Introduction to Computing

Understanding How Computers Work

Today We'll Explore

- 1. Why computational skills matter for your research career
- 2. How computers actually work from binary to complex analysis
- 3. Software building blocks the fundamental concepts
- 4. Computational thinking systematic problem-solving approach
- 5. Al tools and why understanding matters using Al safely and effectively

Section 1: Why This Matters for Your Career

Why Are We Here?

- You're studying drug sciences because you want to contribute to developing **better treatments**.
- Whether you end up working in computational modeling, in-vitro research, or any other area of pharmaceutical research, you'll be using computer tools every day. Programming isn't only for in-silico researchers.
- Even if you don't end up programming yourself, there's **real value** in understanding the **basics** of what's actually happening when you click those buttons in your research software or what the script that a colleague provided actually does.

Modern Drug Research

- **Scenario:** A researcher needs to analyze the effects of 1000 compounds on cell growth.
- Current reality: Upload data → automated analysis → Results in hours.
- This is possible because: Either someone in the group knows how to program, or specialized software was developed for this task.
- Manual approach (without computational tools): Measure each sample individually, calculate results by hand \rightarrow Maybe several weeks of work.
- The critical gap: However, a lot of researchers know how to use the software, but not what it's actually doing.

The Hidden Problem

This gap in understanding creates issues:

- Misinterpreted results when you can't evaluate if the analysis fully makes sense (less likely but can happen)
- **!** Missed innovations because you can't adapt tools to new problems
- Complete dependence on others when something goes wrong
- Limited career growth in an increasingly computational field

The opportunity: Understanding computation transforms you from a tool user into a tool creator, which is slowly but surely becoming a major career differentiator in research. So this isn't about becoming a programmer - it's about understanding enough to be an effective scientist in a computational world.

Common Misconceptions About Programming

- **Misconception 1:** "Programming is only for people doing computational research"
- Misconception 2: "It's all about memorizing syntax"
- Misconception 3: "I need to become an expert to benefit"
- Reality: Basic understanding transforms how you approach any research problem, and with AI, programming is becoming more accessible than ever but still requires critical thinking and problemsolving skills and basic computational literacy, will tell you later why.

Your Opportunity as Future Research Leaders

- The innovation challenge: The most groundbreaking research often requires tools that don't exist yet. When you're working on cutting-edge problems, there may be no software available to do what you need to do.
- You would have an advantage if: Learn to understand and create computational solutions for biological problems.
- The reality: Sometimes just a simple script can solve problems that no existing software can handle. Even if you don't write the code yourself and you have a computational colleague (who may not have your specific pharmaceutical expertise), being able to think like a computer scientist and communicate your scientific needs clearly and simply (so that they just have to implement what you explain) would save you hours and hours of back and forth.

Section 2: How Computers Actually Work

The Universal Pattern

Every single computation follows the same basic pattern:

INPUT → ALGORITHM (Process) → OUTPUT

This might seem obvious, but it's **powerful** because computers can **repeat this pattern perfectly**, millions of times, **without getting tired, distracted, or making calculation errors**.

The Fundamental Question

How does a machine that only understands 1s and 0s ends up analyzing complex molecular structures?

Let's build up from the basics...

Example: Cell Counting

Manual approach: Look at image \rightarrow Identify what you think looks like cells \rightarrow Mark them to avoid double-counting \rightarrow Count marks

Computational approach:

- **INPUT:** Microscopy image (rows and columns of pixels with color values) + parameters defining cells
- **ALGORITHM:** Convert to numbers → Apply filters (matrix operations)
- → Identify regions → Count
- **OUTPUT:** Cell count + with computers: coordinates, different types of visualizations and plots

How Computers Work: From 1s and 0s to Complex Analysis

Everything is binary: 1s and 0s (electricity on/off)

Hardware: Processor (billions of transistors) + Memory (RAM + Storage)

The Process: Read binary \rightarrow Apply patterns through transistor combinations \rightarrow Store binary \rightarrow Repeat perfectly, millions of times

Your microscopy image = read matrix of numbers \rightarrow algorithm finds patterns \rightarrow cell count stored and displayed

PB&J Exact Instructions Challenge



More Research Examples

DRUG SCREENING:

- Input: Plate reader data from compound library
- Process: Normalize, calculate inhibition for each compound
- Output: Ranking of active compounds with values of potency

PROTEIN POCKET ANALYSIS:

- Input: PDB file (list of elements/residues and coordinates)
- **Process:** Calculate distances, angles, predict binding pockets based on geometry and physicochemical properties
- Output: Prediction of binding pockets

Section 3: Building Blocks of Software

What Is Programming?

Programming is giving the computer a **series of precise instructions** to solve a problem as we said, think of it like **writing a very detailed recipe** that a computer can follow.

Programming Languages

Humans don't write in binary - we use programming languages that translate the instructions to binary

High-level languages: Python, R, MATLAB (believe it or not, closer to human language)

Low-level languages: C, Assembly (closer to machine language)

The Fundamental Building Blocks

Every computer program uses these basic concepts:

- 1. Variables Storing and retrieving information
- 2. Data Structures Organizing information
- 3. Functions Reusable blocks of code
- 4. Loops Repeating actions systematically
- 5. Conditionals Making decisions based on data
- 6. Files Storing the code & saving and sharing results

Variables: Storing Information

Containers that hold data:

- Store experimental measurements (e.g. cell count)
- Keep track of sample (e.g. drug) names
- Remember calculation results

Data Structures: Complex variables for organizing information

Ways to group related information:

- Lists: Ordered collections (e.g. list of IC50 values)
- **Dictionaries:** Key-value pairs (e.g. protein name, species, molecular weight)

Functions: Reusable Instructions

Reusable sets of instructions that perform specific tasks, for example with different inputs:

- Calculate molecular weight from formula
- Convert between concentration units
- Apply the same analysis to multiple datasets

Loops: Repeating Actions

Repeating the same identical process multiple times:

- "For each sample in the experiment, measure absorbance"
- "For each image, count the cells"
- "For each compound, calculate the IC50 value"

Conditionals: Making Decisions

Making decisions based on data:

- "If concentration is above threshold, flag as toxic"
- "If cell viability is below 80%, discard sample"
- "If results are inconsistent, repeat experiment"

Files: Permanent Storage

Saving and sharing results permanently:

- Raw data files from instruments
- Processed analysis results
- Reports and visualizations
- Sharing data with collaborators

Putting It All Together - Cell Counting

- Variables: Store image data, cell parameters, results
- **Data Structures:** List of cell coordinates (coordinates themselves being a list of x, y and z values), dictionary of cell properties
- **Functions:** load_image, apply_filter, count_cells. If you need to change how filtering works for example, you only update one function (programming also teaches you how to think in a modular and compartmentalized way, which is very useful for problem solving in general)
- **Loops:** "For each pixel" → "For each detected region"
- Conditionals: "If region matches cell parameters, then it's a cell"
- Files: Save original image, processed results, analysis report

Section 4: Computational Thinking

Computational Thinking

A systematic problem-solving approach that breaks complex challenges into manageable parts

The four key principles:

- 1. Decomposition Break into smaller pieces
- 2. Pattern Recognition Find similarities and trends
- 3. **Abstraction** Focus on what matters most
- 4. Algorithm Design Create repeatable procedures

Decomposition: Break It Down

The Problem: "Why isn't my cell culture growing?"

Decomposed into testable pieces:

- Media composition and pH
- Incubator temperature and CO₂ levels
- Contamination check
- Cell line authenticity
- Passage number and age

Pattern Recognition: Find the Trends

The Situation: Your drug screening results seem inconsistent

Patterns to look for:

- Do compounds with similar structures show similar effects?
- Are certain experimental days always different?
- Do specific plate positions consistently behave oddly?

Abstraction: Focus on What Matters

- The Challenge: Modeling how a drug reaches its target in the body
- **Essential features:** Drug concentration, binding affinity, target location
- Ignore for now: Individual blood cell interactions, minor metabolites

Algorithm Design: Create Repeatable Procedures

The Goal: Optimize cell transfection efficiency

Your Algorithm:

- 1. Test DNA concentrations: 0.5, 1.0, 2.0 μg
- 2. For each concentration, test reagent ratios: 2:1, 3:1, 4:1
- 3. Measure efficiency 24h and 48h post-transfection
- 4. Select best combination and validate with biological replicates

Computational Thinking in Action: Software Example

Research Challenge: "Predict which small molecules will bind to my protein target"

Decomposition: Structure preparation \rightarrow Ligand library \rightarrow Docking parameters \rightarrow Docking & Scoring \rightarrow Analysis

Pattern Recognition: Do high-scoring compounds share structural features? Binding modes?

Abstraction: Focus on binding affinity predictions, ignore solvent dynamics details **Algorithm Design:** Systematic pipeline from structure to ranked compound list

Computational Thinking in Action: Lab Example

Real Research Scenario: "My Western blot results are inconsistent"

- **Decomposition:** Protein extraction \rightarrow SDS-PAGE \rightarrow Transfer \rightarrow Antibodies \rightarrow Detection
- Pattern Recognition: Are certain samples always problematic? Specific days? Antibody batches?
- **Abstraction:** Focus on the steps most likely to cause variability (usually antibodies or transfer)
- **Algorithm Design:** Create systematic troubleshooting protocol testing one variable at a time

Section 5: Al Tools and Why Understanding Matters

Al Tools and Why Understanding Matters

The big question: If AI can write code, why learn programming fundamentals?

The answer: Understanding lets you use AI safely and effectively, rather than blindly trusting it

The Hidden Dangers of Al Code

- Plausible but Wrong: Code runs smoothly but produces incorrect results (for example calculations seem correct but are actually wrong because the wrong formula was used, you may end up publishing incorrect conclusions)
- Missing Biology: Ignores experimental constraints and statistical requirements
- Debugging Nightmare: You're stuck when (not if) things break
- Security Risks: Vulnerabilities and potential data corruption

Smart Al Usage: Be the Director, Not the Audience

Effective AI prompts:

- "Help me read this .czi microscopy file format"
- "Optimize this cell counting loop I designed"
- "What edge cases should I test in my IC50 calculation?"

Dangerous AI prompts:

- "Write a complete proteomics analysis pipeline"
- "Create statistical analysis for my drug screen data"
- → Will give you way more **details about how to use Al properly** since I know you will use it anyway.

What Comes Next

Next lesson: Computer-Based Problem Solving

- Break down real research problems into computational steps
- Practice thinking systematically about data analysis
- Discuss different approaches to solving the same problem
- No programming syntax yet just logical thinking

Then: Python Programming Basics

- Learn the actual programming language
- Implement the solutions you designed in lesson 2
- Need a Student GitHub account starting here

Finally: Solve Real Problems in Code

- Apply everything to solve the problems from lesson 2
- Create working programs for research tasks

Assignment

Think of something you'd love to automate - from your studies, work, or personal life / hobbies.

Create a PDF explaining:

- What would you want to automate?
- **INPUT:** What information/materials do you start with?
- **ALGORITHM:** What are the step-by-step processes? (Think PB&J video be specific!)
- **OUTPUT:** What would you want as the final result?

Examples: Lab protocol, data analysis, meal planning, workout routine, literature review process, whatever!

Deadline: Next Wednesday, 24th of September, 11:59pm

Goal: Practice thinking systematically about breaking down problems into computational steps.

Thank You for your attention! Questions?