



4th LBRN-LONI Scientific Computing Bootcamp Overview

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May 27, 2021





Outline



A very brief overview of scientific computing



Agenda for the bootcamp



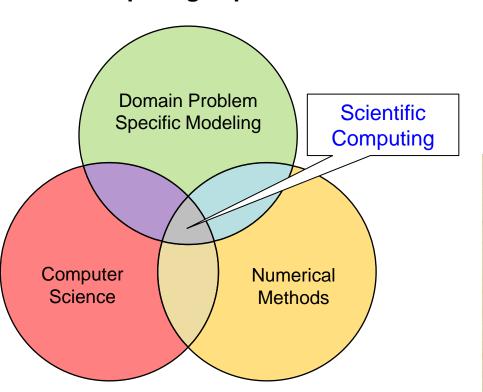
Computing Platform





What is Scientific Computing?

- "Scientific Computing is the collection of tools, techniques, and theories required to solve on a computer mathematical models of problems in Science and Engineering." – (Golub & Ortega 1992)
- > It is a rapidly growing multidisciplinary field that uses advanced computing capabilities to understand and solve complex problems.









Calculating-Table by Gregor Reisch: Margarita Philosophica, 1503.





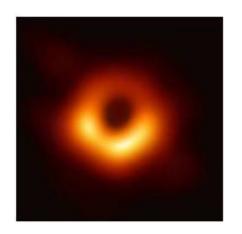
Why Scientific Computing?

Scientific Computing is nowadays:

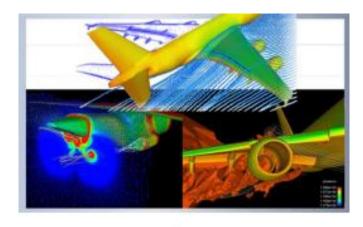
 The "third pillar of science", in addition to theoretical analysis and experiments for scientific discovery.

> Sometimes other means are:

- Impossible
- Costly (time and money)
- Dangerous or undesirable



Astrophysics



_ Aircraft design



In lieu of heriting ructelor vergoons, second-primestion divigences, sadge the condition of the agingstockpile based on tests of vergoon behavior, computer simulations of both physics phenomena (shown here) and vergoon behavior, and knowledge goined from past nuclear tests. Howeters

Nuclear weapon tests



How to Conduct Scientific Computing?

- Scientific theory and algorithm
 - From your own study/research background
- Software
 - General purpose
 - Excel
 - Matlab
 - Python/R/Perl/C/Fortran, etc.
 - Dedicated software, such as:
 - Ansys (CFD, Structural/Solid Mechanics/Electronics)
 - Lammps/Gromacs/Amber (Molecular Dynamics)
 - Most cases, we need both

Hardware

- Your laptop/desktop/lab server
- Cloud Computing
 - Will be used in this bootcamp
- Supercomputers













LONI QB3 cluster

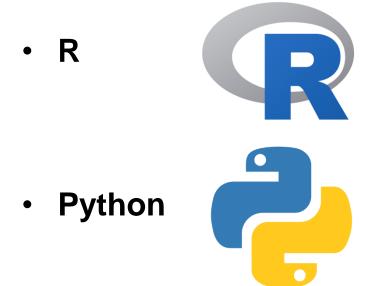






Purpose of This Bootcamp

Understand the basic usage of popular scientific computing programming tools



- One application of the programming tools
 - Deep Learning







Agenda

- Day 1
 - Overview and Introduction to R
- ➤ Day 2
 - Intermediate R
- ➤ Day 3
 - Introduction to Python
- ➤ Day 4
 - Intermediate Python
- ➤ Day 5
 - Introduction to Deep Learning
- Our source code repository:
 - https://github.com/lsuhpchelp/lbrnloniworkshop2021
- Computing Environment:
 - Google Colab
 - See https://colab.research.google.com/notebooks





Lectures and Hands-on sessions

- Morning sessions 9am-12noon
 - Lecture
- > Afternoon sessions 1pm-4pm
 - Zoom session using breakroom
- > Although recordings will be available, we strongly recommend you try to follow the live session.





Google Colaboratory

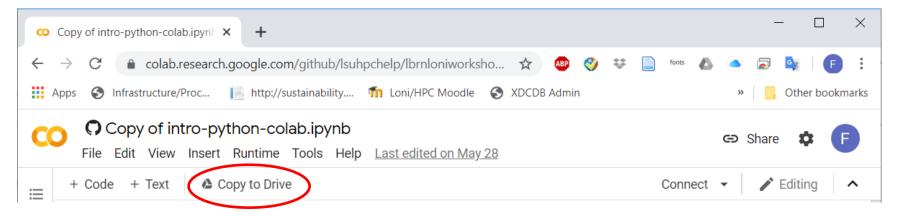
- Colaboratory, or "Colab" for short, allows you to write and execute Python and R in your browser, with
 - Zero configuration required
 - Free access to GPUs
 - Easy sharing
- Allows you to focus on learning the Python or R language itself instead of working on installing and configuring a programming environment.
 - Ref: https://colab.research.google.com/notebooks/intro.ipynb





Open Colab Notebook from Github

- Open the below link:
 - https://github.com/lsuhpchelp/lbrnloniworkshop2021/blob/main/day1/Introduction to R.ipynb
 - Or navigate yourself in the github repo:
 - https://github.com/lsuhpchelp/lbrnloniworkshop2021
 - Select "day1 > Introduction to R.ipynb"
- Click the "Open in Colab" link:
 - Open in Colab
- After the Colab notebook is laid out, you need one more step, save the Colab notebook to your google drive by "COPY TO DRIVE", or you will be editing the notebook in "Playground" (read only) mode:

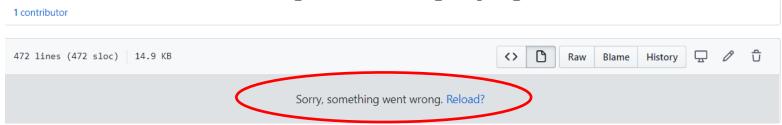




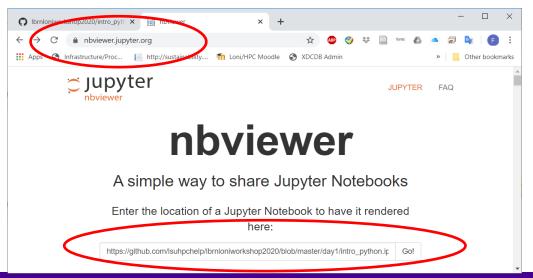


Possible Bug of Github

In case of the "Something went wrong, try again later?"



Copy and paste the github link from the browser URL box (https://github.com/lsuhpchelp/lbrnloniworkshop2021/blob/main/day1/Introduct ion to R.ipynb) into the below the location to have it rendered: https://nbviewer.jupyter.org/



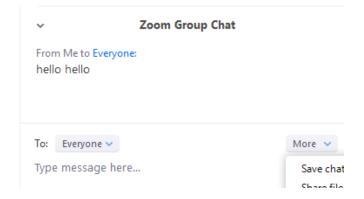




Questions?

✓ Type your question in the Zoom chat window.

(Preferred)



✓ Raise your hand if you do want to ask a question with your microphone, we can unmute you.

