“Managing the Scientific Software Development Process - Version Control and other Tools.”

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Presentation Abstract

In this talk, we will introduce some of the tools available to manage the development of scientific software. Most notably, we will have an in-depth look at the Git version control system and the CMake cross-platform build automation tool, but the discussion can extend to the whole Agile and DevOps approaches, which greatly help to improve the quality of scientific software.

Speaker Bio

Dr.-Ing. Jens Hannemann received the Dipl.-Ing. (MS) and Dr.-Ing. (PhD) degrees in electrical engineering from the Ruhr-Universität Bochum and the Christian-Albrechts Universität in Kiel, Germany, respectively. After joining the University of Kentucky as postdoctoral fellow and research professor from 2002-2012, he currently is associate professor for computer science and video game development at Kentucky State University. Dr. Hannemann’s interests lie in cross-disciplinary research and education in the areas of computer science, simulation, signal processing, video game design and development, and theories of learning and creativity applied to these fields of interest. He is passionate about all aspects of computational science, but in particular software engineering and assurance as well as high-performance computing.

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Place: Whitehall Classroom Building 114
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