

http://se.informatik.uni-kiel.de/

GEOMAR Data Science Symposium, April 19th, 2018





Christian-Albrechts-Universität zu Kiel





future ocean KIEL MARINE SCIENCES

### Agenda

- 1. A look at industrial, Internet-scale Software Systems
- Software Engineering for Computational Science
- 3. OceanTEA: Platform for Repeatable Ocean Observation Data Processing
- 4. GeRDI: Generic Research Data Infrastructure
- 5. Summary & Outlook

### Internet-Scale Software Example: otto.de



Inspiration . Damen . Herren . Kinder . Wäsche/Bademode . Sport . Schuhe . Große Größen Multimedia . Haushalt . Küche . Möbel . Heimtextilien . Baumarkt . Spielzeug . Marken . %Sale%



#### Facts and figures about OTTO

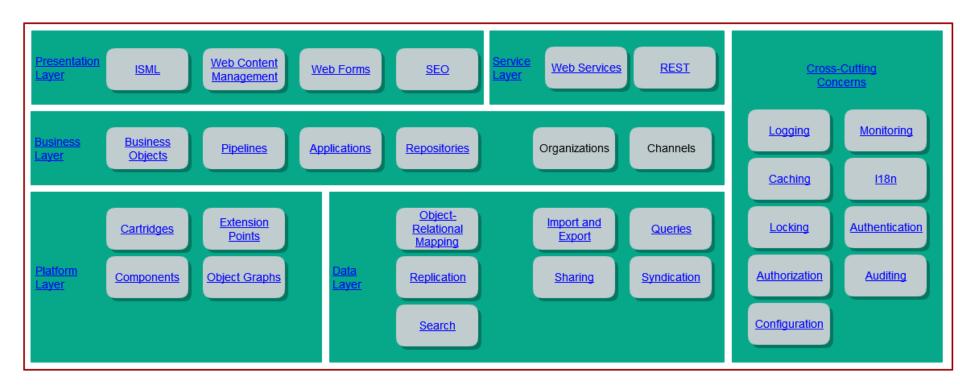
Profile	
Founded	August 17th, 1949
No. of employees	4,350
Revenue in 2015/16 FY	2.563 billion Euros
Online revenue share	round 90 percent



http://www.ottogroup.com/de/presse/material.php

### Otto Web Shop until 2013







https://support.intershop.com/kb/index.php/Display/276B90

### Otto: Project Lhotse 2011-2013

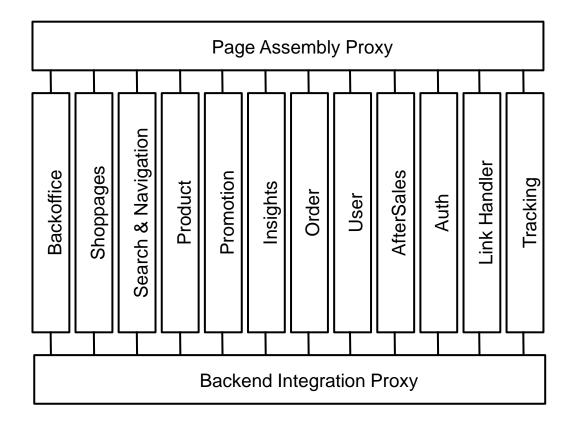
- In 2011, Otto started a complete re-implementation of their ecommerce software from scratch.
- The drivers for this decision were diverse, but had mostly to do with non-functional requirements like scalability, performance and fault tolerance.
  - Regarding scalability, they were not only thinking about technical scalability in terms of load or data.
  - They needed a solution that was scaling with respect to the number of teams and/or developers working on the software at a given time.
  - In addition to that, they planned to practice **DevOps** including continuous deployment, in order to deliver features quickly to the customer.

https://www.otto.de/unternehmen/de/newsroom/dossiers/lhotse.php

### **Modernization Strategy**

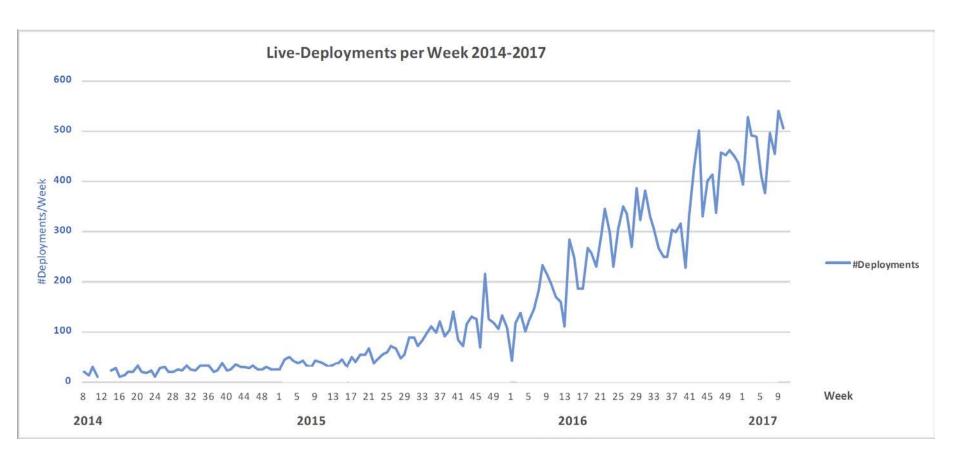
- What they have found was in the first place a little bit unusual, but in the end highly successful:
  - Instead of setting up a single development team to create a new platform for the shop, they were actively employing Conway's Law by starting development with initially four separate teams with four loosely coupled applications (a.k.a. microservices):
    - **Product**, being responsible for products and their presentation.
    - Order for shopping carts and the order process.
    - **Promotion**, serving product recommendations and promotions for assortments, brands, and so on.
    - Search and Navigation for search and navigation in the shop.
- In the following years, they founded several more teams and systems.

# Verticals for Business Functions Example: otto.de

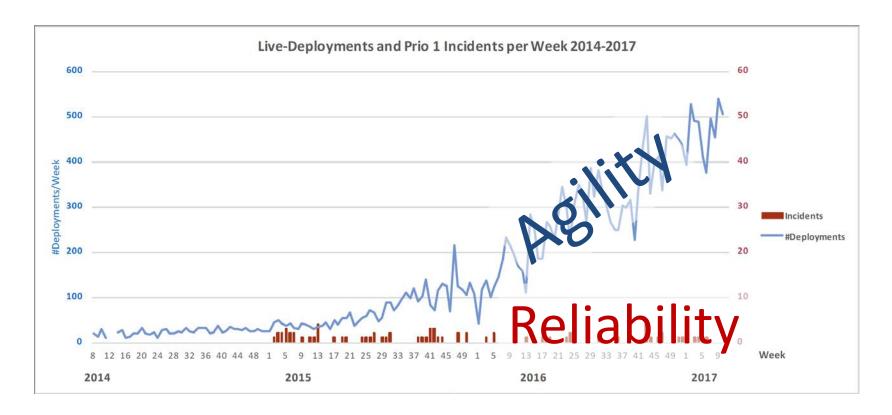


[Hasselbring & Steinacker 2017]

### Life Deployments @ Otto.de



# Life Deployments & Incidents @ Otto.de



[Hasselbring & Steinacker 2017]

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# Message: Adapt existing software engineering techniques for

https://doi.org/10.1109/MCSE.2018.108162940

computational science

[Johanson & Hasselbring 2018]



## Software Engineering for Computational Science:

Past, Present, Future

Arne N. Johanson XING Marketing Solutions GmbH

Wilhelm Hasselbring Kiel University

Editors: Jeffrey Carver, carver@cs.ua.edu; Damian Rouson, damian@sourceryinstitute.org Despite the increasing importance of in silico experiments to the scientific discovery process, state-of-the-art software engineering practices are rarely adopted in computational science. To understand the underlying causes for this situation and to identify ways to improve it, we conducted a literature survey on software engineering practices in computational science. We identified 13 recurring key characteristics of scientific software

development that are the result of the nature of scientific challenges, the limitations of computers, and the cultural environment of scientific software development. Our findings allow us to point out shortcomings of existing approaches for bridging the gap between software engineering and computational science and to provide an outlook on promising research directions that could contribute to improving the current situation.

With the constantly increasing capabilities of modern computers, in silico experiments are becoming more complex and playing a more important role in the scientific discovery process. As a consequence, the complexity and lifespan of scientific software are growing, as well as the necessity for its output to be reproducible and verifiable. This increases the importance of employing sound software engineering practices in the development of scientific software to guarantee reliable and accurate scientific results. However, surveys show that state-of-the-art software engineering methods are rarely adopted in computational science. <sup>2,3</sup> To understand the underlying causes for this and to identify ways to improve the current situation, in this article, we survey literature on software engineering in computational science and identify key characteristics that are unique to scientific software development.

To provide a basis for our survey, we outline the historical development of the relationship between the disciplines of software engineering and computational science. This relationship is, to a large extent, characterized by an isolation between the two disciplines that has resulted in

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19.04.2018 W. Hasselbring 11

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# Cloud-Based Platform for Repeatable Ocean Observation Data Processing

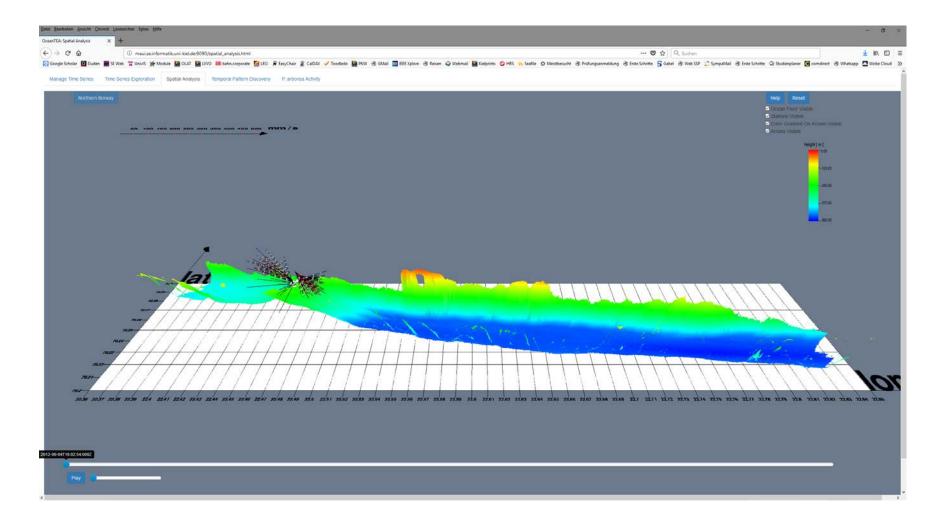
#### **OceanTEA**





[Johanson et al. 2016]

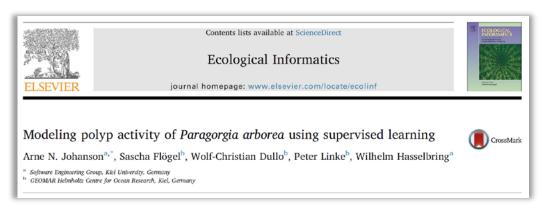
### 4D Spatial Analysis with OceanTEA

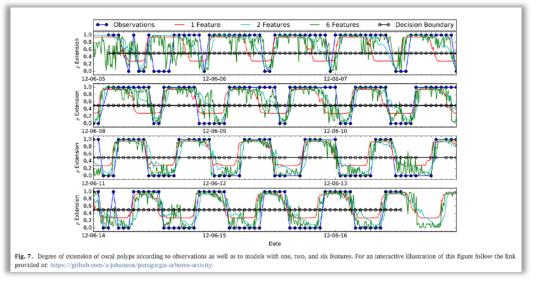


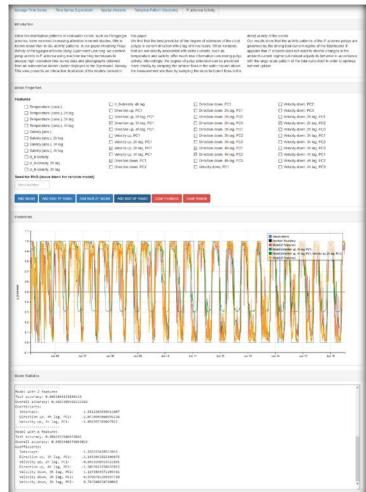


#### Machine Learning on Ocean Observation Data with OceanTEA

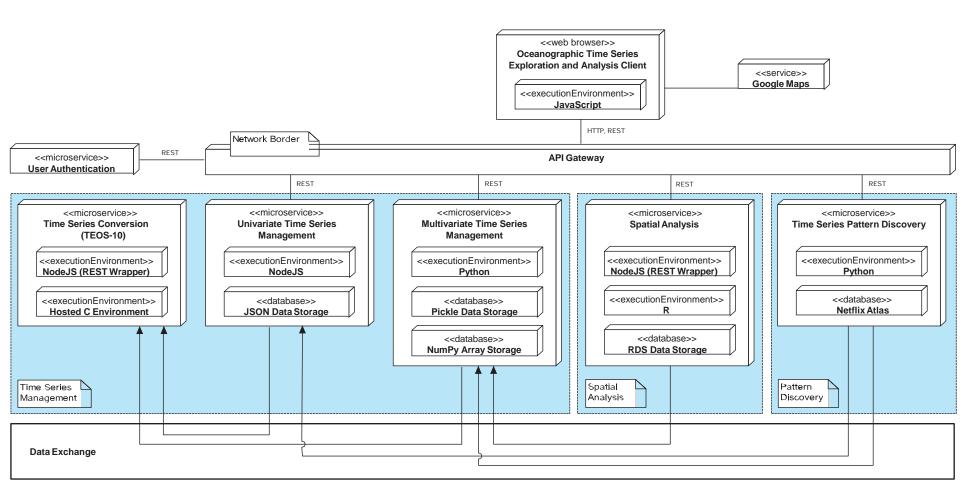
- Paper: http://dx.doi.org/10.1016/j.ecoinf.2017.02.007
- Source code: https://github.com/a-johanson/oceantea
- Software service with data: http://maui.se.informatik.uni-kiel.de:9090/
   (URL will change, refer to the GitHub repository for updates)







### OceanTEA: Microservice-based Architecture

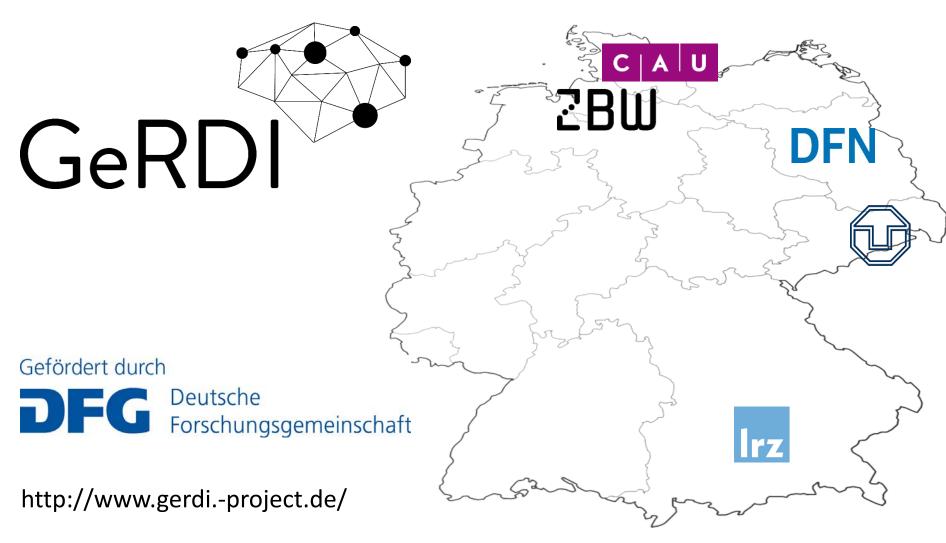


[Johanson et al. 2016, Johanson et al. 2017, Hasselbring 2016, Knoche & Hasselbring 2018]

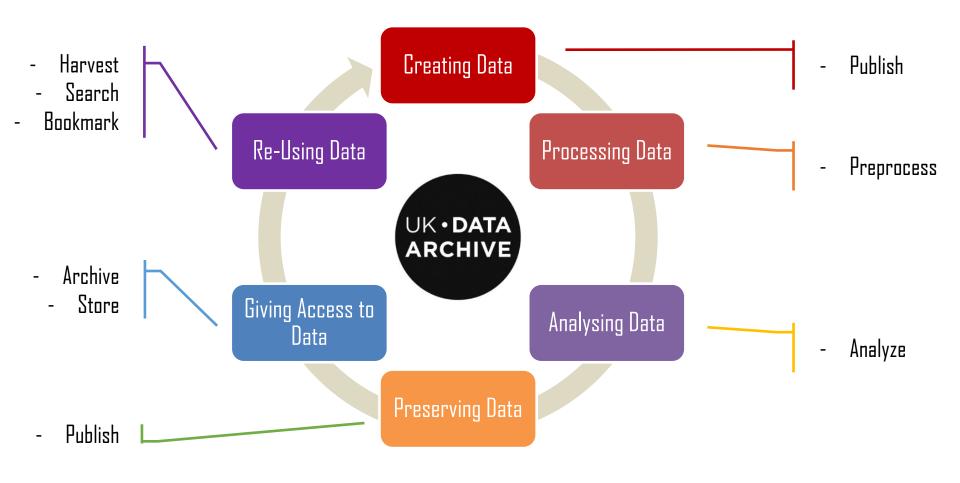
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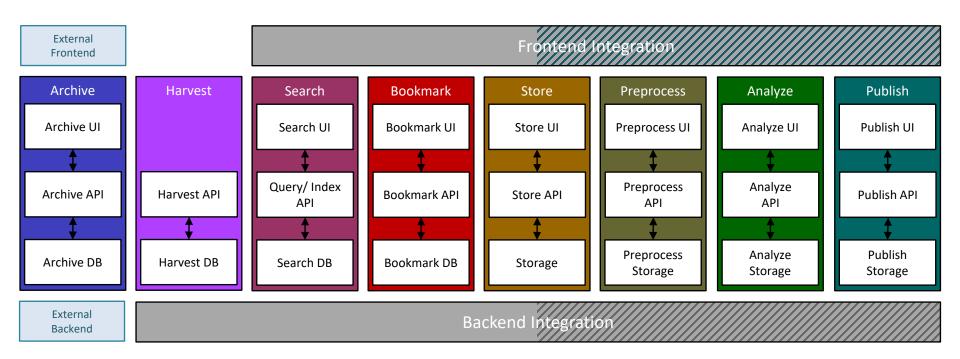
### Generic Research Data Infrastructure



### Research Data Lifecycle

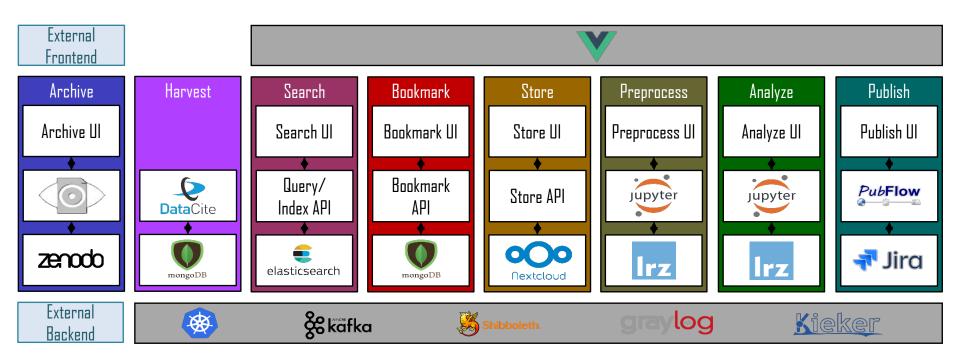






[Tavares de Sousa et al. 2018]

### Implementation View



### Design Rationale

- Self-contained Systems (SCS)
  - A.k.a. microservices, http://scs-architecture.org
  - Each SCS is an autonomous (web) application.
    - For the SCS's domain all data, the logic to process that data and all code to render the web interface is contained within the SCS.
  - Communication with other SCSs or 3rd party systems is asynchronous wherever possible.
    - This decouples the systems, reduces the effects of failure, and thus supports autonomy.
  - To avoid tight coupling an SCS should share no business code with other SCSs.
- Entry / Exit Options for users at various points in the workflow

### Summary & Outlook

- Modularity is essential for sustainable software systems
  - Including data science applications
- Microservices provide a disruptive architectural style for modular systems
  - Successful for Internet-scale systems
  - However, non-trivial to achieve
- Transfer to research software
  - OceanTEA: Platform for Repeatable Ocean Observation Data Processing
  - GeRDI: Generic Research Data Infrastructure

### References

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