

Computational Fluency Short Course

Architectures and interfaces

Jason Ritt

jason_ritt@brown.edu

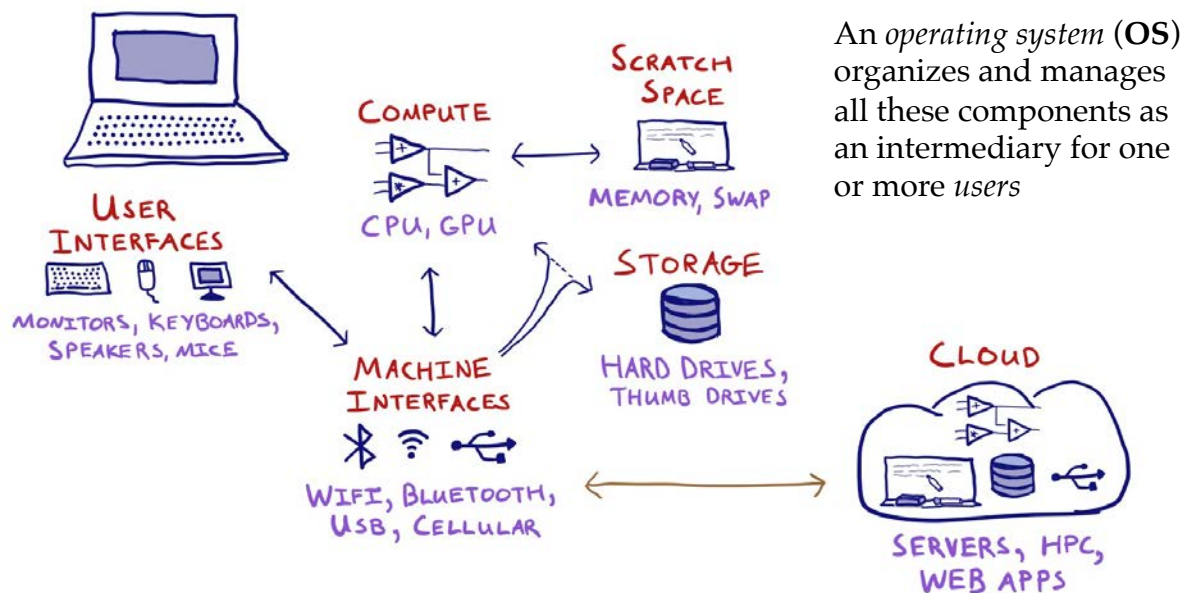
Scientific Director of Quantitative Neuroscience



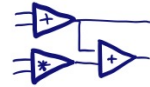
ROBERT J. & NANCY D. CARNEY
INSTITUTE FOR BRAIN SCIENCE
BROWN UNIVERSITY

<https://github.com/brownridd/cfsc25>

Back to basics: What is a computer?



How is **Compute** organized?



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

Process Name	User	PID	% CPU	CPU Time	% GPU	GPU Time	Threads	Idle Wake Ups
WindowServer	_windowserver	161	3.5	49:03:50.17	0.0	25:23:55.34	12	2
Activity Monitor	jritt	86338	3.4	12.46	0.0	0.00	6	2
kernel_task	root	0	1.8	20:55:25.68	0.0	0.00	326	191
sysmond	root	524	1.2	7:03.32	0.0	0.00	3	0
Safari Networking	jritt	46945	0.5	17:46.35	0.0	0.00	9	5
com.apple.AppleUser...	_driverkit	80587	0.5	1:50:05.56	0.0	0.00	3	0
opendirectoryd	root	122	0.2	57:27.63	0.0	0.00	5	1
Finder	jritt	1495	0.2	1:53:03.27	0.0	0.03	10	2
Adobe Content Synch...	jritt	42813	0.2	21:19.36	0.0	0.00	30	7
screenpicture	jritt	86351	0.2	0.11	0.0	0.00	4	0

Every process has some key properties:

Who am I? *Accounts*

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

Where am I? *Working directory (path)*

Editor

Code as the center

Use to make standalone apps

Compiler or

Interpreter (“kernel”)

Makes code executable

Notebooks

Code mixed with its outputs (e.g. figures)

Favors interactive and narrative use

Linter

Syntax highlighter

Debugger

Project management

Version control

Virtual environments

Terminal

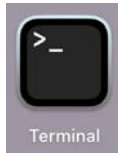


Shell

Low level interfaces: CLI via Terminal and Shell



A *command line interface* 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 — 69x17
jritt: ~ $ cd Code/EM_event_detection/GitLab/
jritt: GitLab $ ls
.DS_Store                               em-event-detection-demo/
jritt: GitLab $ cd em-event-detection-demo/
jritt: em-event-detection-demo $ ls
.DS_Store                               EM_algorithm_demo.pdf
.git/                                    LICENSE
.gitignore                             README.md
.ipynb_checkpoints/                   README.md~
EM_algorithm_demo.ipynb               environment.yml
jritt: em-event-detection-demo $ git status
On branch main
Your branch is up to date with 'origin/main'.

nothing to commit, working tree clean
jritt: em-event-detection-demo $
```

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

Low level interfaces: Text editor



A *text editor* manipulates arbitrary text-based files.

```
em-event-detection-demo — nano README.md — 83x17
UW PICO 5.09                               File: README.md

EM Event Detection Demo #

A demonstration of using expectation-maximization to find "spiking" events in calc$

**You will need a numpy data file** to run the notebook yourself (except for secti$

```python
A = np.load('F.npy')
df_data = A[0,:]
```

Only `data_df` is used from there on. Probably any such file will work, or you can$

^G Get Help  ^O WriteOut  ^R Read File  ^Y Prev Pg   ^K Cut Text   ^C Cur Pos
^X Exit      ^J Justify   ^W Where is  ^V Next Pg   ^U UnCut Text ^T To Spell
```

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

Editor

Code as the center
Use to make standalone apps

Compiler or
Interpreter (“kernel”)
Makes code executable

Terminal

Shell



Notebooks

Code mixed with its outputs (e.g.
figures)
Favors interactive and narrative use

Linters

Syntax highlighter

Debugger

Project management

Version control

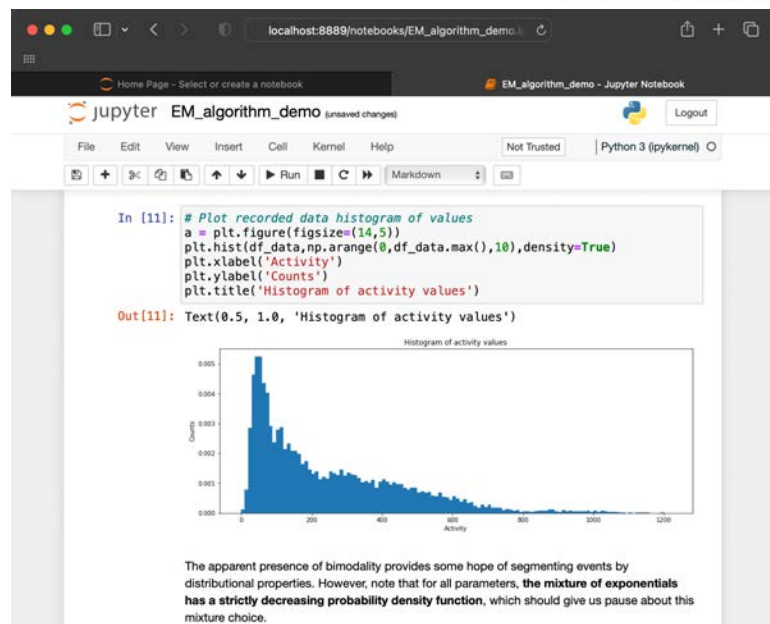
Virtual environments

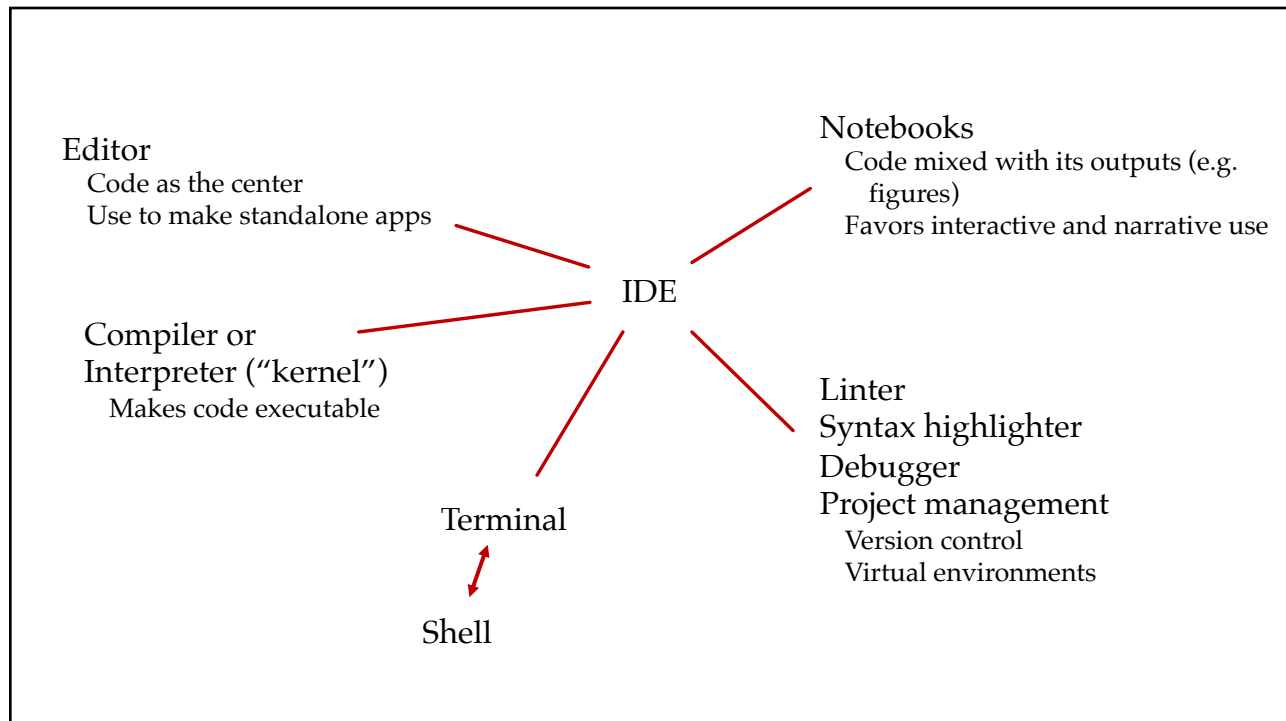
High level interfaces: Notebooks

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.

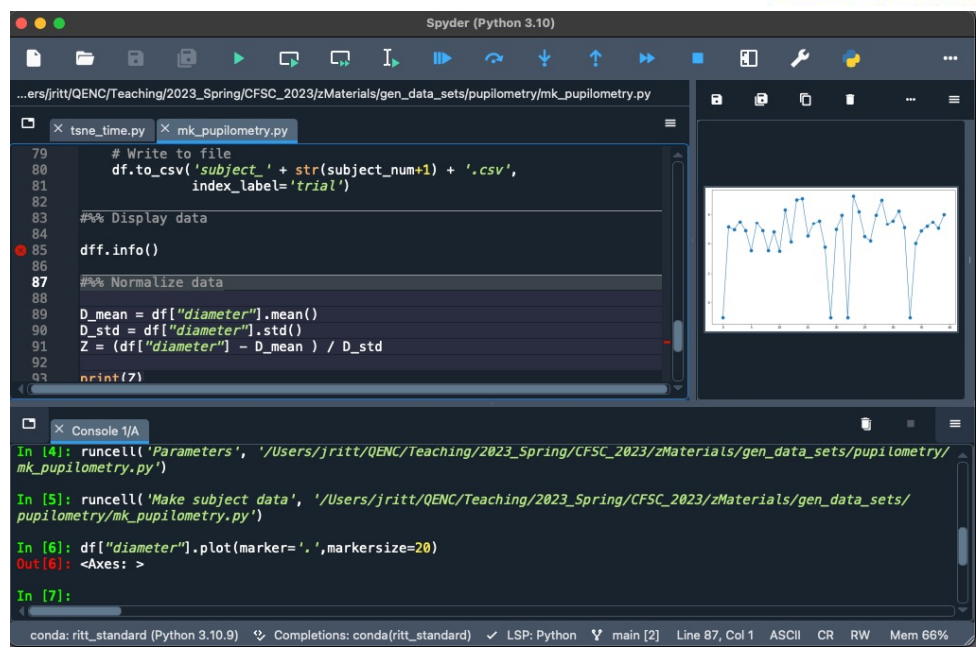
Beware: is a REPL that keeps its history, but can get “out of order”!





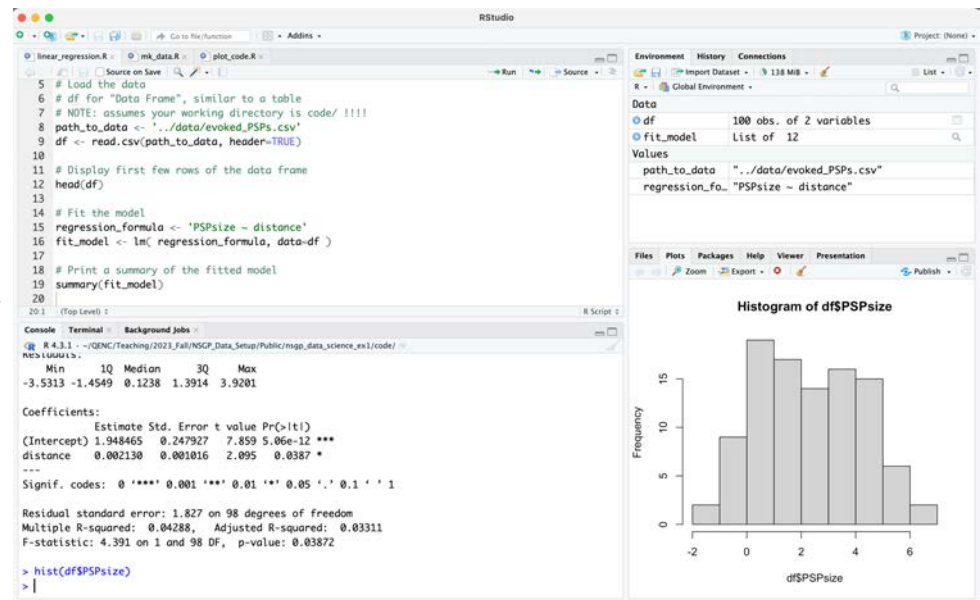
All-in-one interfaces: IDEs

An *integrated development 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.



All-in-one interfaces: IDEs

An *integrated development 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.



Editor

Code as the center
Use to make standalone apps

Compiler or
Interpreter (“kernel”)
Makes code executable

Terminal

Shell

IDE

Notebooks

Code mixed with its outputs (e.g. figures)
Favors interactive and narrative use

Linters

Syntax highlighter
Debugger
Project management
Version control
Virtual environments

Which is the right interface for the job?



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

Common use cases:

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

Do not use Excel:

nature

NEWS | 13 August 2021 | Correction [25 August 2021](#)

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>