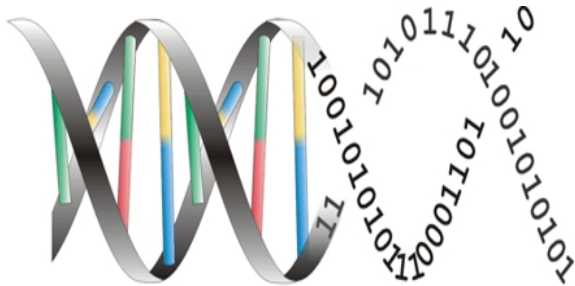
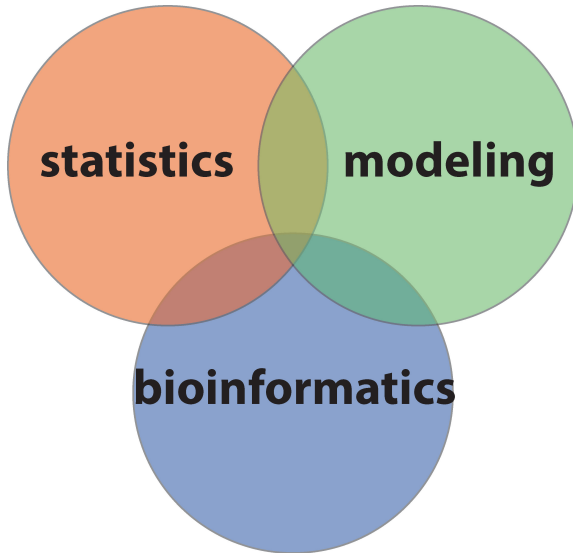


## Lecture 01 - Welcome to Introduction to Computational Biology (ICB)

## Why biocomputation?



## Why biocomputation?



# Course Philosophy

- ▶ Teach you enough to be dangerous!
- ▶ Focus on exposure and general solutions rather than mastery of a particular tool
- ▶ Allow you to recognize when to use tools
- ▶ Not a bioinformatics, statistics, or modeling course (but those are available)

# Learning Goals

1. Use of a powerful means to interact with local and remote computers (Unix)
2. Scripting using Python or R
3. Best practices and applications

We'll spend approximately 1/3 of the semester on each of these goals!

## Two principle aspects of programming

1. Conceptual building blocks – the focus of lecture (MW)
2. Language-specific syntax – the focus of tutorials (F)

# Class preparation

- ▶ No book
- ▶ Readings or activities before many class meetings
- ▶ Readings and assignments will be available on Sakai
- ▶ Materials also on GitHub -  
[https://github.com/joneslabND/ICB\\_Fall2017](https://github.com/joneslabND/ICB_Fall2017)

# Sakai

- ▶ Announcements
- ▶ Resources
- ▶ Forum



# Components of the Course

Lots of moving parts because we are covering a lot of ground.

Each of these components are designed and included to enhance your learning!

1. Quizzes
2. Good & Bad
3. Graded Exercises
4. Group Projects
5. Final Exam

## Tutorial sections

- ▶ doesn't matter what section you are registered for
- ▶ what are you more interested in right now - R or Python?
- ▶ we'll let you know before Friday where to go, but we won't cover scripting for a few weeks



Cygwin is a program that emulates Unix within Windows.

# What's Unix?

- ▶ A set of simple, modular tools that work on files organized in a filesystem
- ▶ Allows for multitasking and “time sharing”
- ▶ Developed in the C programming language at Bell Labs in the 1970's
- ▶ Since its development, variations have been created including the open-source Linux and the basis of Mac OSX (Darwin and macOS)
- ▶ The “GNUS's Not Unix” (GNU) project was instrumental in expansion of the open-source Linux and development of a large number of open-source libraries used today

# Why Unix?

- ▶ Efficient
- ▶ Multi-tasking
- ▶ Modularity allows for user creation of powerful tools
- ▶ Portable and easy for communication with other computers, including large computing resources

# How does Unix work?

- ▶ A *shell* interprets commands provided by the user and passes them to the *kernel*, which does all of the work in the operating system
- ▶ These commands are often built from a set of existing functions, but can also be custom written by users
- ▶ A user can interact with the shell from the command line or write shell scripts in order to automate processes
- ▶ The majority of the work done by the kernel fits the pattern of reading a file line-by-line, transforming contents of the file in some way, and writing to a new file

# The Unix shell

- ▶ Lots of versions of Unix shells have been developed over the years
  - ▶ *sh* was the original shell developed at Bell Labs
  - ▶ *sh* was upgraded in the late 1970's, but then completely rewritten as the Bourne shell
  - ▶ The Bourne-Again shell, *bash* is a GNU Project version of the Bourne shell and is very common today
  - ▶ Other common shell varieties you might encounter are C shell, *csh*, and TENEX C shell, *tcsh*

# Looking ahead

- ▶ Friday's tutorial
  - ▶ look at first episode of Shell Lesson on Software Carpentry
  - ▶ download required files
  - ▶ OSX and Linux users are all set; Windows users need to install CygWin
- ▶ Next week
  - ▶ continue working through Shell Lesson on Software Carpentry
  - ▶ quizzes on Monday and Wednesday