

Kepler - Bug #5174

Reduce the number of modules in Kepler CORE.

09/08/2010 04:26 PM - David Welker

Status:	Resolved	Start date:	09/08/2010
Priority:	Normal	Due date:	
Assignee:	Ilkay Altintas	% Done:	0%
Category:	general	Estimated time:	0.00 hour
Target version:	2.5.0	Spent time:	0.00 hour
Bugzilla-Id:	5174		

Description

The number of modules in Kepler is a little bit overwhelming. If the user was required to specify modules.txt manually (as they would in some rarer use cases) it would be tedious at best. Given that our current module set was not developed according to completely consistent guidelines, we should develop such a set of guidelines with an eye to reducing the number of modules to make manual specification of modules more manageable.

History

#1 - 09/08/2010 04:34 PM - Christopher Brooks

My theory about the number of modules is that tool developers want to have many modules because they see all the combinations and see them all as useful. Tool users just want one module, because they see the tool as a monolithic object and don't care if they get extra stuff.

This is true of Ptolemy, where I see it as many modules and Kepler developers and users just see it as one module.

One possible solution would be to include ways to group modules - a hierarchy of modules. We may even have this now. The idea is that a product consists of a number of groups of modules or groups of groups etc. Modules don't necessarily belong to a specific group, for example the ptolemy.util module is used by both the headless ptolemy runtime engine and the plotter.

By using groups, it might be possible to help the user decide what modules are needed.

#2 - 03/27/2013 02:29 PM - Redmine Admin

Original Bugzilla ID was 5174