BASICS OF SOFTWARE PUBLICATION

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Reproducibility and Reuse of Software Development Why Should I Care?



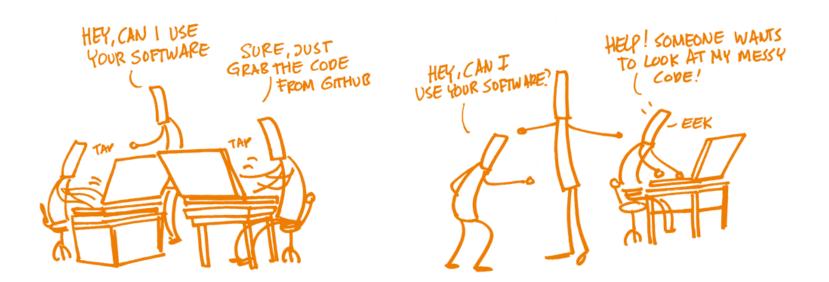
So that it's like this...

... instead of this.

OPEN SOURCE

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CLOSED SOURCE

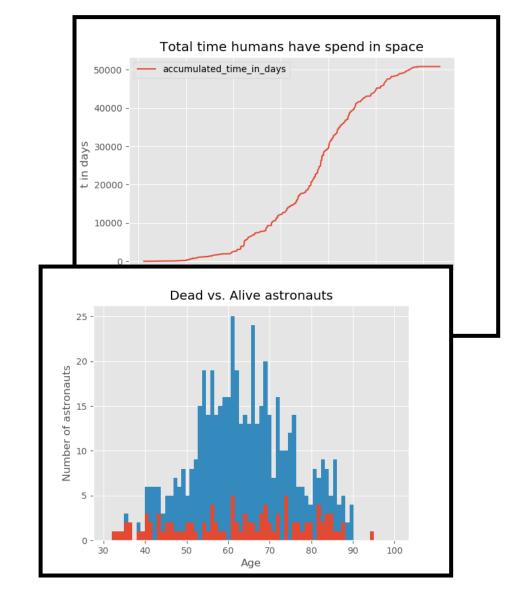


OVERVIEW ABOUT TYPICAL GOOD PRACTICES



Example: Astronaut Analysis





• <u>Astronauts Analysis</u> is a data publication consisting of:

- Data set
- Analysis script written in Python using <u>pandas</u> and <u>matplotlib</u>
- Result plots
- Scenario:
 - I created it on my own as part of my job.
 - I want to make its <u>reuse as easy as possible</u> and make it available under an open source license.

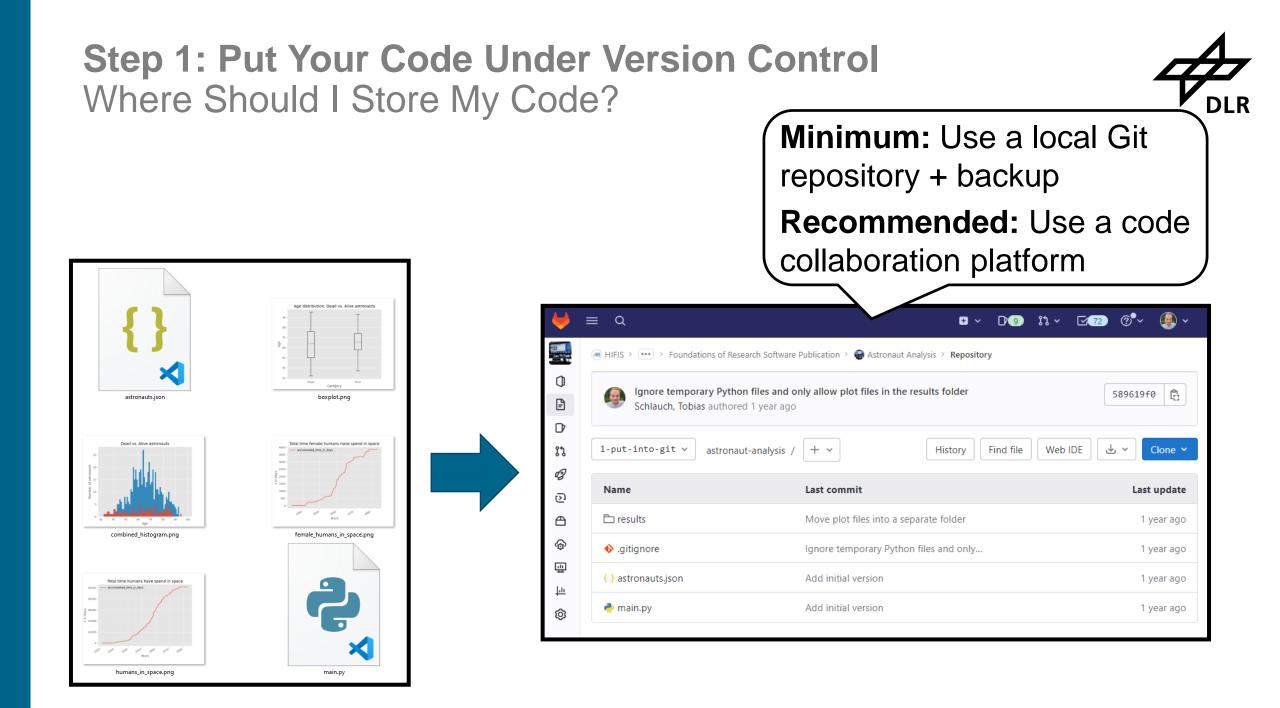


- Step 1: Put your code under version control
- Step 2: Make sure that your code is in a sharable state
- Step 3: Add essential documentation
- Step 4: Add a license
- Step 5: Release your code

Essential aspects which you should try to already address for "internal" software!

VERSION CONTROL





Step 1: Put Your Code Under Version Control What Belongs in the Repository?



- Everything to make a usable version of your code such as:
 - Source code, documentation, build scripts, test cases, configuration files, input data, ...
- Avoid adding generated files such as:
 - Third-party libraries, generated binaries, ...
- How to handle large (data) files?
 - Available could be <u>git-lfs</u>, <u>git-annex</u>, <u>Datalad</u> or your research data management publication repository
- Please note:
 - Details depend on the "product" that you manage in the Git repository
 - .gitignore files helps you to control what goes into your repository. See also https://gitignore.io/ for templates.

SHARABLE STATE



Step 2: Make Sure That Your Code Is in a Sharable State General Hints



- Make sure others can run your code:
 - No dependencies on internal resources (servers, storage, licensed software, ...)
 - No absolute paths
 - Clearly state dependencies + provide required build / installation scripts (e.g.: <u>pip-tools</u>, <u>poetry</u>) => crucial aspect of reproducibility
- Organize files in a suitable directory structure (e.g.: <u>Python Application</u> <u>Layouts</u>, <u>Good Data Practices</u>)
- Do not share sensitive data such as passwords, user accounts, SSH keys, internal IP addresses, etc. (e.g.: <u>gitleaks</u>)
- Orientate on standards of your domain / community

Step 2: Make Sure That Your Code Is in a Sharable State Improve Your Code Style and Structure



- Strive for understandable code:
 - Apply a code style consistency is more important than convenience (e.g.: <u>PEP8</u>)
 - Use a consistent and light code layout
 - Structure your code in suitable "building blocks" such as functions
 - Use specific and appropriate names for all artifacts
 - Provide sufficient level of code comments
- Read code of others for inspiration
- Try to do pair programming and reviews (even if it is with your rubber duck)

Step 2: Make Sure That Your Code Is in a Sharable State Think About Testing and Automation



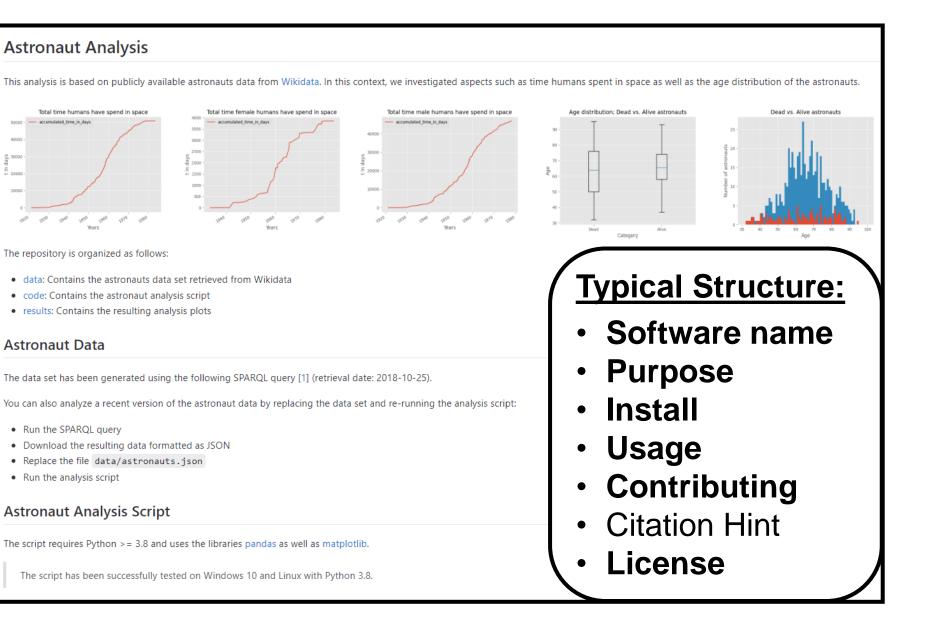
- Small tests are done easily but already show effect:
 - Code linters and checkers help to find poor code snippets and help to enforce coding styles (e.g.: <u>flake8</u>, <u>black</u>)
 - Automated tests work as an executable documentation (e.g.: <u>pytest</u>)
- Tests offer a good starting point for your automation efforts!

DOCUMENTATION



Step 3: Add Documentation

1 3000



Step 3: Add Documentation General Hints

• Mind your target groups:

- Typical perspectives: Users, contributors
- Users: Installation / usage instructions, tutorials, support channels, ...
- Contributors: Contribution guidelines, technical overview, ...

• Think about adding typical documentation files such as:

• README (project front page), CONTRIBUTING (contributions guidelines), CODE_OF_CONDUCT (communication rules), LICENSE (license information), CHANGELOG (major changes), CITATION (citation metadata)

• Please note:

- <u>Markdown</u> or another markup language is quite often used to write documentation
- Usually, you will need additional documentation, for example, in a docs directory (e.g.: <u>Sphinx</u>, <u>MkDocs</u>)

SOFTWARE LICENSING



Copyright Basics

Copyright

- Software is protected by copyright.
- Copyright protects the expression of an idea.
- Copyright grants exclusive rights to the copyright holder.

• Who is the copyright holder of a software?

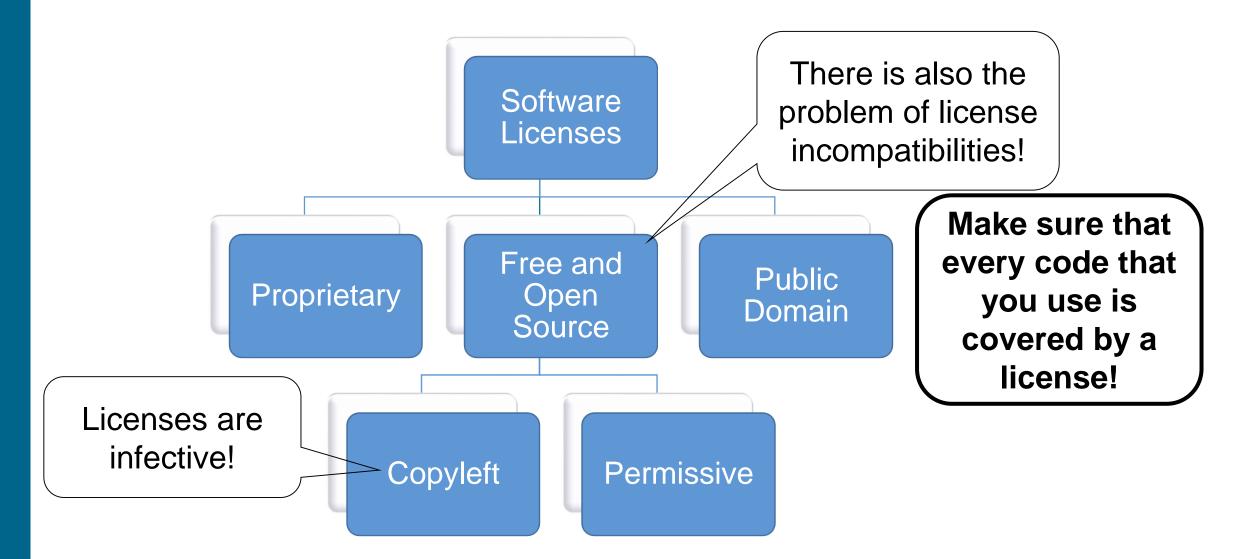
- All contributors are considered as copyright holders and jointly exercise the rights granted by copyright.
- A company paying an employed developer obtains most of the exclusive rights.



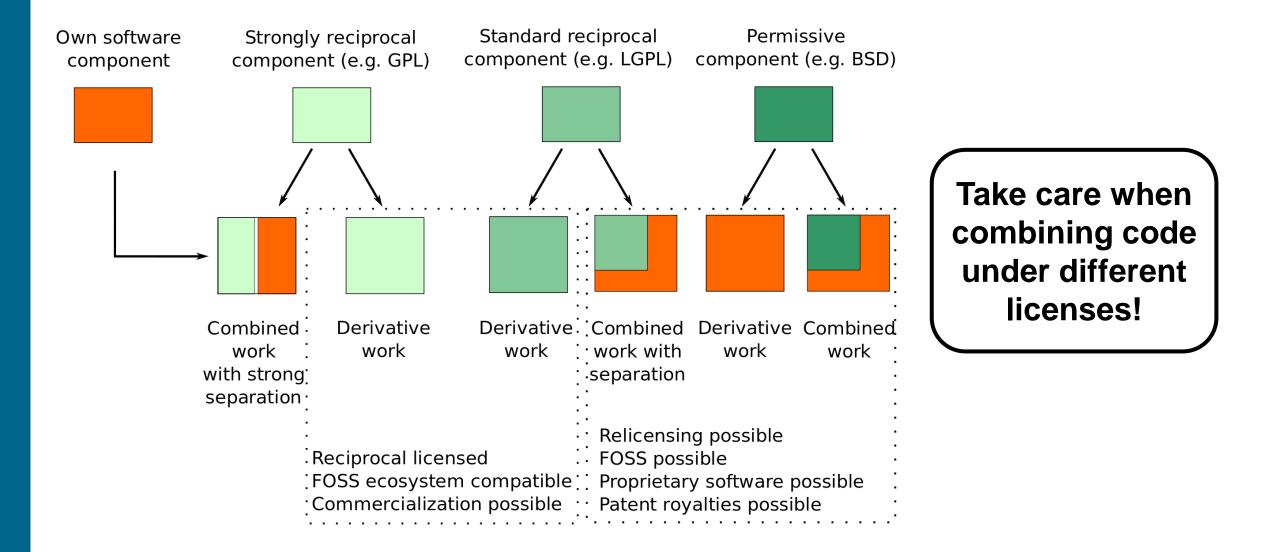


Software Licenses





Combining Modules under Different Licenses



Minimal License Checklist

1. Choose a license

- Consider strategical implications
- Comply with licenses of third-party dependencies
- 2. Ask your boss for permission
- 3. Add copyright holder and license information

• Please note:

• <u>DLR Open Source Brochure</u> (German only) provides further detailed information.

Find out about your organizational processes!

Ask for legal advice if you are unsure!



Example: Astronaut Analysis Choose a License



- After checking the recommendation from https://choosealicense.com/, I want to use the MIT License.
 S liccheck -s liccheck.ini -r requirements.txt --no-deps
 - But do the licenses of my dependencies fit?
 - But what about the non-code artifacts?

```
$ liccheck -s liccheck.ini -r requirements.txt --no-deps
gathering licenses...
3 packages.
check unknown packages...
3 packages.
    flake8 (3.9.2): ['MIT']
    matplotlib (3.4.2): ['Python Software Foundation']
    pandas (1.2.4): ['BSD']
```

• Final copyright and license decisions:

Copyright holder: German Aerospace Center

MIT

CC0-1.0

- Source code:
- Data set: CC0-1.0
- Docs and plots: CC-BY-4.0
- Insignificant files:

My boss is fine with it © But how do I annotate this information "correctly"?

Example: Astronaut Analysis Add Copyright Holder and License Information

- Goal: Add license file(s) and note copyright holder(s)
- **<u>REUSE</u>**: Make it easy to determine what license a file is licensed under and who owns the copyright!
 - Heavily builds on <u>SPDX</u> and provides the <u>reuse helper tool</u>
 - For more information: Tutorial, FAQ, Specification

<pre>\$ reuse annotatecopyright="German Aerospace Center"license="MIT" code/* Successfully changed header of code\requirements.txt Successfully changed header of code\test.sh Successfully changed header of code\astronaut-analysis.py</pre>					
# SPDX-FileCopyrightText: 2023 German Aerospace Center #					
# SPDX-License-Identifier: MIT					
""" This script analysis the astronaut data set and creates different plots as result. """					





RELEASE





- A release is a specific working software version
- The **release number** uniquely identifies the release (e.g., <u>1.0.1</u> or <u>2022-03-17</u>)
- A user uses the **release package** to install and use the released software:
 - Contains code + documentation
 - Simplest form: snapshot of your source code repository packaged as Zip file
- Important changes between releases are documented in a <u>changelog</u>

What do I have to do?



1. Prepare your code for release

- a) Define the release number
- b) Update the documentation and citation metadata
- 2. Check your code
- 3. Publish and archive the release
 - a) Mark the release in the source code repository using a tag
 - b) Create the release package
 - c) Archive the release package in the publication repository

Astronaut Analysis Release 1.0.0



License information for code, data,	 •• 13 Commits % 10 Branches Ø 1 Tag I 148 KiB Project Storage % 1 Release The repository contains the example code used in this workshop. DOI 10.5281/zenodo.10001813 Latest Release 1.0.0 Add changelog and reference it Tobias Schlauch authored 2 years ago 		Ba05544e ₽ History Find file Edit Code Code	Release 1.0.0 marked as Git tag in the repository
results	Name	Last commit	Last update	
properly		Add license and copyright information	2 years ago	
annotated via	🗅 code	Add license and copyright information	2 years ago	
	🖹 data	Add license and copyright information	2 years ago	
REUSE /	🗅 results	Add license and copyright information	2 years ago	
	♦ .gitignore	Add license and copyright information	2 years ago	
	🤟 .gitlab-ci.yml	Add license and copyright information	2 years ago	
	M CHANGELOG.md	Add changelog and reference it	2 years ago	
	📮 LICENSE.md	Add license and copyright information	2 years ago	





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Thank you!

What are your Questions?

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- Content created based on DLR/HIFIS training "Foundations of Research Software Publication" and example project "Astronaut Analysis"
 - https://codebase.helmholtz.cloud/hifis/software/education/hifis-workshops/foundations-ofresearch-software-publication/workshop-materials
 - https://codebase.helmholtz.cloud/hifis/software/education/hifis-workshops/foundations-ofresearch-software-publication/astronaut-analysis

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