

# EOSC SYNERGY Tools Development Hackathon as a Service

FAIRsFAIR Roadshow, 23<sup>rd</sup> June 2021

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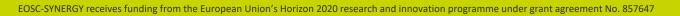
















#### Expand EOSC capacity and Investments

SC SYNERGY

capabilities by leveraging Investments and existing know-how & resources of national digital infrastructures.

1. Vision 🧿



National

Resources

**Building EOSC Capabilities** 

Foster EOSC services integration and promote quality

Promoting EOSC policy harmonisation

Develop the EOSC Human capital

### Implementing EOSC at the EU National level

Spain, Portugal, UK, Czech Republic, Germany, Slovakia, Poland and the Netherlands.

### 3. Expected impact 📈

The strongest impact of the EOSC-synergy project will be a measurable increase of the number of resources, services and data repositories offered to researchers through EOSC, paired with concrete, contributions to the EOSC governance structure from national perspectives and a new channel to support the build-up of EOSC human capabilities.





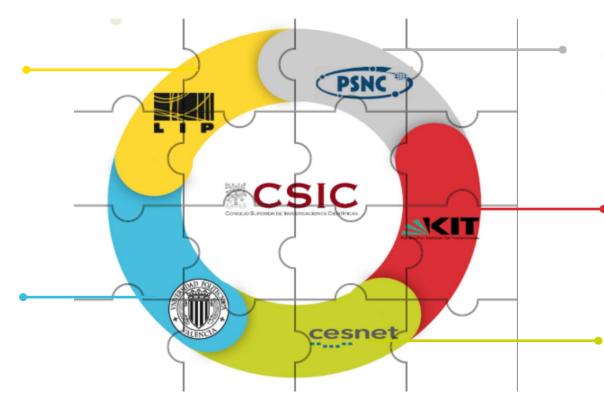


#### Promoting EOSC High Quality Services

Software quality as a service, FAIRness evaluation and quality certification badges.

#### Thematic Services Integration

10 thematic services addressing 4 scientific areas (Earth Observation, Environment, Biomedicine and Astrophysics).



### **Skills development**

Environment for tutorials with a dedicated MOOC platform, courses methodology and a Hackaton as a service platform.

## Capacity Expansion at the Infrastructure level

Integration of services and resources from the RIs of the consortium partners.

### Alignment at the Policy Level

Collaboration with regional projects on landscaping activities, gap analysis and contribution to EOSC policies.

# EOSC-Synergy - Expanding training and education capabilities through an innovative online platform



### Guidance and best practice for creating good quality tutorials

- Analysis and design sessions
- Training analysis form available to guide planning
- Design workshop based on ABC-LD, a well-established methodology
- Guidance on formats and tools to create content

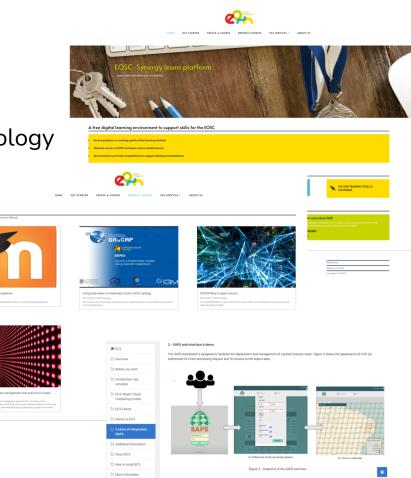
### Set of EOSC ecosystem tutorials and training materials

- Basic tutorials on EOSC
- Advanced tutorials regarding the EOSC-Synergy tools
- Domain specific tutorials regarding thematic services

# Online platforms for content creation/hosting of training material and running hackathons

### Interaction with national education programmes

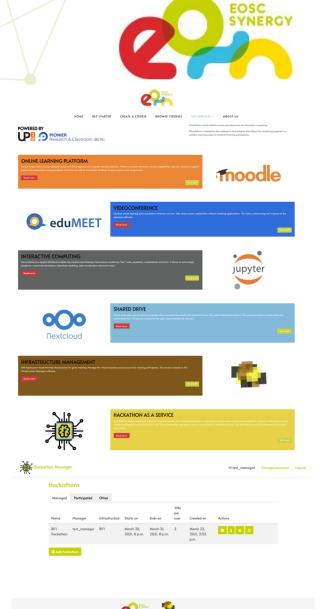
• Courses developed suitable for education programmes



# Learn@Synergy platform

# Modular set of tools for preparing and conducting tutorials <a href="https://learn.eosc-synergy.eu/">https://learn.eosc-synergy.eu/</a>

- MOOC: Moodle: production/development instance
- Videoconference: based on eduMEET
- Interactive computing: based on Jupyter Notebook
- Shared drive: based on NextCloud
- Infrastructure Manager to deploy the training infrastructure
- Hackathon-as-a-service to facilitate the organisation of hackathons on the EOSC infrastructure and accessible through the EOSC Portal





### Guidelines

- Analysis and design sessions
- Uses the ADDIE model as a framework
- Training analysis form available to guide planning
- Design workshop based on ABC-LD, a wellestablished methodology
- Templates for storyboarding
- Guidance on delivering live events
- Checklists for training materials (FAIR, event planning/delivery)



### Initial training analysis

Fill in as much detail as you can at this stage – these are your initial thoughts and some of this might be guesswork. You'll go into more detail in the Design stage and you can update this form if needed.

#### Goals and audience

Your service	
What does it offer? What	
benefits does it have?	
Training goal	
Why are you doing this training?	
What would success look	
like? This can include developing	
skills, gaining knowledge and	
changing attitude, improving	
service awareness/use etc	
Audience	
Who is your target audience?	
This could be particular roles (eg	
researcher, students), knowledge	
level (eg aimed at beginners) or	
task based - eg those who want	
to be able to do a specific task.	
Benefits/outcomes for	
learners	
What will learners gain from your	
training? What will they be able	
to do? What will they know? It is	
helpful to use the phrase 'By the	
end of this training you will: Be	
able to Be familiar with Have	
practiced ' :	





# Support for training materials development

	automatically. Update
Synergy	rou are currently using guess access (cuy in)
🖻 LAGO	
D Welcome	LAGO Thematic Service
LAGO Thematic Service	Home / Courses / EOSC-Synergy / LAGO / What is LAGO?
What is LAGO?	
D DMP	Welcome LAGO Thematic Service Using the Service Data: access & sharing
C Enrolment eduTEAMS	
C Enrolment LAGO	Introduction What is LAGO? DMP Enrolment eduTEAMS Errolment LAGO LAGO repositories
LAGO repositories	Latin American Giant Observatory (LAGO) The LAGO Project is an extended astroparticle observatory at a global scale. It is mainly oriented to basic research on three branches of astroparticle physics:
D Using the Service	the extreme universe, space weather phenomena, and atmospheric radiation at ground level. These are the needed components of other researches on high energy physics, weather forecasting, life sciences, aerospatial security or computer science.
Infrastructure manager	The LAGO detection network consists of single or small arrays of self-designed Water-Cherenkov detectors (WCDs). These particle detectors are spanned over
Installing tools	different sites located at significantly different latitudes (currently from Mexico to the Antarctic region) and different altitudes (from sea level up to more than 5,000 meters over sea level), covering a huge range of geomagnetic rigidity cut-offs and atmospheric absorption/reaction levels.
🗅 OnedataSim & ARTI	The LAGO Project is operated by the LAGO Collaboration, a non-centralized and distributed collaborative network of more than 100 scientists from almost 30 institutions in 11 countries. Several universities have incorporated LAGO studies into their curricula. Their students, especially the ones belonging to physics,
C Running calculations	electronics and computing areas, also contribute to the development of LAGO technologies.
Data: access & sharing	A Stable Peploying
🗅 DataHub	Planed

= 🔗 Synergy 🗖	👬 My Courses 👻 🌲 🗭 Marcin Plociennik 🕥				
<ul> <li>EOSC-Synergy- Creating quality online training</li> <li>Participants</li> </ul>	EOSC Synergy: Creating quality online training Dashboard / My courses / EOSC-Synergy- Creating quality online training / Overview				
Badges					
Competencies	Overview Initial training analysis Designing training Creating content Delivering training				
I Grades	Evaluation Summary checklists				
D Overview	Overview What you'll learn Before you start				
🗅 What you'll learn					
🗅 Before you start	Welcome!				
Initial training analysis	This course will guide you through the steps of online training design and delivery, giving practical tips and case studies.				
Goals and audience	You can move around this course in several ways:				
Content and resources	Use the tabs across the top of the page to move sections     Creating quality online training				

- Using Kubernetes on Federated Cloud in EOSC-Synergy.
- Bringing synergy to better data management and research in Europe.
- LAGO Thematic service
- SAPS Thematic service
- Creating quality online training

### What is a hackathon?

 Hackathon: sprint-like event in which computer programmers and others involved in software development (UI and graphic designers or project managers) collaborate intensively on software projects with the goal of creating a functioning product by the end of the event (typically 24-48 hours)

# Why Haas?

- We had experience organizing hackathons with regional government and city council
- Nowadays it is common that organizers provide infrastructure so participants focus only in their work
- The process of creating and giving access to the offered infrastructures was done manually and required knowledge
  - Creating VMs or assigning physical nodes
  - Configuring the network
  - Creating users and giving credentials to participants
  - Once it has finished submit results, destroy the infrastructure

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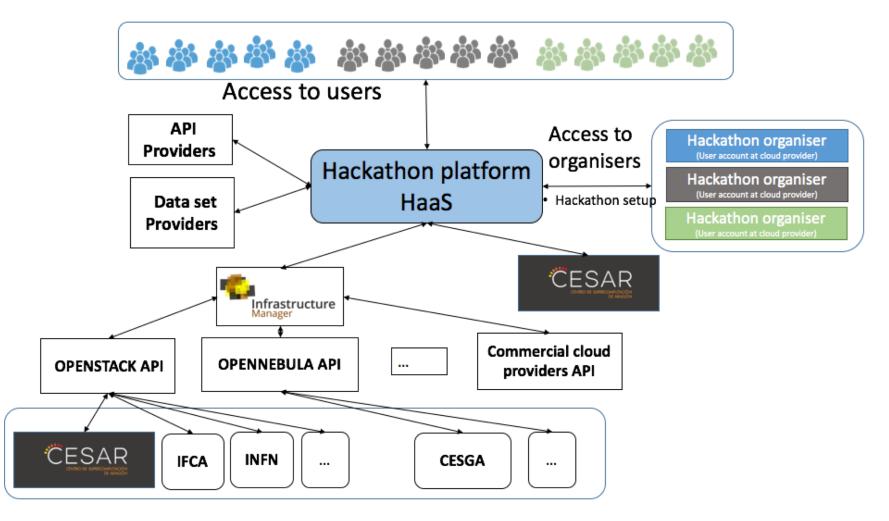
• Why do not automate the process?

### Hackathon roles

- Hackathon organisers: they need an agile a flexible tool to manage the hardware infrastructure and software to be provided to hundreds of participants
- Hackathons participants: they need an environment easy and ready to use where hardware and software resources are available
- Infrastructure providers: they must guarantee reliable infrastructure to users and flexibility to manage VM for hackathon organisers
- Dataset & API providers: datasets of scientific fields are usually unexploited as they are considered hard to understand for commercial or individual usage

### EOSC SYNERCY

### Our proposal



# How it works

- A platform to facilitate the organisation of hackathons on the EOSC infrastructure and accessible through the EOSC Portal
- Hackathon organisers can:
  - Create and publish hackathons, describing the rules and technical requirements
  - Offer their infrastructure to support their hackathons, which will be automatically deployed every time a participant joins
  - Give instructions to access specific resources such as datasets, APIs
  - Control who participates in their hackathons, setting them as public (moderating requests) or private (inviting participants)
  - See statistics of their hackathons
  - Evaluate participant solutions

## How it works

### • Participants can:

- Find, join and get invited to hackathons
- Use the offered infrastructure by managers during the hackathon
- Infrastructure is automatically deployed, access instructions and credentials are shown on the screen
- Use external resources such as datasets or APIs through instructions added by organisers
- Submit and update their solutions to be reviewed and rated by organisers



Hi test\_manager! Change password Log out

# Organiser view



Hi test\_manager! Change password Log out

#### Hackathons

Managed	Participated	Other					
Name	Manager	Infrastructure	Starts on	Ends on	VMs per user	Created on	Actions
BIFI Hackathon	test_manager	BIFI	March 20, 2021, 8 p.m.	March 2I, 202I, 8 p.m.	2	March 22, 2021, 3:52 p.m.	

Add hackathor





#### Add IM hackathon

Enter hackathon name	
Start date	
dd/mm/aaaa:	ť
End date	
dd/mm/aaaa:	ť
Joining mode	
Moderated	
Infrastructure	
OpenNebula	

#### Instructions (admits markdown)

Describe the specific instructions of your hackathon, include references to external resources such as datasets, APIs, etc.

#### Infrastructure credentials

Host
Infrastructure host
Username
Infrastructure username
Password

Infrastructure password

#### Infrastructure configuration

RAM per VM IGB	~
mage	
Image	
Network	
Network	





# Organiser view



Hi test\_manager! Change password Log out

#### **Evaluate solution**

#### My solution

#### Introduction

Leven ipsum is simply during tet of the printing and typesetting industry, loven (psum has been the industry's trandard during tet are veri race the 1500, when an unknown printer took a gailey of type and crasmible if it hands are type spectrem back. This survived not envire, but all the leap into electronic typesetting, renaining essentially unchanged. If was popularised in the 1960s with the release of Latreat Heste scatianting Leven (psum passes, and more recencing) with destatip publicity.

#### How we did it

Lorem (psum is simply dummy text of the printing and typesetting industry. Lorem (psum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scambiled it to make a type spectrem back. It has survived not only five entitutes, but also the leap into electronic typesetting, remaining assentially unchanged. It was popularised in the 1960s with the release of Lareset sheets containing Lorem (psum passages, and more recently with desktop publishing software like Adus PageMaker including versions of Lorem (psum.

#### Results



Test our API here: API

Score From 0.0 to 10.0 0,00

Save



View hack	athon	
Name: Manager: VM per user: Start date: End date:	BIFI Hackathon test_manager 2 March 20, 2021, 8 p.m. March 21, 2021, 8 p.m.	
	New users per day	New resources used per day
2		3
1		2
0	23/03/2021	0 23/03/2021
	Accumulated users	Accumulated resources
2		3
1		2
		0

Position	User	Score
#1	test_developer@blfi.es	8.50





Hi test\_developer! Change password Log out

# Participant view



Hi test\_developer! Change password Log out

#### Hackathons

Participated	Other						
Name	Manager	Infrastructure	Starts on	Ends on	VMs per user	Created on	Actions
BIFI Hackathon	test_manager	BIFI	March 20, 2021, 8 p.m.	March 2I, 202I, 8 p.m.	2	March 22, 2021, 3:52 p.m.	



View hackathon

Name:	BIFI Hackathon
Hackathon manager:	test_manager
VM per user:	2
Start date:	March 20, 2021, 8 p.m.
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