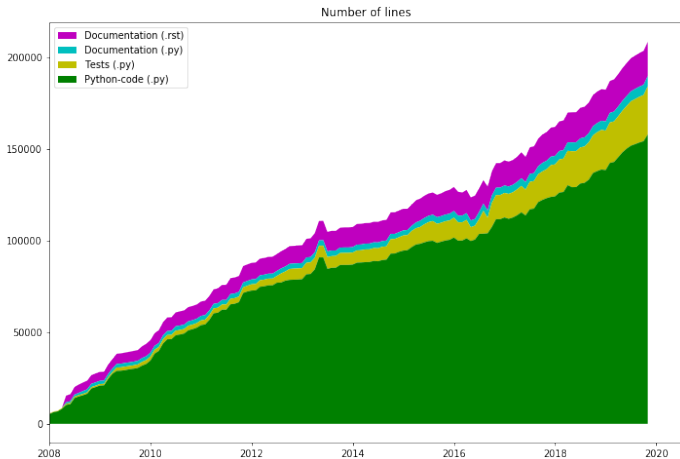


ASE: Plans and developments

Ask Hjorth Larsen

Simune Atomistics S.L.
Avenida de Tolosa 76, Donostia-San Sebastián, Spain

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(Thanks @jensj)

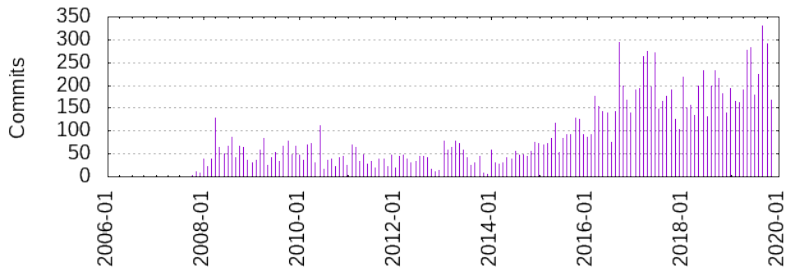


Figure: Commits per month

Development workflow

- ▶ Submit merge request on Gitlab
- ▶ Submitter fights desperately with CI tests
- ▶ Someone reviews the code
- ▶ (Right now someone == me, usually)
- ▶ We need experts for reviewing changes to exotic parts!

Common review comments

- ▶ Remember to write test
- ▶ Remember to add documentation
- ▶ Name the variables descriptively
- ▶ Don't repeat code, write a function
- ▶ Use existing implementation of X

Project growth: Diverging use cases

Historical “evolutionary” growth

- ▶ Informal, “interactive” workflow
- ▶ Focus on typical use cases (e.g. implicit I/O, parallelisation)
- ▶ Not so important if calculators work the same, user can adapt

Improve: Programmatic use and high-throughput

- ▶ Simple object states
- ▶ High level of generality (at expense of convenience)
- ▶ No magic shortcuts and assumptions
- ▶ Stable programming interface
- ▶ Limit scope and program size somehow (for libraries)

“Code strain”

More features \Rightarrow Larger codebase \Rightarrow more central maintenance

Diverging use cases lead to “code strain”:

- ▶ Add C code for superspeed? But all users will need to compile.
- ▶ Add dependencies? Often inconvenient on supercomputers.
- ▶ Add parameters for convenient workflow? API interface bloat.

We are mixing “user classes” and “programming interface” classes.

Possible solution: Modularize, split into multiple libraries.

A word on funding

- ▶ Thanks to Simune Atomistics for supporting ASE
- ▶ Open source-friendly company

Introducing ASAP

- ▶ (Not related to ASE calculator of the same name)
- ▶ Integrated program to perform atomistic simulations
- ▶ Currently under development
- ▶ Currently focusing on Siesta
- ▶ (However: GUI has proprietary license)

Band structures in 2016 (from gpaw 1.1.0 docs)

```
from ase.dft.kpoints import ibz_points, get_bandpath
points = ibz_points['fcc']
G = points['Gamma']
X = points['X']
W = points['W']
K = points['K']
L = points['L']
kpts, x, X = get_bandpath([W, L, G, X, W, K], calc.atoms.cell
calc.set(kpts=kpts)
atoms.get_potential_energy()
e_kn = np.array([calc.get_eigenvalues(k) for k in range(len
```

- ▶ ASE knows the special points, builds band path
- ▶ But: Many imports, repetitive work
- ▶ Code does not even entirely fit on a slide

Band structures in 2017

After “spring cleaning” for ASE paper:

```
calc.set(kpts={'path': 'GXWKL', 'npoints': 60})
atoms.get_potential_energy()
bs = calc.band_structure()
bs.plot(filename='bandstructure.png', show=True, emax=10.0)
```

- ▶ Pass special points as convenient string
- ▶ ASE automatically recognizes unit cell
- ▶ Shortcut on calculator for extracting band structure
- ▶ But: Logic hidden beneath deep layers
- ▶ How do I see where 'X' is without calculating?

Working with band structures now

```
>>> print(atoms.cell.get_bravais_lattice().description())
FCC(a=5.43)
  Variant name: FCC
  Special point names: G K L U W X
  Default path: GXWKGLUWLK,UX

Special point coordinates:
  G   0.0000   0.0000   0.0000
  K   0.3750   0.3750   0.7500
  L   0.5000   0.5000   0.5000
  U   0.6250   0.2500   0.6250
  W   0.5000   0.2500   0.7500
  X   0.5000   0.0000   0.5000

>>> print(atoms.cell.bandpath('GXWKL'))
BandPath(path='GXWKL', cell=[3x3], special_points={G K L U W X},
>>> bs = calculate_band_structure(atoms, path)
>>> bs.write('bs.json')
```

Simple object designs

Push for simpler objects in ASE

- ▶ Small objects with well-defined data and limited roles
- ▶ Meaningful string representations
- ▶ Easy plotting: `obj.plot(...)`
- ▶ Easy I/O: `obj.write('bs.json')`
- ▶ Command-line integration: `$ ase band-structure bs.json`
- ▶ In short: We always “know what we have” in front of us.

Complex objects

- ▶ Most objects in ASE are not simple
- ▶ Different levels and types of information stored
- ▶ How can you tell whether two objects are equal?
- ▶ Can you save to file and completely restore?
- ▶ Sequential coupling

- ▶ Sequential coupling:
Workflow becomes “magic incantation”
- ▶ Must call methods in right order:

```
obj = MyClass(...)  
obj.initialize()  
obj.calculate()  
obj.read()  
x = obj.useful_method()
```

- ▶ Complex state: Not clear what the object can do and when.



Source: Francisco Goya /
Wikipedia

Solution: Split into two or more objects:

```
calculator = ThingCalculator(...)
result = calculator.calculate()
result.plot()
```

- ▶ Simple state: Both objects are fully operational
- ▶ **Portable outputs!** Possible to represent outputs from another program in common framework.
- ▶ Currently: Always rely on ASE implementation

Proposal

- ▶ Calculator → Calculator + CalculatorOutput
- ▶ Vibrations → VibrationCalculator + VibrationalModes
- ▶ Phonons → PhononCalculator + PhononModes

Also clean up others (EOS, NEB, ...).

Complexity of Atoms and calculators

Having calculators

- ▶ Do Atoms have a calculator? Maybe.
- ▶ Does the calculator have results on it? Maybe.
- ▶ Can the calculator actually calculate? Maybe.

In other words: If you have an Atoms object, you don't entirely know what you really have.

Roles of calculators in ASE

- ▶ Store input parameters
- ▶ Write input file / send inputs
- ▶ Calculate (run external code / call big function)
- ▶ Read/load outputs
- ▶ Store outputs
- ▶ Caching, cache invalidation
- ▶ “Restart” (whatever that means)
- ▶ Manage “label”

Calculators are difficult to write

- ▶ New contributors rarely understand how to write calculators, leading to redundant implementations
- ▶ Difficult to understand interactions with `Calculator` superclass
- ▶ State is too complex

Idea 1: “Data-driven” calculator

- ▶ Identify everything that any calculator ever wants to do
- ▶ Write a few actual classes to support those things
- ▶ Express every calculator as static information on which those calculators run
- ▶ Advantage: Minimizes code which we cannot easily test

Snippet from Quantum Espresso calculator:

```
def set(self, **kwargs):
    changed_parameters = FileIOCalculator.set(self, **k
    if changed_parameters:
        self.reset()

def write_input(self, atoms, properties=None, system_ch
    FileIOCalculator.write_input(self, atoms, properties
    io.write(self.label + '.pwi', atoms, **self.paramet

def read_results(self):
    output = io.read(self.label + '.pwo')
    self.calc = output.calc
    self.results = output.calc.results
```

Small methods forward information to specialized functions.
Espresso is the smallest and therefore the best calculator.

Tabulate static information in “calculator template”:

```
class CalculatorTemplate:
    def __init__(self, name, implemented_properties,
                 command,
                 input_file, input_format,
                 output_file, output_format):
        <save variables on self>

    def new(self, **kwargs):
        calc = DataDrivenCalculator(template=self,
                                    **kwargs)

        return calc
```

- ▶ Single implementation: Guaranteed consistency, easy testing
- ▶ But: Some calculators automatically search for pseudopotentials
- ▶ Also: Some calculators use multiple input/output files

Idea 2: Split calculator class

- ▶ Calculator inputs: Name + parameters (dictionary)
- ▶ Engine: Execute actual calculation
- ▶ Loader: Loads outputs from files/memory
- ▶ Calculator outputs: Static buffer with output

How much can atoms/calculators be simplified?

Current object structure

- ▶ Atoms
- ▶ Atoms with optional calculator
- ▶ Atoms with optional calculator with optional results

Alternative object structure

- ▶ Atoms
- ▶ Calculator with Atoms
- ▶ Results object with calculator inputs and Atoms

Alternative structure is cleaner: Nothing is optional or uncertain.
Uncertain whether we can do this in practice though.

Conclusions

- ▶ It would be great to simplify many classes in ASE.
- ▶ Your help is appreciated!
- ▶ Can things be done compatibly or would we need an ase-4.0?