

# IRIS-HEP SSC includes “sustainability”

- Software sustainability: the capacity of the software to endure, i.e., that the software will continue to be available in the future, on new platforms, meeting new needs
- Sustainability is supported by productivity – if software is easier to develop and maintain, it’s easier to sustain
- Sustainability  $\neq$  reproducibility
  - Reproducibility: the ability to regenerate results

# Who is interested in sustainability?

- Should be everyone
- But in practice, groups who work on sustainability
  - (UK) Software Sustainability Institute (SSI) (£Ms/year)
  - US Research Software Sustainability Institute (URSSI) – currently an NSF conceptualization project
  - IDEAS Productivity – a DOE project, part of ECP, also hosting BSSw.io
  - Australian Research Data Commons (ARDC) (AUS\$Ms/year)
  - Working towards Sustainable Software for Science: Practice and Experience (WSSSPE) – a community of volunteers
  - Research Software Alliance (ReSA) – global umbrella org working to help all the above and others better work together
- And people who want their software to be more sustainable
  - In IRIS-HEP, both infrastructure/processing developers (project teams) and analysis developer/users (PIs, postdocs, students)

# Ideas to bringing these together

- Joint workshop with software sustainability folks and IRIS-HEP folks
  - Software sustainability folks share practices that have worked elsewhere
  - IRIS-HEP folks share experiences and problems
  - Outputs: practices that can be tried in IRIS-HEP, problems that software sustainability folks can work on, joint activities
- Blueprint workshop for this part of SSC
  - Similar to above, but intended to define IRIS-HEP activities
- Joint development of software sustainability training materials
  - Built on carpentries model but with different and more advanced content
- Talk about moving towards more sharing and reuse of software between HEP and the general software community, so that the software HEP relies on is more sustainable