

# DIFFERENT WF LEVELS IN A PROJECT

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#### DATA PROCESSING PIPELINE DEV

#### **INPUTS**

- Algorithms
- Software specifications
- Software Architecture
- Level0 products
- Calibration products
- # HK Products

#### **OUTPUTS**

- Pipelines
- Level 1 products
- Level 2 products
- Quality control quantities.

#### **DEVELOPMENT**

- Close collaboration with scientists
- Design
- Use cases
- Interfaces
- Tests













### WHY NOT THINKING EXTENDED «DESIGN PATTERN»



- General reusable solution to a commonly occurring problem within a given context
- \* A design pattern is not a finished design.
- It is a description or template for how to solve a problem that can be used in many different situations.
- Design patterns reside in the domain of modules and interconnections.

\* coding languages are evolving, algos are still valid





#### WHY NOT THINKING EXTENDED «DESIGN PATTERN»

- # I want to create a pipeline on multi slit observations
  - With existing code :
    - Does it exist already
    - \* What about reusability
    - What about interface
    - \* What about languages
  - With Design :
    - Basically same questions
    - 貒 .....
    - \*\* except the last 3 questions





### EXTENDED «DESIGN PATTERN» WORKFLOW AND «CODE» PRESERVATION

### Need to deal with granularity



# really high level





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## EXTENDED «DESIGN PATTERN» WORKFLOW AND «CODE» PRESERVATION

## really ultimate level







### AND THEN....

- Workflow and algos Documentation YES but also in a specific way (Design - UML diagrams)
- \* Create Design oriented views of the algos
- \* Create Design for specific fields
- Think interfaces
- \* Take into account the possible restrictions





## <u>Challenges in Code Discoverability</u> (Peter Teuben)