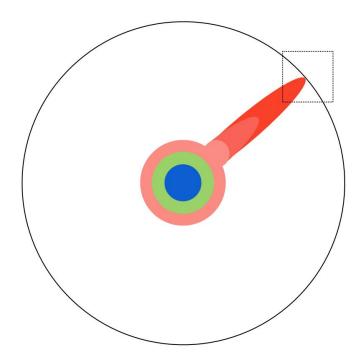
CPBS 7601
Computing Skills in Biomedical Sciences
Lecture 11
Fall 2025

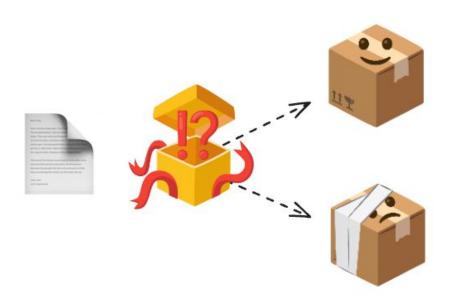
Outline

- Introduction
- Software Gardening
- The planter and the pruner
- Break
- Software tropism

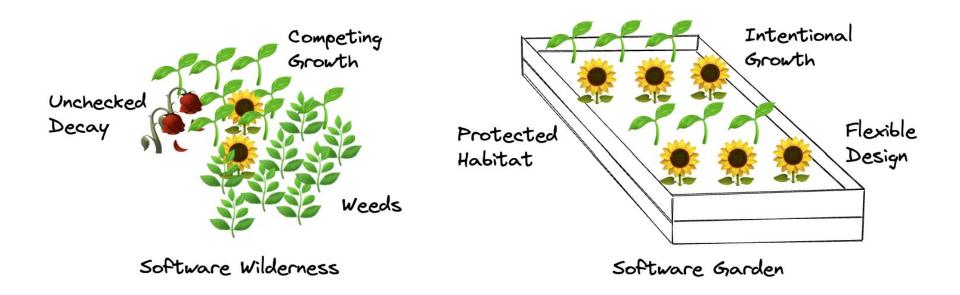


We move forward through a wilderness as we develop software.

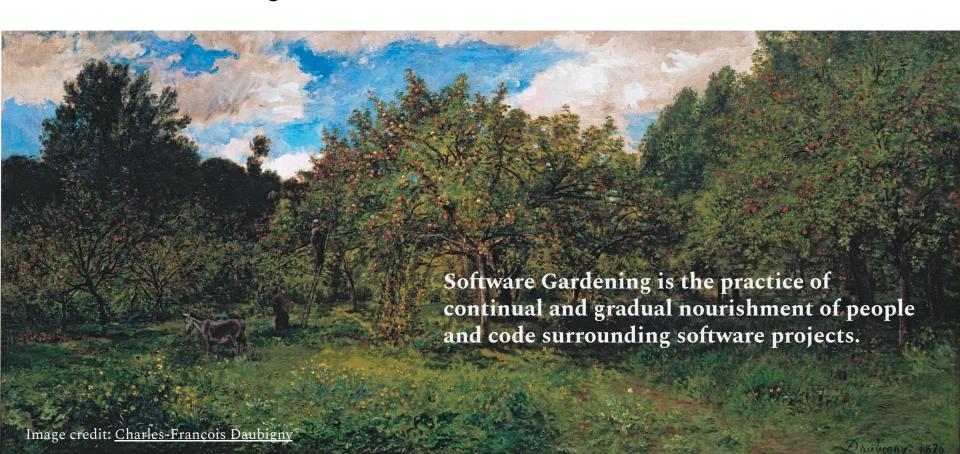
The illustrated guide to a Ph.D. (link)

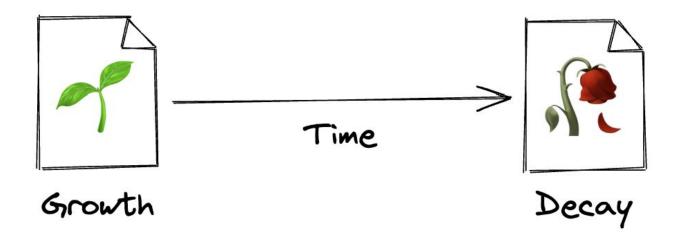


What kind of experience do we have when we open software cited in a manuscript?

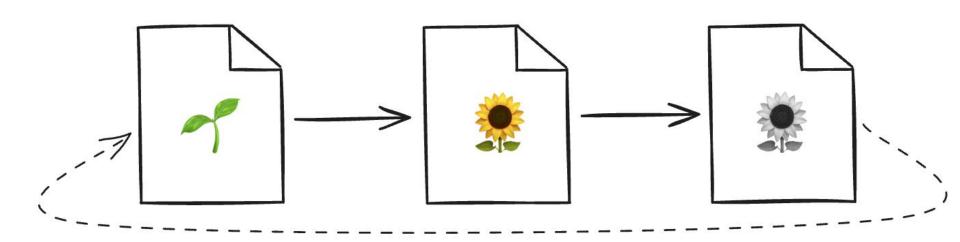


Software can be experienced as a wilderness or a garden.

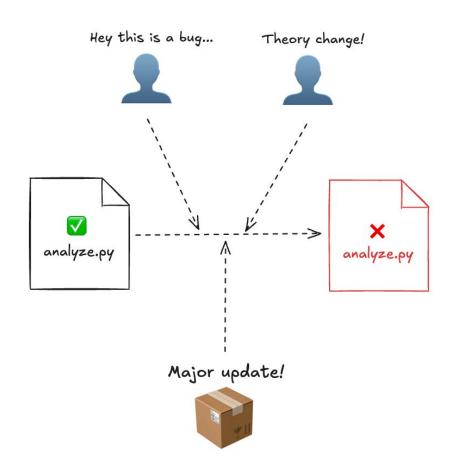


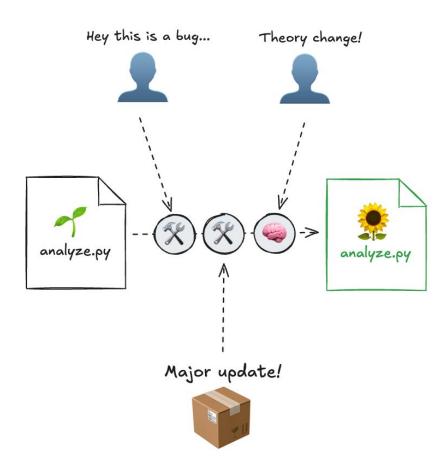


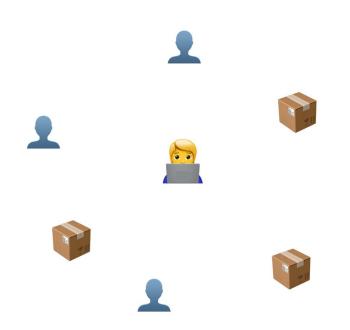
Time changes software.



There are practices which we can use to enhance growth and recycle decay.







Our projects are often a composite of efforts from other dependencies.

Code as a byproduct of social interaction

PETER NAUR, PROGRAMMING AS THEORY BUILDING

Peter Naur, widely known as one of the authors of the programming language syntax notation "Backus-Naur Form" (BNF), wrote "Programming as Theory Building" in 1985. It was reprinted in his collection of works, Computing: A Human Activity (Naur 1992).

This article is, to my mind, the most accurate account of what goes on in designing and coding a program. I refer to it regularly when discussing how much documentation to create, how to pass along tacit knowledge, and the value of the XP's metaphor-setting exercise. It also provides a way to examine a methodol-

"Programming as Theory Building"

Introduction

The present discussion is a contribution to the understanding of what programming is. It suggests that programming properly should be regarded as an activity by which the programmers form or achieve a certain kind of insight, a theory, of the matters at hand. This suggestion is in contrast to what appears to be a more common notion, that programming should be regarded as a production of a program and certain other texts.

https://pages.cs.wisc.edu/~remzi/Naur.pdf

Files: > 2,000

Code lines: > 553,000

Commits: > 36,000

Issues: ~3,500

Open pull requests: ~140

Closed pull requests: > 34,000

Forks: ~19,000

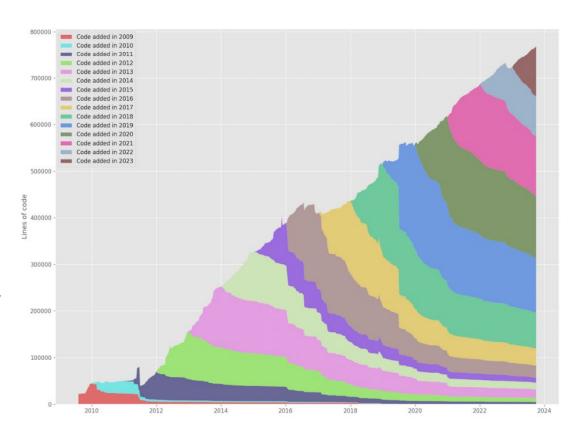


One person's garden is another's wilderness.

Git-of-theseus analysis for Pandas.

Essential vs accidental properties.

Who holds the essential theory of Pandas?





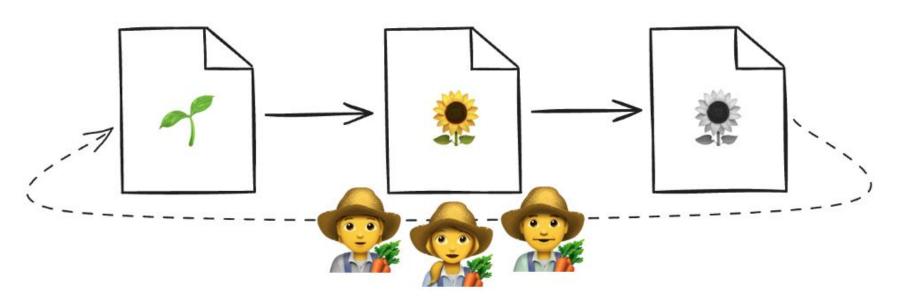
Replacement vs repair

"Large-lump development is based on the fallacy that it is possible to build perfect buildings. Piecemeal growth is based on the healthier and more realistic view that mistakes are inevitable."

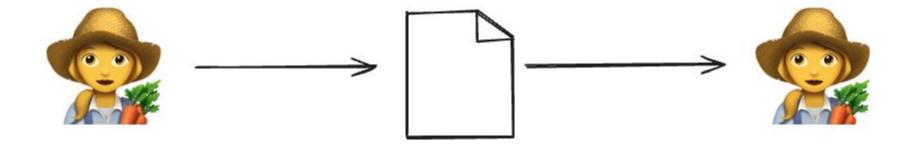
Christopher Alexander,
 The Oregon Experiment

Figure: <u>left</u>

Who holds the essential theory of your projects?



We don't have to go it alone.



What we create will be inherited by others.



https://github.com/WayScience/phenotypic_profiling/pull/58

"The 'planetary garden' is a means of considering ecology as the integration of humanity — the gardeners — into its smallest spaces. Its guiding philosophy is based on the principle of the 'garden in motion': do the most for, the minimum against."

- Gilles Clément

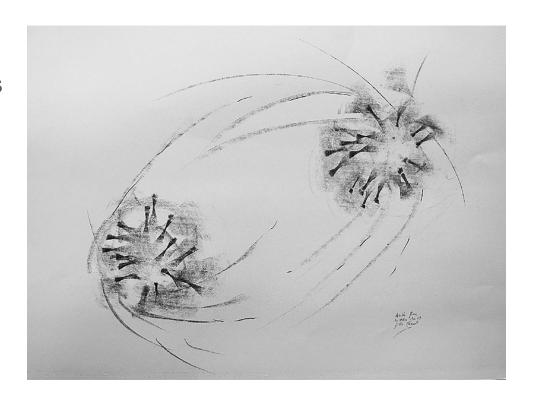


Figure: <u>link</u>

"Before you speak ask yourself if what you are going to say is **true**, is **kind**, is **necessary**, is **helpful**. If the answer is no, maybe what you are about to say should be left unsaid."

- Bernard Meltzer



We benefit the most by "boosting" our and others works.

Image from:

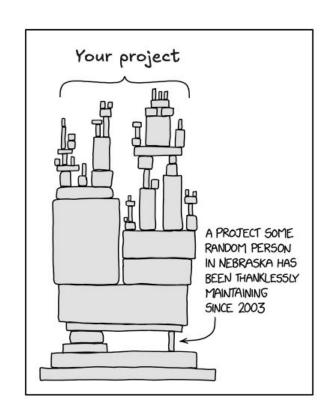
https://www.digitalspy.com/videogames/retro-gaming/a622081/star-fox-64-retrospective-a-showcase-of-nintendo-64-potential/

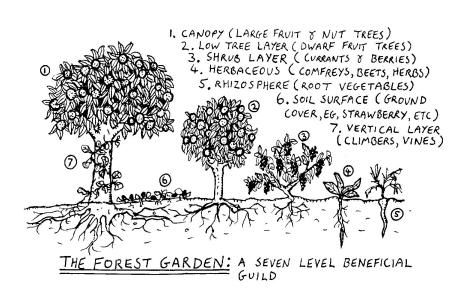
Demo: the Planter and the Pruner

Break (5 min)

We build stacks which are vulnerable to a number of factors.

Modified from https://xkcd.com/2347/







The garden forest: [re]balancing ecological interchange

Figures: <u>left</u>, <u>right</u>

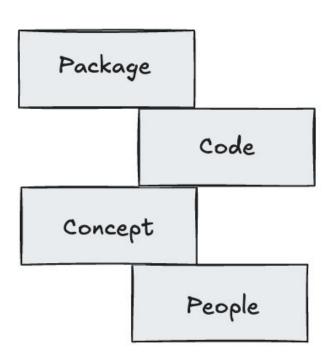
Tropism: the turning of all or part of an organism in a particular direction in response to an external stimulus.

What types of tropisms dictate project growth (or decay)?





What does a project depend on to grow?



Exploring Dependency Tropism

Assignment