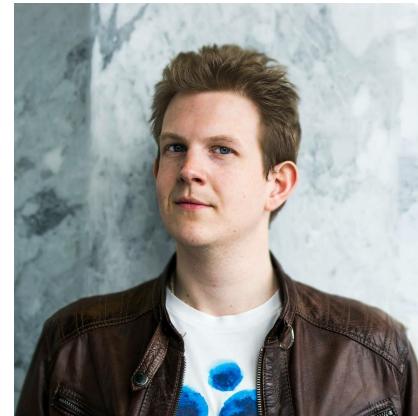


# Welcome to the Snakemake bring-your-own-code Workshop

# Your Instructors



John (instructor)



Erik (instructor)



Per (instructor)



Verena (instructor & organizer)

# Zoom etiquette

- Please keep your **webcam** on, unless you have problems with your internet connection
- **Lectures**
  - Please stay muted
  - If you have a question, please use the raise-your-hand function (via "Participants")
  - We will share the lecture slides with you
- **Breakout rooms**
  - Feel free to stay unmuted, unless there is a lot of background noise

# Discussions forum

- Please use the **Discussions** on Canvas during the workshop for communication

The screenshot shows the 'Discussions' page within the Canvas LMS. The top navigation bar includes the NBIS logo, course name 'NBIS\_SNMKBYOC\_H21', and a 'Discussions' link. A search bar and a 'Discussion' button are also present. The left sidebar lists various student tools: UU Student, Account, Dashboard, Courses, Calendar, Inbox, History, Studio, and Help. The 'Discussions' tool is currently selected. The main content area displays pinned discussions under sections like 'Live sessions', 'Snakemake questions', 'General discussions', and 'Zoom issues'. A 'Discussions' section is partially visible at the bottom. The page is ordered by recent activity.

# Discussions forum

- We will post announcements and links to lecture slides in [General discussions](#)
- You can ask Snakemake questions to everyone in [Snakemake issues](#)
- Each group has their own discussion, too ([Group 1](#), [Group 2](#), [Group 3](#), [Group 4](#))
- If you are having problems with your zoom connection or other zoom-related issues, contact us via the [Zoom issues](#) discussion or via email ([edu.byoc-snake@nbis.se](mailto:edu.byoc-snake@nbis.se))

# Schedule

Wednesday, 29 September 2021

Time	Topic	Teacher
09.00 - 09.10	Welcome and introduction	VK
09.10 - 10.10	Lectures <ul style="list-style-type: none"><li>• Anatomy of a Snakefile</li><li>• Best practices &amp; directory structure</li><li>• Tools for reproducible research</li><li>• Example workflow</li></ul>	JS, VK
10.10 - 10.15	Short Break	
10.15 - 10.30	Breakout rooms: ice-breaker session	VK, JS, PU, EF
10.30 - 12.30	Breakout rooms: feedback session (incl. Coffee Break)	VK, JS, PU, EF
12.30	Wrap-up day 1	VK
ca. 12.45	End of day 1	

# Schedule

Thursday, 30 September 2021

Time	Topic	Teacher
09.00 - 09.30	Lectures <ul style="list-style-type: none"><li>• Schemas &amp; wrappers</li><li>• Best practices in practice</li><li>• Configuration via PEP files</li></ul>	PU, JS
09.30 - 09.35	Short Break	
09.35 - 12.00	Breakout rooms: coding session (incl. Coffee Break)	VK, JS, PU, EF
12.00	Feedback session for open questions & wrap-up day 2	VK
ca. 12.30	End of day 2	

# Schedule

Friday, 1 October 2021

Time	Topic	Teacher
09.00 - 09.30	Lectures <ul style="list-style-type: none"><li>• Cluster execution &amp; profiles</li></ul>	PU
09.30 - 09.35	Short Break	
09.35 - 12.00	Breakout rooms: coding session (incl. Coffee Break)	VK, JS, PU, EF
12.00	Feedback session for open questions & final wrap-up	VK
ca. 12.30	End of the workshop	

# Breakout room groups

Whenever we open the breakout rooms, please move yourselves into your group room (except for group 2 who stays with Verena in the main room)

## Group 1: Erik F.

- Yueqing, Marti, Juanita, Nina

## Group 2: Verena

- Nima, Andreas, Hao

## Group 3: John

- Mohamed, Pol, Ymke, Dries

## Group 4: Per

- Tom, Erik Z., Philipp, Hanna

# Breakout room feedback session (today)

- You will be in a **breakout room** with your group (incl. your instructor)
- Each of you **presents** their project to your group
- You have **30 minutes**, incl. questions and feedback from your group
- This will hopefully help you to find a **starting point** to work on your project



# Breakout room coding sessions (days 2 and 3)

- You will be in a **breakout room** with your group (incl. your instructor)
- There, you will each **work individually** on your project
- You can **ask questions** whenever you need help
- Your instructor will try to help, but all participants are encouraged to **help each other**



# Feedback sessions (days 2 and 3)

- At the end of each day, after the coding sessions
- In the main zoom room
- Time to discuss open questions that were difficult to solve in the groups or any interesting insights about Snakemake



# Questions?

