

YAML file handling in JEDI

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Parameter encapsulation

YAML validation using JSON Schema

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The standard way of retrieving configuration options set in YAML files is to call `eckit::Configuration` methods in member functions of the class to be configured.

```
DifferenceCheck::DifferenceCheck(  
    const eckit::Configuration &config, /*other params*/  
    : FilterBase(config, /*other params*/),  
    ref_(config.getString("reference")),  
    val_(config.getString("value"))  
{}  
  
void DifferenceCheck::applyFilter(/*parameters*/) const {  
    float vmin = config.getFloat("minvalue", missing);  
    float vmax = config.getFloat("maxvalue", missing);  
    // ...  
}
```

Disadvantages:

- ▶ Users need to read the code to find the list of available parameters.
- ▶ Documentation is separated from parameter definition.
- ▶ Unrecognised (e.g. mistyped) options are simply ignored.

`oops::Parameters`

A collection of parameters.

`oops::RequiredParameter<T>`

A parameter whose value must be specified explicitly.

`oops::Parameter<T>`

A parameter with a default value.

`oops::OptionalParameter<T>`

A optional parameter whose absence is handled specially.

```
/// Options controlling the operation of a thinning filter.
class ThinningParameters : public oops::Parameters {
public:
    /// Minimum distance (in km) between two retained observations.
    oops::RequiredParameter<float> minDistance{
        "min_distance", this};

    /// If true, observations will be randomly shuffled before
    /// being inspected as candidates for retaining.
    oops::Parameter<bool> shuffle{
        "shuffle", true, this};

    /// Variable storing observation priorities. An observation
    /// won't be retained if it lies within the exclusion volume
    /// of an observation with a higher priority.
    ///
    /// If not set, all observations have equal priority.
    oops::OptionalParameter<Variable> priorityVariable{
        "priority_variable", this};
};
```

```
// In the filter class:
ThinningParameters options_;

// In the filter's constructor
// ('config' is an instance of eckit::Configuration):
options_.deserialize(config);

// In the filter's applyFilter() method:
oops::Log::debug() << "Requested minimum distance (km) = "
                  << options_.minDistance << std::endl;
// (Parameter<T> is often implicitly converted to T.
// In contexts where that doesn't happen, call value()).

// Accessing an optional parameter's value:
const boost::optional<Variable> &priorityVariable =
    options_.priorityVariable;
if (priorityVariable != boost::none)
    oops::Log::debug() << "Requested priority variable = "
                      << priorityVariable->variable() << "@"
                      << priorityVariable->group() << std::endl;
```

ObsFilters:

- Filter: Met Office Buddy Check
traced_boxes:
 - min_latitude: 10
max_latitude: 20
min_longitude: 30
max_longitude: 40
 - min_latitude: -80
max_latitude: -70
min_longitude: -60
max_longitude: -50


```
/// A box covering a specified (closed) interval of
/// latitudes and longitudes.
class LatLonBoxParameters : public oops::Parameters {
public:
    oops::Parameter<float> minLatitude{"min_latitude", -90, this};
    oops::Parameter<float> maxLatitude{"max_latitude", 90, this};
    oops::Parameter<float> minLongitude{"min_longitude", -180, this};
    oops::Parameter<float> maxLongitude{"max_longitude", 180, this};

    bool contains(float latitude, float longitude) const;
};

/// Options controlling the MetOfficeBuddyCheck filter.
class MetOfficeBuddyCheckParameters : public oops::Parameters {
public:
    /// Information about observations lying within any of
    /// the specified boxes will be output to the log.
    oops::Parameter<std::vector<LatLonBoxParameters>> tracedBoxes{
        "traced_boxes", {}, this};
};
```

```
// In the filter class:
MetOfficeBuddyCheckParameters options_;

// In the filter's constructor:
options_.deserialize(config); // all levels will be deserialized

// In the filter's applyFilter() method:
const std::vector<LatLonBoxParameters> &tracedBoxes =
    options_.tracedBoxes.value();
const float obsLatitude = ..., obsLongitude = ...;
if (std::any_of(
    tracedBoxes.begin(), tracedBoxes.end(),
    [&](const LatLonBoxParameters &box)
    { return box.contains(obsLatitude, obsLongitude); })) {
    // print observation to the log
}
```

- ▶ Parameters stores a vector of pointers to its constituent (Required/Optional)Parameter<T>s.
- ▶ Parameters::deserialize() calls the deserialize() method of each constituent (Required/Optional)Parameter<T>.
- ▶ That method calls ParameterTraits<T>::get(), which defines how a value of type T should be extracted from an eckit::Configuration object.

```
template <typename T>
struct ParameterTraits {
    static boost::optional<T> get(
        const eckit::Configuration &config,
        const std::string &name)
    {
        T value;
        if (config.get(name, value))
            return value;
        else
            return boost::none;
    }
};
```

```
template <>
struct ParameterTraits<util::DateTime> {
    static boost::optional<util::DateTime> get(
        const eckit::Configuration &config,
        const std::string &name)
    {
        std::string value; // T-value;
        if (config.get(name, value))
            return util::DateTime(value); // return value;
        else
            return boost::none;
    }
};
```

- ▶ `util::DateTime`
- ▶ `util::Duration`
- ▶ `ufo::Variable`
- ▶ `std::vector<T>`
- ▶ `std::map<Key, Value>`
- ▶ `util::ScalarOrMap<Key, Value>`
- ▶ Any subclass of `oops::Parameters`

- ▶ Detection of unused/mistyped parameters (August Weinbren): Parameter objects notify their parent (Parameters) about the configuration entries they've used; Parameters displays a warning if any entries were left unused.
- ▶ Range checking:

```
oops::BoundedParameter<int> numSteps{  
    "num_steps", 10, this,  
    // minimum allowed value  
    1,  
    // maximum allowed value  
    std::numeric_limits<int>::max()};
```

- ▶ More documentation:

https:

```
//jointcenterforsatellitedataassimilation-jedi-docs.  
readthedocs-hosted.com/en/latest/jedi-components/ufo/  
parameters.html
```

Parameter encapsulation

YAML validation using JSON Schema

- ▶ A **JSON schema** is a JSON document that describes the expected structure of other JSON documents using certain keywords.
- ▶ These keywords are defined in drafts of the JSON Schema standard published on <http://json-schema.org>.
- ▶ JSON documents can be validated against a schema using a variety of libraries, command-line and GUI tools.
- ▶ YAML documents can be handled by converting them into JSON beforehand. Some tools do it automatically.

(With thanks to Stephen Oxley)

YAML document

```
name: Paris
latitude: 48.9
longitude: 2.4
```

Schema

```
{
  "type": "object",
  "properties": {
    "name": {"type": "string"},
    "latitude": {"type": "number",
      "minimum": -90,
      "maximum": 90},
    "longitude": {"type": "number",
      "minimum": -180,
      "maximum": 180}
  },
  "required": ["latitude",
    "longitude"],
  "additionalProperties": false
}
```

- ▶ JSON schema validator for JSON for modern C++
(<https://github.com/pboettch/json-schema-validator>)
- ▶ The jsonschema Python package
(<https://python-jsonschema.readthedocs.io>)
- ▶ Visual Studio Code with the YAML plugin (developed by Red Hat)

Demo: Editing a JEDI YAML file in Visual Studio Code.

1. Each executable (e.g. `Variational`, `HofX`) expects the YAML configuration file to have a different structure.
 - ▶ We may not support syntax checking for each one.
 - ▶ A separate top-level JSON Schema file must exist for each supported type of configuration files.
 - ▶ Schemas describing parts of YAML files shared by multiple executables (e.g. the `Model` section) can be defined in separate JSON files and referenced from the top-level schema:

```
"Model": {"$ref": "Model.json.schema#/Model"}
```

2. The list of allowed properties may depend on the values of certain properties. Example:
 - Filter: Thinning
random_seed: 123
amount: 0.96
 - Filter: Background Check
threshold: 3.0

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- JSON Schema supports conditional subschemas through the `allOf` and `if-then` keywords. *Simplified* example:

```
"allOf": [  
  {  
    "if": { "properties": {  
      "Filter": { "const": "Thinning" }  
    } },  
    "then": { "properties": {  
      "random_seed": { "type": "integer" },  
      "amount": { "type": "number" }  
    } }  
  },  
  {  
    "if": { "properties": {  
      "Filter": { "const": "Background Check" }  
    } },  
    "then": { "properties": {  
      "threshold": { "type": "number" }  
    } }  
  }  
]
```

3. Parts of the YAML structure may depend on the model.

▶ QG:

```
model:
  name: QG
cost_function:
  cost_type: 3D-Var
  Jb:
    Background:
      state:
        - date: 2010-01-01T12:00:00Z
          filename: Data/fcast.fc.2009-12-31T00:00:00Z.P1DT12H
```

▶ FV3:

```
model:
  name: FV3
cost_function:
  cost_type: 3D-Var
  Jb:
    Background:
      state:
        - filetype: geos
          datapath: Data/inputs/geos_c12
          filename_bkgd: geos.bkg.20180415_000000Z.nc4
```

- ▶ We could use a solution based on `allOf/if/then`, but the top-level schema, defined in OOPS, cannot know about all possible model types. So...
- ▶ OOPS schemas import model-dependent subschemas from the (non-existing) `model` folder:

```
"state": {  
  "type": "array",  
  "items": {  
    "$ref": "../..model/schemas/state.schema.json#/state"  
  }  
}
```

- ▶ Each model provides the missing files and uses CMake to copy them together with those from OOPS into the build and installation folders.

```
build  
'- fv3-jedi  
  '- model  
    | '- schemas  
    |   '- state.schema.json  
  '- oops  
    '- schemas  
      '- variational.schema.json
```

- ▶ Users configure VS Code to pick the top-level schema corresponding to their model of choice in the build or installation folder.

4. JSON schemas become an independent source of truth about the structure of configuration files.
 - ▶ We could parse JSON schemas and generate C++ source files defining data structures storing settings loaded from YAML files.
 - ▶ Alternatively, we may be able to generate JSON schemas from C++.

- ▶ JSON Schema files used during the demonstration are available on the `feature/json-schema-variational` branch in the `oops`, `ioda`, `ufo` and `fv3-jedi` repositories.
- ▶ To test the schema in VS Code, run `make install` to copy all parts of the schema to the installation directory. Then add the following line to the `yaml.schemas` property in VS Code's `settings.json` configuration file:

```
"your-installation-dir/share/fv3jedi/schemas/oops/  
schemas/variational.schema.json": "3dvar*.yaml"
```