Past and future of deal.II

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Program today

We recently ran a 5-day “hackathon”: principal developers get together to hack/plan/fix/strategize.

We thought this is a good idea to also talk to the larger community:

- For you to hear about what is going on in deal.II
- For you to get to meet the principal developers
- For the principal developers to hear from users
- To build personal connections

My talk: Where does deal.II come from, where is it going?
The history of deal.II

In reality, deal.II is a garage project.

Nothing was planned.

The people who started it had not the first idea.

Originally:

- deal.II was a project for Ralf Hartmann, Guido Kanschat, and myself
- We wanted to have a flexible tool for numerical methods research
- We put it on a website “because we could” in 2000
The history of deal.II

In reality, deal.II is a garage project.

Nothing was planned.

The people who started it had not the first idea.

But it works. And we figured a few things out along the way.
The history of deal.II

Truth 1: It's a vibrant project
The history of deal.II

Truth 1: It's a vibrant project

We had eight deal.II user and developer workshop


• # of people on the mailing list at these times:
  80 → 260 → 365 → 219 → 540 → 993 → 1096 → 1291

• # of contributors:
  15 → 40 → 100 → 110 → 120 → 192 → 215 → 297
The history of deal.II

Truth 1: It's a vibrant project
The history of deal.II

Truth 1: It's a vibrant project

There is a constant stream of new, major features.

In the 9.3 release (in a couple of days):

- Experimental support for simplex meshes
- Better particle support
- Global coarsening multigrid
- More efficient point evaluations
- 9(!) new tutorial programs

More in the release paper soon!
The history of deal.II

Truth 1: It's a vibrant project
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Truth 1: It's a vibrant project

For the 9.3 release:

- At least 65 people contributed code, documentation, fixes!
- The release paper will probably have 16 authors

- This could be you next year!
The history of deal.II

Truth 2: We've learned a few (technical) lessons.

- Managed continuous growth: 50,000 lines per month + tests
- Our code is modular:
  - users don't need to know internals of deal.II
  - developers don't need to know all of the library
- Reasonable documentation:
  - doxygen modules
  - tutorial programs
- We have a pretty good testsuite: 12,800+ tests run after each change

But: Library has become a big piece of code – there is nobody any more who still knows everything
The history of deal.II

Truth 3: We've learned a few social lessons.

- We have attracted many more developers!
- We now have a significant group of dedicated and highly active developer/maintainers:
  - we have redundancy
  - we have diverse expertise
  - they all seem to benefit professionally from this work
- We seem to have developed good strategies for teaching
The history of deal.II

Truth 3: We've learned a few social lessons.

• We have attracted more Principal Developers:
  – Marc Fehling, Colorado State University (since 2021)
  – Peter Munch, Technical University of Munich (since 2020)

• Now a total of 12 Principal Developers
  – Meet them at https://dealii.org/authors.html
The history of deal.II

Truth 3: We've learned a few social lessons.

But there are also challenges:

• A lot more users
  - many more help requests than in the early years
  - but also more people who help with questions
  - searchable forum seems to help

• Nobody knows everything about everything any more
  - nobody can answer all questions

• Interfaces to many more external packages
  - much more complicated interactions

• A lot more actual and potential contributors

• Original developers have less time
deal.II as a “social project”

deal.II is a project with different “communities”:

- Library maintainers (“principal developers”)
- Other developers and contributors
- Users

With every collection of communities, there are problems that we need to work on.
deal.II as a “social project”

For example: Principal developers vs. other contributors

- How can we attract more contributors?
- Are we encouraging enough in our attempts?
- Can we make the “bar to entry” low enough?
- Do we give adequate credit to contributors?

- How do we ensure the long-term quality of deal.II?
  - Do even first time contributors have to write testcases?
  - How about documentation?
  - How can we enforce our coding styles?
  - Should we accept every contribution?
deal.II as a “social project”

For example: Developers vs. users

- How can we organize answering mails on the mailing list?
- Can we organize it more equitably?
- Can we ensure adequate response times?
- Can we think of better ways of documenting stuff so that people can find them?

- How can we entice users to become contributors?
- How can we get users to work together on projects?
- How can we ensure that people get credit for their work?
deal.II as a “social project”

Also: How do we ensure that future development is financially supported?

Rationale:
  • Most researchers are funded for (i) teaching, (ii) work on specific projects, (iii) research as part of their regular job duties.
  • They are evaluated based on “research output”

In order to spend time on deal.II, we need to make sure that deal.II is part of their funded projects.

Good news:
  • A number of funding agencies do support our work
  • Would love to hear back about funded projects that use deal.II
What I’m trying to say with all this

• deal.II is a cool and active project

• We want you to be part of this project
  – as a user
  – as a contributor
  – as a potential principal developer
  – as someone who answers questions on the forum