



# Verification and Refactoring

Better Scientific Software Tutorial

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license details

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# Verification

# Verification

- Code verification uses tests
  - It is much more than a collection of tests
- It is the holistic process through which you ensure that
  - Your implementation shows expected behavior,
  - Your implementation is consistent with your model,
  - Science you are trying to do with the code can be done.

# Stages and types of verification

- During initial code development
  - Accuracy and stability
  - Matching the algorithm to the model
  - Interoperability of algorithms
- In later stages
  - While adding new major capabilities or modifying existing capabilities
  - Ongoing maintenance
  - Preparing for production

# Components of Verification

- Testing at various granularity
  - Individual components
  - Interoperability of components
  - Convergence, stability and accuracy
- Validation of individual components
- Testing practices
- Error bars
  - Necessary for differentiating between drift and round-off
- Selection of tests for coverage

# Test Definitions

- Unit tests
  - Test individual functions or classes
- Integration tests
  - Test interaction, build complex hierarchy
- System level tests
  - At the user interaction level
- Restart tests
  - Code starts transparently from a checkpoint
- Regression (no-change) tests
  - Compare current observable output to a gold standard
- Performance tests
  - Focus on the runtime and resource utilization

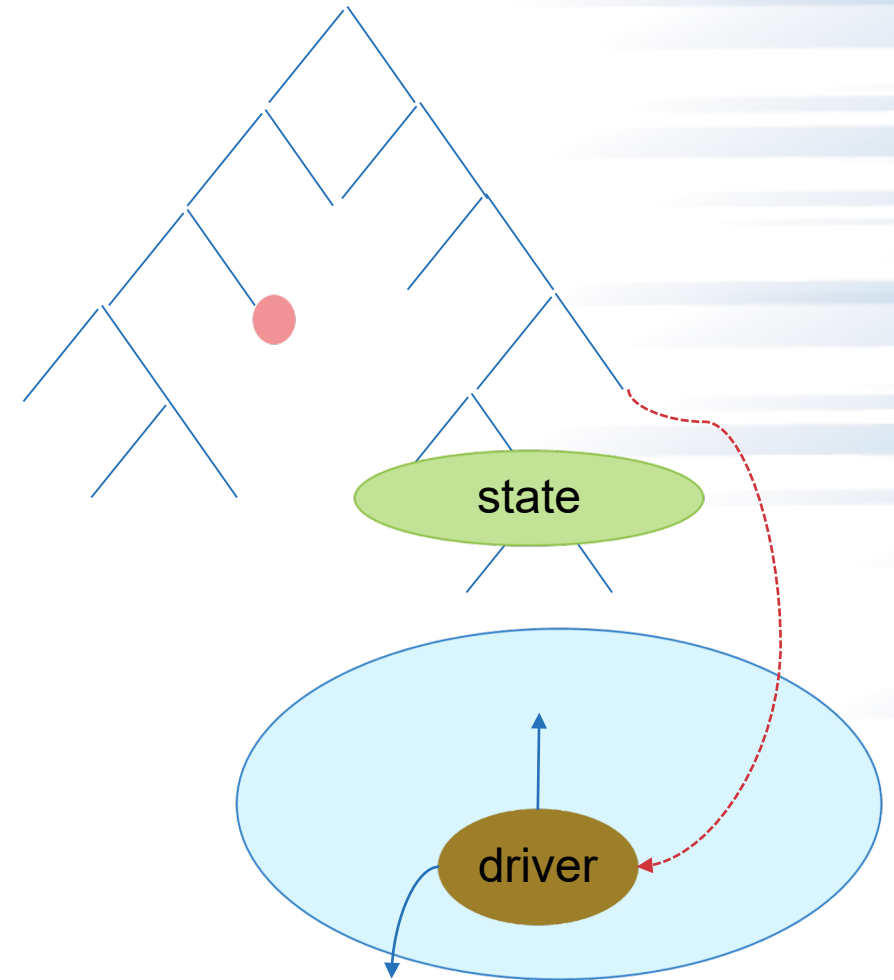
# Test Development

- Development of tests and diagnostics goes hand-in-hand with code development
  - Non-trivial to devise good tests, but extremely important
  - Compare against simpler analytical or semi-analytical solutions
- When faced with legacy codes with no existing tests
  - More creative approach becomes necessary
- Verify correctness
  - Always inject errors to verify that the test is working



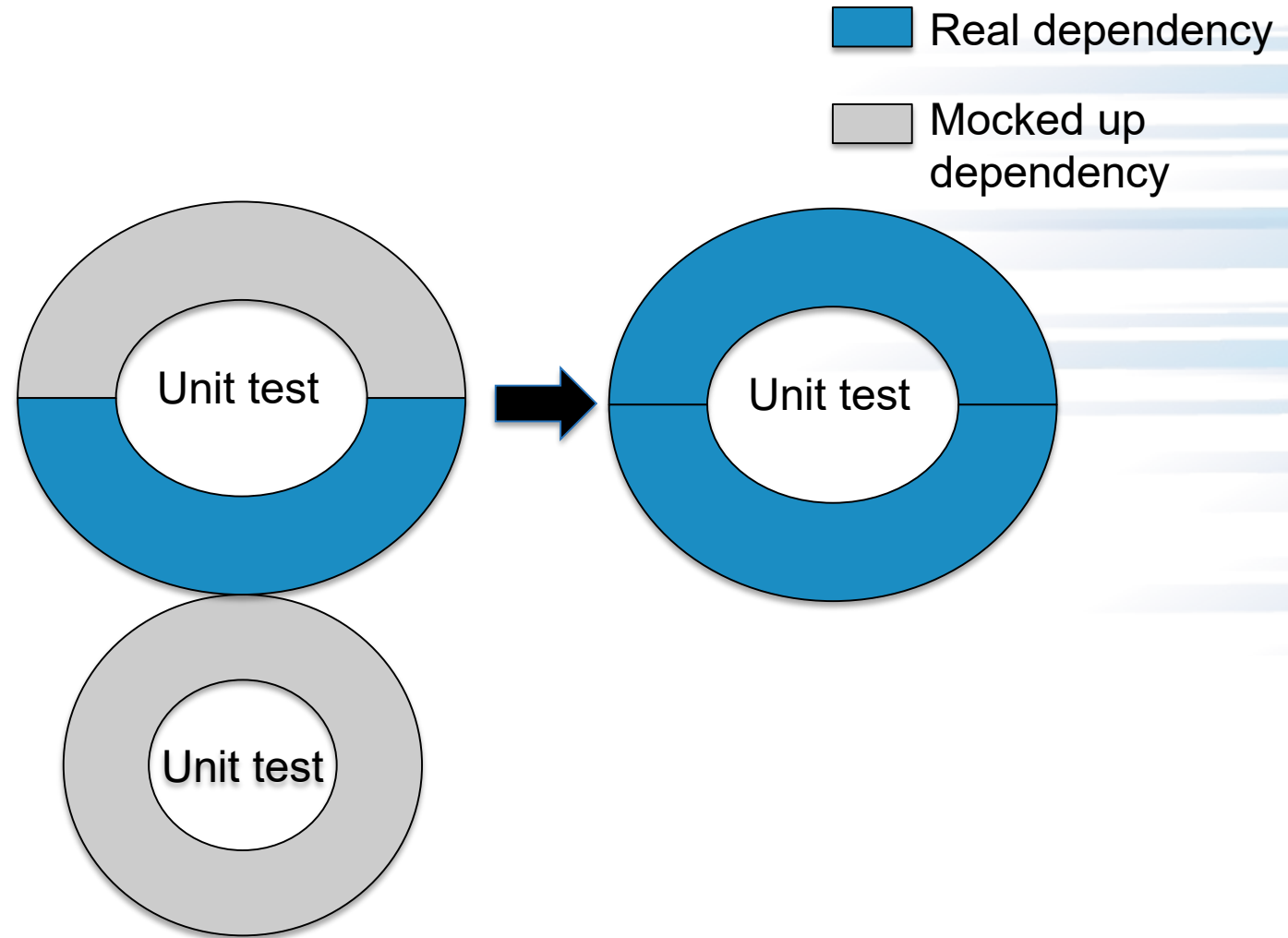
# Example from E3SM

- Isolate a small area of the code
- Dump a useful state snapshot
- Build a test driver
  - Start with only the files in the area
  - Link in dependencies
  - Copy if any customizations needed
- Read in the state snapshot
- Restart from the saved state



# Workarounds for Granularity

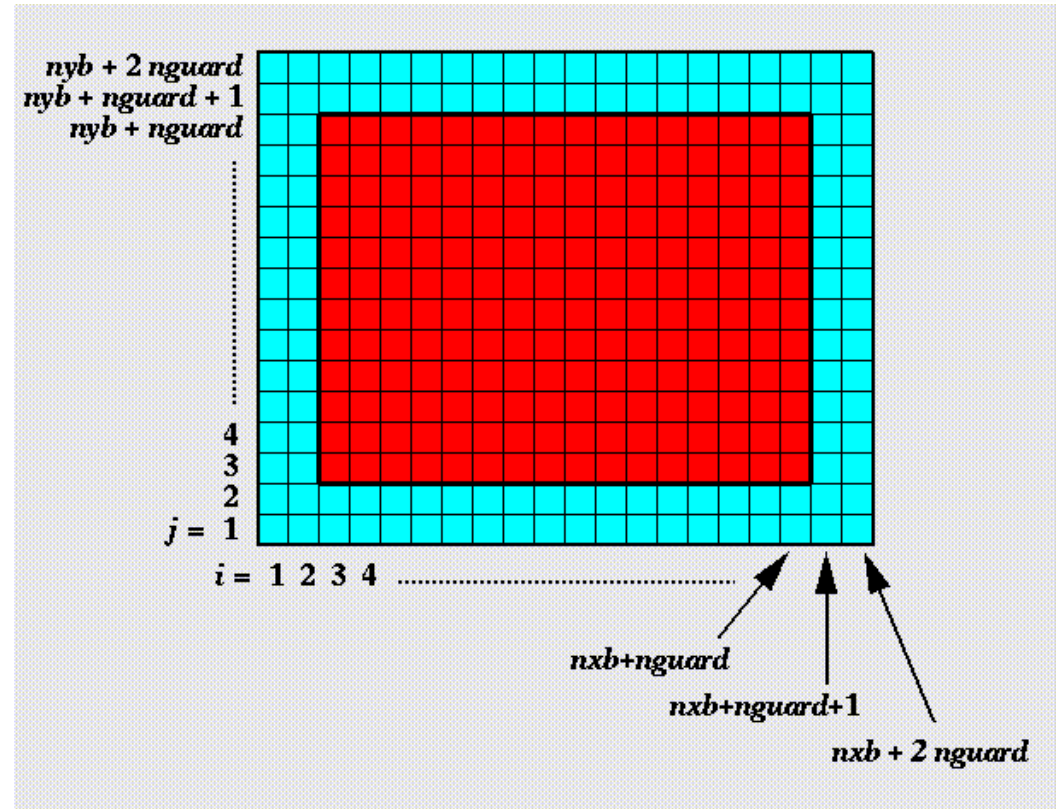
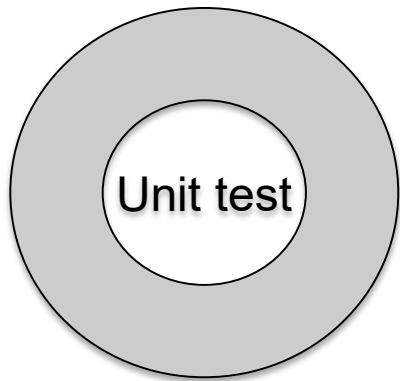
- Approach the problem sideways
  - Components can be exercised against known simpler applications
  - Same applies to combination of components
- Build a scaffolding of verification tests to gain confidence



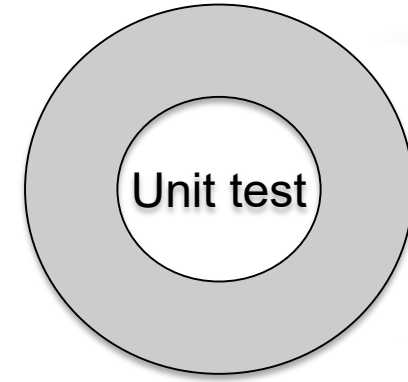
# Example from FLASH

## Unit test for Grid

- Verification of guard cell fill
- Use two variables A & B
- Initialize A in all cells and B only in the interior cells (red)
- Apply guard cell fill to B



# Example from Flash



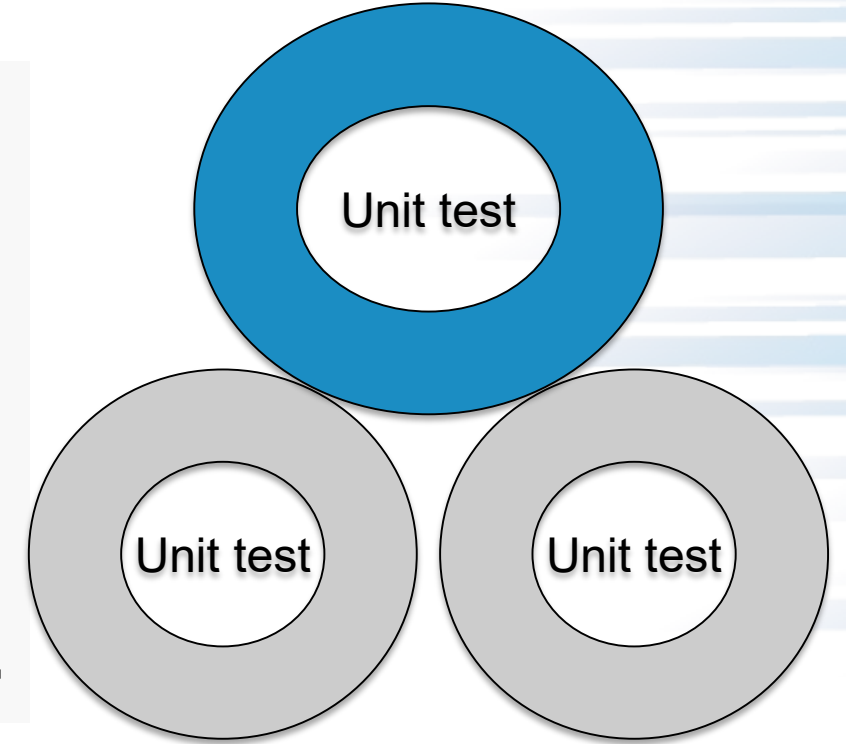
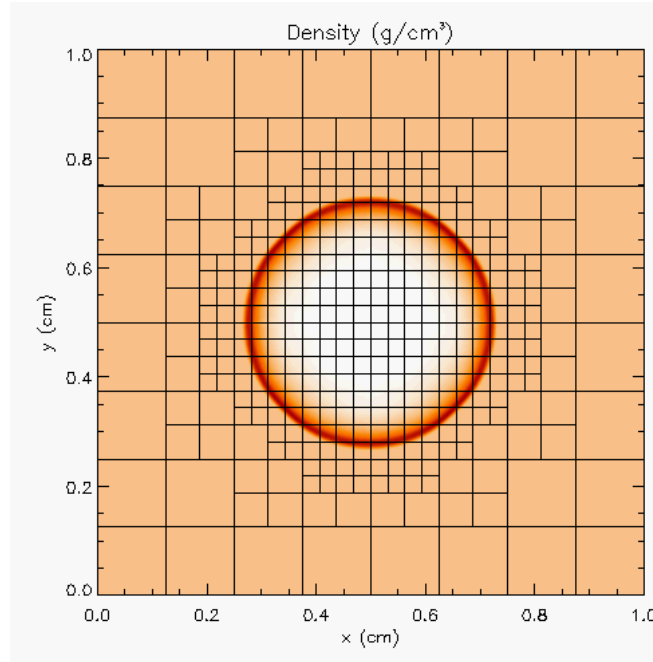
## Unit test for Equation of State (EOS)

- Three modes for invoking EOS
  - MODE1: Pressure and density as input, internal energy and temperature as output
  - MODE2: Internal energy and density as input temperature and pressure as output
  - MODE3: Temperature and density as input pressure and internal energy as output
- Use initial conditions from a known problem, initialize pressure and density
- Apply EOS in MODE1
- Using internal energy generated in the previous step apply EOS in MODE2
- Using temperature generated in the previous step apply EOS in MODE3
- At the end all variables should be consistent within tolerance

# Example from FLASH

## Unit test for Hydrodynamics

- Sedov blast wave
- High pressure at the center
- Shock moves out spherically
- FLASH with AMR and hydro
- Known analytical solution



Though it exercises mesh, hydro and eos, if mesh and eos are verified first, then this test verifies hydro

**More testing needed for Grid using AMR**  
**Flux correction and regridding**

# Example from FLASH

## Reason about correctness for testing Flux correction and regridding

IF Guardcell fill and EOS unit tests passed

- Run Hydro without AMR
  - If failed fault is in Hydro
- Run Hydro with AMR, but no dynamic refinement
  - If failed fault is in flux correction
- Run Hydro with AMR and dynamic refinement
  - If failed fault is in regridding

# Selection of tests

- Two purposes
  - Regression testing
    - May be long running
    - Provide comprehensive coverage
  - Continuous integration
    - Quick diagnosis of error
- A mix of different granularities works well
  - Unit tests for isolating component or sub-component level faults
  - Integration tests with simple to complex configuration and system level
  - Restart tests
- Rules of thumb
  - Simple
  - Enable quick pin-pointing

# Why not always use the most stringent testing?

- Effort spent in devising tests and testing regime are a tax on team resources
- When the tax is too high...
  - Team cannot meet code-use objectives
- When is the tax is too low...
  - Necessary oversight not provided
  - Defects in code sneak through
- Evaluate project needs
  - Objectives: expected use of the code
  - Team: size and degree of heterogeneity
  - Lifecycle stage: new or production or refactoring
  - Lifetime: one off or ongoing production
  - Complexity: modules and their interactions



# Test Selection

- First line of defense
    - code coverage tools (demo later)
  - Necessary but not sufficient – don't give any information about interoperability
- Build a matrix
    - Physics along rows
    - Infrastructure along columns
    - Alternative implementations, dimensions, geometry
  - Mark  $\langle i,j \rangle$  if test covers corresponding features
  - Follow the order
    - All unit tests – including full module tests
    - Tests representing ongoing productions
    - Tests sensitive to perturbations
    - Most stringent tests for solvers
    - Least complex test to cover remaining spots

# Example

	Hydro	EOS	Gravity	Burn	Particles
AMR	CL	CL		CL	CL
UG	SV	SV			SV
Multigrid	WD	WD	WD	WD	
FFT			PT		

Tests	Symbol
Sedov	SV
Cellular	CL
Poisson	PT
White Dwarf	WD

- A test on the same row indicates interoperability between corresponding physics
- Similar logic would apply to tests on the same column for infrastructure
- More goes on, but this is the primary methodology

# Regular Testing

- Part of ongoing verification
  - Automating is helpful
  - Can be just a script
  - Or a testing harness
- Essential for large code
    - Set up and run tests
    - Evaluate test results
  - Easy to execute a logical subset of tests
    - Pre-push
    - Nightly
  - Automation of test harness is critical for
    - Long-running test suites
    - Projects that support many platforms

**Jenkins**  
**C-dash**  
**Custom**  
(FlashTest)

# Refactoring

# Considerations

- Know why you are refactoring
  - Is it necessary
  - Where should the code be after refactoring
- Know the scope of refactoring
  - How deep a change
  - How much code will be affected
- Estimate the cost
  - Expected developer time
  - Extent of disruption in production schedules
- Get a buy-in from the stakeholders
  - That includes the users
  - For both development time and disruption

# Cost estimation

## When development and production co-exist

- Potential for branch divergence
- Policies for code modification
  - Estimate the cost of synchronization
  - Plan synchronization schedule and account for overheads
- Anticipate production disruption
  - From code freeze due to merges
  - Account for resources for quick resolution of merge issues

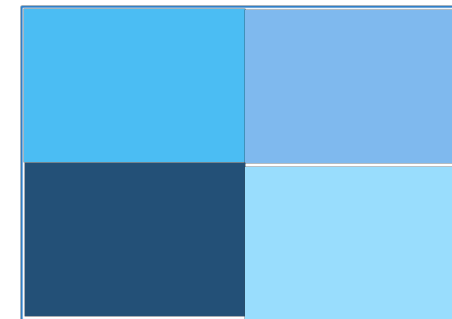
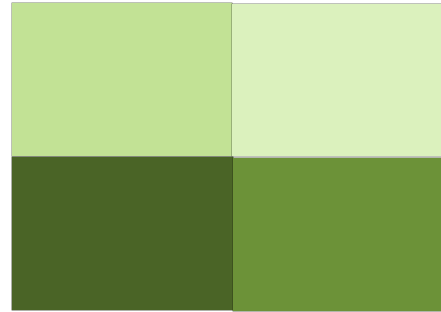
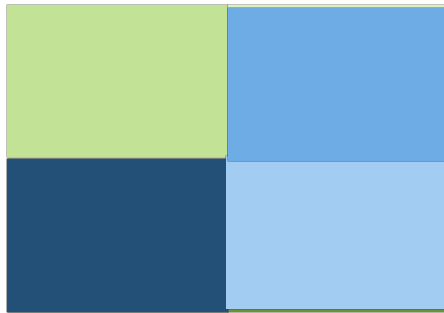
**This is where buy-in from the stake-holders is critical**

# Before Starting

- Know bounds on acceptable behavior change
- Know your error bounds
  - Bitwise reproduction of results unlikely after transition
- Map from here to there
- Check for coverage provided by existing tests
- Develop new tests where there are gaps

Incorporate testing overheads into refactor cost estimates

# On ramp plan



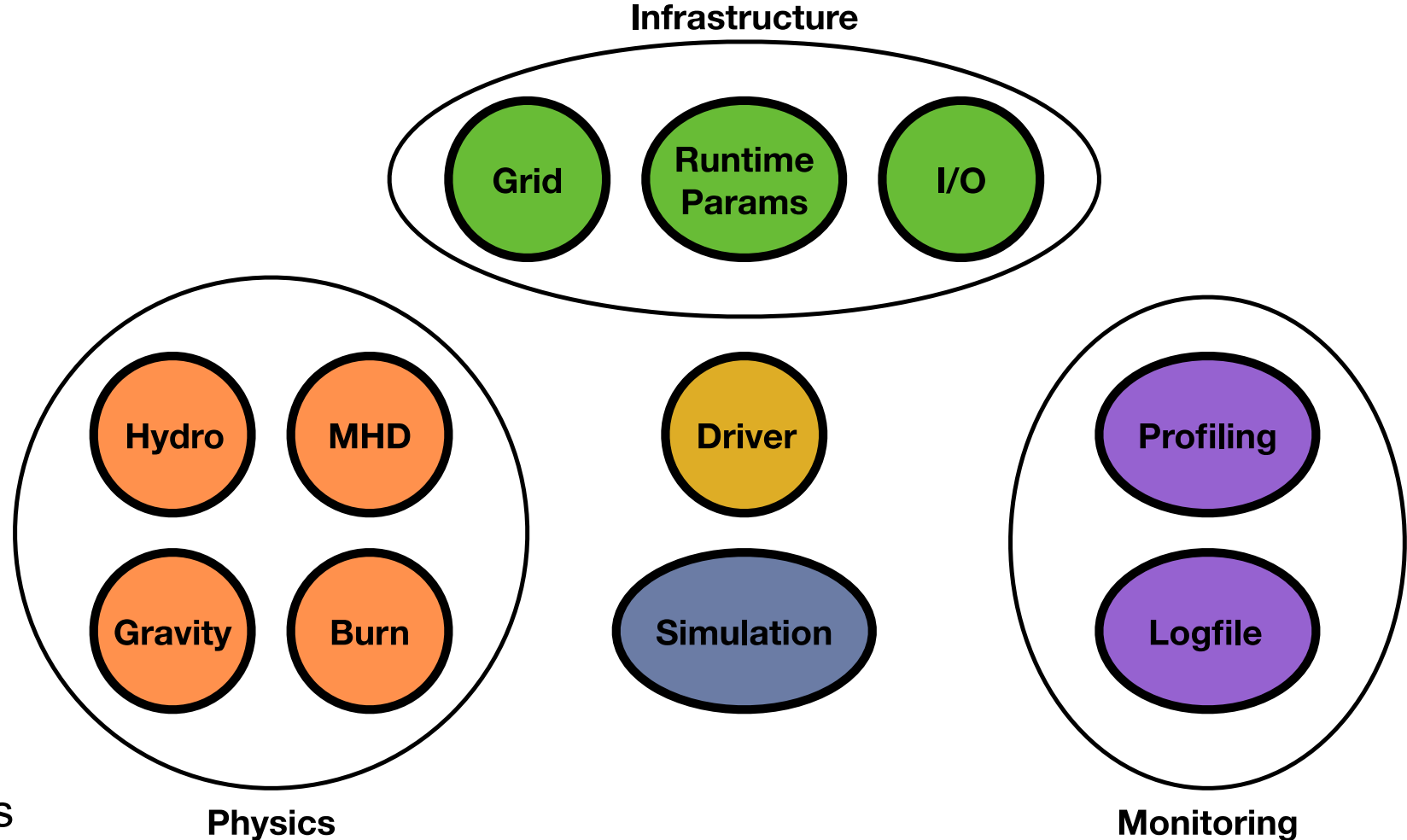
- Incrementally if at all possible
- Small components, verified individually
- Migrated back

- Alternatively migrate them into new infrastructure



# Example FLASH

- Grid
  - Manages data
  - Domain discretization
- Hydro
  - `simpleUnsplit`
  - `Unsplit`
- Driver
  - Time-stepping
  - Orchestrates interactions



# FLASH5

## Refactoring for Next Generation Hardware

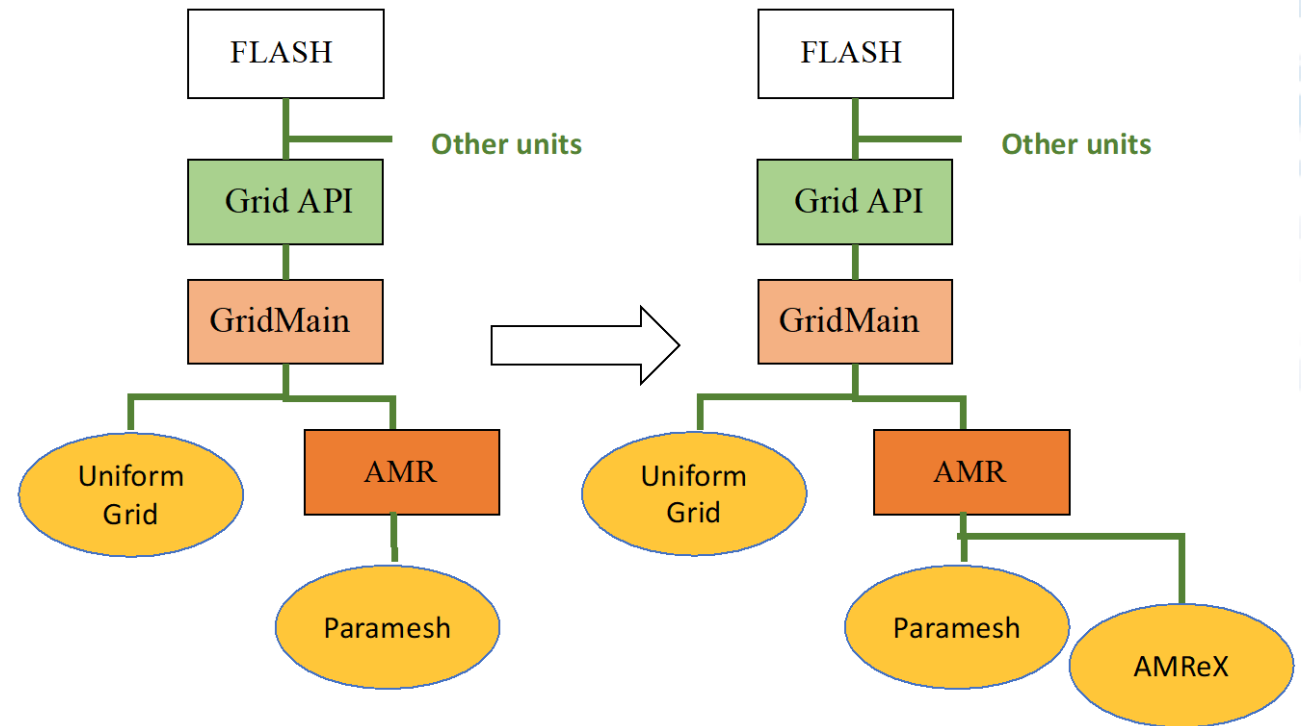
### AMReX - Lawrence Berkeley National Lab

- Designed for exascale
- Node-level heterogeneity
- Smart iterators hide parallelization

**Goal:** Replace Paramesh with AMReX

### Plan:

- Paramesh & AMReX coexist
- Adapt interfaces to suit AMReX
- Refactor Paramesh implementation
- Compare AMReX implementation against Paramesh implementation



# Refactoring plan

## Design

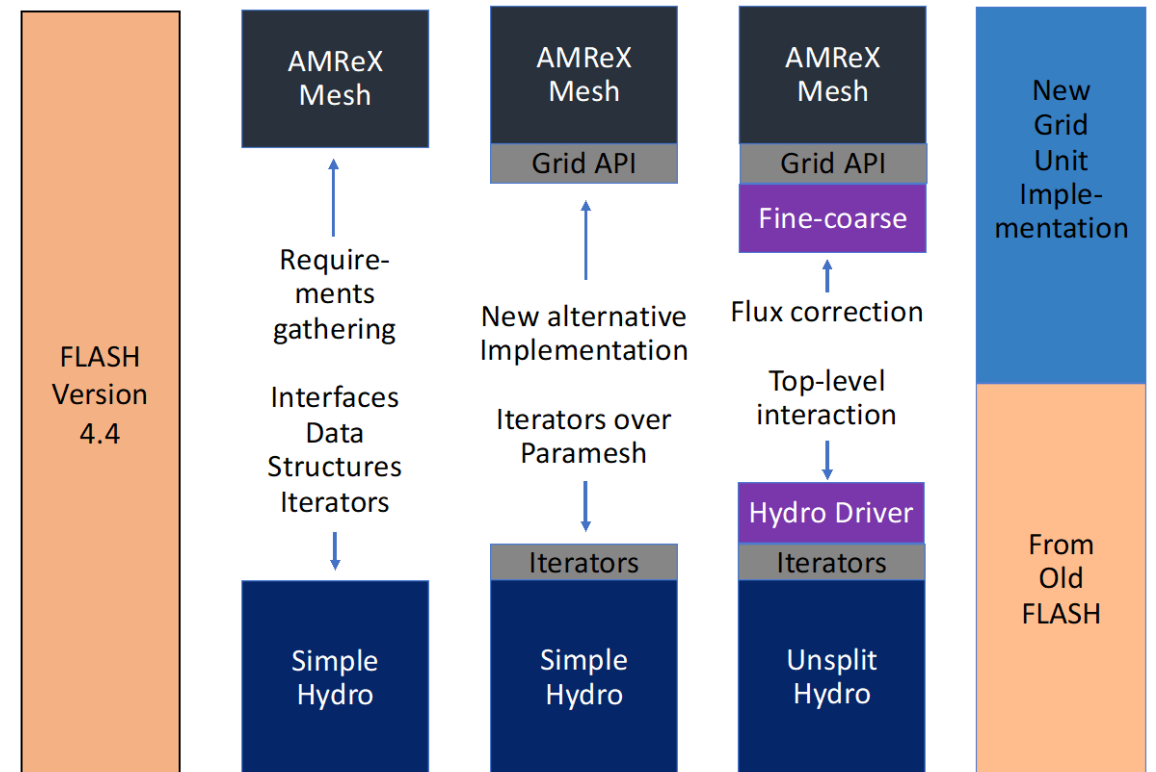
- Degree & scope of change
- Formulate initial requirements

## Prototyping

- Explore & test design decisions
- Update requirements

## Implementation

- Recover from prototyping
- Expand & implement design decisions



# Phase 1 - design

## Sit, think, hypothesize, & argue

- Derive and understand principal definitions & abstractions
- Collect & understand Paramesh/AMReX constraints
  - Generally useful design due to two sets of constraints?
- Collect & understand physics unit requirements on Grid unit
- Design fundamental data structures & update interface
  - AMReX introduces iterators over blocks/tiles of mesh
  - Package up block/tile index with associated mesh metadata
- Minimal prototyping with no verification

# Phase 2 - prototyping

## Quick, dirty, & light

- Implement new data structures
  - Evolve design/implementation by iterating between Paramesh & AMReX
- Explore Grid/physics unit interface
  - `simpleUnsplit` Hydro unit
- Discover use patterns of data structures and Grid unit interface
- Adjust requirements & interfaces

## Verification

- Single `simpleUnsplit` simulation
- Quantitative regression test with Paramesh
- Proof of concept with AMReX *via* qualitative comparison with Paramesh

# Phase 3 - implementation

## Toward quantifiable success & Continuous Integration

- Derive & implement lessons learned
    - Clean code & inline documentation
  - Update `Unsplit` Hydro
  - Hybrid FLASH
    - AMReX manages data
    - Paramesh drives AMR
  - Fully-functioning simulation with AMReX
  - Prune old code
- Verification
- Git workflow
  - Grow test suite / CI with Jenkins
  - Add new feature/test
    - Create Paramesh baseline with FLASH4.4
    - Refactor Paramesh implementation
    - Implement with AMReX & compare against Paramesh baseline

# Other resources

## **Software testing levels and definitions:**

[http://www.tutorialspoint.com/software\\_testing/software\\_testing\\_levels.htm](http://www.tutorialspoint.com/software_testing/software_testing_levels.htm)

**Working Effectively with Legacy Code**, Michael Feathers. The legacy software change algorithm described in this book is very straight-forward and powerful for anyone working on a code that has insufficient testing.

**Code Complete**, Steve McConnell. Includes testing advice.

**Organization dedicated to software testing:** <https://www.associationforsoftwaretesting.org/>

**Software Carpentry:** <http://katyhuff.github.io/python-testing/>

**Tutorial from Udacity:** <https://www.udacity.com/course/software-testing--cs258>

## **Papers on testing:**

<http://www.sciencedirect.com/science/article/pii/S0950584914001232>

[https://www.researchgate.net/publication/264697060\\_Ongoing\\_verification\\_of\\_a\\_multiphysics\\_community\\_code\\_FLASH](https://www.researchgate.net/publication/264697060_Ongoing_verification_of_a_multiphysics_community_code_FLASH)

## **Resources for Trilinos testing:**

Trilinos testing policy: <https://github.com/trilinos/Trilinos/wiki/Trilinos-Testing-Policy>

Trilinos test harness: <https://github.com/trilinos/Trilinos/wiki/Policies--%7C-Testing>

# Agenda

Time	Module	Topic	Speaker
2:00pm-2:40pm	01	Overview of Best Practices in HPC Software Development	Anshu Dubey, ANL
2:40pm-3:20pm	02	Better (Small) Scientific Software Teams	David E. Bernholdt, ORNL
3:20pm-4:00pm	03	Improving Reproducibility through Better Software Practices	David E. Bernholdt, ORNL
<i>4:00pm-4:30pm</i>		<i>Break</i>	
4:30pm-5:15pm	04	Verification & Refactoring	Anshu Dubey, ANL
5:15pm-6:00pm	05	Git Workflow & Continuous Integration	Jared O'Neal, ANL