



Agile Methodologies & Useful GitHub Tools

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- Individual modules may be cited as *Module Authors, Module Title*, in Better Scientific Software Tutorial...

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Outline

- Small Team Models, Challenges.
- Agile workflow management for small teams.
 - Intro to terminology and approaches.
 - Overview of Kanban.
 - Free tools: Trello, GitHub.
- PSIP: Productivity and Sustainability Improvement Planning.

Small Teams

Ideas for managing transitions and steady work.

Small team interaction model

- Team composition:
 - Senior staff, faculty:
 - Stable presence, in charge of science questions, experiments.
 - Know the conceptual models well.
 - Spend less time writing code, fuzzy on details.
 - Junior staff, students:
 - Transient, dual focus (science results, next position).
 - Staged experience: New, experienced, departing.
 - Learning conceptual models.
 - Write most code, know details.

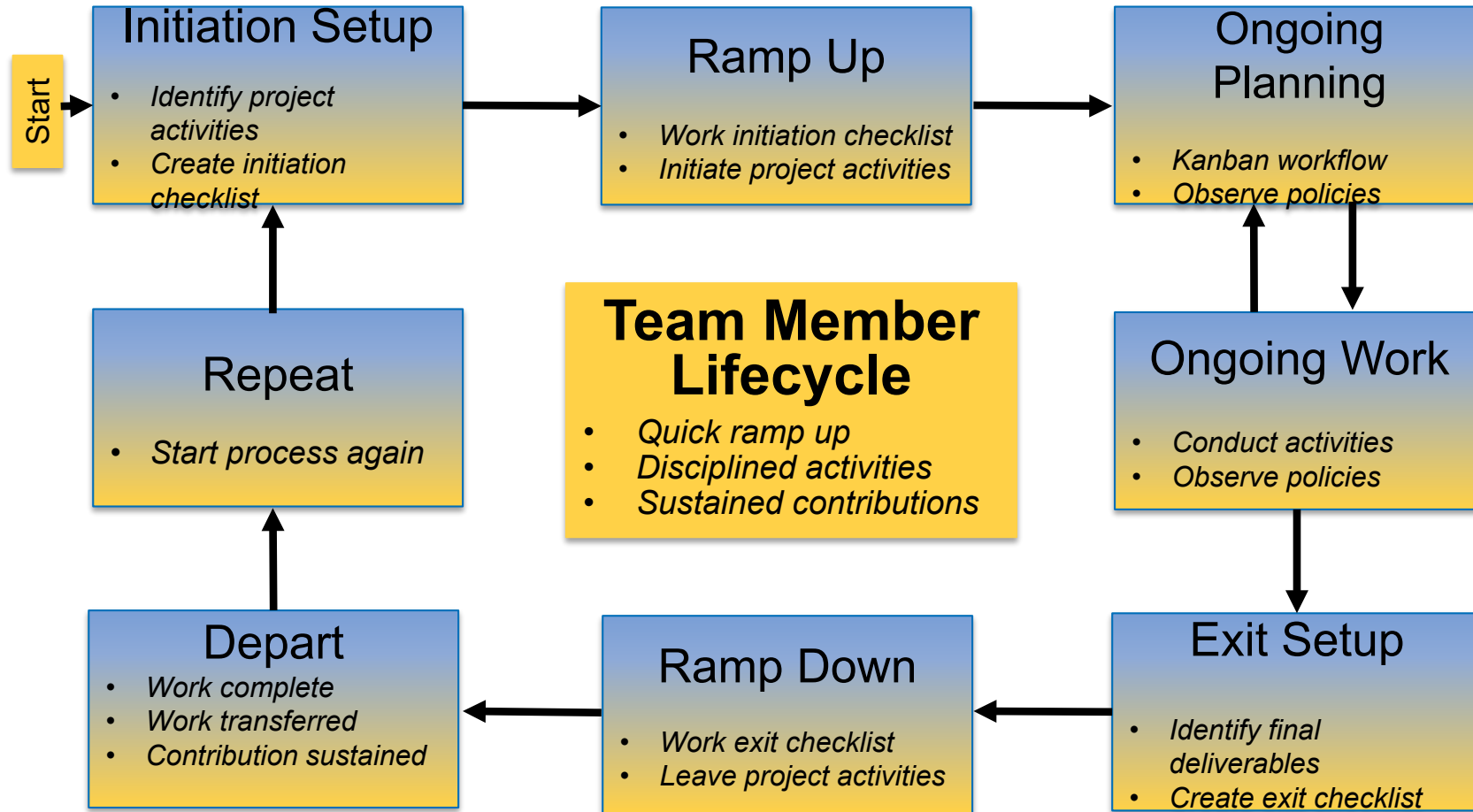
Large team challenges

- Composed of small teams (and all the challenges).
- Additional interaction challenges.
- Policies, regularly cultural exchanges important.

Small team challenges

- Ramping up new junior members:
 - Background.
 - Conceptual models.
 - Software practices, processes, tools.
- Preparing for departure of experienced juniors.
 - Doing today those things needed for retaining work value.
 - Managing dual focus.

Research Team Member Lifecycle



Checklists & Policies

Team Member Phase		
New Team Member	Steady Contributor	Departing Member
Checklist	Policies	Checklist


- New, departing team member checklists:
 - ▣ Example: Trilinos New Developer Checklist.
 - ▣ <https://github.com/trilinos/Trilinos/wiki/New-Trilinos-Developers>
- Steady state: Policy-driven.
 - ▣ Example: xSDK Community policies.
 - ▣ <https://xsdk.info/policies/>

Agile Methodologies

What is Agile?

- Agile is not a software development lifecycle model
- I've seen Agile informally defined as
 - I don't write documentation
 - I don't do formal requirements, design, or really test...
 - Agile is not an excuse to do sloppy work
- Some people consider agile to be synonymous with Scrum
 - From Atlassian: Scrum is a framework that helps teams work together
 - Scrum is Agile, Agile is not (only) Scrum
 - A square is a rectangle, not all rectangles are squares
 - Agile is not Kanban either

What is Agile?



Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Kent Beck	James Grenning	Robert C. Martin
Mike Beedle	Jim Highsmith	Steve Mellor
Arie van Bennekum	Andrew Hunt	Ken Schwaber
Alistair Cockburn	Ron Jeffries	Jeff Sutherland
Ward Cunningham	Jon Kern	Dave Thomas
Martin Fowler	Brian Marick	

<http://agilemanifesto.org/>



Principles behind the Agile Manifesto

- Our highest priority is to **satisfy the customer** through **early and continuous delivery** of valuable software.
- **Welcome changing requirements**, even late in development. Agile processes harness change for the customer's competitive advantage.
- Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
- Business people and developers must work together daily throughout the project.
- Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.
- The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

Principles behind the Agile Manifesto

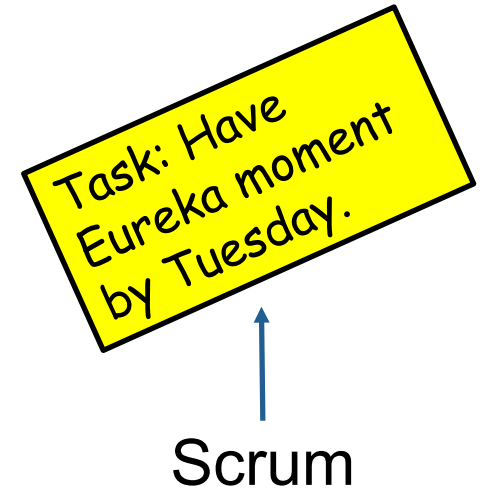
- Working software is the primary measure of progress.
- Agile processes promote **sustainable development**. The sponsors, developers, and users should be able to **maintain a constant pace indefinitely**.
- Continuous attention to technical excellence and good design enhances agility.
- Simplicity--the art of **maximizing the amount of work not done**--is essential.
- The best architectures, requirements, and designs emerge from self-organizing teams.
- At regular intervals, **the team reflects on how to become more effective**, then tunes and adjusts its behavior accordingly.

Why Agile?

- Well aligned to scientific software efforts (when tailored correctly)
 - Lighter-weight than “traditional” approaches
 - Provides meaningful structure that promotes
 - Productivity
 - Productization
 - Sustainability
 - Flexibility in requirements
 - Communication

Getting Started with Agile

- Agile principles are not hard and fast rules
- Try adopting a few Agile practices
 - Following a rigid, ill-fit framework usually leads to failure
- Kanban is a good starting framework
 - Follow basic principles, add practices when advantageous
 - Better than removing elements from Scrum



Kanban principles

- Limit number of “In Progress” tasks
 - Must be tuned by each team
 - Common convention: $2n-1$ tasks where $n = \#$ team members
- Productivity improvement:
 - Optimize “flexibility vs swap overhead” balance. No overcommitting.
 - Productivity weakness exposed as bottleneck. Team must identify and fix the bottleneck.
 - Effective in R&D setting. Avoids a deadline-based approach. Deadlines are dealt with in a different way.
- Provides a board for viewing and managing issues

Basic Kanban

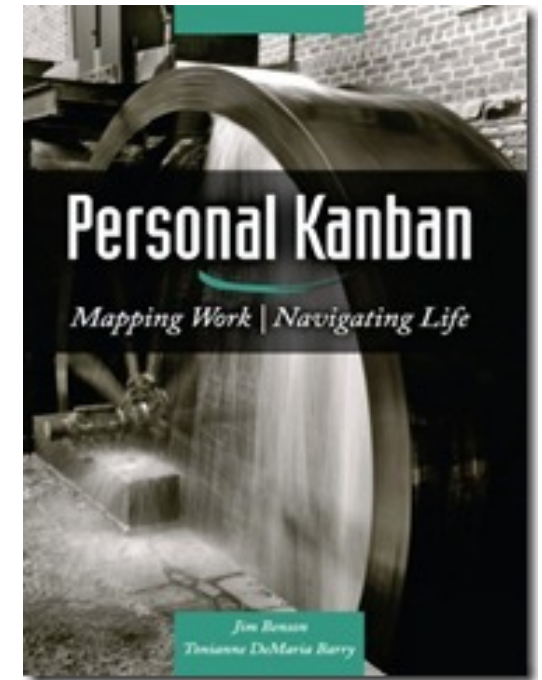
Backlog	Ready	In Progress	Done
<ul style="list-style-type: none">• Any task idea• Trim occasionally• Source for other columns	<ul style="list-style-type: none">• Task + description of how to do it.• Could be pulled when slot opens.• Typically comes from backlog.	<ul style="list-style-type: none">• Task you are working on <i>right now</i>.• The only Kanban rule: Can have only so many “In Progress” tasks.• Limit is based on experience, calibration.• Key: Work is <i>pulled</i>. You are in charge!	<ul style="list-style-type: none">• Completed tasks.• Record of your life activities.• Rate of completion is your “velocity”.

Notes:

- Ready column is not strictly required, sometimes called “Selected for development”.
- Other common column: In Review
- Can be creative with columns:
 - Waiting on Advisor Confirmation.
 - Blocked

Personal Kanban

- Personal Kanban: Kanban applied to one person.
 - Apply Kanban principles to your life.
 - Fully adaptable.
- Personal Kanban: Commercial book/website.
 - Useful, but not necessary.



<http://www.personalkanban.com>

Kanban tools

- Wall, whiteboard, blackboard: Basic approach.
- Software, cloud-based:
 - Trello, JIRA, GitHub Issues.
 - Many more.
- I use Trello (browser, Android, iPhone, iPad).
 - Can add, view, update, anytime, anywhere.
 - Different boards for different contexts
 - Effective when people are split on multiple projects

Big question: How many tasks?

- Personal question.
- Approach: Start with 2 or 3. See how it goes.
- Use a freeway traffic analogy:
 - Does traffic flow best when fully packed? No.
 - Same thing with your effectiveness.
- Spend time consulting board regularly.
 - Brings focus.
 - Enables reflection, retrospection.
 - Use slack time effectively.
 - When you get out of the habit, start up again.
 - Steers towards previously started tasks

Importance of “In Progress” concept for you

- Junior community members:
 - Less control over tasks.
 - Given by supervisor.
- In Progress column: Protects you.
 - If asked to take on another task, respond:
 - Is this important enough to
 - back-burner a, b, and c?
 - become less efficient?
 - Sometimes it is.

Building on Kanban

- Focus: Solve issues!
 - (not add process)
- Stand-ups
 - Maybe not daily
- Planning meetings
- Retrospectives
- Scrum Master
- Product Owner
- Epic, story, task
- Definition of Done



Building on Kanban

- **Epic, Story, Task**
 - Formal or informal
 - Start with high-level requirements
 - Break down and refine as needed
- **Example:**
 - Add a validation test suite → Add test harness, add test A, B, etc.

Building on Kanban

- **A-Team Tools**: A collection of resources for understanding and applying lightweight agile practices to your scientific SW project
 - Especially useful for
 - Small teams
 - Teams of teams
 - Teams that frequently have members come and go
 - <https://betterscientificsoftware.github.io/A-Team-Tools/>



Samples from Collegeville Org: Kanban Board

Collegeville / Labora Private

Code Issues 25 Pull requests 0 Projects 1 Wiki Settings Insights

Collegeville team Kanban board

Filter cards Show

Backlog 6	Ready 2	In progress 14	In Review 5	Done 24
<ul style="list-style-type: none">Evaluate Zapier for automated workflows #6 opened by maherouEvaluate JuliaSparse #8 opened by maherouCreate Julia evaluation repo #4 opened by maherouExplore the use of composition of containers with Tramonto and Trilinos	<ul style="list-style-type: none">Develop Sagatagan New Team Member Checklist #11 opened by maheroAssess the use of TensorFlow for parameter value selection in scientific codes #14 opened by maherou	<ul style="list-style-type: none">Trilinos metadata block #49 opened by duongdo27Explore possibility of moving download files for Trilinos and Mantevo to GitHub #47 opened by jwillenbringMake expandable map for Better Scientific Software #46 opened by	<ul style="list-style-type: none">Migrate mantevo.org to mantevo.github.io 3 of 3 #45 opened by maherouConcept map project for better scientific software #35 opened by duongdo27Assess requirements for using github.io as host platform for Trilinos.org	<ul style="list-style-type: none">Regard the outlook of the concept map #39 opened by duongdo27Handle markdown file without links in Better Scientific Software #42 opened by duongdo27Finding correspond links for the Github files in the Better Scientific Software #41 opened by duongdo27

Kanban in GitHub

- GitHub supports basic Agile development workflows
 - Filing issues
 - @mention
 - Kanban board
 - Projects
- GitHub lacks more advanced features
 - Dependencies between issues
 - You can reference one issue in another
 - Advanced notification schemes
 - Custom fields
 - You can create custom labels

A Bit about Scrum: Roles

Scrum team

Product Owner

- Interface between development team and stakeholders.
- Responsible for defining and managing work backlog.
- Needs good domain knowledge.
- Needs adequate time to do job well.

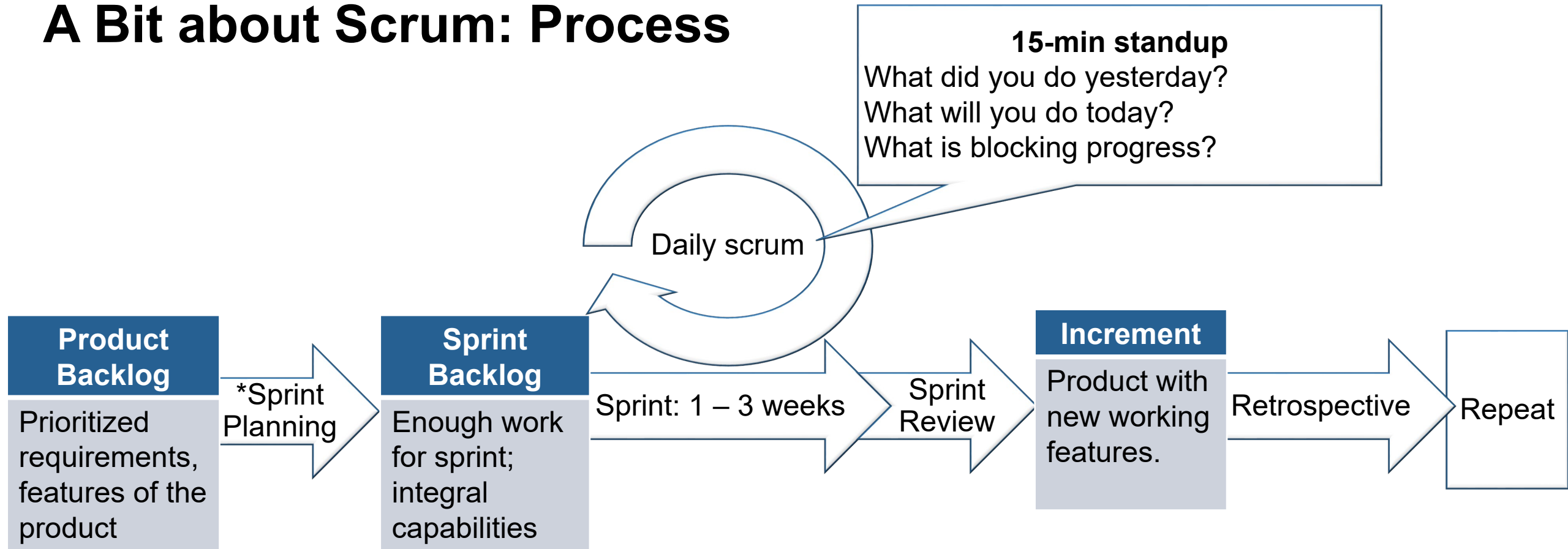
Scrum Master

- Leads and coaches development team.
- Assures scrum processes followed.
- Needs good Scrum knowledge and discipline.
- Can be a developer if sufficient time.

Development Team

- Cross-functional group of 3 – 9 that develops product.
- Completes all work necessary to be done-done.
- Collectively need design, development, testing, documentation skills.
- Works in collaboration with product owner, scrum master.

A Bit about Scrum: Process



* Sprint planning happens during previous sprint

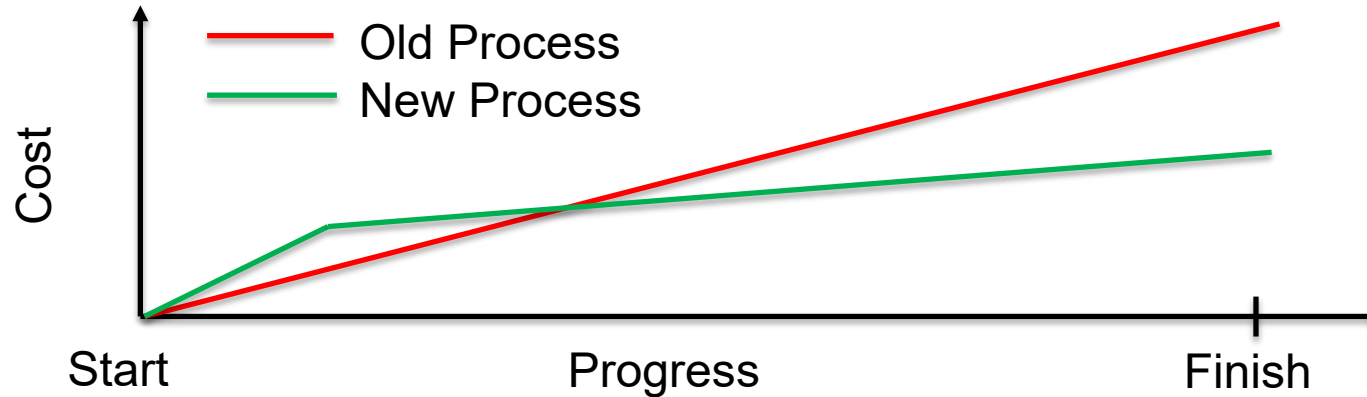
How To Get Better

“Use iteration and incrementation only for projects you want to succeed.”

- *Adaptation of Martin Fowler quote*

Basic Strategy for Introducing Things We Will Talk About

- Identify, analyze, prototype, test, revise, deploy. Repeat.
- Realistic: There is a cost.
 - Startup: Overhead
 - Payoff: Best if soon, clear



- Working model:
 - Reserve acceptable time/effort for improvement.
 - ***Improve how you do your work on the way to getting it done.***
 - Repeat.

Productivity and Sustainability Improvement Planning (PSIP) Examples: EXAALT & MPICH



PSIP workflow helps a team create user stories, identify areas for improvement, select a specific area and topic for a single improvement cycle, and then develop those improvements with specific metrics for success.

EXAALT PSIP: Continuous integration (CI) testing

BSSw blog article: [Adopting Continuous Integration for Long Timescale Materials Simulation](#), Rick Zamora (Sept 2018)

PSIP Process: Continuous Integration (CI)	
Target: Implement and document a basic CI pipeline to act as the foundation for automated build and functionality testing.	
0. Initial Status. No comprehensive CI framework in place	✓
1. Develop a minimal docker image, with EXAALT dependencies	✓
2. Implement a minimal 'yaml' script for the CI pipeline	✓
3. Update EXAALT docker image to leverage CMake, and create a ParSplice-specific image for build testing	✓
4. Generate step-by-step "how-to" Docker-image documentation	✓
5. Extend CI to automate build and functionality testing with both CMake and Boost.	✓
Score (0-5): 4	

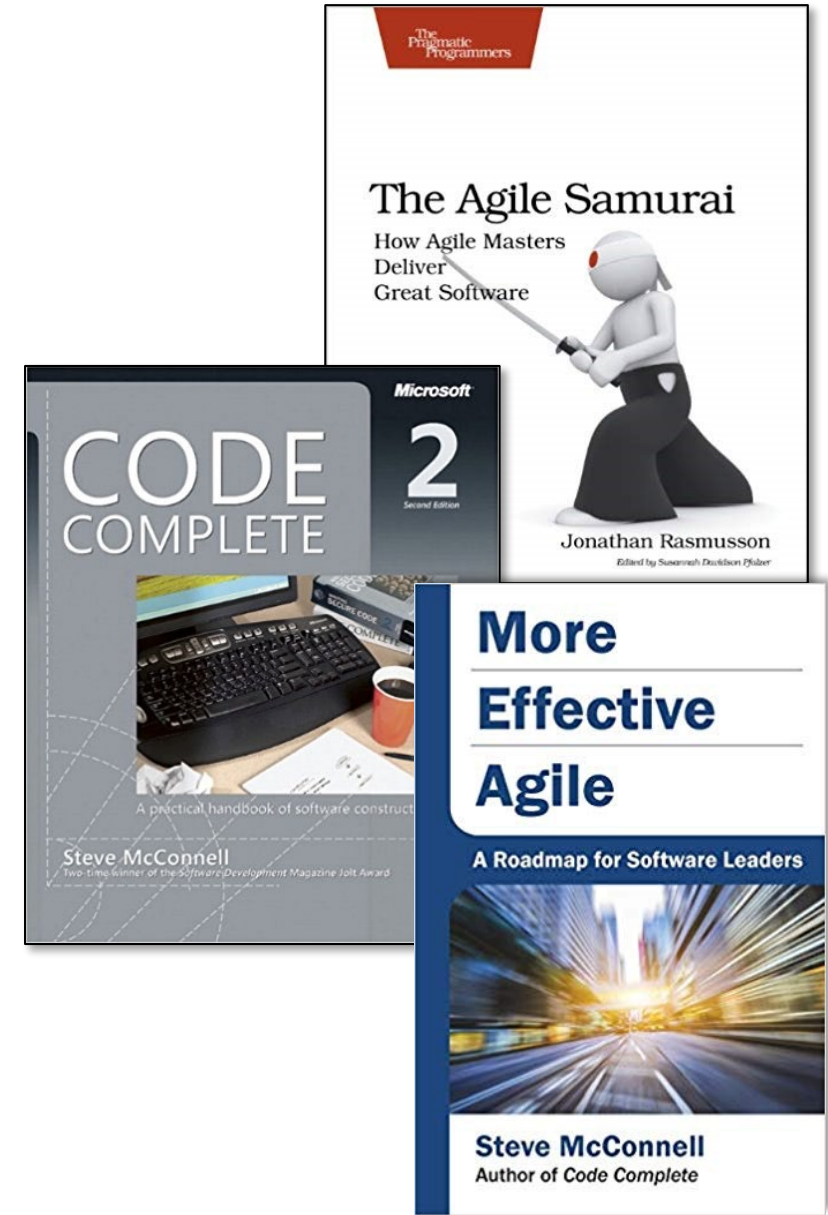
PSIP Process: Testing	
Target: Implement and document practical testing examples for ongoing EXAALT development.	
0. Initial Status. No comprehensive testing framework in place	✓
1. Add 1-3 example tests using the existing CMake infrastructure (CTest)	✓
2. Add 1-3 example tests using the 'Boost Test' library	✓
3. Integrate the CTest infrastructure with the new Boost tests	✓
4. Integrate the Boost-enabled CTest framework into the CI pipeline	✓
5. Bonus: Work with EXAALT team to add more advanced tests to improve code coverage	□
Score (0-5): 3	

MPICH PSIP: Onboarding new team members

Practice: Create Centralized Training Resources		
Score (0 - 4)	Description	Tracking
0	Initial Status : No training process in place.	✓
1	Understand MPICH requirement for developers and typical challenges for new hires	✓
2	Review and gather specific training materials	✓
3	Design "MPICH Training Base" website	✓
4	Solicit feedback, improve, add and prune content to ensure effectiveness	2019

Other Resources

- **The Agile Samurai: How Agile Masters Deliver Great Software (Pragmatic Programmers), Jonathan Rasmusson.**
 - <http://a.co/eUGle95>
 - Excellent, readable book on Agile methodologies.
 - *Also available on Audible.*
- **Code Complete: A Practical Handbook of Software Construction, Steve McConnell.**
 - <http://a.co/eEgWvKj>
 - Great text on software.
 - *Construx website has large collection of content.*
- **More Effective Agile: A Roadmap for Software Leaders, Steve McConnell.**
 - <http://a.co/22EPvt6>
 - New: A realistic view of Agile effectiveness with great advice for project leaders.



Agenda

Time	Module	Topic	Speaker
2:30pm-2:35pm	00	Introduction	David E. Bernholdt, ORNL
2:35pm-3:00pm	01	Overview of Best Practices in HPC Software Development	David E. Bernholdt, ORNL
3:00pm-3:30pm	02	Agile Methodologies and Useful GitHub Tools	Jim Willenbring, SNL
3:30pm-4:00pm		<i>Break</i>	
4:00pm-4:30pm	03	Improving Reproducibility through Better Software Practices	David E. Bernholdt, ORNL
4:30pm-5:15pm	04	Software Design and Testing	Anshu Dubey, ANL
5:15pm-5:45pm	05	Git Workflows	Jim Willenbring, SNL
5:45pm-6:00pm	06	Continuous Integration	David E. Bernholdt, ORNL

Additional IDEAS Activities at the ECP 4AM

Day	Time	Room	Event Title
Tuesday	10:30am-12:00pm	Founders II	Breakout: Collaboration Opportunities with the BSSw Fellows
Tuesday	10:30am-12:00pm	Founders III	BOF: Cultivating Software Sustainability and Productivity through BSSw.io
Tuesday	2:30pm-3:30pm	Founders I	Breakout: The Scope and Role of DevOps in HPC
Wednesday	2:30pm-4:00pm	Founders I	Breakout: Hands-on with Progress Tracking Cards: A Lightweight Method for Improving Your Software Practices
Thursday	1:30pm-4:30pm	Champions I	Breakout: Developing Engaged and Productive Virtual Teams
Tuesday-Thursday		Discovery B	Poster #77: Rate Your Project's Software Practices!
Tuesday-Thursday		Discovery B	Poster #78: Lightweight Software Quality Practice — PSIP: Productivity and Sustainability Improvement Planning
Tuesday-Thursday		Discovery B	Poster #114: Better Scientific Software: So Your Code Will See the Future
Tuesday-Thursday		Discovery B	Poster #115: IDEAS-ECP: Advancing Software Productivity for Exascale Applications
Tuesday-Thursday		Meeting Lobby	IDEAS Desk: Let's talk about software <i>(available during all breaks and selected poster and breakout slots)</i>

Team Management Example

Team Policy

Checklists

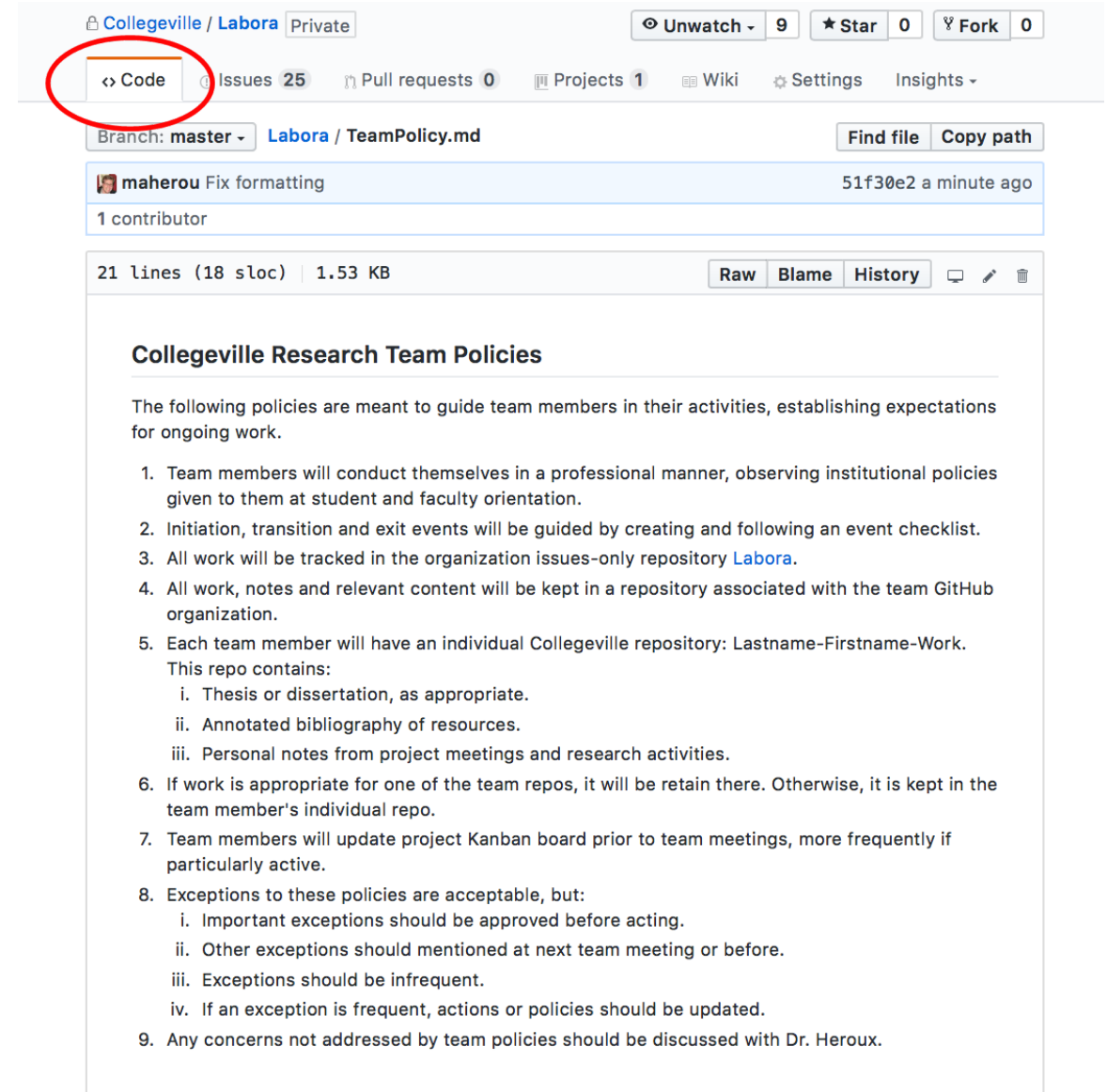
Kanban Board

Step 1: Create Issues-only GitHub repo

- Go to <https://github.com/username>
 - Example: <https://github.com/maherou>
- Create new repo:
 - Click on “+” (upper right).
 - Select New repository...
 - Give repo a name, e.g., **Issues**
 - Select Public. In real life, this repo is often private (requires \$ or special status)
 - Init with README.
 - Don't add .gitignore or license.
 - Click Create Repository.

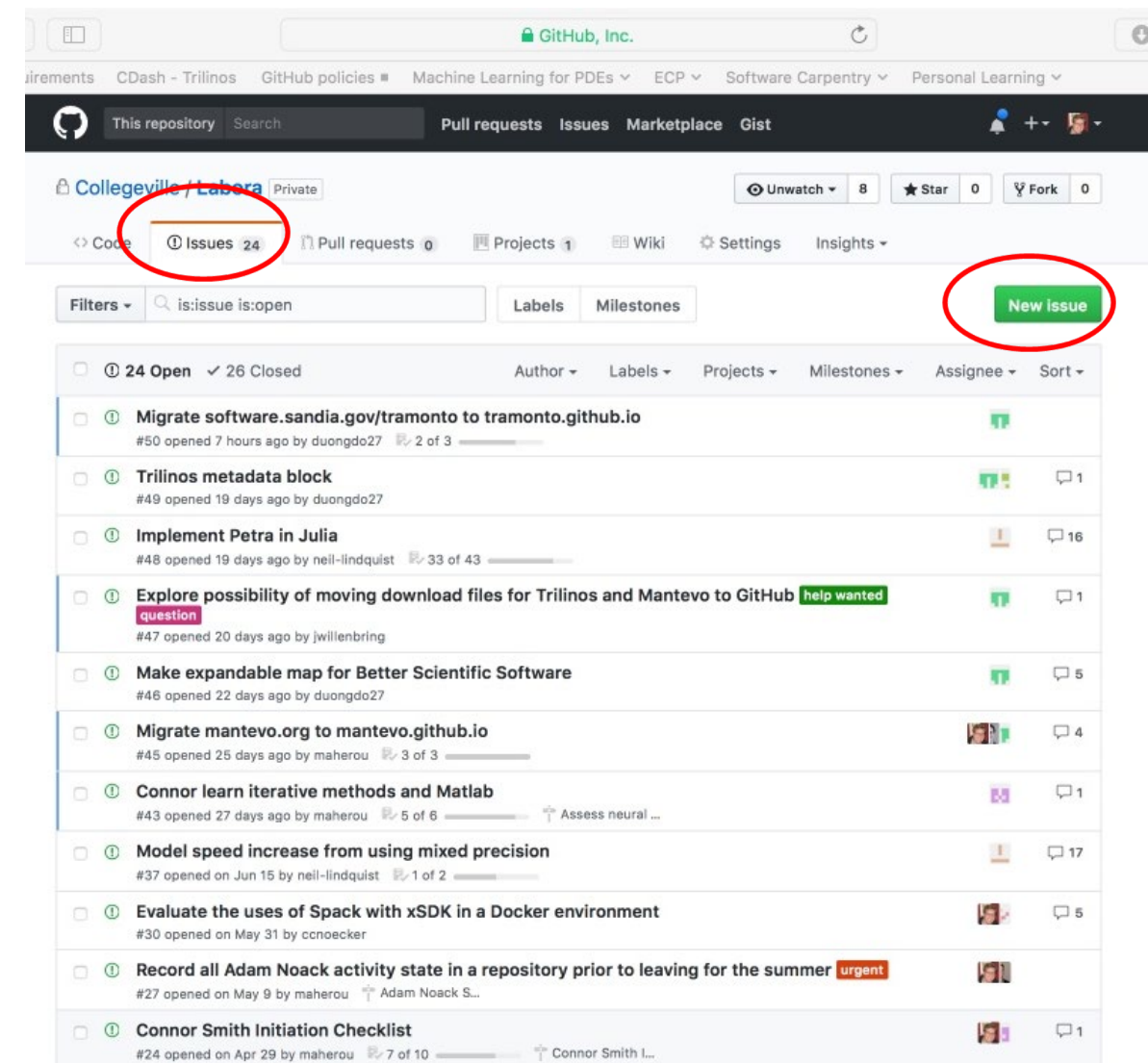
Step 2: Define Team Policy

- Create file:
 - Go to new repo: Issues.
 - Select <> Code tab.
 - Select Create new file TeamPolicy.md
- Questions to address:
 - How members support team?
 - How team supports members?
- Community version:
 - <http://contributor-covenant.org>
- Policy is living document:
 - Informal good practices added.
 - Avoidable bad situations addressed.



Step 3a: Create Issues

- Select the Issues tab.
- Click on New Issue.
- Type in task statement 1 (from list).
 - Type in title only.
- Click Submit new issue
- Repeat.



Step 3b: Create Initiation Checklist

- Select the Issues tab.
- Click on New Issue.
- Select a classmate.
- Type in title: Pat Evans Initiation Checklist
- Add checklist items:
 - Use syntax:
 - [] Description

Spaces required

Collegeville / Labors Private

Unwatch 9

Code Issues 25 Pull requests 0 Projects 1 Wiki Settings

Neil Lindquist Initiation Checklist #17

Closed maherou opened this issue on Mar 31 · 0 comments

maherou commented on Mar 31 • edited by neil-lindquist

This is the initial checklist for Neil's initiation into the Collegeville research project:

- ✓ Create a GitHub account (if you don't have one) and ask Dr Heroux to add you to the Collegeville organization.
- ✓ Become a member of all appropriate repositories in the Collegeville organization.
- ✓ Identify any new repos that should be created, especially if your research topic is new.
- ✓ Learn LaTeX using the <https://github.com/Collegeville/Scribe> repository.
- ✓ At least one of your repos will be a LaTeX collection that will contain your annotated bibliography and the starting point for at least one technical report, which will be an ongoing record of your progress.
- ✓ Sign up for a Udacity online learning account at <https://www.udacity.com>, if you don't have one already. You will use Udacity for some of your introductory training.
- ✓ Take the Udacity course Software Development Process at <https://classroom.udacity.com/courses/ud805>.
- ✓ Take the Udacity course How to Use Git and GitHub at <https://classroom.udacity.com/courses/ud775>.
- ✓ Take the online courses in C++: <http://www.cprogramming.com/tutorial/c++-tutorial.html> and <http://www.cplusplus.com/doc/tutorial>
- ✓ Redo CS200 lab exercises in C++

maherou assigned maherou and neil-lindquist on Mar 31

maherou added this to the Neil Lindquist Initiation milestone on Mar 31

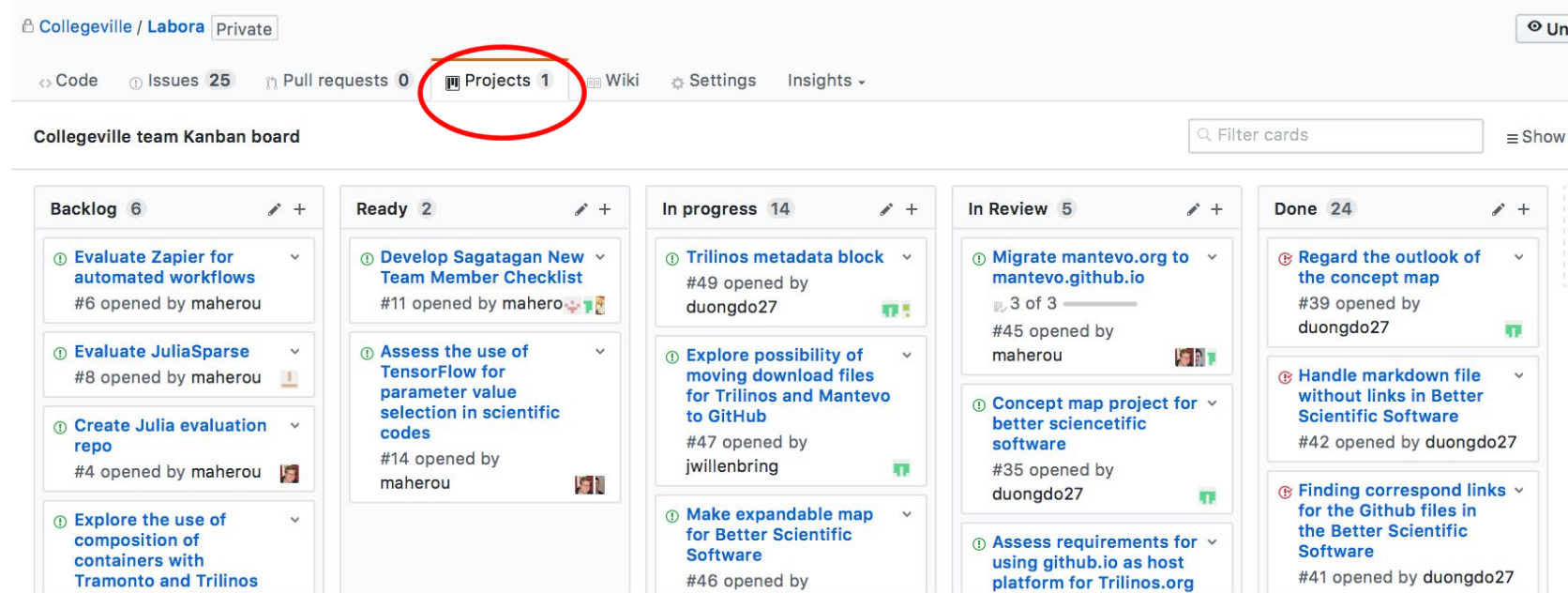
maherou added to Ready in Collegeville team Kanban board on Mar 31

maherou moved from Ready to In progress in Collegeville team Kanban board on May 15

neil-lindquist moved from In progress to Done in Collegeville team

Step 4: Create Kanban Board

- Select Projects tab
- Click New Project
- Use title
 - Team Kanban board
- Add these columns:
 - Backlog, Ready, In progress, In review, Done.
- Click on +Add cards (upper right).
 - Move each issue to the proper Kanban column



Next Steps: Real Life

- Create a GitHub Org and set of repos for your team:
 - Each team member has an individual repo.
 - Each project has a repo.
 - One special repo for issues.
- Track all work:
 - Use checklists for initiation, exit, any big new effort.
 - Create Kanban board. Keep it current.
 - Aggregate related issues using milestones.
- Drive meetings using Kanban board.
- Adapt this approach to meet your needs.
- When you start to get sloppy, get back on track.