Best Practices for Building and Using Community Software Repositories

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What is Community Software?

•All development is performed openly

- Anybody can review any aspect of the project
- Anybody can submit patches
- •No "membership requirement" to be a part of the community

Seven Habits of Highly Effective Community Software Projects

- 1. Mailing list/Stack Overflow discussions for users
- 2. Issue Tracker (bug reports, feature requests)
- 3. Code reviews / Enhancement proposals
- 4. Timely responses
- 5. Unit Tests
- 6. Documentation
- 7. Accessible Community Software Repository

Version Control Systems

- CVS
- Subversion
- BitKeeper
- Bazaar
- Mercurial
- Git

Git





"If that doesn't fix it, git.txt contains the phone number of a friend of mine who understands git. Just wait through a few minutes of 'It's really pretty simple, just think of branches as...' and eventually you'll learn the commands that will fix everything."



Considerations

- Training
- Expertise (to guide new users)
- Export of existing non-git projects
- Documented workflow (e.g., GitFlow)
- Resources
- http://software-carpentry.org/lessons/
- https://www.atlassian.com/git/tutorials/comparing-workflows/
- http://nvie.com/posts/a-successful-git-branching-model/

What are Community Software Repositories?

It is where the community collaborates!

- GitHub
- Gitorious / GitLab
- Apache Allura
- Atlassian BitBucket

Community Software Repositories

- Navigable view of your projects
- Access control (groups, members, etc.)
- Issue Tracker
- Wiki
- Code Reviews
- Web Hooks
- Major productivity boost
 - https://www.openhub.net/p/matplotlib

Code Reviews

- a.k.a. RFCs, Merge Request, Pull Requests
- Anybody can submit
- Anybody can comment
- Only members can accept and merge
- Example:
 - https://github.com/matplotlib/matplotlib/pull/4686

Web Hooks

- Trigger actions on each Pull Request
 - Unit Tests (TravisCI, GitLab-CI, JenkinsCI, etc)
 - Test Coverage Reports (Coveralls, etc.)
 - Documentation builds (devdocs)
 - Binary releases (Appveyor)

Large File Support

- Tough to define threshold
- Highly dependent upon situation
 - Frequency of updates to "large files"
 - How many "large files"
 - Binary or text-like (e.g., .shp, .svg, .eps)
- Version control is notoriously bad at handling these gracefully and efficiently
- GitHub and GitLab both support "git-lfs", which keeps chosen files on third-party serivces like DropBox
- Clone of a LFS repository is tiny until calling git lfs fetch

Conclusions

- Change how we usually think of software development
- People outside NOAA can help
- Avoid silo'ed code utilize git's strengths to foster collaboration between Ops and researchers
- Solutions for handling large files are still being developed