

Receiving Credit for Research Software

Alice Allen

Astrophysics Source Code Library (ASCL)/UMD

@owlice @asclnet aallen@ascl.net

Abstract

Though computational methods are widely used in many disciplines, those who author these methods have not always received credit for their work. This presentation will cover recent changes in astronomy, and indeed, in many other disciplines, that include new journals, policy changes for existing journals, community resources, changes to infrastructure, and availability of new workflows that make recognizing the contributions of software authors easier. This talk will include steps coders can take to increase the probability of having their software cited correctly and steps researchers can take to improve their articles by including citations for the computational methods that enabled their research.



QUICK FIELD: [Author](#) [First Aut](#)

← Start New Search

keyword:software year:1998

Your search returned **5** results

Collection ×
+astronomy

← Start New Search

QUICK FIELD: [Author](#) [First Aut](#)

keyword:software year:2008

Your search returned **15** results

Collection ×
+astronomy

← Start New Search

QUICK FIELD: [Author](#) [First Author](#)

keyword:software year:2018

Your search returned **271** results

Collection ×
astronomy

ascl.net

*Software is the most used
instrument in astronomy*

New journals

JORS

*Journal of Open Research
Software*

SoftX

Software X

A&C

Astronomy and Computing

JOSS

*Journal of Open Source
Software*

ComAC

*Computational Astrophysics and
Cosmology*

RNAAS

Research Notes of the AAS

Changes in existing journals

Encourage or require software citations

Allow software articles without research results

Encourage or require code release

Community resources

More places to put software and information about software

Indexers capture/track software citations

Broader efforts cross disciplines and influence others

Even more ADS magic

Doctype field value *software*

Can be combined with other fields, such
as *keyword*



GREATER RECOGNITION

1. Release your software

"... anything less than release of actual source code is an indefensible approach for any scientific results that depend on computation..."

Ince, Hatton, & Graham-Cumming, *The case for open computer programs*, Nature, v. 482, Feb. 23, 2012

...“a hidden coding error fueled a seven-year dispute between two of condensed matter’s top theorists.” *Physics Today*, 22 Aug 2018

...a change in a code researchers had not noticed led to incorrect results

M. Zorotovic, M. R. Schreiber and S. G. Parsons, A&A, Aug 2014



Lorena Barba
@LorenaABarba



The lesson here is not merely that a piece of research code had a bug that led to operating-system-dependent results, but that **PUBLISHING THE CODE** led to discovery of the problem
[vice.com/en_us/article/...](https://www.vice.com/en_us/article/...) #Reproducibility

1. Release your software
2. Assign a license
3. Specify citation method with
codemeta.json or CITATION.cff

Citation methods

Software itself via ASCL, JOSS, DOI from archiving service

Article using or describing the code

~~GitHub, SourceForge, BitBucket repo URL~~ **NO!**

~~URL to personal institutional page~~ **NO!**

~~URLs in general~~ **NO!**

1. Release your software
2. Assign a license
3. Specify citation method with `codemeta.json` or `CITATION.cff`
4. Register your code with the ASCL

Benefits

Unique identifier

Listing in indexing services, including
ADS, Web of Science, Google Scholar

Trackable citation method

Increased discoverability

How to register

Use handy online form

Email info to editor@ascl.net

Submit via `codemeta.json` file

1. Release your software
 2. Assign a license
 3. Specify citation method, preferably with `codemeta.json` or `CITATION.cff`
 4. Register your code
 5. Archive your code
 6. Cite other people's codes well
 7. Include a software section in articles
-

RAWR



You can change the world!*

Links to the resources mentioned are available at:

<http://ascl.net/wordpress/resources/receiving-credit-for-software/>

* At least a small part of it, which is still cool!
