Research Software Categorization: Update

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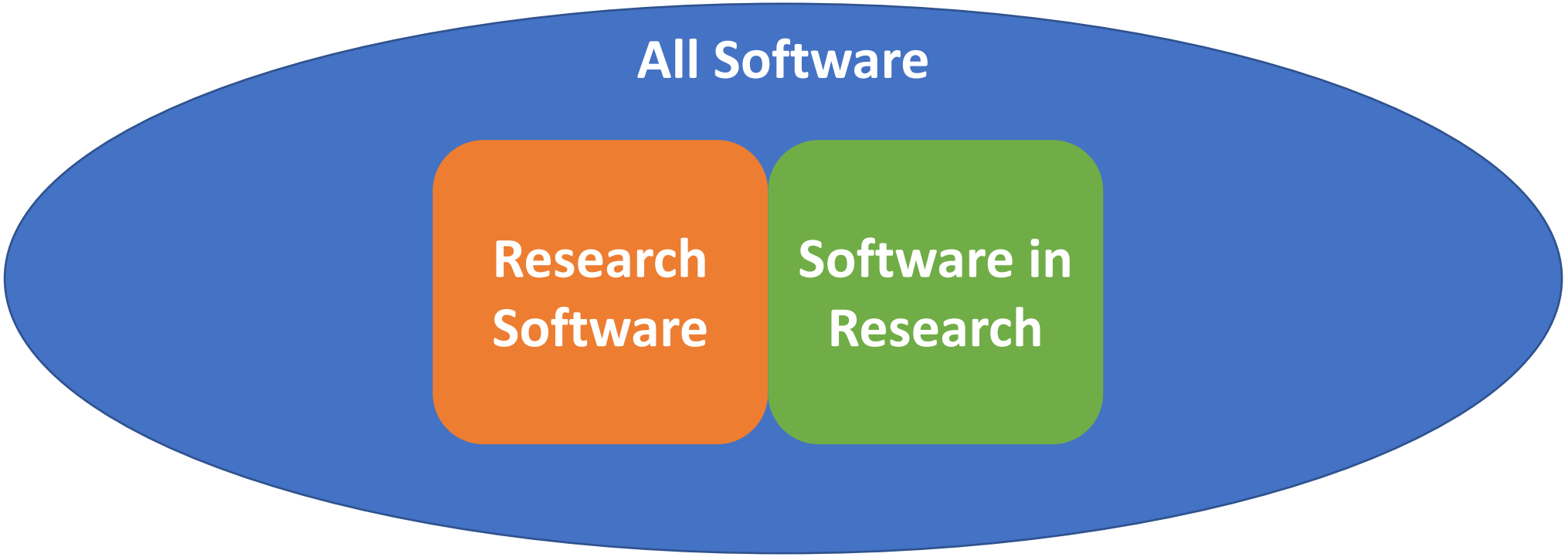
Köln, October 15, 2024

Software Segmentation



[Chue Hong et al. 2022]

Research Software
created during the research process or for a research purpose
Software in Research
used for research but not created during or with research intent

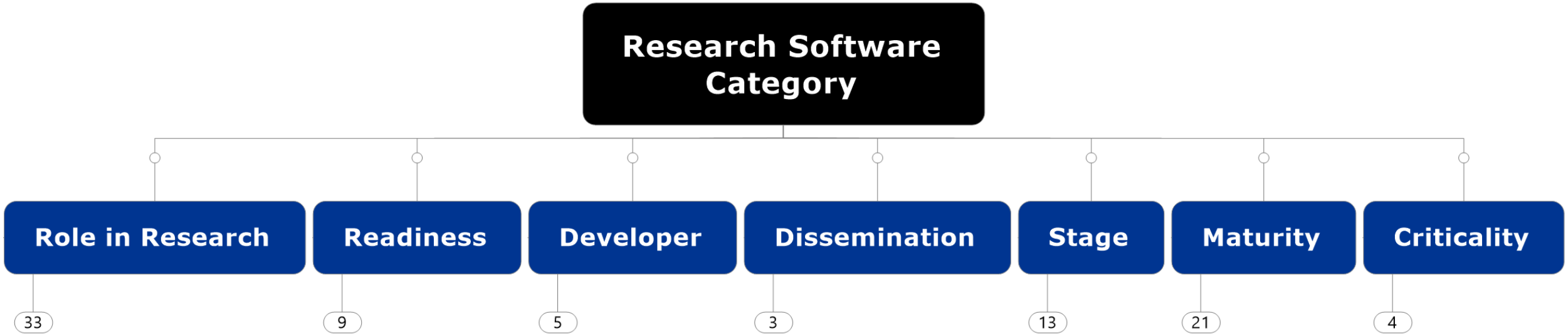
Purpose of Research Software Categories

Categories for research software may serve

- as a basis of **institutional guidelines** and checklists for research software development;
  - to better understand the different types of research software and their specific **quality** requirements;
  - to recommend appropriate software engineering **methods** for the individual categories;
- to design appropriate **teaching / education** programs for the individual categories;
- for a better assessment of existing software when deciding to **reuse** it;
- for research funding agencies, to define appropriate **funding** schemes;
- to define appropriate **metadata** labels for FAIR research software;
- in RSE Research, to provide a framework for classifying **research software artifacts**.

This list is not exhaustive.

Multi-Dimensional Categorization



[Hasselbring et al. 2024]

Roles of Research Software

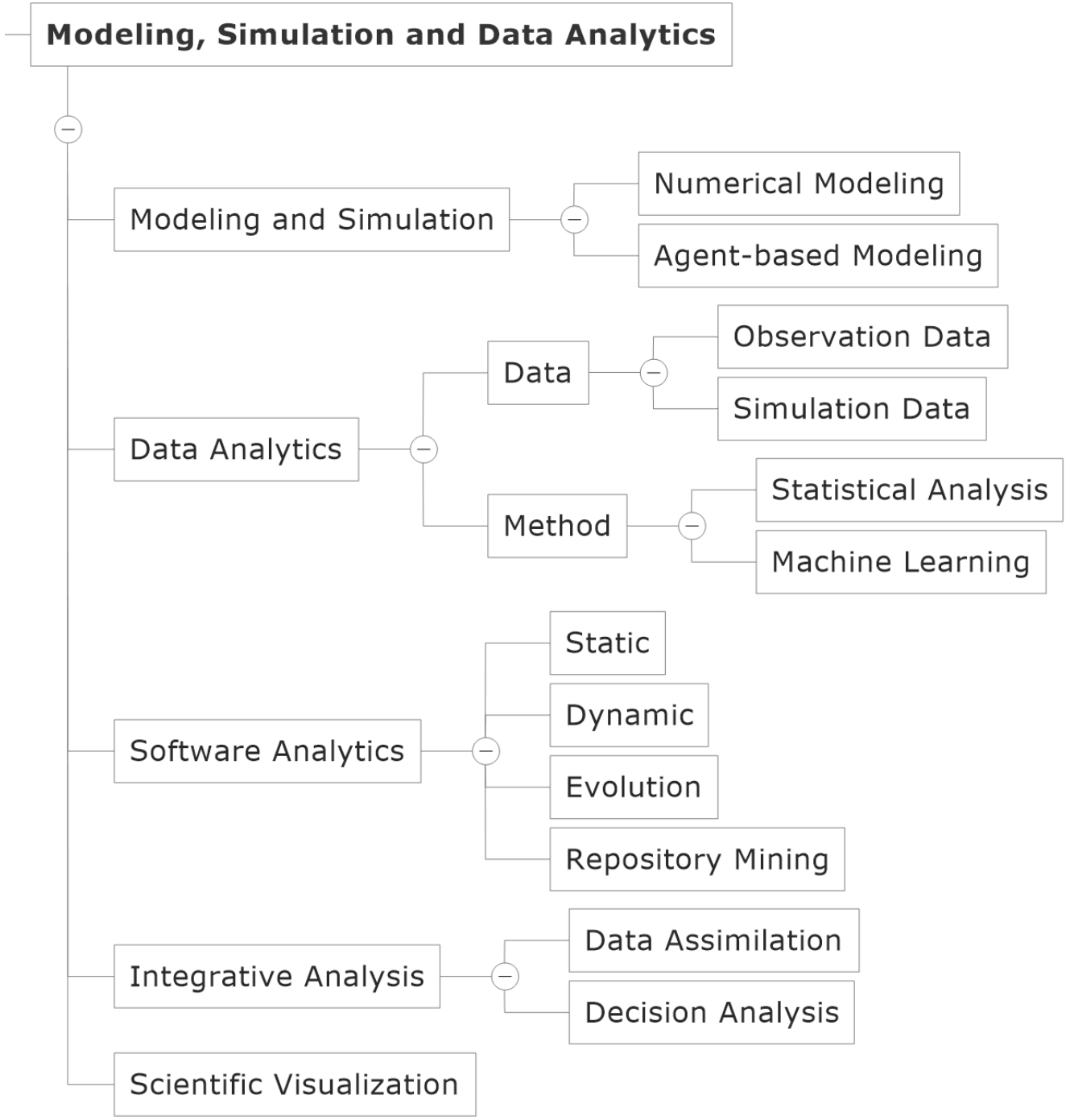
Research software's roles mainly fall into one of the following top-level role categories (and sometimes combinations):

1. Modeling, Simulation and Data Analytics
2. Technology Research Software
3. Research Infrastructure Software

Let's take a look at the sub-categories via the mindmap.

Refinement of Category 1

1. **Modeling, Simulation and Data Analytics** of, e.g., physical, chemical, social, or biological processes in spatio-temporal contexts.
    1. Numerical and agent-based modeling and simulation (in silico experiments)
    2. Data Analytics (observation / simulation data, statistical analysis and machine learning)
    3. Software Analytics (static, dynamic, evolution, repository mining)
    4. Integrative Analysis (data assimilation, decision analysis)
    5. Scientific Visualization



Related:
Category 1 in Earth System Sciences

Computational research in the Earth System Sciences

Simulation of Earth system processes by	▪ Earth system models (climate and weather models) and integrated assessment models ▪ sectoral models of, e.g., deep Earth processes, water on the continents, ocean processes, biogeochemical cycles and vegetation
Design, processing and analysis of	▪ Earth observations, e.g., • processing of GRACE satellite signals to derive time series of mass change • geomorphometric analyses of land surface elevations • object identification in satellite images ▪ lab and field observations and experiments, e.g., • luminescence dating • geostatistical analysis
Integrative analysis of	▪ simulation models and Earth observations by, e.g., data assimilation ▪ large databases using statistical analyses or machine learning ("big data" analyses) ▪ stakeholder knowledge by, e.g. multiple-criteria decision analysis or Bayesian networks

[Döll et al. 2023]

Related:
Defining the roles of research software

[van Nieuwpoort 2022, van Nieuwpoort and Katz 2023]

Research software is a component of our instruments	Category 3.1
Research software *is* the instrument	Category 1 & 3
Research software analyses research data	Category 1.2
Research software presents research results	Category 1.5
Research software assembles or integrates existing components into a working whole	Category 3.3
Research software is infrastructure or an underlying tool	Category 3
Research software facilitates distinctively research-oriented collaboration	Category 3.6 – 3.8

Category 2 not included.

(meanwhile updated at https://doi.org/10.54900/xdh2x-kj281)

Update:
[van Nieuwpoort and Katz 2024]

Research software is a component of our instruments
Research software *is* the instrument
Research software analyses research data
Research software presents research results
Research software assembles or integrates existing components into a working whole
Research software is infrastructure or an underlying tool
Research software facilitates distinctively research-oriented collaboration
Research software *itself* is a research tool for technology research

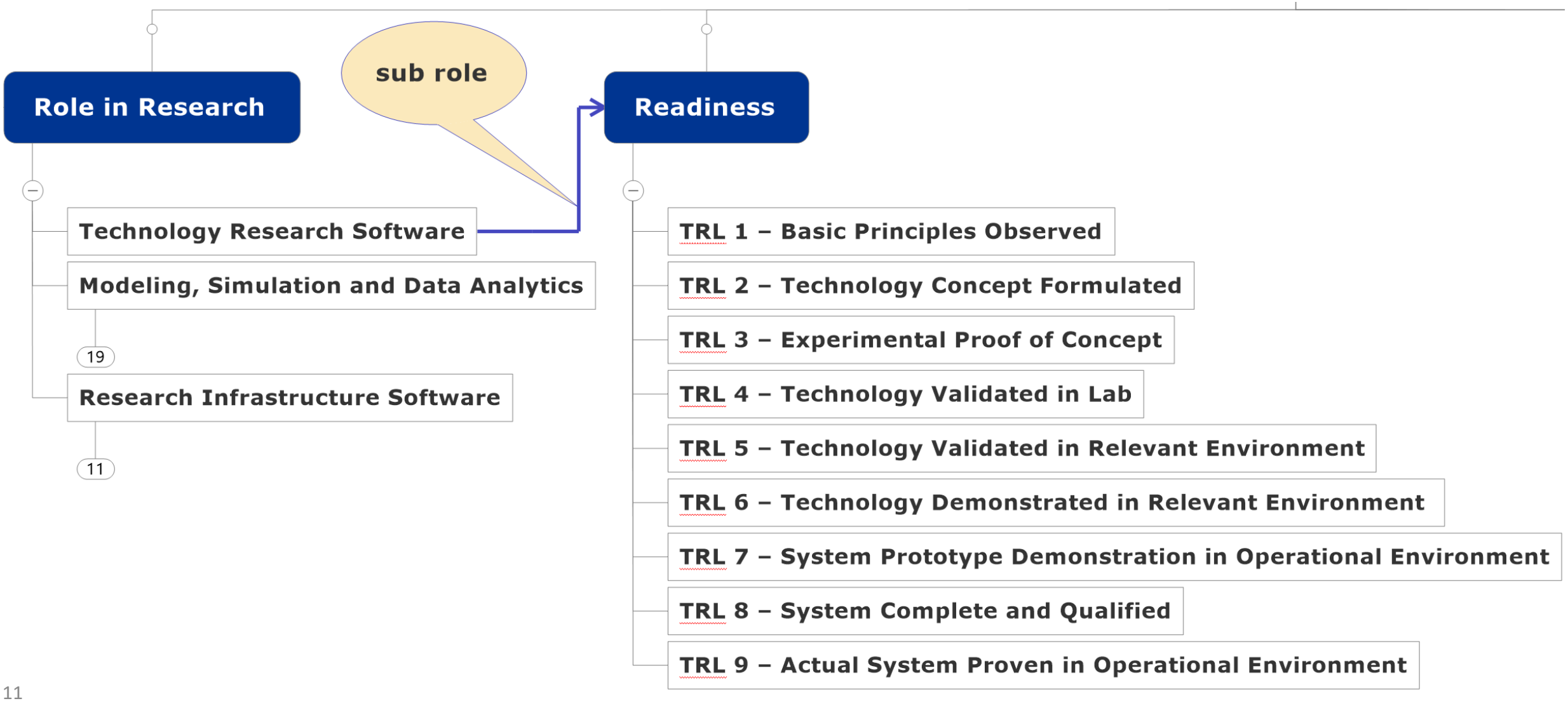
- In technology research (most often in computer science, and also in other disciplines), research software often plays a special role.
- Here, the research software itself is a key research tool
- For example, it can be a software prototype that demonstrates or explores a novel technological concept.
- An example is a computer science researcher who is researching compiler technology, with the idea of examining the performance of different options in programming language design.
- In this case, the prototype compiler is research software, since it is an artifact produced by computer science research. We therefore call this class of software “technology research software”.

Category 2:
Technology Research Software

- "**Technology** is the application of conceptual knowledge for achieving practical goals, especially in a reproducible way.
  - The word technology can also mean the products resulting from such efforts, including both tangible tools such as utensils or machines, and intangible ones such as **software**." https://en.wikipedia.org/wiki/Technology
- Engineering research (AKA Design Science) is research that invents and evaluates **technological** artifacts.[1]
- The refinement via "**Technology** Readiness Levels" should be appropriate.

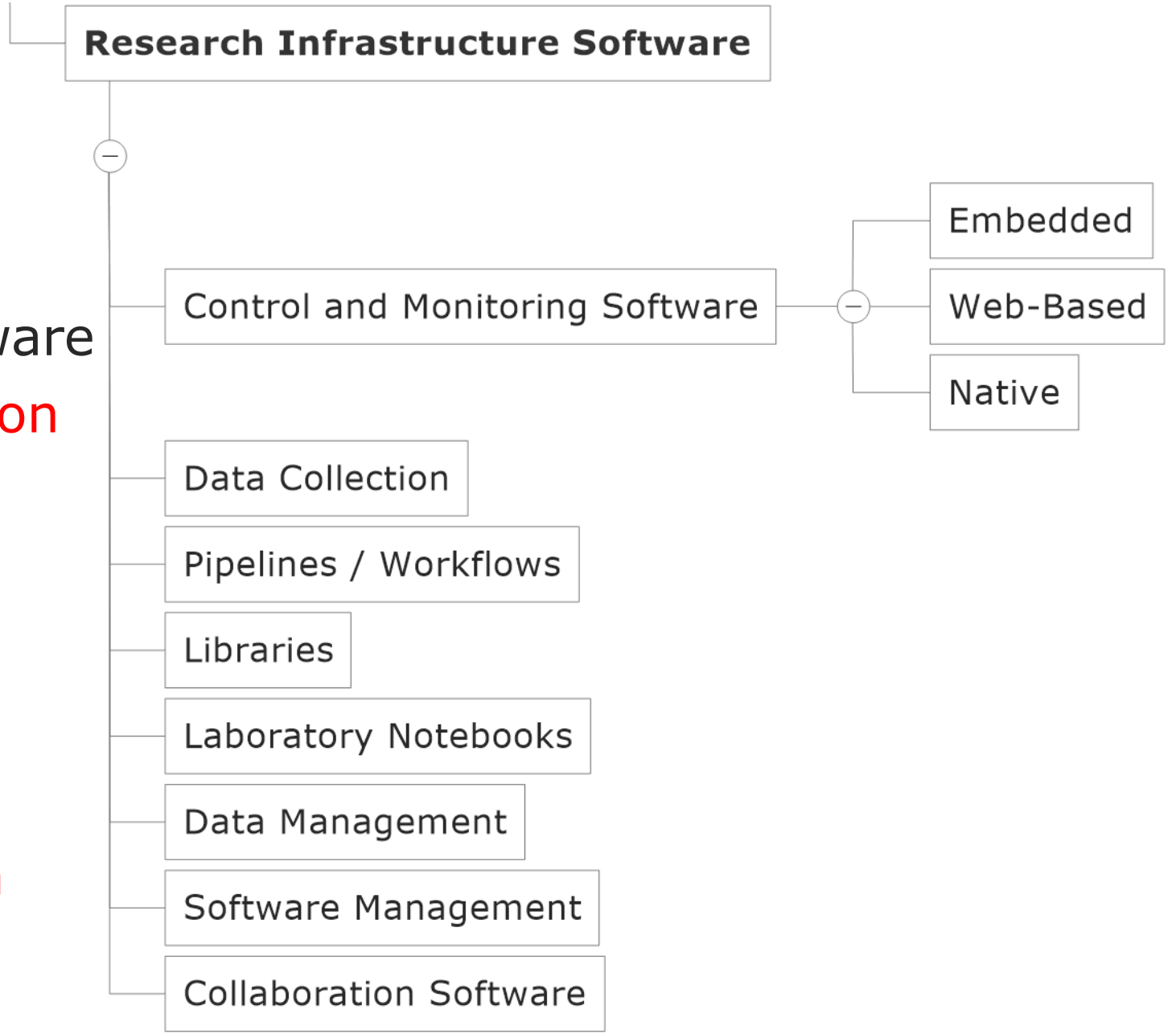
[1]https://github.com/acmsigsoft/EmpiricalStandards/blob/master/docs/standards/EngineeringResearch.md

Technology Readiness Levels as Sub Roles



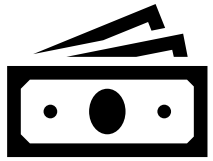
Category 3

3.1. Control and Monitoring Software
3.2. Data Collection and Generation
3.3. Pipelines / Workflows
3.4. Libraries
3.5. Laboratory Notebooks
3.6. Data Management
3.7. Software Management
3.8. Collaboration and Publication

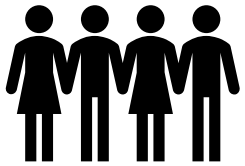


Developer & Dissemination Dimension

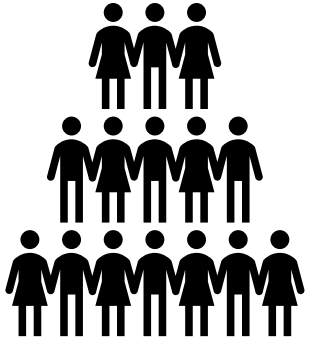
Individual Researcher



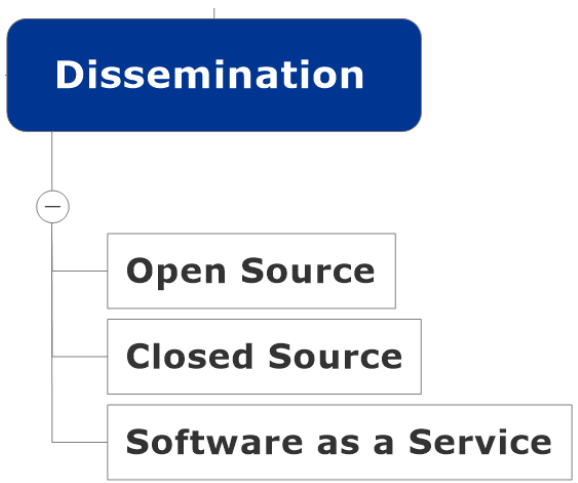
Contractor



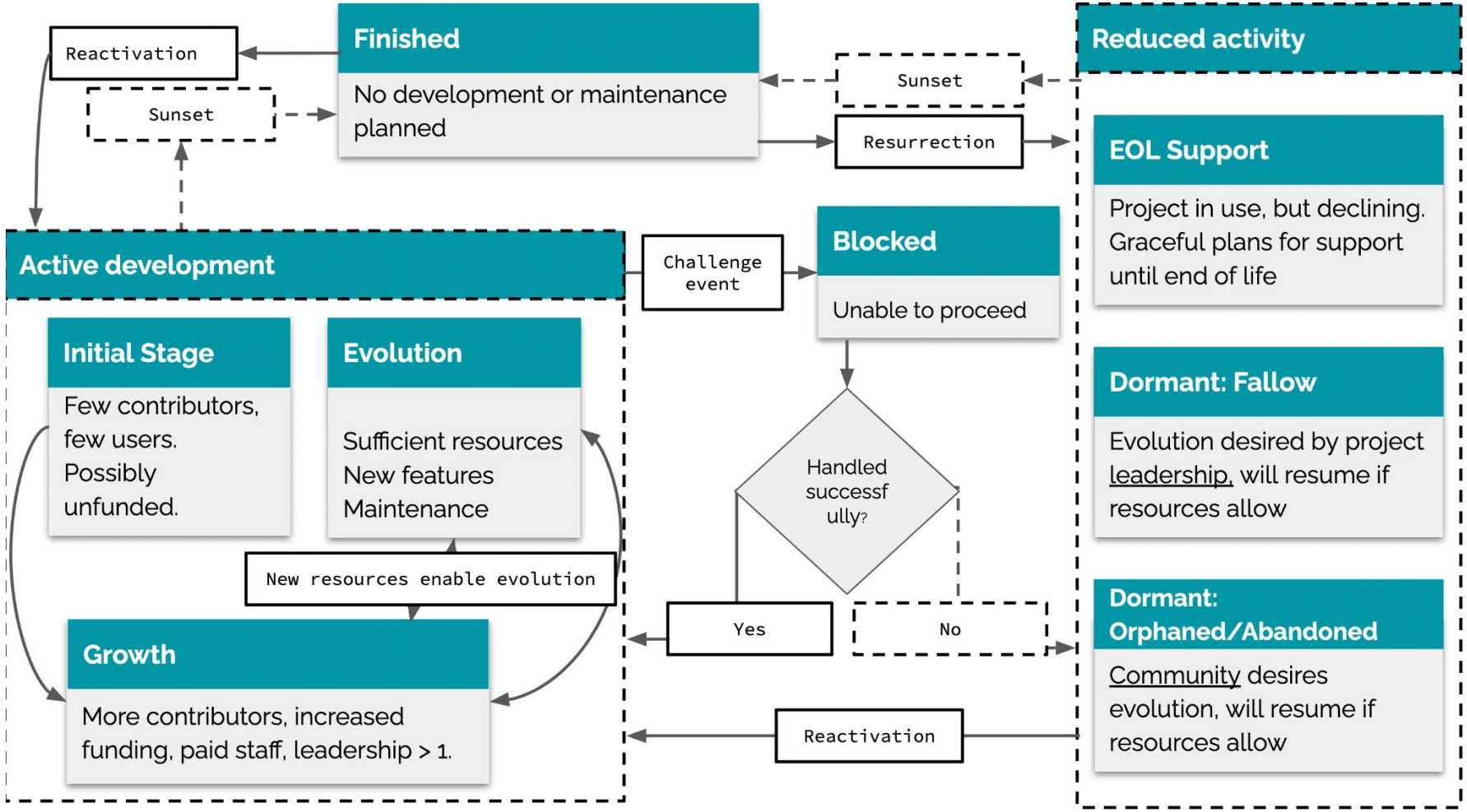
Local Research Group
Project Group



Community



Stage Dimension: Research Software Lifecycles



Work in Progress with:
Yo Yehudi
Michael Goedicke
Sebastian Müller
Wilhelm Hasselbring
Bernhard Rumpe
Jan Linxweiler
Michael Felderer
Mikaela Cashman McDevitt
Daniel Katz
Frank Löffler

(Poster at US-RSE´24)

US RSE 2024

Poster

Towards Defining Lifecycles and Categories of Research Software

This poster was developed during the Dagstuhl seminar 24161 "Research Software Engineering: Bridging Knowledge Gaps", https://www.dagstuhl.de/24161

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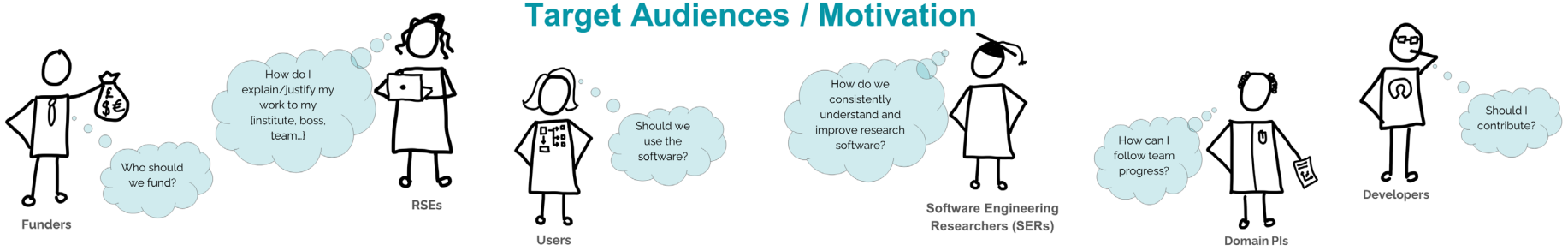
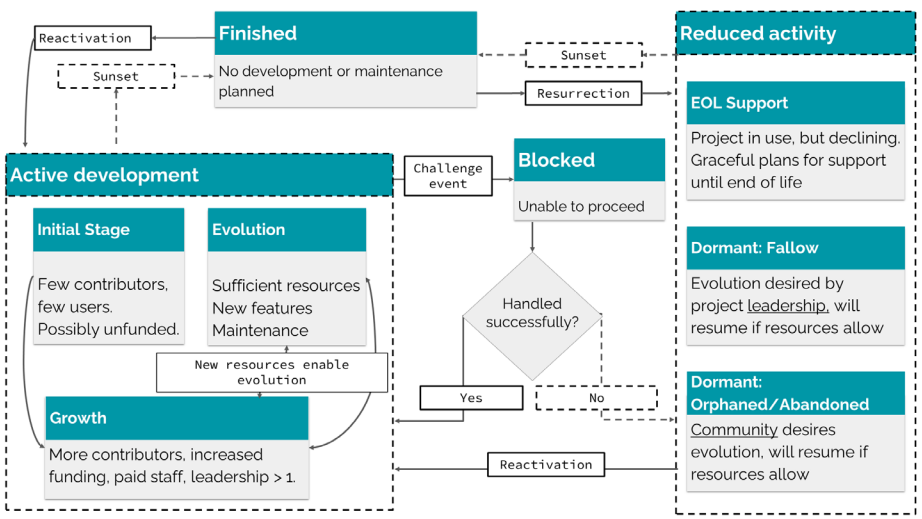
Special thanks to Heidi Seibold for the persona graphics

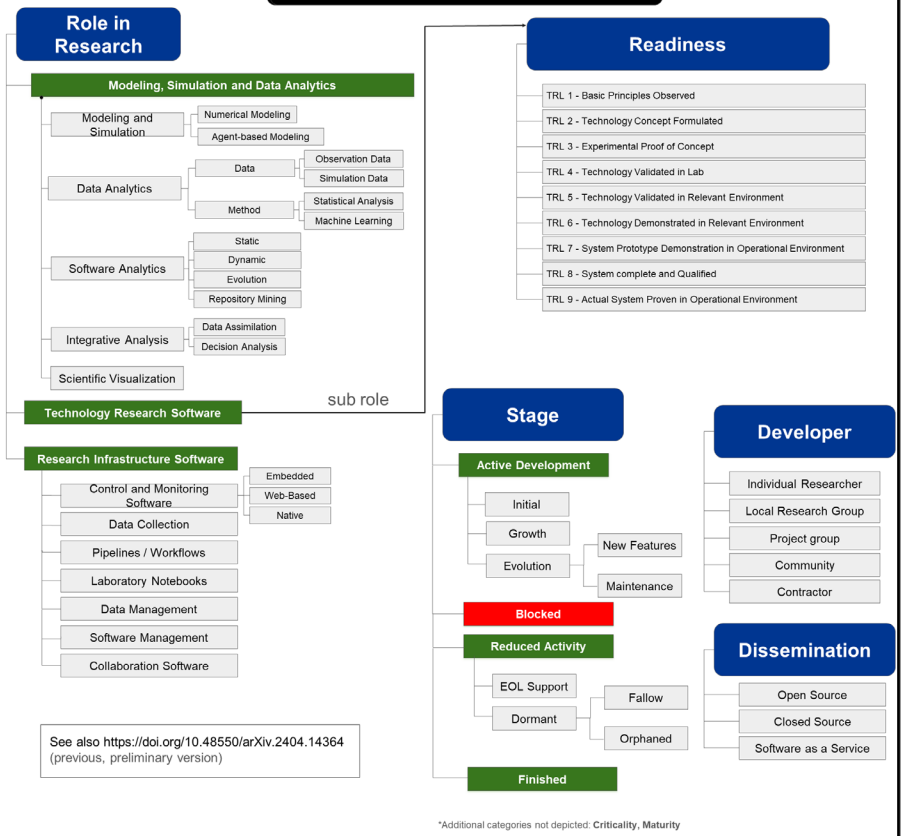
Target Audiences / Motivation



Research Software Lifecycle



Research Software Category



See also https://doi.org/10.48550/arXiv.2404.14364 (previous, preliminary version)

*Additional categories not depicted: **Criticality**, **Maturity**

Leave Feedback Here!

Can you trace your projects through the lifecycle diagram?

Do you hit all the stages?

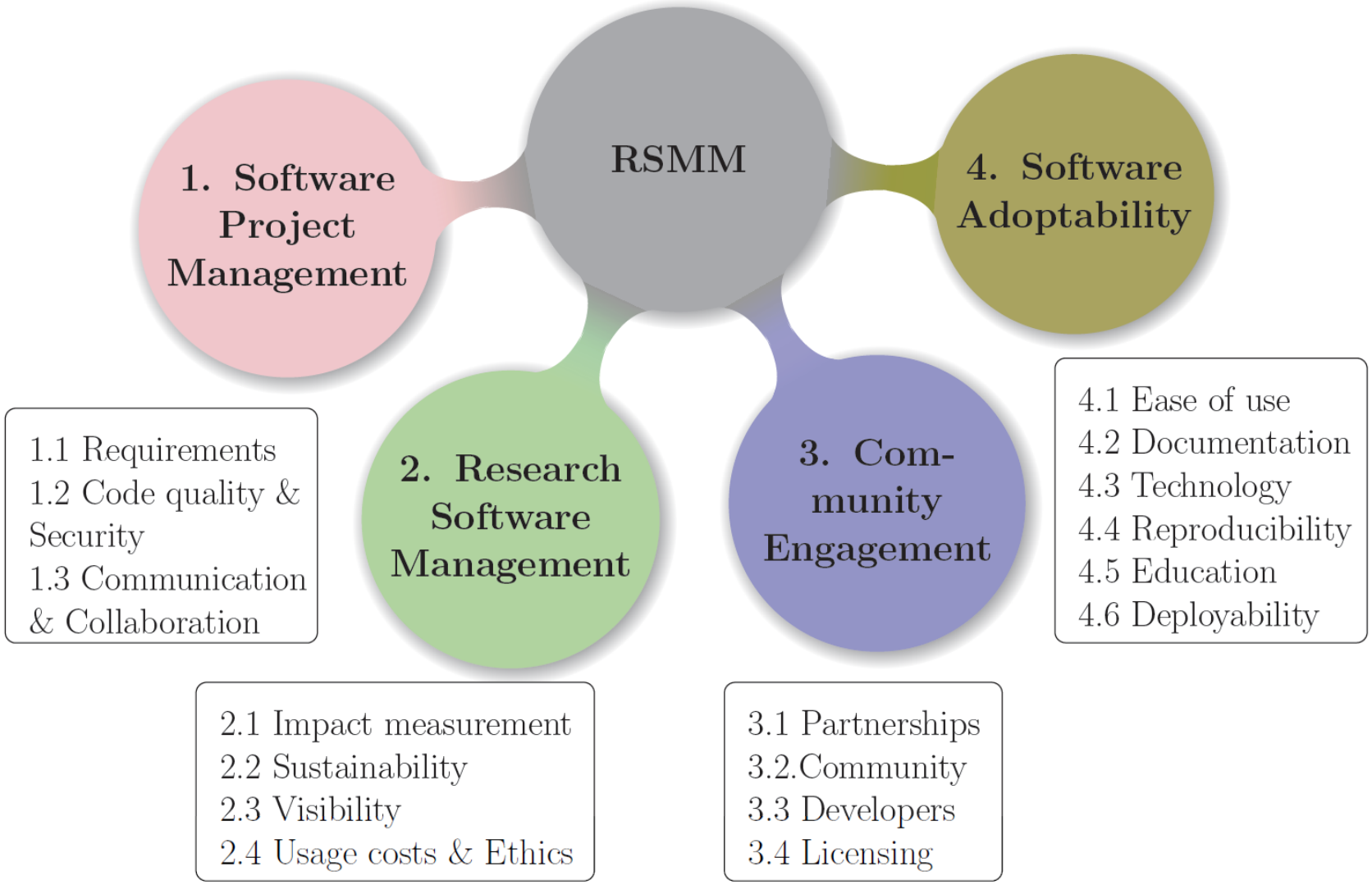
Is something missing or unclear?

Would this provide benefit to your team/project?

Does your software fall into a defined category?

What category definition is missing?

Maturity: Assessment via RSMM



4 focus areas and 17 capabilities: [Deekshitha et al. 2024]

(Framework for research software assessment based on COBIT: [zu Castell et al. 2024])

Role / Readiness / Maturity: Technology Readiness Levels (TRL)

- TRL 1 – basic principles observed
- TRL 2 – technology concept formulated
- TRL 3 – experimental proof of concept
- TRL 4 – technology validated in lab
- TRL 5 – technology validated in relevant environment
- TRL 6 – technology demonstrated in relevant environment
- TRL 7 – system prototype demonstration in operational environment
- TRL 8 – system complete and qualified
- TRL 9 – actual system proven in operational environment

} Technology Research Software

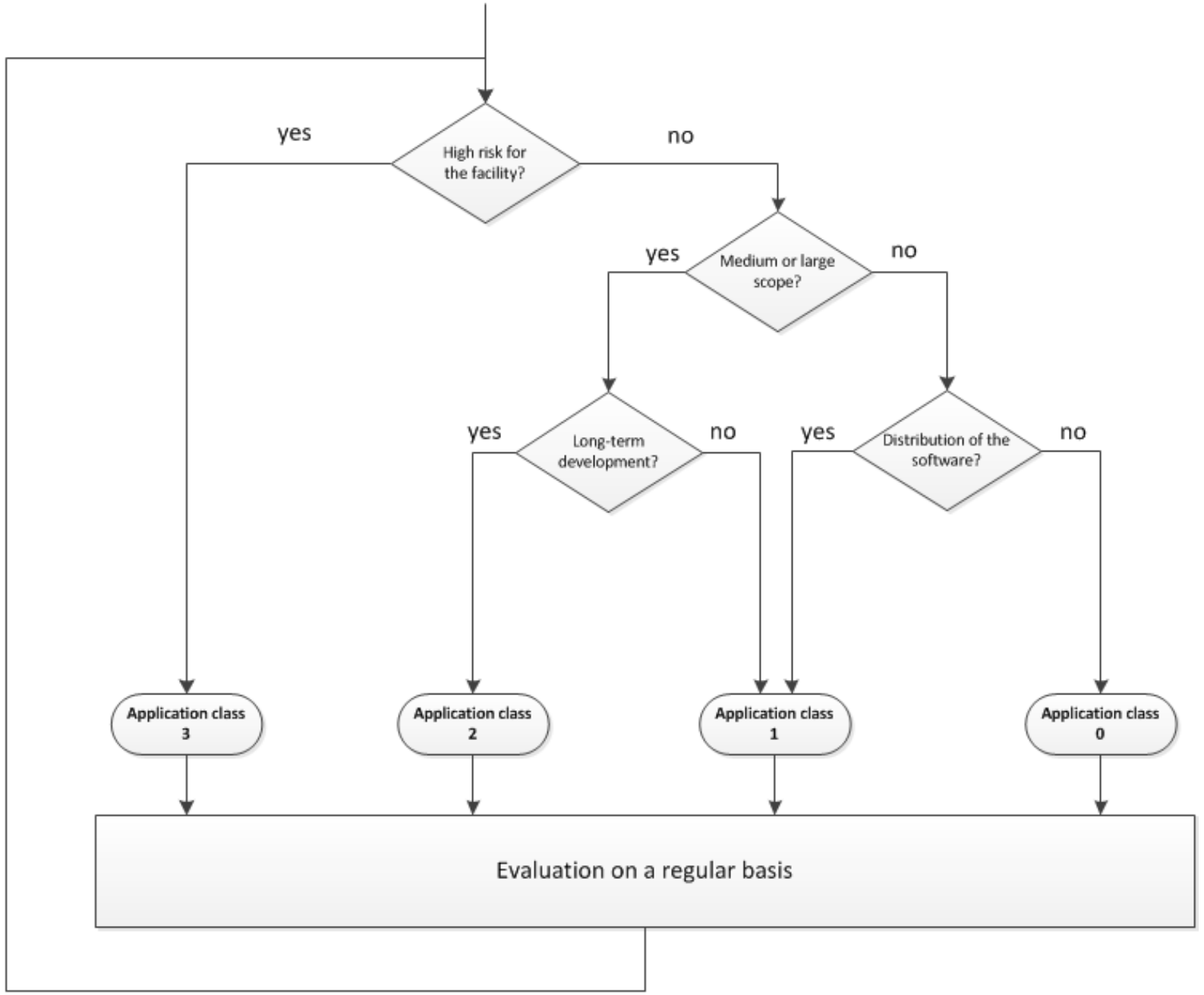
[Rose et al. 2017]

Related:
Application Classes in Institutional Guidelines

Application Class 0	Small scope, personal use	• Scripts to process data for a publication. • Simple administrative scripts to automate specific tasks • Software that demonstrates or tests certain functions
Application Class 1	Narrow scope, beyond personal use	• Software from Bachelor/Master/PhD theses • Software from smaller/shorter research projects
Application Class 2	Extended scope, wider use	• Software from longer-term research projects • Software libraries, frameworks
Application Class 3	Critical software, software products	• Mission-critical software • Software that is sold as a produt (with warranties) • Software that serves as research infrastructure

[Schlauch et al. 2018]
[Fritzsch 2023]

Potential risks, expected scope and lifetime determine the application class



[Schlauch et al. 2018]

Additional Dimension: Categorization based on Criticality

- Safety-critical software
  - Failure results in loss of life, injury or damage to the environment;
  - Example: Railway interlocking system
- Mission-critical software
  - Failure results in failure of some goal-directed activity and/or loss of critical infrastructure;
  - Example: Spacecraft navigation system
- Business-critical software
  - Failure results in high economic losses or damage to reputation;
  - Example: Customer accounting system in a bank

⇒ Dependability

- Policy-critical software (?)

Additional Dimension (not yet included): Software Layers

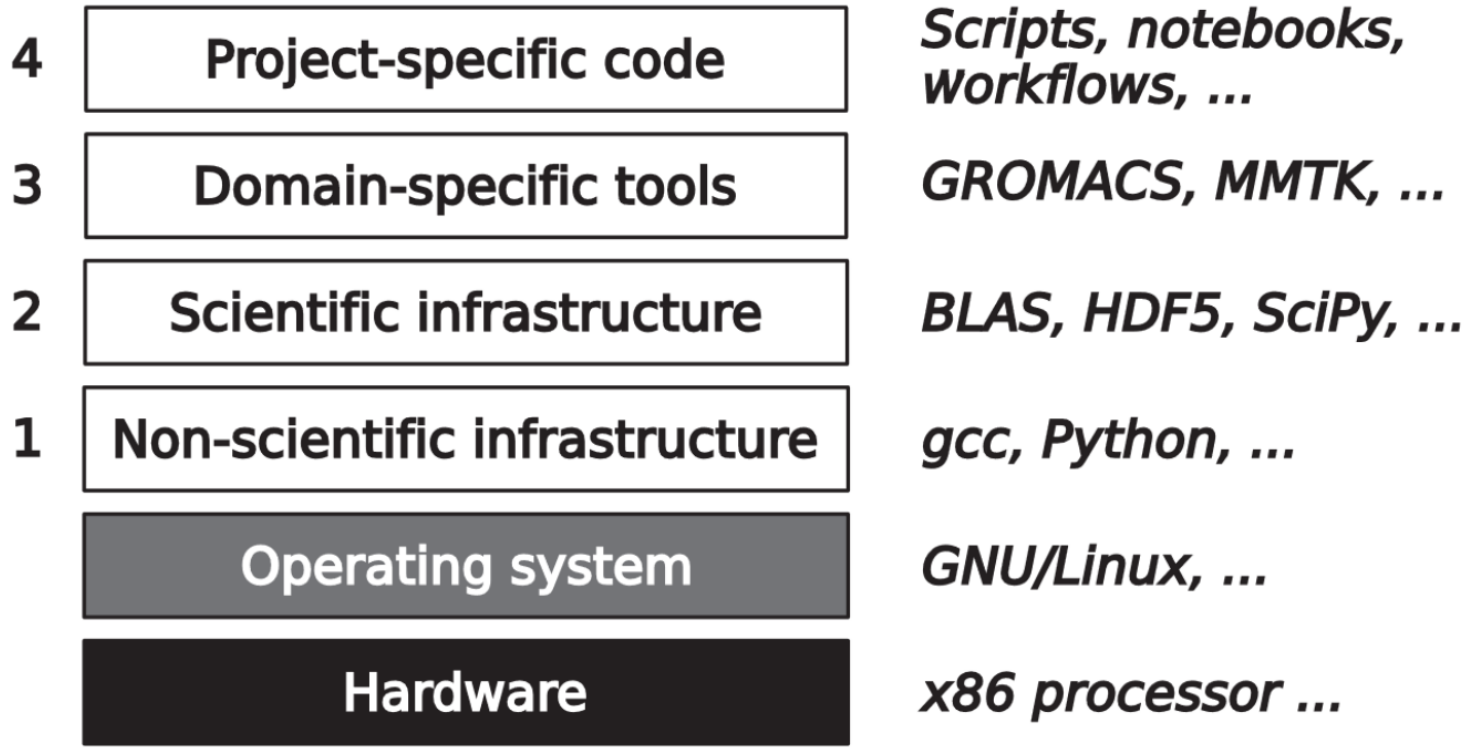


Figure 1. Typical scientific software stack.

[Hinsen 2019]

Related:The Research Software Encyclopedia´s Taxonomy

- Software to directly conduct research
  - Domain specific software
    - Domain-specific hardware (e.g., software for physics to control lab equipment, or embedded hardware)
    - Domain-specific optimized software (e.g., neuroscience software optimized for GPU)
    - Domain-specific analysis software (e.g., SPM, fsl, afni for neuroscience)
  - General software
    - Numerical libraries (includes optimization, statistics, simulation, e.g., numpy)
    - Data collection (e.g., web-based experiments or portals)
    - Visualization (interfaces to interact with, understand, and see data, plotting tools)
- Software to support research
  - Explicitly for research
    - Interactive development environments for research (e.g., Matlab, Jupyter)
    - Workflow managers
    - Provenance and metadata collection tools
  - Used for research, but not explicitly for it
    - Databases
    - Application programming interfaces
    - Frameworks (to generate documentation, content management systems, etc.)
  - Incidentally used for research
    - Operating Systems
    - Package Managers
    - Virtualization technologies
    - Formatting, indexing, or other small helper libraries
    - Scheduling and task management (for people)
    - Version Control
    - Text Editors and Integrated Development Environments (IDEs)
    - Communication tools or platforms (e.g., email, video-conferencing, etc.)
    - Infrastructure (e.g., on-prem or cloud servers used for services or research needs)
    - Testing or software libraries

[Sochat et al. 2022], https://rseng.github.io/rseng/

Research Software Examples

Example for Category 1.1 (Modeling and simulation): Modularization of Earth-system simulation software as basis for domain-specific languages

Software Modularization

How to

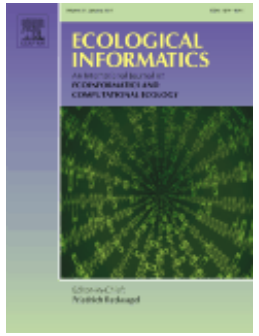
- improve maintainability, stability, reusability, reproducibility, … ?
- enable scalable execution in the Cloud?
- parallelize for high performance computing?
- test for higher quality?
- achieve higher flexibility?

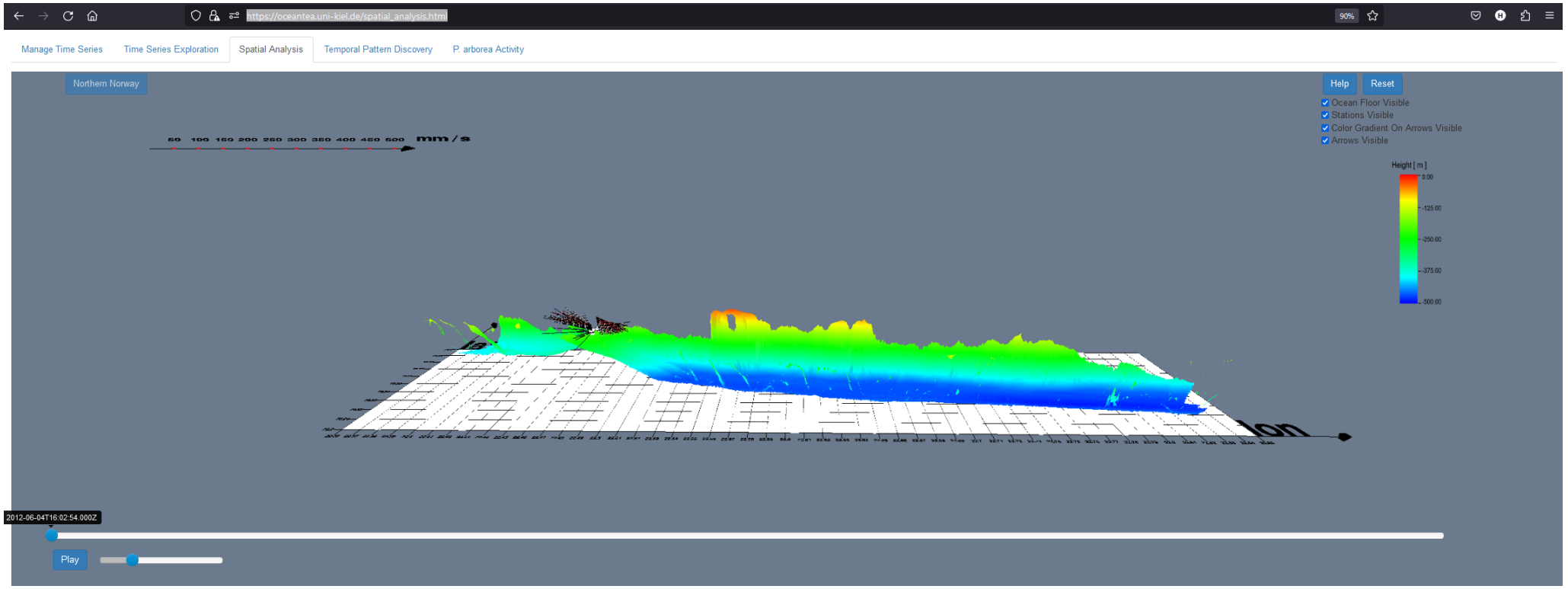
[Johanson & Hasselbring 2017, Jung et al. 2021, 2022a, 2022b]

OceanDSL

Funded by
DFG Deutsche Forschungsgemeinschaft
German Research Foundation

Example for Category 1.2 (Data analytics): OceanTEA: Analyzing Ocean Observation Data





Paper on the analysis results: [Johanson et al. 2017]

Paper on the software architecture: [Johanson et al. 2016]

Code: https://github.com/cau-se/oceantea

future ocean
KIEL MARINE SCIENCES

Examples for Category 2 (Technology Research Software)

SustainKieker

Kieker

https://github.com/kieker-monitoring

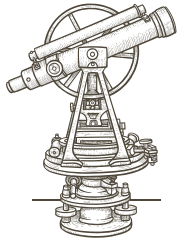
Kieker: A monitoring framework for software engineering research
[Hasselbring and van Hoorn 2020]

ExplorViz

https://github.com/ExplorViz

ExplorViz: Research on software visualization, comprehension and collaboration
[Hasselbring et al. 2020c]

Theodolite

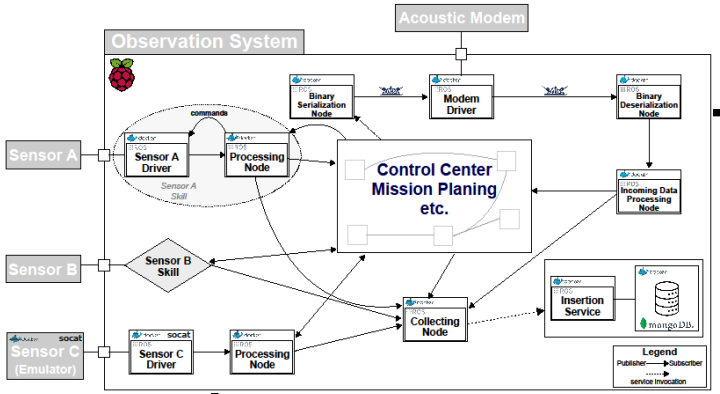


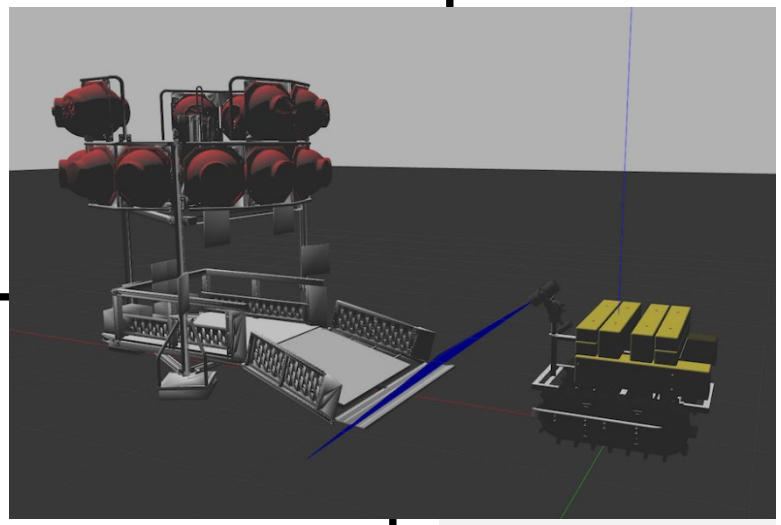
https://www.theodolite.rocks

The Theodolite Scalability Benchmarking Framework
[Henning and Hasselbring 2021, 2022]

Example for Category 3.1 (Control & Monitoring): Software for Ocean Observation Robotics

Digital Twin Prototype





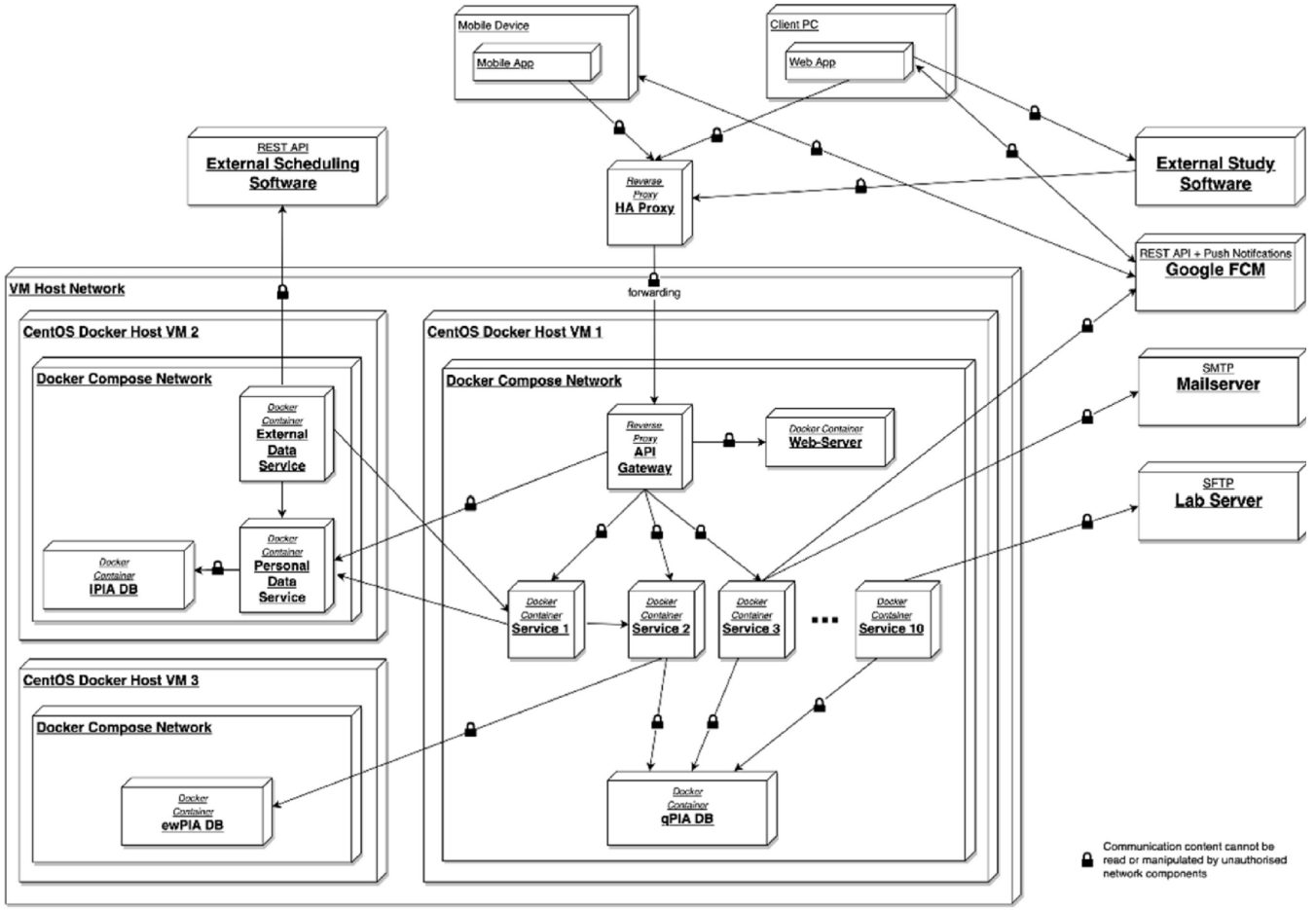
Digital Twin

Physical Twin

[Barbie et al. 2021]

GEOMAR

Examples for Category 3.2 (Infrastructure): PIA: Data Collection for Medical Research



[Heise et al. 2022] https://github.com/hzi-braunschweig/pia-system

Examples for Category 3.6 and 3.8 (Infrastructure): EPrints Software for Open Access Repositories

https://oceanrep.geomar.de/id/eprint/60546/

Retrospect:
RSE (Meta) Research

Newcastle, Sept 03-05, ’24

Research Software Engineering

Software Engineering Research

Research Software Engineering Research
aims at understanding and improving how software is developed for research.

RSE Research, in short.

[Felderer et al. 2023, 2025]

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