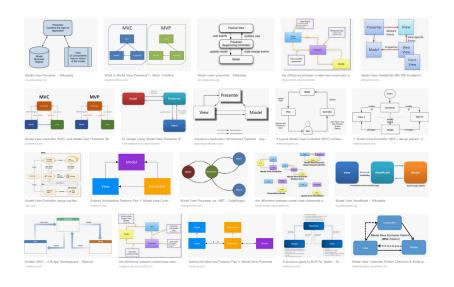


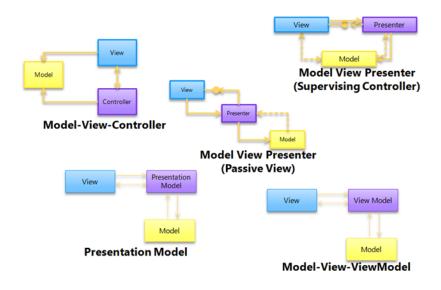
GUI architecture for scientific workflow

spaghetti-free, lazy-responsive, with capture & replay

Joachim Wuttke

Forschungszentrum Jülich GmbH, JCNS-MLZ Garching





Qt5 model/view classes

view is based on

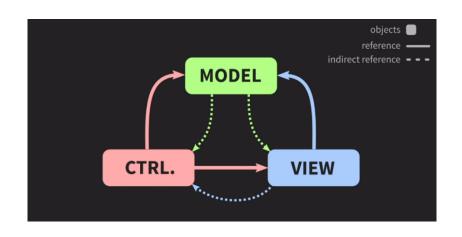
QAbstractItemView

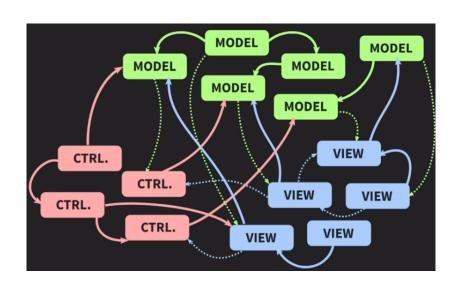
- QListView
- QTableView
- QTreeView

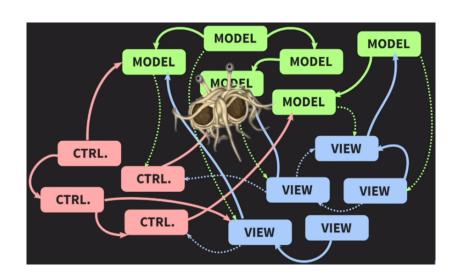
model inherits from

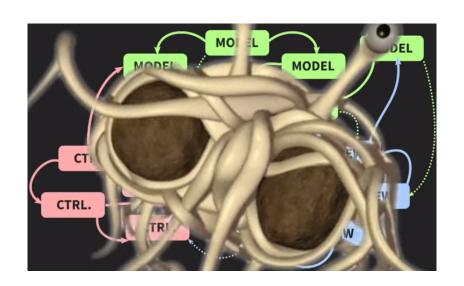
QAbstractItemModel

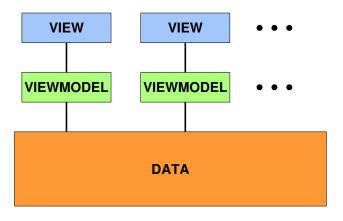
- QAbstractListModel
- QAbstractProxyModel
- QAbstractTableModel

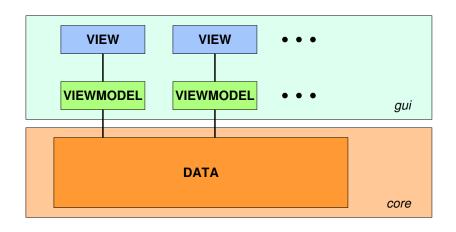


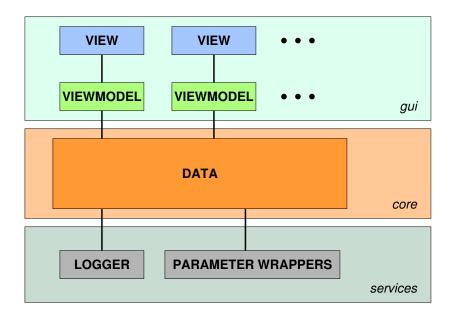


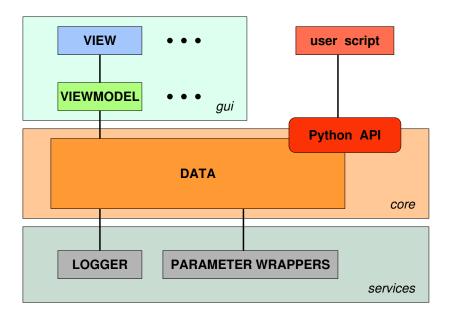




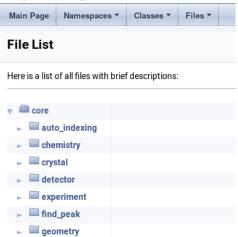




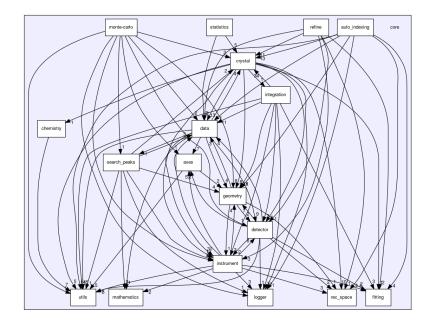


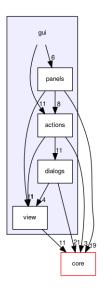


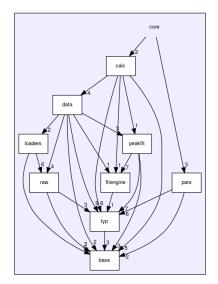
My Project



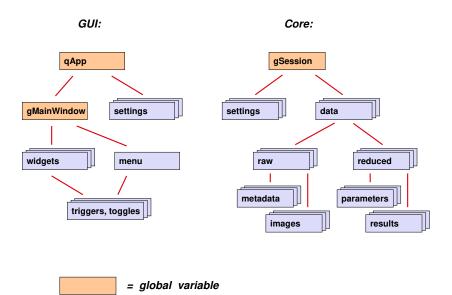
generated by Doxygen 12







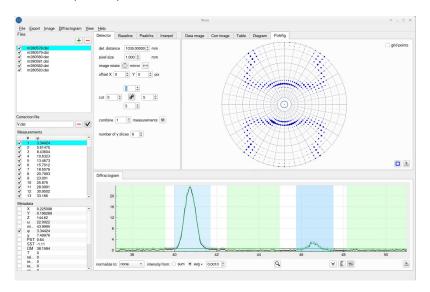
generated by Doxygen 14



- prefer plain global variables over equivalent singletons
- prefer one global variable gSession over function calls like

```
f(session.Data, session.Parameters);
which calls
   g(datafiles[iFile], parameterX, parameterZ);
which calls
   h(datafile.metadata.A, parameterZ);
```

How to keep this up to date?



Signalling spaghetti (GUI \leftrightarrow Core) has its root in efforts

- to restrict Core recomputation to data that have changed,
- to restrict GUI redrawing to Widgets that have changed.

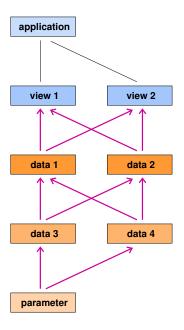
Both are premature optimizations.

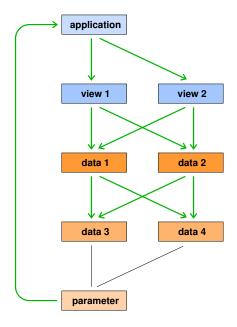
Signalling spaghetti (GUI \leftrightarrow Core) has its root in efforts

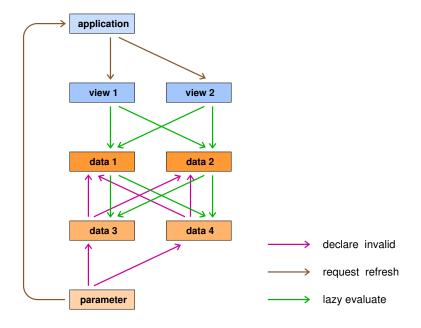
- to restrict Core recomputation to data that have changed,
- to restrict GUI redrawing to Widgets that have changed.

Both are premature optimizations.

They do not even preclude duplication of Core computations.







GUI: Core: qApp gSession gMainWindow settings settings data widgets reduced menu raw metadata parameters triggers, toggles images results request redisplay request recompute

Bonus section: capture & replay

Logging

Why?

- to debug,
- to profile,
- to document provenance,

and to replay

- tests during development,
- functional tests.
- user sessions, especially upon bug reports.

Also related:

Undo/Redo.

Logging

How?

By recording

- keyboard and mouse events,
- interrupts,
- user actions at widget level,
- GUI-to-core calls.

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