CLACINDIA Workshop Lab Session

Part 1: Computer Programming, why we need it?

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Definition

Computer programming (often shortened to **programming** or **coding**) is the process of writing, testing, debugging, and maintaining the *source code* of *computer programs*. The purpose of programming is to create a program that exhibits a certain desired behaviour.

Why geoscientists need programming skills?

Why geoscientists need programming skills?

- To quickly obtain the data.
- Manipulation with huge amounts of data, extracting data that we need
- Data analysys.
- Data vizualization.
- Presentation of the results (web, LATEX)

We need programming to do it **efficienly**. Science is developing very fast. There is no "perfect" software, that will do exactly what you need

Obtaining of data

Download all data files from the ftp directory:

"Simple" way

Index of ftp://eclipse.ncdc.noaa.gov/

Up to higher level directory many-setting-e2 20090101 no. oz 1706 KB 06/25/2009 12:00:00 AB BANK-Selber-92 20090102 no. gz. 1706 KB 06/25/2009 12:00:00 AB MANY-Methys-v2 20090103 ns. qz 1704 KB 06/25/2009 12:00:00 AM NAME - NUMBER - VO. 2008/01/04 DE. OF. 1707 KB 06/25/2009 12 00 00 AM NAME - NUMBER - VI. 20190105 No. oz 1709 KB 06/25/2009 12 00 00 AM Open Link in New Window Open Link in New Tab mor-asture-v2.201901 Bookmark This Link... anex-extre-v2, 201901 & Tag This Link. Send Link... ⊆opy Link Location many-system with 2019 0115 no. on 1721 KB 06/25/2009 12:00:00 AM mag-arthre-v2 20090116 nc. gr 1720 KB 06/25/2009 12:00:00 AB many-sephre-w2 20090117 no. oz. 1719 KB 06/25/2009 12:00:00 AB BRANZ-Sephre-w2 20090118 no. oz 1718 KB 06/25/2009 12:00:00 AB many-subtre-v2 20090119 no. oz. 1712 KB 06/25/2009 12 00 00 AB Manuf-methor-w2 20090120 no. gz 1715 KB 06/25/2009 12:00:00 AM Baser-subre-w2 20090121 no gr 1712 KB 06/25/2009 12 00 00 AM NAMES - NUMBER - VI. 20190122 no. qz 1709 KB 06/25/2009 12 00 00 AM Namer-arthre-v2.20190124.nc.qz 1712 KB 06/25/2009 12:00:00 Ab 3mor-<u>autor-v2 20190125 no. qz</u> 1707 KB 06/25/2009 12:00:00 Ab

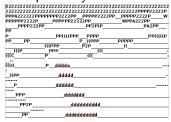
"Difficult" way

ftp> mget *

Manipulations with data

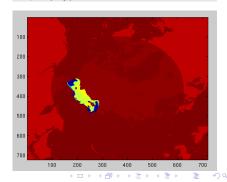
Open AARI sea ice data from nsidc.org:

"Simple" way



"Difficult" way

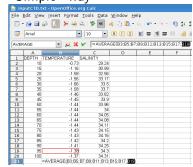
```
file=fopen('E19750806.v0.bin','rb');
map=fread(file,[721,721],'uint8')
imagesc(map)
```



Data analysys

Average of every second record :

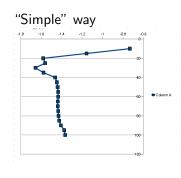
"Simple" way



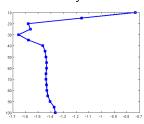
"Difficult" way

```
>> avrg = mean(temperature(2:2:end))
avrg =
-1.4274
```

Plot Temperature vs Depth

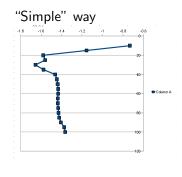


"Difficult" way



```
plot(temperature,depth,'-s')
set(gca,'ydir','reverse')
```

Plot Temperature vs Depth

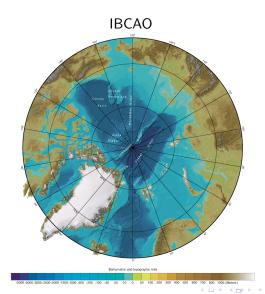


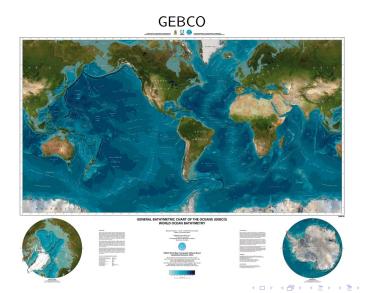


```
plot(temperature,depth,'-s')
set(gca,'ydir','reverse')
```

-1.6 -1.5 -1.4 -1.3 -1.2 -1.1 -1 -0.9 -0.8 -0.7

But what if you need 1000 plots?





Create participants map



Presentation of results

```
Web
<!-- pageHeader -->
  <div id="pageHeader">
  <div id="pageHeaderRight">
  <hl id="home"><a href="/">BKOHTAKTE</a></hl>
<div id="quickSearch">
<div id='aquery'>

«input id='ginput' autocomplete='off' onkeyup='friendFilter(event)" onfocus='searchOn(this)" onblur='searchOut(this)"

</div>
</div>
<div id="qfriends"></div>
<div id="qdropdown" onmouseout="setTimeout('startHide()',1200); q0n = 0;"></div>
<script type="text/javascript">
qe('qinput').value = winToUtf('Search');
</script><div id="topNay" class="headNay">
<div></div>
<a href="http://login.vk.com/?act=logout&vk=&hash=9d33a9971850b4dc71">Logout</a>
<a href="/gsearch.php?from-apps">Applications</a>
<a href="/gsearch.php?from=people&basic=l&c[name]=l&sort=-1">People</a>
<a href="/gsearch.php?from=groups">Groups</a>
<a href="/im.php?act=a box&popup=1" target=" blank" onclick="im popup(); return false;">Instant Messaging</a>
<a href="/id143493">Hone</a>
</div>
  </div>
  </div>
<!-- End pageHeader -->
```

Presentation of results

PATEX

Example

$$Zn^{2+} \xrightarrow[+2\,\mathrm{H}^+]{} Zn(OH)_2 \downarrow \xrightarrow[+2\,\mathrm{H}^+]{} [Zn(OH)_4]^{2-} \\ \text{Hydroxozikat}$$

Example

$$B_{g} = \frac{1}{h} \left(\mathcal{B}_{in} - \int_{-h}^{0} B_{Ek} dz \right)$$

$$= \frac{1}{h} \frac{g}{\rho_{0}} \left(\frac{\alpha Q_{net}}{C_{w}} - \rho_{0} \beta S_{net} \right) - \frac{1}{h} \int_{-h}^{0} \frac{g}{\rho_{0}} \frac{1}{\rho f} \vec{k} \times \frac{\partial \tau}{\partial z} \cdot \nabla \sigma_{m} dz$$

$$= \frac{1}{h} \frac{g}{\rho_{0}} \left(\frac{\alpha Q_{net}}{C_{w}} - \rho_{0} \beta S_{net} \right) - \frac{g}{\rho_{0}} \frac{1}{\rho f \delta_{e}} \vec{k} \times \tau \cdot \nabla \sigma_{m}$$
(1)

You need it to get a job

[CLIMLIST] Vacancy: Postdoctoral position at NOAA Univ. of Michigan (USA)

hydrology or other physical sciences will be considered. Ability to program in Fortran and use Linux is required, and experience with RAMS will be a great

[CLIMLIST] Vacancy: Ph. D. position in climate dynamics at (IFM-GEOMAR) in Kiel (Germany) Inbox | X

the development of simple theoretical models. Requirements for the candidate are a very good physical/mathematical understanding, interest in mathematics and theoretical geo fluid dynamics, programming and a high motivation for an independent and creative study. One of the

Vacancy: Positions at Potsdam Inst for Climate Impact Research (Germany) | Inbox | X | Subs_clim | X |

A one year position working on the emission allocation module within PRIMAP's emission module. Solid <u>Brobler mining experience in MATLAB is</u> required. You will be working within a vibrant team that is getting

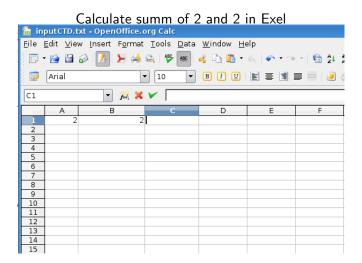
[CLIMLIST] Vacancy: Sea Ice Modeler Position at CSIRO (Australia) Inbox |X

CLIMLIST to climlist

To be successful in this role, you will have:

- 1. a PhD (or equivalent) in any of atmospheric science, physics, meteorology, earth system science, mathematical modelling;
- 2. significant experience in the use and development of large scale sea ice models;
- 3. demonstrated high proficiency in Fortran 90 (preferred) or another computer programming language;
- demonstrated ability to work as part of a team in solving scientific problems, achieving joint goals.

You already have some programming skills



You already have some programming skills

Here is the source code of your program:

A1+B1

When you press Enter the program is executed and print the result:

4

You already have some programming skills

Here is the source code of your program:

A1+B1

When you press Enter the program is executed and print the result:

4

Programs should be written in a programming language.