Onboarding DMA Software to the ESCAPE-OSSR Catalogue

By the example of R3BRoot

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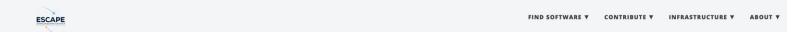
Introduction

- Cooperation between DMA and ESCAPE was established
- Publish DMA software projects as part of the Open-source Scientific Software and Service Repository (OSSR)
- Pilot project: add R3BRoot* software to the repository
- Summarize procedure and workflow

^{* &}lt;a href="https://github.com/R3BRootGroup/R3BRoot">https://github.com/R3BRootGroup/R3BRoot

Starting Point

<u>https://purl.org/escape/ossr</u> → Contribute → Onboarding to the OSSR



Onboarding to the OSSR

An Overview and Step-by-step Tutorial

Process Overview

Why and What to Onboard?

You can onboard your scientific software, public datasets <u>limited in size</u>, container images, or repositories with full analyses environments to the OSSR. You may do so by completing our onboarding process described here and validating the <u>requirements</u>.

Who is Involved?

- Onboarder: You should be author or maintainer to the software you are onboarding to the OSSR and provide your contact for the process. You will need an account at Zenodo.
- Onboarding manager: Depending on the scientific community your project can be allocated to, a member of the OSSR project will act as contact for your onboarding procedure.
- Reviewer: A reviewer from the OSSR project will check that your contribution meets the requirements and publish it to the OSSR.

Basic Requirements

- Software should be in a mature state and follow good software engineering practices
- Publicly available and Open-source license
- Some small things (like introductory documentation)

 R3BRoot: List of names in corresponding AUTHORS and CONTRIBUTORS files

Meta Data File: codemeta.json

- Description of a software projects and its requirements
 - https://gitlab.in2p3.fr/escape2020/wp3/eossr/-/blob/master/codemeta.json

- Python script to transfer AUTHORS and CONTRIBUTORS to codemeta:
 - https://github.com/FairRootGroup/FairMQ/blob/dev/meta_update.py

R3BRoot's codemeta.json

```
"@context": "https://doi.org/10.5063/schema/codemeta-2.0",
"@type": "SoftwareSourceCode",
"license": "https://spdx.org/licenses/GPL-3.0",
"codeRepository": "git+https://github.com/R3BRootGroup/R3BRoot.git",
"contIntegration": "https://github.com/R3BRootGroup/R3BRoot/actions",
"dateCreated": "2009-04-14",
"name": "R3BRoot",
"softwareVersion": "sep22",
```

Final Step: Publish on Zenodo

- Use codemeta2zenodo tool to convert codemeta.json to .zenodo.json
 - Available in https://gitlab.in2p3.fr/escape2020/wp3/eossr
- (if on GitHub) Create WebHook using Zenodo API
 - https://genr.eu/wp/cite/
- Create Release. It will be automatically published on Zenodo

Integrate this workflow into CI

Onboarding Talk

- Will be organized within DMA + ESCAPE WP3 community (See main Onboarding Page)
- Projects with saved onboarding talk will get much higher visibility
- Should serve as short introduction + how-to documentation
- Template for presentation available
 - https://cloud.escape2020.de/index.php/s/uDEC7oTMNsCfYAv/download

Summary

- OSSR onboarding process is well established and documented
- Supplementary technical tools available
- Writing your own tools is easy!

• Links:

- OSSR: https://purl.org/escape/ossr
- eOSSR Library / Tool: https://gitlab.in2p3.fr/escape2020/wp3/eossr/
- Policy Document: https://doi.org/10.5281/zenodo.6757113

Next Steps / Outlook

• Start the onboarding process by filling the registration form...

For further questions contact c.tacke (at) gsi.de

Looking into CITATION.cff