a BIG problem!

I suggested they do a talk at [PyConUS](#) about this issue...

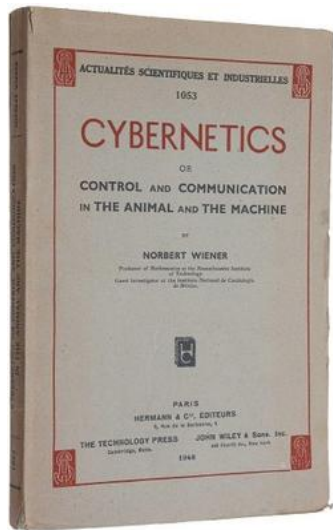


molssi.org

MolSSI – The Molecular Sciences Software I...

Nov 02, 2023, 18:29 · 17 · 16

Outlook: what's next in reproducible environments?



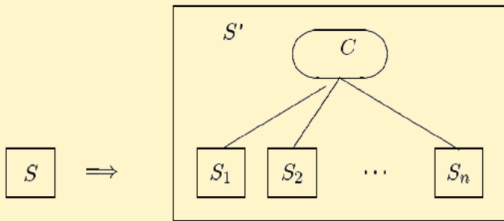
Cybernetics Or Control and Communication in the Animal and the Machine by Norbert Wiener (1948)

Building computational environments

- 1970s: Install package after package by hand
`./configure; make install`
- 1990s: Add package after package via support software
`apt install gcc`
- 2010s: Define an environment and have it built by support software
`guix shell -C -m manifest.scm`

The Metasystem Transition

Consider a system S of any kind. Suppose that there is a way to make some number of copies from it, possibly with variations. Suppose that these systems are united into a new system S' which has the systems of the S type as its subsystems, and includes also an additional mechanism which [controls](#) the behavior and production of the S -subsystems. Then we call S' a metasystem with respect to S , and the creation of S' a metasystem transition. As a result of consecutive metasystem transitions a multilevel structure of control arises, which allows complicated forms of behavior.



We refer to the original system S as the *scope* of the MST, and to the number of integrated systems as its *scale*. The minimal scale of an MST is one. In this case there is no reproduction of the scope, but a control level still emerges, so it is a metasystem transition.

Author
V. [Turchin](#), C.
[Joslyn](#).

Date
Jul 19, 1999
(modified)
Aug 1993
(created)

[Home](#)

▲
[Metasystem
Transition
Theory](#)

Up

[Prev.](#) ◀▶

[Next](#)

Down

[MST as the
quantum of
evolution
\[empty\]](#)

[Control
hierarchy
\[empty\]](#)

[Freedom and](#)

Screenshot from
[Principia Cybernetica](#)

Metasystem transitions
were introduced in:
The Phenomenon of Science
by Valentin Turchin (1977)

Levels of control in software

- Machine code - controls elementary operations

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- Machine code - controls elementary operations
- Compiler - generates the machine code

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- Build system - supervises compilation

Levels of control in software

- Machine code - controls elementary operations
- Compiler - generates the machine code
- Build system - supervises compilation
- Package manager - orchestrates software builds

What's next?

Second cycle with reproducible computations as elementary operations:

- Containers as machine opcodes
- Clusters and grids as hardware
- Disk storage as working memory

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- Second-cycle programs: **workflows**

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Second cycle with reproducible computations as elementary operations:

- Containers as machine opcodes
- Clusters and grids as hardware
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- Second-cycle programs: **workflows**
- As rudimentary today as compilers were in the 1970s
- New challenges for reproducibility