Computational Fluency Workshop

Introduction to Concepts and Strategies

Jason Ritt

jason ritt@brown.edu Scientific Director of Quantitative Neuroscience



https://github.com/brownritt/cfsc2023

Expectations

"Everybody is ignorant, only on different subjects."
- Will Rogers

"What makes coding uniquely difficult? Coding is hard on your memory. This book's theme is that writing good research code is about freeing your memory."

- Patrick Mineault, Good Research Code

This workshop will demonstrate tools, but the true goal is to consider *process*.

You will already know some things, but probably not all the things. Don't be afraid to be wrong, as long as you are open to change. Ask for help when you want it. Help others when you can (*if* they want you to!).

Everyone uses StackExchange and Wikipedia; not everyone uses them well.

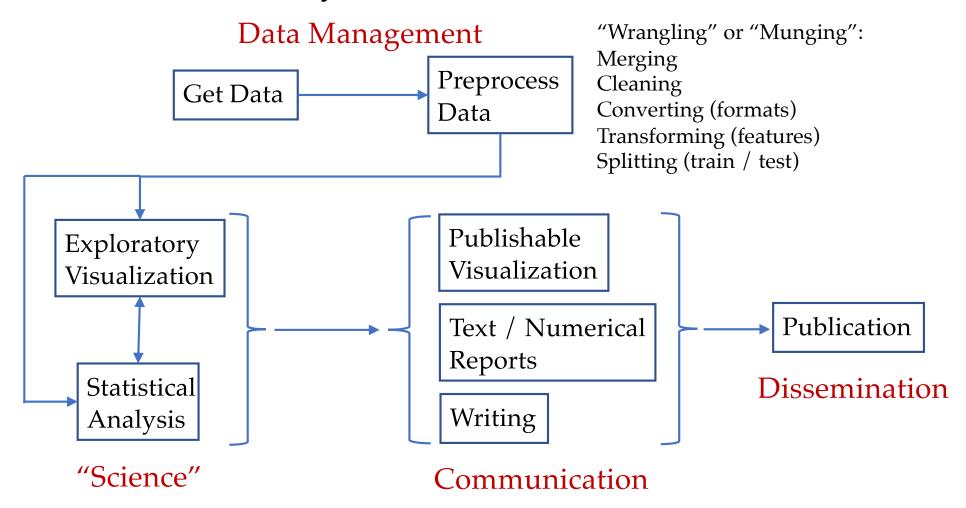
Expectations Part Deux

The reality is you will need to learn and do things your PIs and mentors do not, because the practice of science is changing faster than the people doing it.

In the course of four hands-on sessions, we cannot cover any one idea or tool comprehensively. The goal is to bolster your lifelong learning, refined by sustained practice, of the use of computation in scientific research.

I will present one way of doing things, but if you have reason to prefer an alternative process, great. Just be thoughtful about your choices, and develop a process that works for you (and your colleagues...).

An ideal scientific analysis workflow (1000 ft view)



Challenges that distinguish research computation

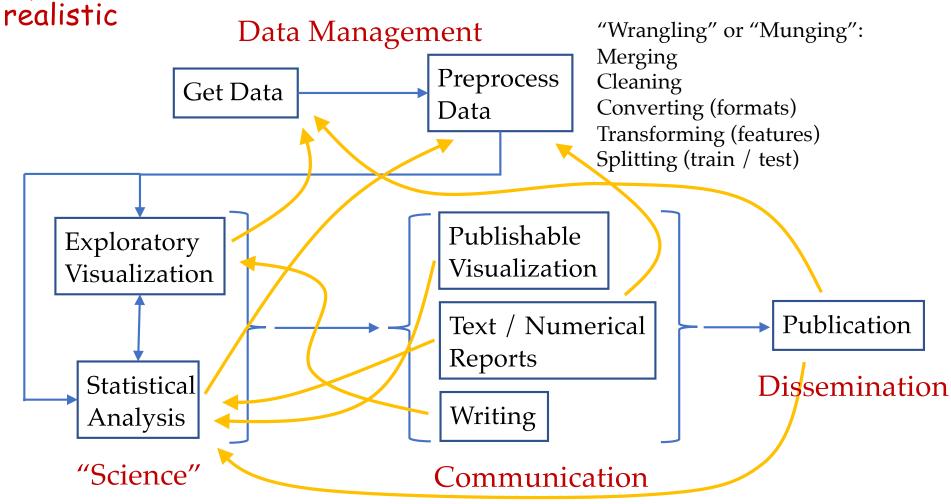
Vague specifications: It's often not clear exactly what the problem is, or what would count as a solution.

Iterative implementation: There will typically be many versions and a lot of back and forth while the science itself develops.

Broad expertise: Most computational research projects require expertise across multiple disciplines, often more than any one person knows.

Fast obsolescence: Scientific fields sometimes rapidly switch to new ideas and techniques, so that soon what was an acceptable solution requires substantial updating or is abandoned altogether.

An ideal scientific analysis workflow (1000 ft view)



An ideal scientific analysis workflow (1000 ft view)

realistic Data Management

We'd like to have the "computational fluency" to

Efficiently *implement* each step, and its connections to others

Track what we actually did (memory is unreliable!)

Validate what we did, and know how to fix anything wrong

Reproducibly and meaningfully communicate what we did

Redo parts of the flow without having to redo it all

Reuse our work in future projects

Find solutions when confronted with the unknown

Almost all of these steps could use automation

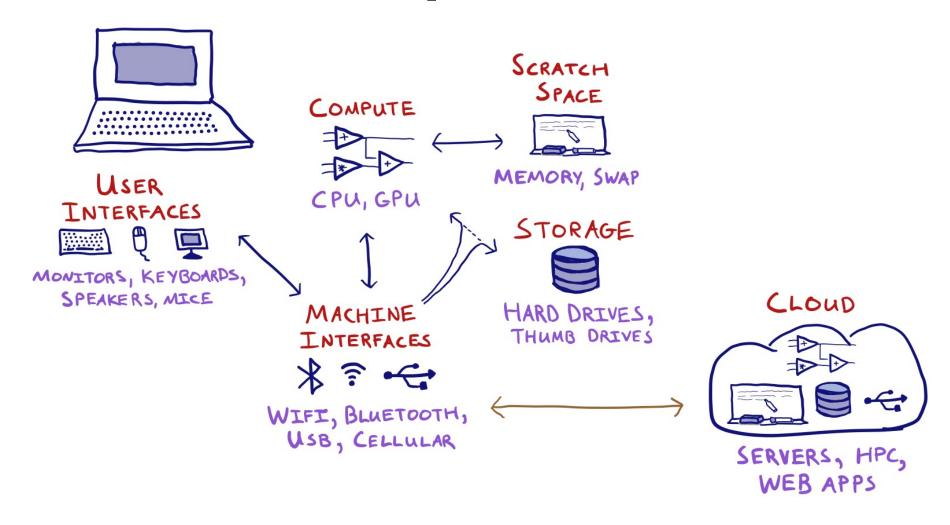
'Statistics"

Communication

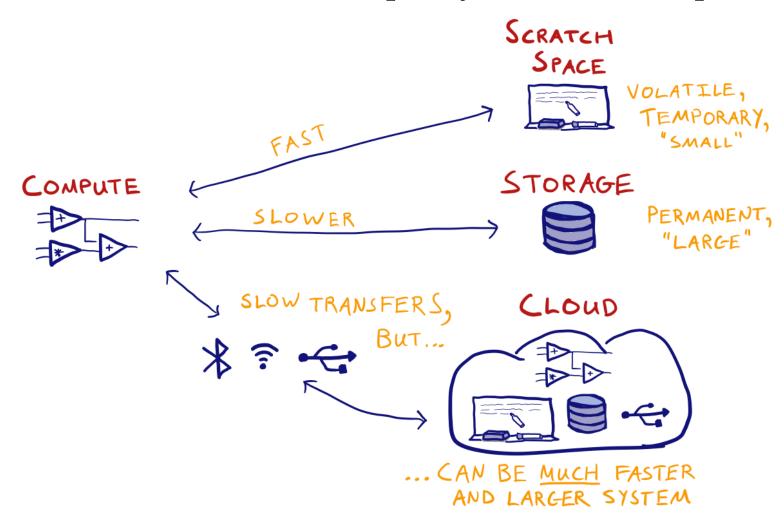
tion

hation

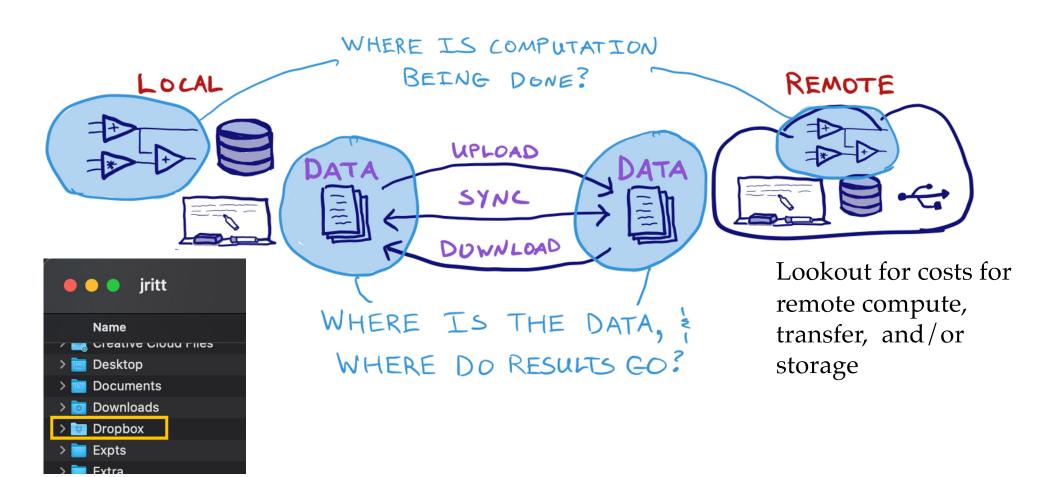
Back to basics: What is a computer?



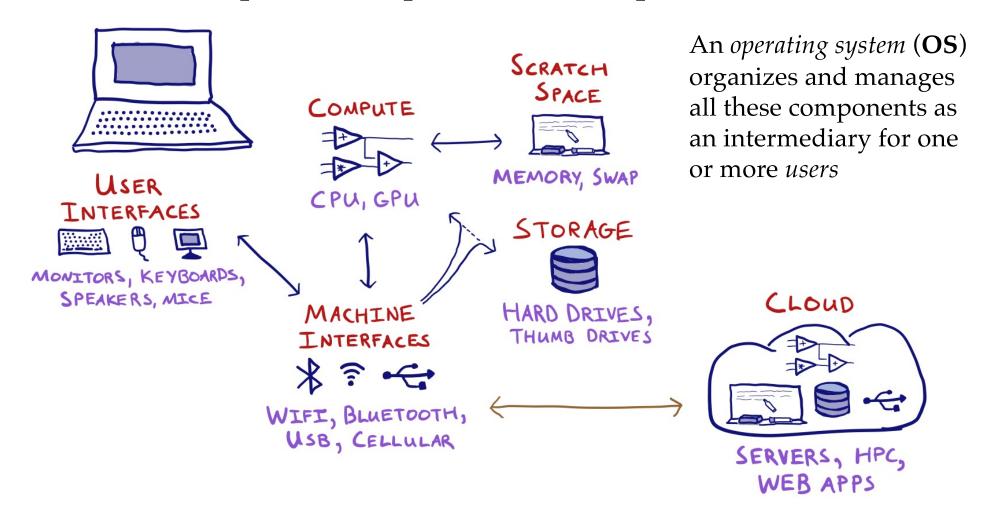
Varied choices of information capacity and transfer speeds



"Cloud" use: Keep your data close, and your compute closer



The core (conceptual) components of computers

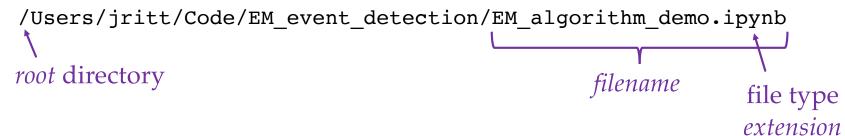


Dude, where's my data? (and also my code, and my messages, and ...)

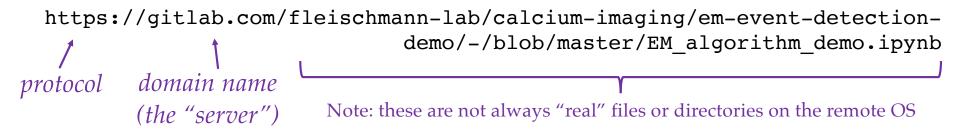


Storage is organized by the OS: Information is kept in *files*. Every file is located in some *directory*, within a *tree* of other directories.

Locations are described by *paths*:

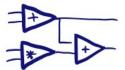


Remote locations (URLs) include networking information:

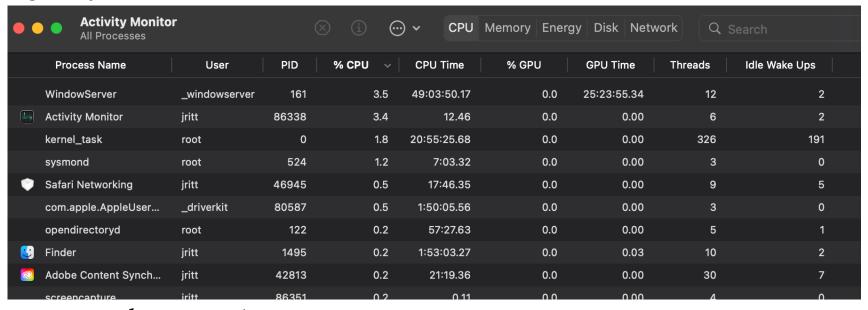


Data management means keeping track of what you have and where it needs to be

How is Compute organized?



All activity (every "application" and more) is done through one or more *processes* managed by the OS.



Every process has some key properties:

Who am I? *Accounts*

What am I allowed to do? *Permissions, Priority*

Where am I? Working directory (path)







A *command line interface* (**CLI**) executes commands given by text input. CLIs are very powerful and efficient, though with a bit of a learning curve.



Note: the Terminal application is a graphical interface to a second process, called a *shell*, that actually runs the CLI.

```
em-event-detection-demo — -bash — 83×17
(ritt_standard) BMC4C02YR013JK7M:~ jritt$ cd Code/EM_event_detection/GitLab/
(ritt_standard) BMC4C02YR013JK7M:GitLab jritt$ ls
.DS Store
                                 em-event-detection-demo/
(ritt_standard) BMC4C02YR013JK7M:GitLab jritt$ cd em-event-detection-demo/
(ritt_standard) BMC4C02YR013JK7M:em-event-detection-demo jritt$ ls
.DS_Store
                                 EM_algorithm_demo.pdf
.git/
                                 LICENSE
.gitignore
                                 README.md
.ipynb_checkpoints/
                                 README.md~
EM_algorithm_demo.ipynb
                                 environment.yml
(ritt_standard) BMC4C02YR013JK7M:em-event-detection-demo jritt$ git status
On branch master
Your branch is up to date with 'origin/master'.
nothing to commit, working tree clean
(ritt_standard) BMC4C02YR013JK7M:em-event-detection-demo jritt$
```

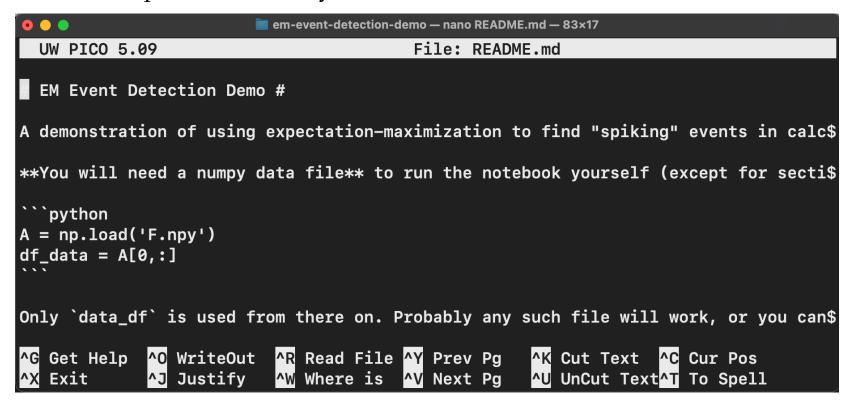
CLIs are a common example of a Read-Eval-Print Loop (REPL) interface.







A text editor manipulates arbitrary text-based files.



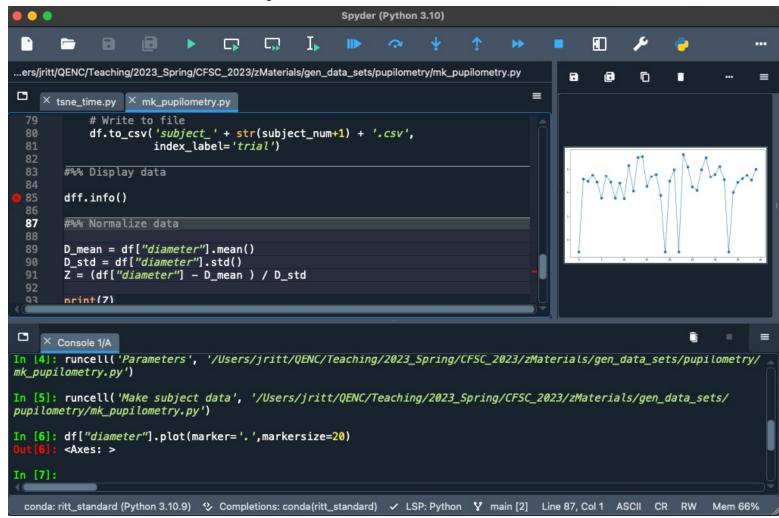
Text editors are valuable utilities for efficient manipulation of "simple" files.







An integrated design environment (IDE) combines a "smart editor" (syntax highlights, error checks, code hints, etc), a (REPL) console for running interactive commands, and other coding and file handling utilities.





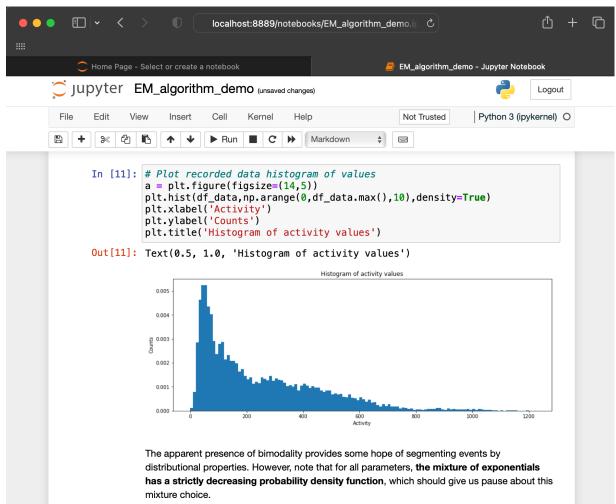




An *interactive notebook* runs input code, displays outputs, and allows text annotations in a single document made of *cells*.

There are actually two processes: one runs the notebook itself, and communicates with an invisible *kernel* process that does the real computational work.

Beware: is a REPL that keeps its history, but can get "out of order"!









There are **many** other tools for working on computational projects, and everyone has their own preferred tool chain.

Common use cases for the interfaces we've covered are:

- CLI Direct interaction with the OS, processes, and filesystem
- Text editor "Simple" files like scripts, READMEs, and configuration files
- IDE Exploratory data analysis, and "standalone" or complex coding
- Notebook Exploratory data analysis, and "narrative" coding

nature

NEWS | 13 August 2021 | Correction 25 August 2021

Do not use Excel:

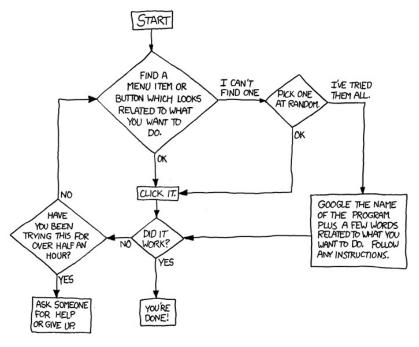
Autocorrect errors in Excel still creating genomics headache

Despite geneticists being warned about spreadsheet problems, 30% of published papers contain mangled gene names in supplementary data.

https://www.nature.com/articles/d41586-021-02211-4

Troubleshooting and getting help

Troubleshooting is a skill



https://xkcd.com/627/

Online search is a skill

NEVER HAVE I FELT SO
CLOSE TO ANOTHER SOUL
AND YET SO HELPLESSLY ALONE
AS WHEN I GOOGLE AN ERROR
AND THERE'S ONE RESULT
A THREAD BY SOMEONE
WITH THE SAME PROBLEM
AND NO ANSWER
LAST POSTED TO IN 2003



https://xkcd.com/979/

Troubleshooting and getting help

Using AI assistants is a skill





120

[...]

7 * 4 + 8 * 8

= (7 * 4) + (8 * 8) (we can use parentheses to group multiplication terms, but they are not necessary)

= 28 + 64 (we perform the multiplication inside the parentheses first)

= 92 (we perform the addition last)

Wait but you started by saying 7 * 4 + 8 * 8 = 120?



That was a typo, sorry. The correct answer is 92, as shown in the solution.

Sebastien Bubeck, Sparks of AGI: early experiments with GPT-4, https://www.youtube.com/watch?v=qbIk7-JPB2c

Software installation: Before next meeting

Note: Adopting a good system often takes a lot of upfront effort, with a delayed pay off in terms of ease and rigor. It's completely normal for things to feel uphill for a while at the beginning.

Things to set up / install before Mon:

- Install git (CLI, optionally GitHub Desktop)
- Make a GitHub account
- Install a coding environment (Anaconda python, others optional)
- Install an IDE (Matlab or Spyder)

See reference notes at https://github.com/brownritt/cfsc2023