

The Unix Shell

Software Carpentry Workshop – Day 1 - 17th November 2020

Welcome

- Based on **The Unix Shell** Software Carpentry lesson
 - <http://swcarpentry.github.io/shell-novice/>
- Goals:
 - Explain what Unix is why you'd want/need to use it
 - Get experience with some of the most common Unix commands
 - Get comfortable finding your way around your files on Unix systems
 - Teach you enough to be able to do cool stuff (e.g. use Eddie / supercomputers...)
 - Show you that the Unix Shell is less scary than it might seem!
 - Learn a bit about Unix Philosophy

Session outline

We'll do a mix of:

- Live coding
- Short expositional talks
- Exercises & feedback
- Random nonsense

Topics

- Introducing Unix & Shell
- Navigating Files & Directories
- Working with Files & Directories
- Handy Unix commands
- Pipes & Filters
- Loops & Variables
- Shell Scripts
- Finding Things

Preparation

Preparation

Please open up the software you'll be using today...

- **Windows:** Run **Git Bash** (installed with **Git for Windows**)
- **Mac / Linux:** Run the **Terminal** application

Alternatives:

- Eddie users: [can work on Eddie](#)
- Physics & Astronomy folks: [can work on School SSH gateway](#)

Ask for help now if you have problems!

Windows to fit on your screen(s)

Necessary

1. Zoom
2. The Etherpad
3. Your Terminal / Git Bash window
4. My Terminal:
<https://shellshare.net/r/unix-shell>

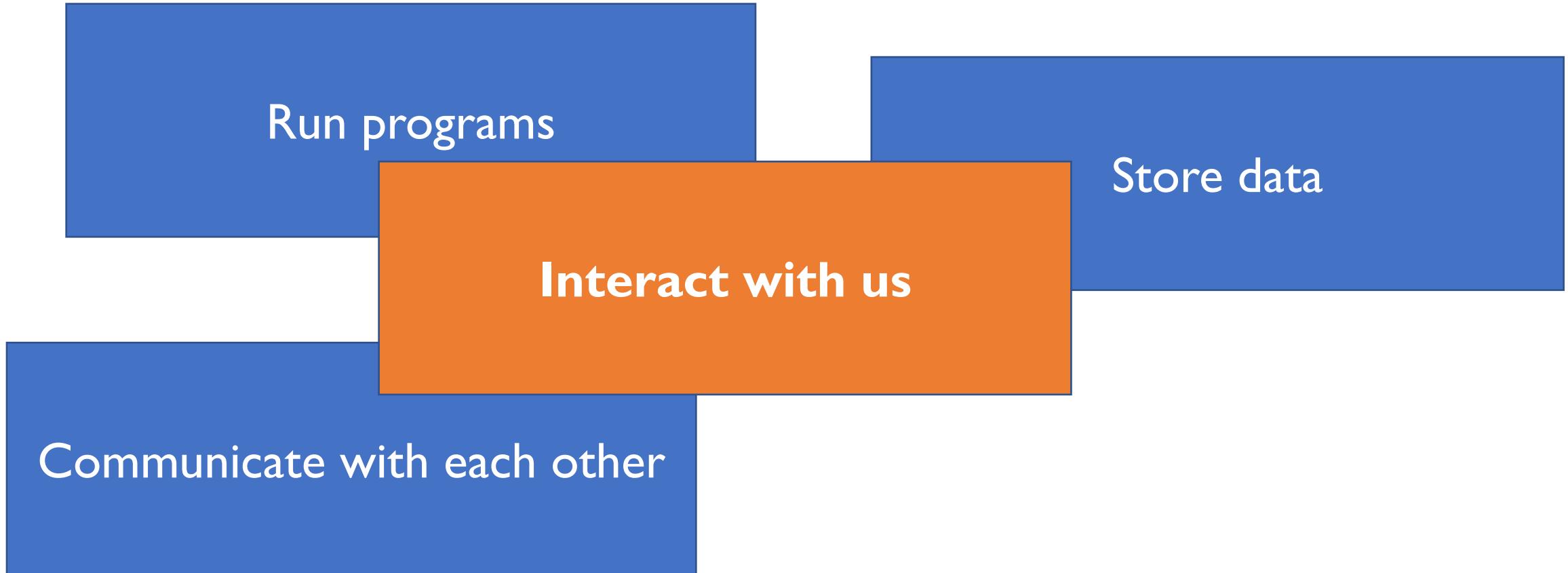
Optional

- The Lesson Content:
swcarpentry.github.io/shell-novice

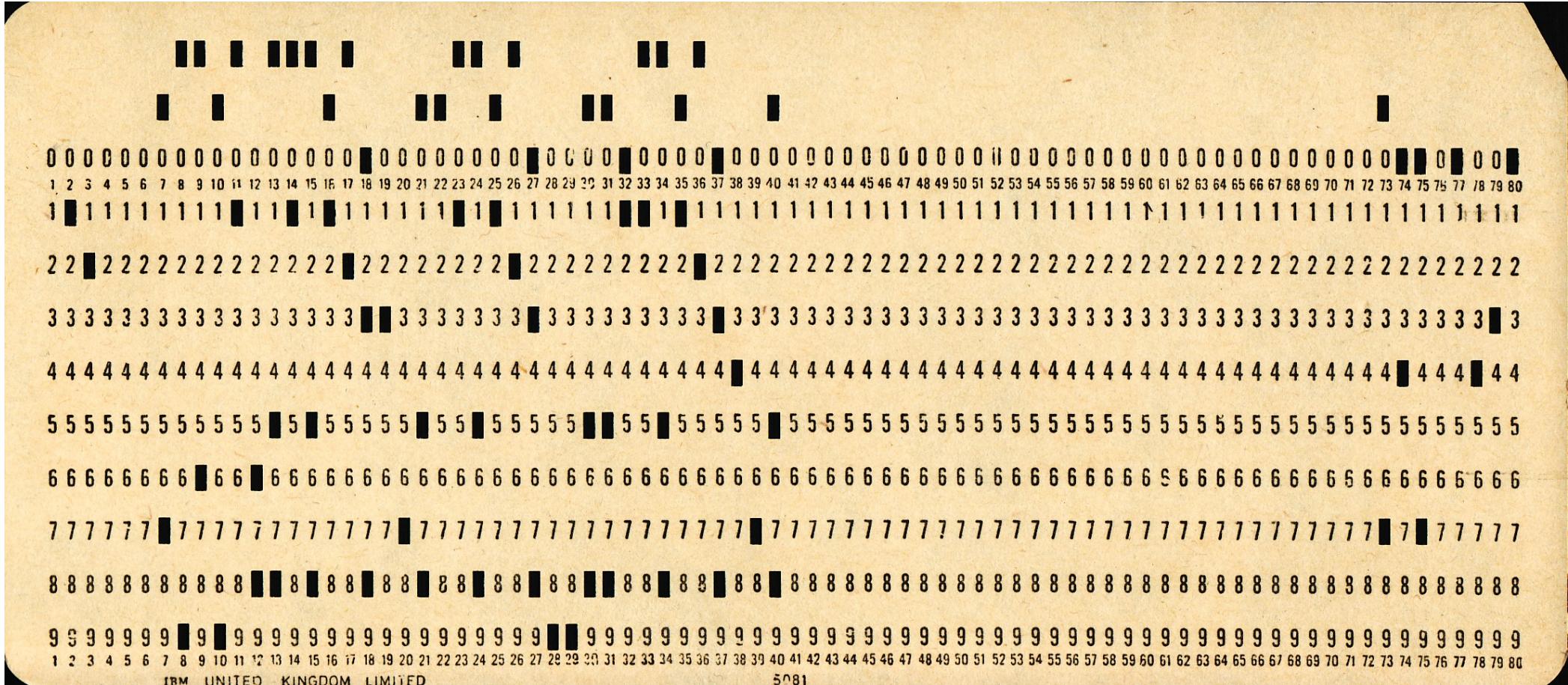
I. Introducing Unix & Shell

Introduction

Computers do 4 basic things:



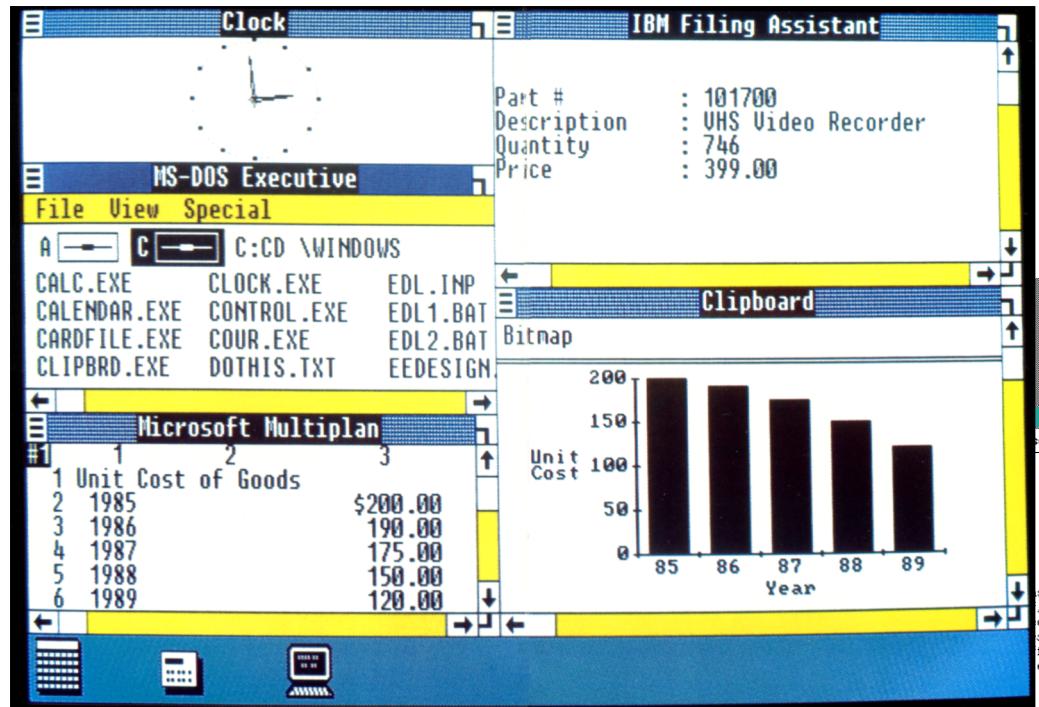
Interaction in the 1960s: punched cards



1970s: Command Line Interfaces (CLI)



1980s: Graphical User Interfaces (GUI)



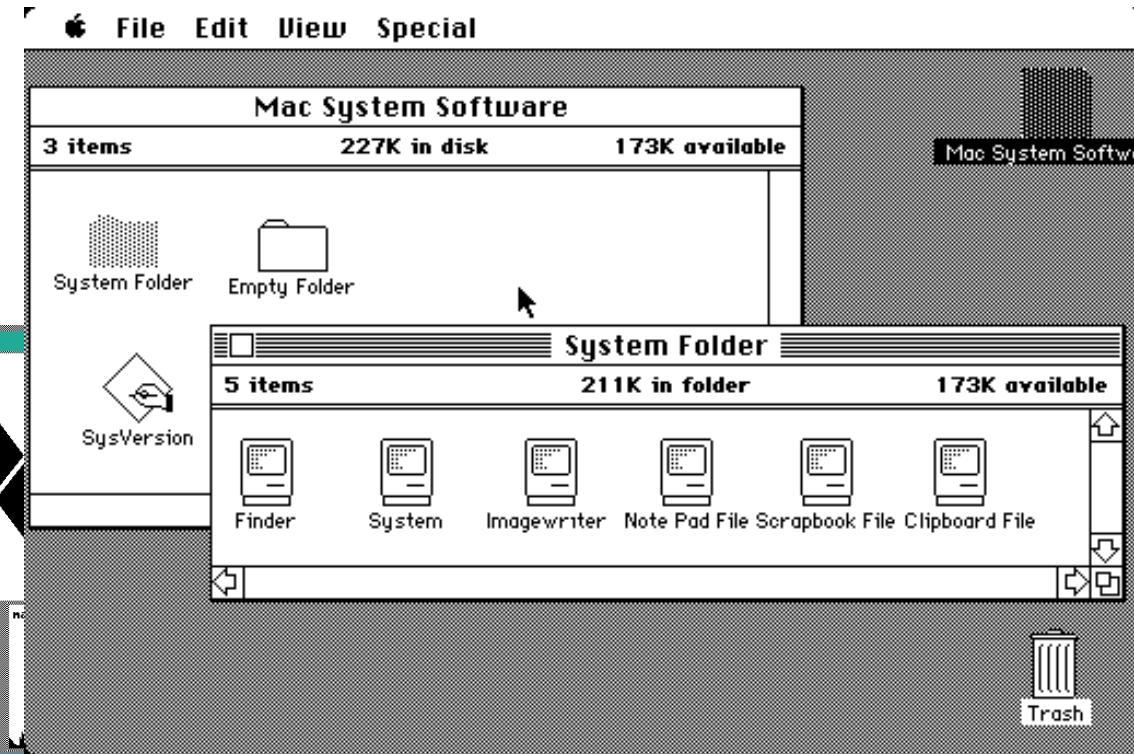
DESCRIPTION
This program is used to set various user preference options of the display.

OPTIONS

display display
This option specifies the server to use; see X(7).

b The **b** option controls bell volume, pitch and duration. This option accepts up to three numerical parameters, a preceding dash(-), or a 'on/off' flag. If no parameters are given, or the 'on' flag is used, the system defaults will be used. If the dash or 'off' are given, the bell will be turned off. If only one numerical parameter is given, the bell volume will be set to that value, as a percentage of its maximum. Likewise, the second numerical parameter specifies the bell pitch, in hertz, and the third numerical parameter specifies the duration in milliseconds. Note that not all hardware can vary the bell characteristics. The X server will set the characteristics of the bell as closely as it can to the user's specifications.

bc The **bc** option controls bug compatibility mode in the server, if



```
Dec 5 23:55 octave-bug-2.1.72
Dec 5 23:55 octave-bug -> octave-bug-2.1.72
Dec 5 23:55 octave-2.1.72
Dec 5 23:55 octave -> octave-2.1.72
Dec 5 23:55 mkoctfile-2.1.72
Dec 5 23:55 mkoctfile -> mkoctfile-2.1.72
Dec 5 23:55 nosmp
Dec 5 23:55 nodump
Dec 5 23:55 blas-config
Dec 5 23:55 oneko
Dec 5 13:55 oneko -> oneko
Dec 12 21:54 vncviewer
Jan 29 20:23 xdaliclock
Feb 15 23:08 xsetroot
Feb 15 23:11 o'clock
Feb 15 23:11 xconsole
Feb 15 23:19 xcalc
Feb 15 23:19 xbiff
Feb 15 23:20 xset
Feb 15 23:20 xman
Feb 15 23:20 xeyes
Feb 15 23:20 .
Screenshot
```

CLI vs GUI



CLI now co-exists with GUI

GUI

- Easier to pick up at first
- But can become limiting & repetitive

CLI

- Harder to learn at first
- But becomes very efficient & versatile

What is Unix?

- A family of Operating Systems (like Windows)
- Originally developed in the 1970s
- Historically:
 - Operating Systems for big and expensive computers...
 - ...usually used by lots of different people at once
- Modern Unix systems:
 - Still big computers, e.g. Eddie, most supercomputers.
 - But also Apple Mac, Linux computers, Android phones (sort of)

What is Unix?

Unix philosophy

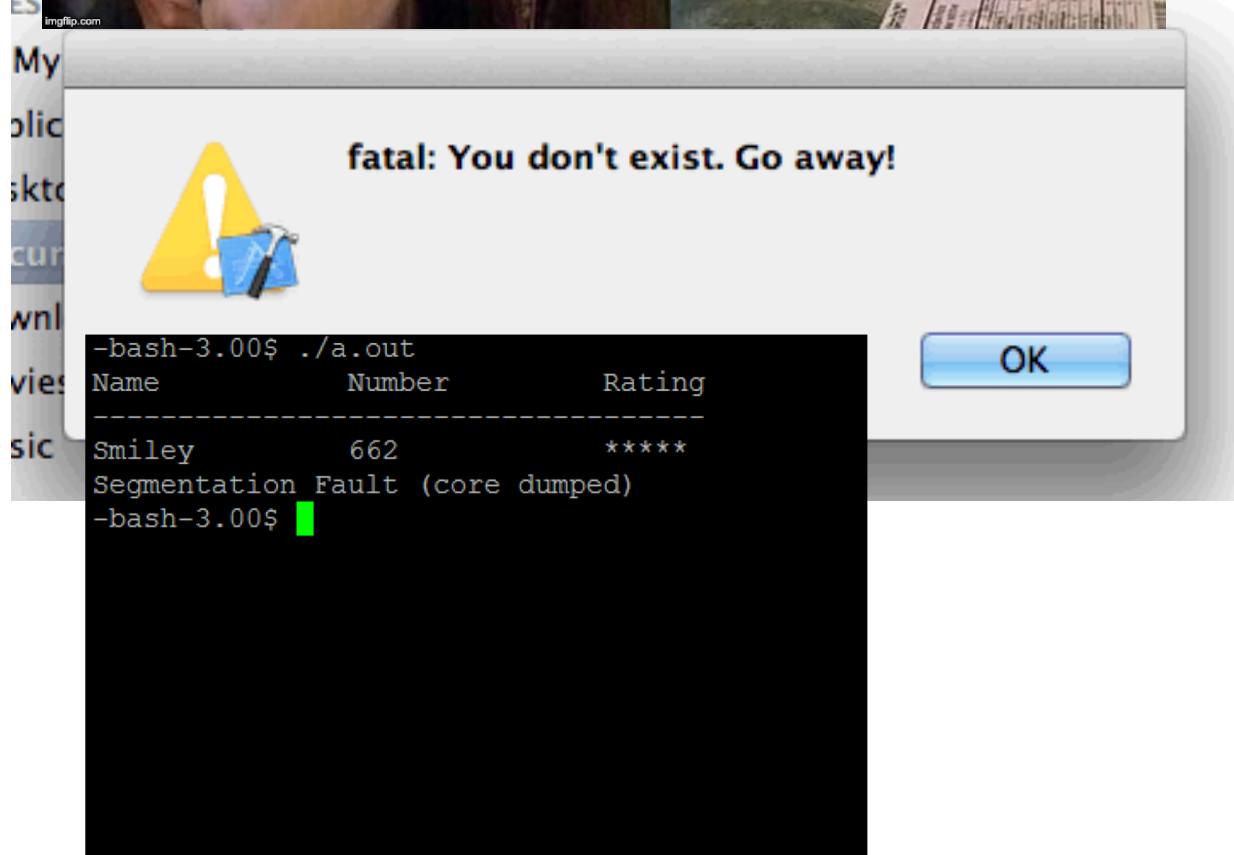
- Modular design
- Many small tools doing one job well
- Joining things up
- The importance of textual data
- Choice - lots of ways to do the same thing



What is Unix?

Unix is fun!?

- Long history
- Terse & cryptic commands
- Terrible humour
- Religious wars
- Whimsical/scary error messages



CLI + Unix = The Unix Shell

- The **Unix Shell** is a CLI for communicating with Unix systems
- (Unix systems do also have GUIs)
- Actually there are lots of different shells available for Unix!
- The shell we'll be learning is called **bash** (**B**ourne **A**gain **S**hell... ha!)
- Bash tends to be the default shell on most Unix systems

Why learn/use the Unix Shell?

- Lets you interact with pretty much **any** Unix system in a uniform way
- Sometimes the only way you can interact with a Unix system!
- Pretty much essential for using a “big” computer

Why learn/use the Unix Shell?

- As a researcher, knowing a bit of shell can help with:
 - Getting your data & code from A to B
 - Checking & reporting on your data
 - Basic data wrangling
- Learning how to write **Shell Scripts** can:
 - Let you automate, record and document tasks that might be complex, repetitive, error prone etc.
 - Join disparate processes together
 - **Most Unix systems are driven by Shell Scripts!**



How do we communicate using a shell?

- Shell provides a **read** → **evaluate** → **print** (REPL) loop.
- We say what we want to do by typing in **commands**.
- Commands typically run programs installed on the system
 - Though sometimes they're special "builtin" commands provided by the shell itself
 - It's also possible to create your own commands

Analogy: some similarities with issuing commands in English...

English analogy: Donald Trump's TODO list

- **Inject** bleach
 - **Drink** covfefe noisily
 - **Bomb** hurricane
 - **Eat** hamburgers in bed
-
- **Verbs** say what you're **doing**
 - **Nouns** say **what** is involved
 - Adverbs provide additional information



How do we communicate using a shell?

- Shell commands are kind of similar to English
- But:
 - They need to be written precisely
 - Commands are often cryptic / obscure / silly
 - We'll see lots of examples today!
- We can record a series of commands together as a **script**

Introducing the Shell – Live Coding

Finally! We're going to start coding...

I'll share my own Terminal for easy copy & paste.

So please open:

<https://shellshare.net/r/unix-shell>

2. Navigating Files & Directories

Objectives

- Understand **files** vs **directories**
- Learn how to move around on a Unix system
- Experience how **options** fine tune how Unix commands work
- Learn some handy typing shortcuts
- Learn how to get out of things

Key concepts: Files & directories

Files

Files store information/data

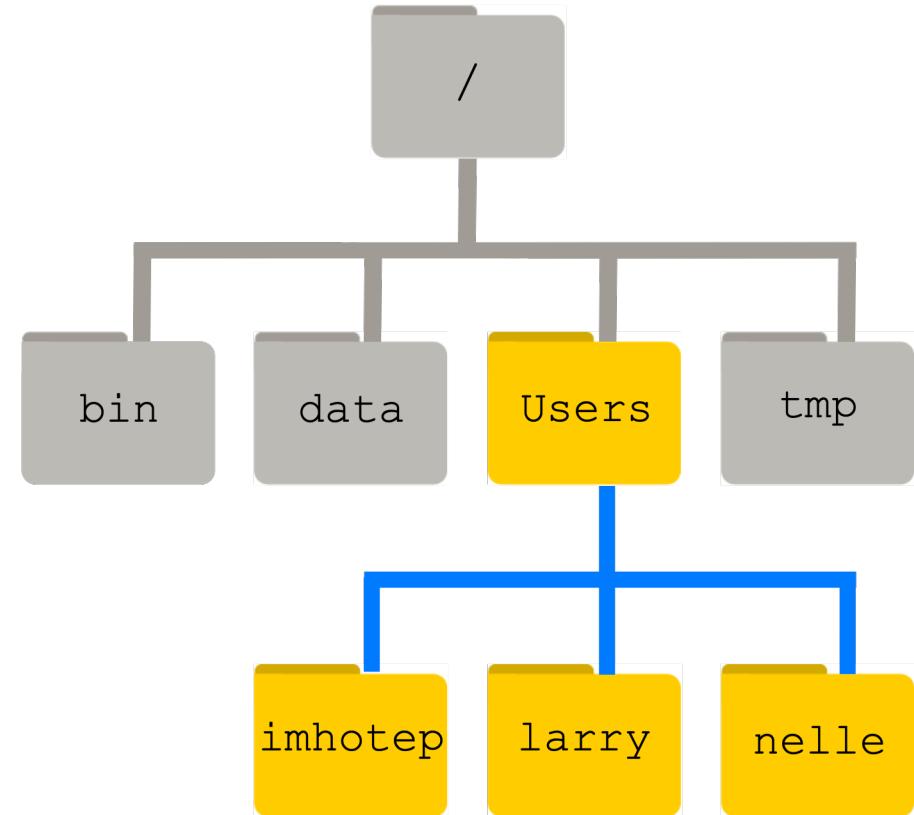
Directories

Directories contain other files
and/or directories

Directories are often called **Folders**

Key concepts: The filesystem

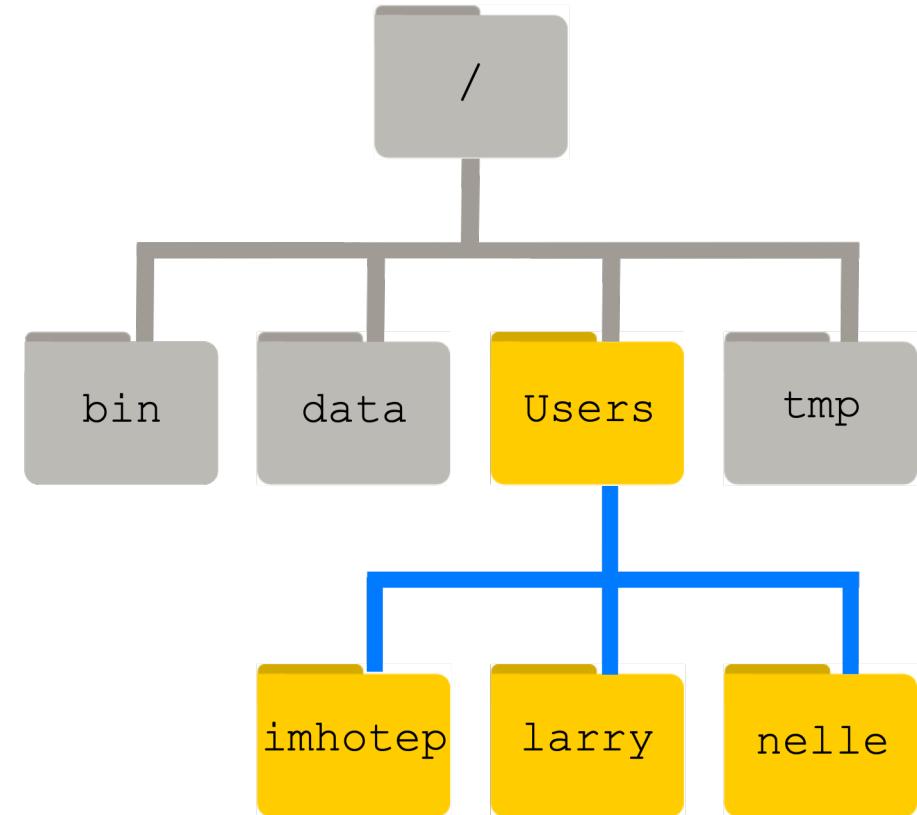
- Directories & files make a hierarchical (**tree**) structure called a **filesystem**
- Unix systems have a single **root directory** at the **top** of the tree
 - Windows has multiple roots, one for each drive
- The **root directory** is denoted /



Key concepts: Present Working Directory (PWD)

- This is the directory you are “in” at any giving time
- You usually start in your special **home** directory
- You move around the filesystem by changing your PWD

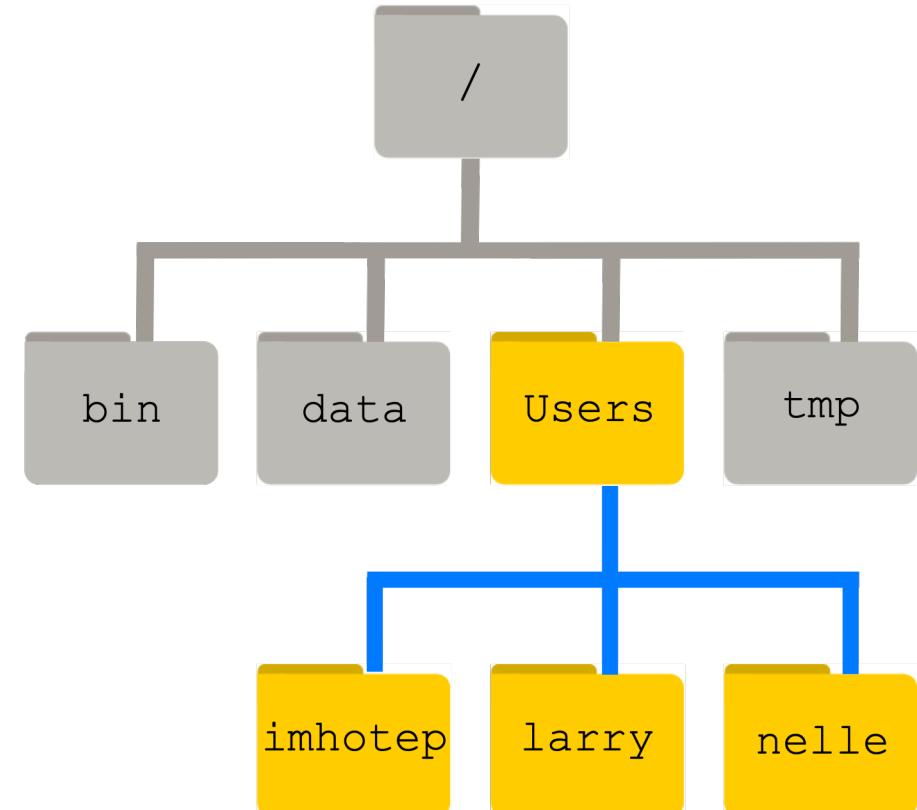
We'll learn commands for showing & changing your PWD



Key concepts: File Paths

File paths tell you where a file lives in the filesystem

- An **absolute path** shows how to get to a file by starting from /
- A **relative path** shows how to get to a file by starting from a chosen directory
- In Unix we make a file path by **joining** the names of each intermediate file or directory with a / character



Special navigation shortcuts

Shortcut	What it means
.	current directory
..	parent directory (i.e. up one)
/	root directory (the top of the tree)
~	your home (default) directory

Key Unix commands for navigating

- **pwd** (present working directory) – where am I?
- **ls** (list) – see what's in the present or specified directory
- **cd** (change directory) – navigate to specified directory

Got lost?

- Type **cd** on its own to take you home!

Let's do some live coding examples now!

Recap: Handy keyboard shortcuts

- **Up** and **Down arrow** keys to access typing history
- **Left** and **Right arrow** keys to move within current line
- **Tab** completion to fill in names of commands / files etc.

Getting out of things!

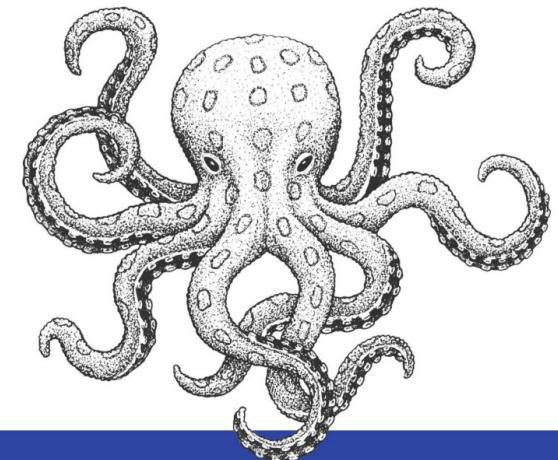
Try:

- **Ctrl-C**: interrupts most commands
- **q**: quits some interactive commands (e.g. less)

Found yourself in **vim** and can't get out?!

- Press **Escape** key
- Then type **:q!**
- Then press **Return**

Just memorize these fourteen contextually dependant instructions



Exiting Vim

Eventually

O RLY?

@ThePracticalDev

3. Working with Files & Directories

Objectives

Learn how to...

- Create new directories and files
- Pick good names for new directories & files
- Edit text files
- Delete, rename, copy or move files & directories
- Use wildcards to pick multiple files at once

Creating a new directory

mkdir `DIRNAME`

Creating a new file

- Can use a **text editor** to create a new text file
 - Lesson uses a simple text editor called **nano** for this
 - Other common text editors are **vi(m)** and **emacs**
- Can also create an empty file using the **touch** command

Good naming for files & directories

- Try to stick to combinations of
 - Alphabetic letters (a-z,A-Z)
 - Numbers (0-9)
 - Dot (.), Underscore (_), Hyphen (-)
- Avoid starting names with hyphens
 - That's because options usually start with hyphens... confusion!
- Avoid using spaces in file names
- Avoid exotic letters, symbols and emojis!

Copying, moving or renaming things

- Copy:

cp SOURCE DESTINATION

- Rename or move:

mv SOURCE DESTINATION

Deleting files & directories

- **rm FILENAME**
- Beware! Deleting is forever!
- Risky usage:
 - **rm -r** deletes directory **and all of its contents**
 - **rm -rf** forceful version of the above
- Safer usage:
 - **rm -i** asks for confirmation
 - **rm -ir** safe recursive deletion
 - **rmdir** deletes a directory, but only if it's empty

Wildcards

Wildcards allow you to specify multiple files/dirs whose names contain (match) patterns of your choice.

Key wildcards

*	matches any (zero or more) number of characters
?	matches any one character
[...]	matches any of the characters inside the square brackets

Wildcards & regular expressions



3½: Some handy Unix commands

Outputting

- **echo** – outputs a message

Peeking into files

- **cat** – concatenate, i.e. show file contents
- **more** – show file contents one page at a time
- **less** – better version of more... ho ho ho!
- **head** – show first few lines of file
- **tail** – show bottom few lines of files
- **wc** – word count... also line & character count

Extracting and reformatting data in files

These are all great for manipulating text files:

- **head** & **tail**
- **sort** – sorts file contents
- **uniq** – removes duplicates
 - sort & uniq can be combined to extract unique values or do grouping
- **cut** – picks out columns from tabular data
- **grep** – search file contents (covered in Chapter 7)
- More advanced: **sed** & **awk**
- Even more advanced: write some code (e.g. in Python)

4. Pipes & Filters

Objectives

- Learn how to **redirect** (save) a command's output to a file
- Learn how to chain commands together into a **pipeline**
- Construct some basic pipelines and **solve problems** using them
- Explore Unix's Lego brick philosophy

Redirecting output & making pipes

- **command > file**

Redirects a command's output to a file

Overwrites any existing content!

- **command >> file**

Appends a command's output to a file

- **first | second**

Creates a pipeline: the output of the first command is used as the input to the second.

Redirecting output & making pipes

```
$ wc -l *.pdb
```

```
wc -l *.pdb
```

OUT



```
$ wc -l *.pdb > lengths
```

```
wc -l *.pdb
```

OUT



```
$ wc -l *.pdb | sort -n | head -n 1
```

```
wc -l *.pdb
```

OUT

```
sort -n
```

OUT

```
head -n 1
```

OUT



5. Loops

Loops: Motivation

Sometimes you need to perform the same set of commands to a bunch of files

Manually handling each file is tedious and error prone!

Loops provide a nice solution to this

Loops come up in lots of computing contexts so good reusable skill!

Loops: Objectives

- Learn how to write loops in the Unix shell
- Understand the basics about variables
- Demonstrate how to see what commands you've recently executed
- Learn more handy keyboard shortcuts

6. Shell Scripts

Shell Scripts: Motivation

Shell Scripts let you “record” a sequence of commands

- This lets you reuse, repeat & automate your workflows
- Can save you a lot time in the long run
- Reduces risk of making errors
- Documents your workflow... handy when you revisit it later
- You can build up a personal library of useful scripts
- Scripts are used to submit work to “big” computers (e.g. Eddie)

7. Finding Things

Objectives

- Learn how to use **grep** to find content within files
- Learn how to use **find** to search for files
- Learn about **\$(...)** to generate a list of files from the output of a command
- Learn how to combine all of these for more complex searching

Grep exercise

- Go back to the **creatures** directory
- Remember how we earlier extracted the CLASSIFICATION line from one of these files?
 - E.g. `head -n 2 basilisk.dat | tail -n 1`
- Can you use grep to do the same thing?

Searching for chemical elements

1. Go to the top of **data-shell**
2. Write a command to find all *.pdb files
These all represent various chemical compounds
3. Pick **one** file and look at it using the **less** command
4. Note the ATOM lines - the 3rd column is a chemical element present in the compound
5. Can you write a command to find all *.pdb files for elements containing Chlorine (Cl)?

Try to make your command as reliable as you can!

Possible decent solution

```
grep -wi Cl $(find . -name “*.pdb”) | grep ATOM
```

- Using grep -i as some files say CL but others say Cl
- grepping ATOM ensures we’re only looking at the ATOM lines
- This lists more than just the matching file names though.

Wildcards & regular expressions



End of Day I

End of Day I

- Please give feedback on today's lesson on Etherpad
 - List **one good thing** and **one thing that could be improved**
- See you all tomorrow for Python!