



# Welcome to the Workshop!

## **Workshop Website**

<https://uw-madison-aci.github.io/2018-01-10-uwmadison-swc/>

*Make sure you've completed the Setup!!*

## **Etherpad (for collaborative notes)**

<http://pad.software-carpentry.org/2018-01-10-uwmadison-swc/>

## **Pre-Workshop Survey (1/2 of your entry fee!)**

[https://www.surveymonkey.com/r/swc\\_pre\\_workshop\\_v1](https://www.surveymonkey.com/r/swc_pre_workshop_v1)



# Check your setup!

Open Terminal or GitBash (Windows), and type the following:

**python --version**

Raise your hand if you DON'T have version **3.5.x** (where x can vary).

**python -c "import pandas"**

Raise your hand if you get an error.

**git --version**

Raise your hand if you get an error.

**nano --version**

Raise your hand if you get an error.



# Workshop Logistics: Where Stuff Is

## **Restrooms**

Across the hall

## **Beverages**

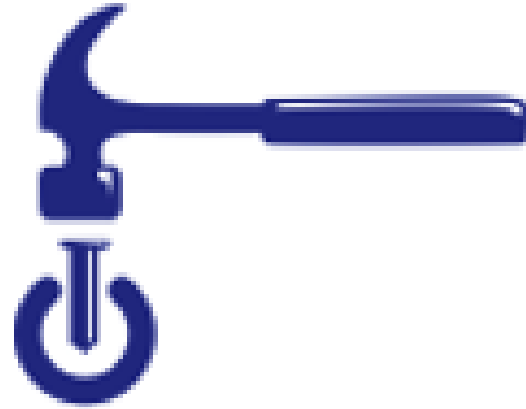
Drinking fountain: across the hall

Coffee/tea: front left corner of room, all day

## **Lunch**

On your own.

Need a fridge? Let us know.



# Welcome to Software Carpentry!

## January 10-11, 2018

### Instructors:

Carolyn Voter  
Christina Koch  
Patrick Shriwise  
Sarah Stevens

### Host:

Advanced Computing  
Initiative



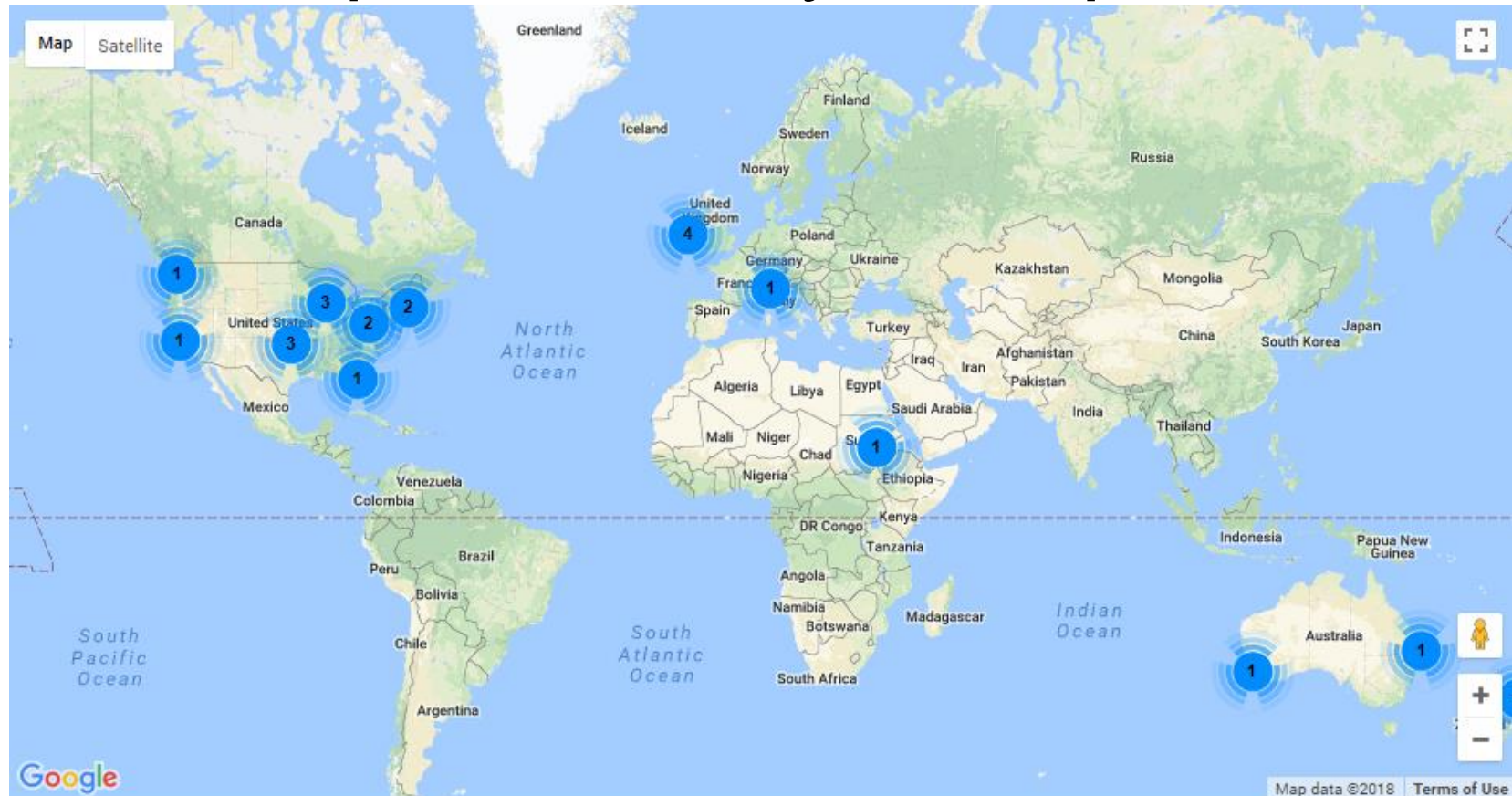
# Briefly....

- What is Software Carpentry? What are our goals?
- Expectations
  - What you should expect from us
  - What we expect from you
  - What you should expect from yourselves



# What is 'Software Carpentry'??

- Non-profit, international organization
- Workshops = our way to help scientists





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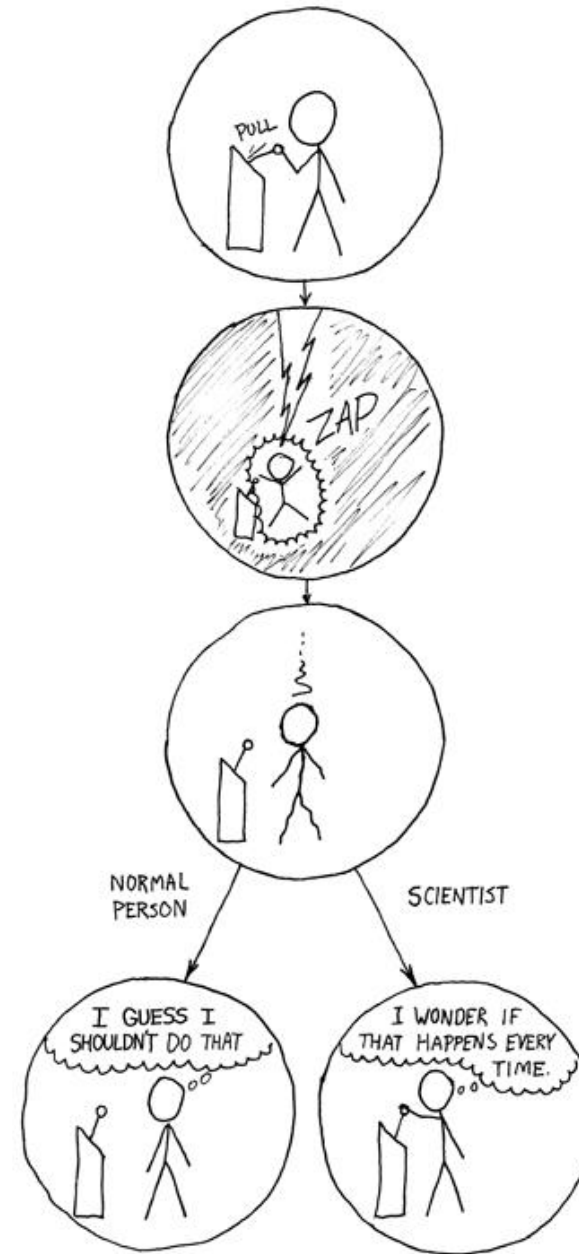


# What is 'Software Carpentry'??

- Non-profit, international organization
- Workshops = our way to help scientists
- Code-along learning model
- Instructors are all volunteers
- Materials developed by open science community



If you can't reproduce  
it, is it still science?





# Reality of Research Computing

- Many scientists spend most of their time developing, maintaining, or running software
  - Most don't consider themselves software engineers
  - Few have ever been taught how

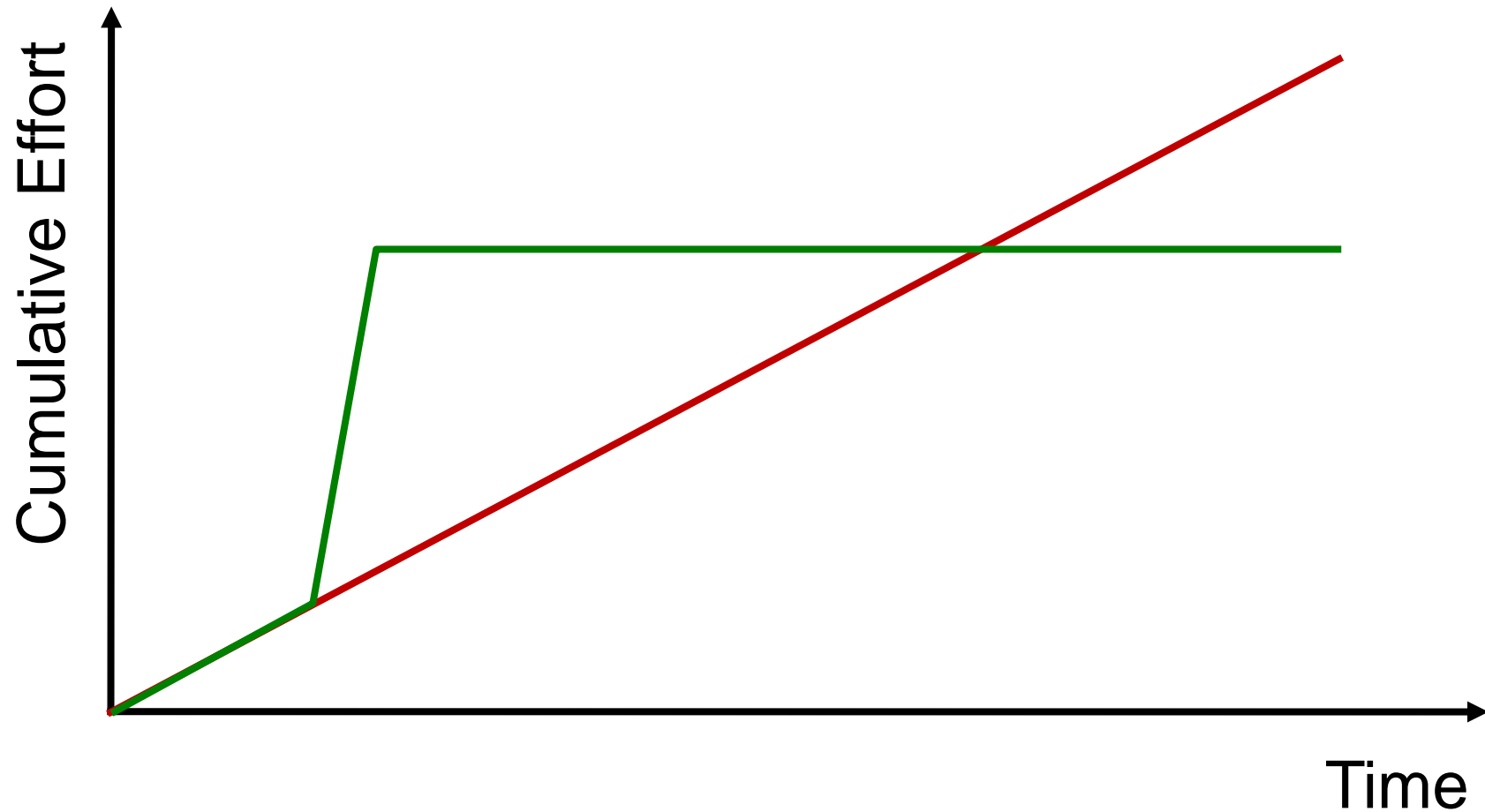


# So what?

- Most results take longer to produce than they need to
- Difficult to assess quality



# Thoughts on Productivity and Automation

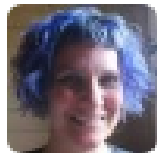




# Thoughts on Productivity and Automation

HOW LONG CAN YOU WORK ON MAKING A ROUTINE TASK MORE EFFICIENT BEFORE YOU'RE SPENDING MORE TIME THAN YOU SAVE?  
(ACROSS FIVE YEARS)

		HOW OFTEN YOU DO THE TASK					
		50/DAY	5/DAY	DAILY	WEEKLY	MONTHLY	YEARLY
HOW MUCH TIME YOU SHAVE OFF	1 SECOND	1 DAY	2 HOURS	30 MINUTES	4 MINUTES	1 MINUTE	5 SECONDS
	5 SECONDS	5 DAYS	12 HOURS	2 HOURS	21 MINUTES	5 MINUTES	25 SECONDS
	30 SECONDS	4 WEEKS	3 DAYS	12 HOURS	2 HOURS	30 MINUTES	2 MINUTES
	1 MINUTE	8 WEEKS	6 DAYS	1 DAY	4 HOURS	1 HOUR	5 MINUTES
	5 MINUTES	9 MONTHS	4 WEEKS	6 DAYS	21 HOURS	5 HOURS	25 MINUTES
	30 MINUTES		6 MONTHS	5 WEEKS	5 DAYS	1 DAY	2 HOURS
	1 HOUR		10 MONTHS	2 MONTHS	10 DAYS	2 DAYS	5 HOURS
	6 HOURS				2 MONTHS	2 WEEKS	1 DAY
	1 DAY					8 WEEKS	5 DAYS



**Karen Cranston**

@kcranstn

 Follow

@mtholder motivating git: You mostly collaborate with yourself, and me-from-two-months-ago never responds to email. @swcarpentry

RETWEETS

25

LIKES

15



7:23 AM - 23 Aug 2013



25



15



[http://bit.ly/motivate\\_git](http://bit.ly/motivate_git)



# Software Carpentry to the Rescue!

## *SWC Best Practices*

- Write software for people, not computers
- Automate repetitive tasks
- Use the computer to record history
- Make incremental changes
- Use version control
- Don't repeat yourself
- Plan for mistakes
- First make it correct, then make it fast
- Document design & purpose, not just mechanics
- Conduct code reviews

Wilson et al. (2014) Best practices for scientific computing. PLoS Biology 12: e1001745





# What you can expect from us

- We'll go at your pace (code-along)
- We're here to help
  - Nametags (**green** = done; **red** = not done/help!)
  - Helpers
  - Etherpad (chat/notes)  
<http://pad.software-carpentry.org/2018-01-10-uwmadison>
- We'll incorporate feedback from you at the end of each section
  - Post-its (**green** = good thing; **red** = could be better)
- We might not get to everything



# What we expect from you

- Active participants
  - Code-along, respond to questions
  - Ask for help when needed
  - Help your neighbors if you can



# What we expect from you

- Active participants
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  - Help your neighbors if you can
- Code of Conduct <http://software-carpentry.org/conduct/>
  - Harassment includes offensive verbal comments related to gender, sexual orientation, disability, physical appearance, body size, race, religion, sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention.
  - All communication should be appropriate for a professional audience including people of many different backgrounds. Sexual language and imagery is not appropriate for any event.
  - Be kind to others. Do not insult or put down other attendees.
  - Behave professionally. Remember that harassment and sexist, racist, or exclusionary jokes are not appropriate.



# What you should expect of yourself

- You don't need to absorb & implement everything at once
- Choose **one** practice
  - Implement it in your work
  - Share it with your lab group
  - Allow it to sink in
  - Repeat



# Where to Start?

- Depends on the nature of your work.
- Consider the purpose:
  - Improve productivity
  - Improve quality
- Need help after the workshop?
  - Post-workshop follow-up sessions
  - Email our local Software Carpentry Community! [swc-dc-help@lists.wisc.edu](mailto:swc-dc-help@lists.wisc.edu)