

SXSW 2014

**CHANGE THE WORLD: SUPER
POWERED SCIENCE ON THE WEB**

#webscience



#webscience

**“The Computer is incredibly fast, accurate and stupid.
Man is unbelievably slow, inaccurate and brilliant.
The marriage of the two is a challenge and an
opportunity beyond imagination. “**

– Walesh, 1989

Why are we here?

Reduce Technical Difficulties



Why are we here?

More Effective & Productive Scientist



Why are we here?

Bring more people into science



Your Panel....



Maytal Dahan , Texas Advanced Computing Center
Nancy Wilkins-Diehr, San Diego Supercomputer Center
Arfon Smith, GitHub
Mark Hahnel, Figshare

Maytal Dahan



Powering Discoveries That Change The World

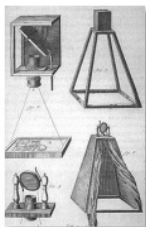
Web & Mobile Applications Group

Creating Interfaces, APIs, Services

Goal: Easy of Use, sustainability, scalability

Nancy Wilkins-Diehr

The world is realizing that the nature of research has changed



$$\left(\frac{\dot{a}}{a}\right)^2 = \frac{4\pi G\rho}{3} - K \frac{c^2}{a^2}$$



1,000 years ago

Last 500 years

Last 50 years

Today

- Experimental
 - Description of natural phenomena
 - Experimental methods and quantification

- Theoretical
 - Formulation of Newton's laws, Maxwell's equations, ...

- Computational
 - Simulation of complex phenomena

- Data
 - Distributed communities unifying theory, experiment, and simulation with massive data sets from multiple sources and disciplines

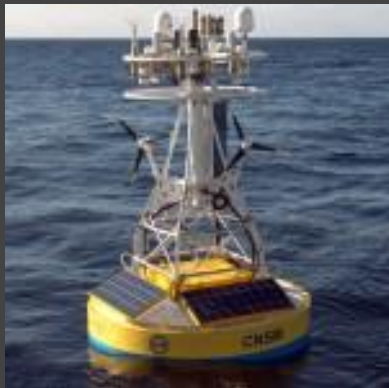
Source:
Jeff
Nichols,
ORNL

Computation is everywhere in science

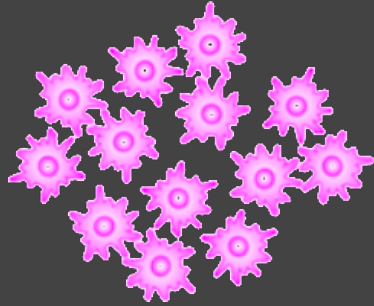
1980s: computing in a vacuum



Today: datasets + sensors + instruments + supercomputers + people



Mark Hahnel

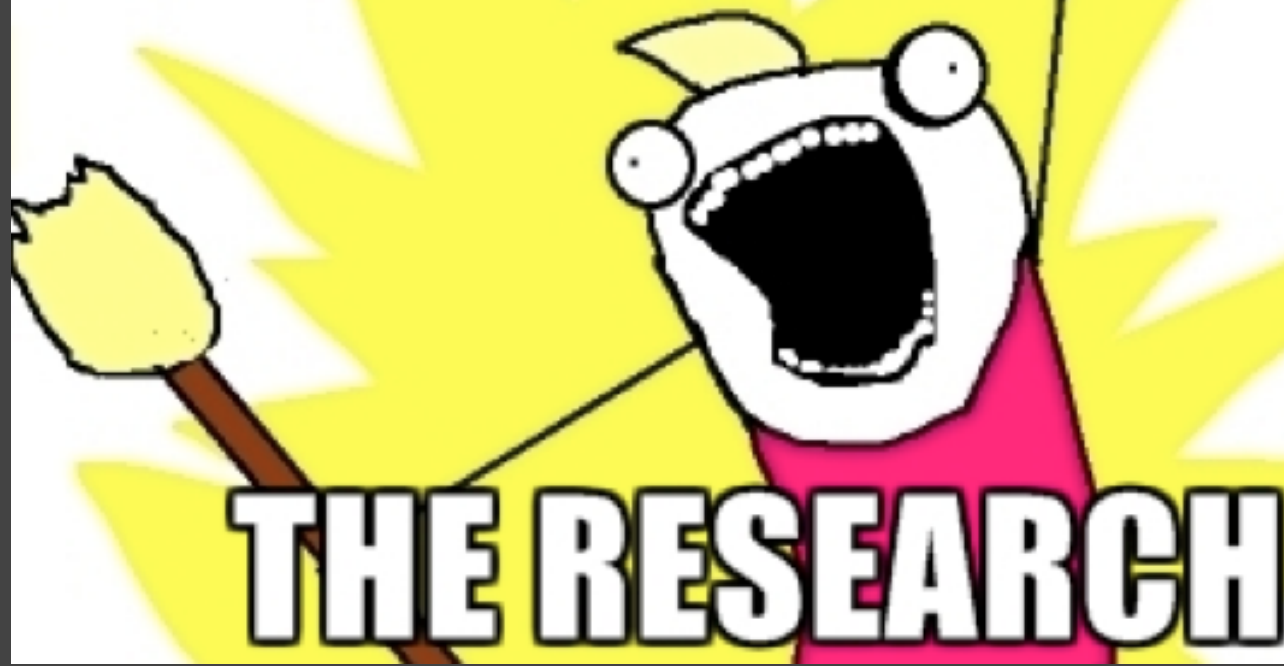


#OpenResearch

All publicly funded research should be made available for
interrogation in a human and machine readable format.

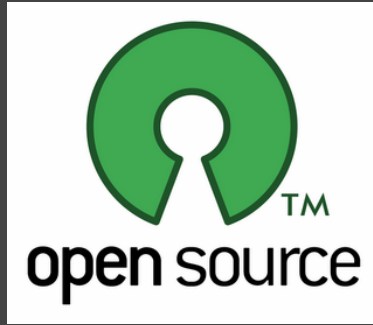
#webscience

OPEN ALL

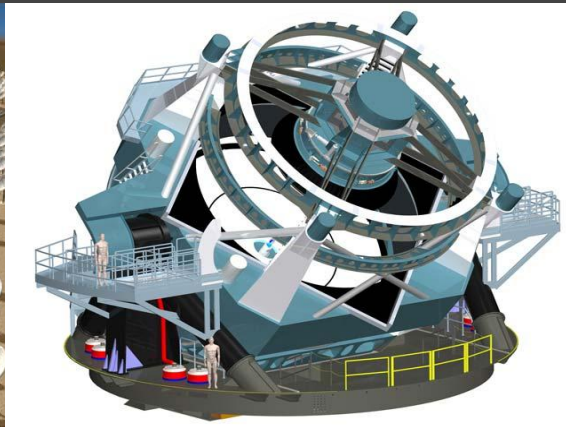


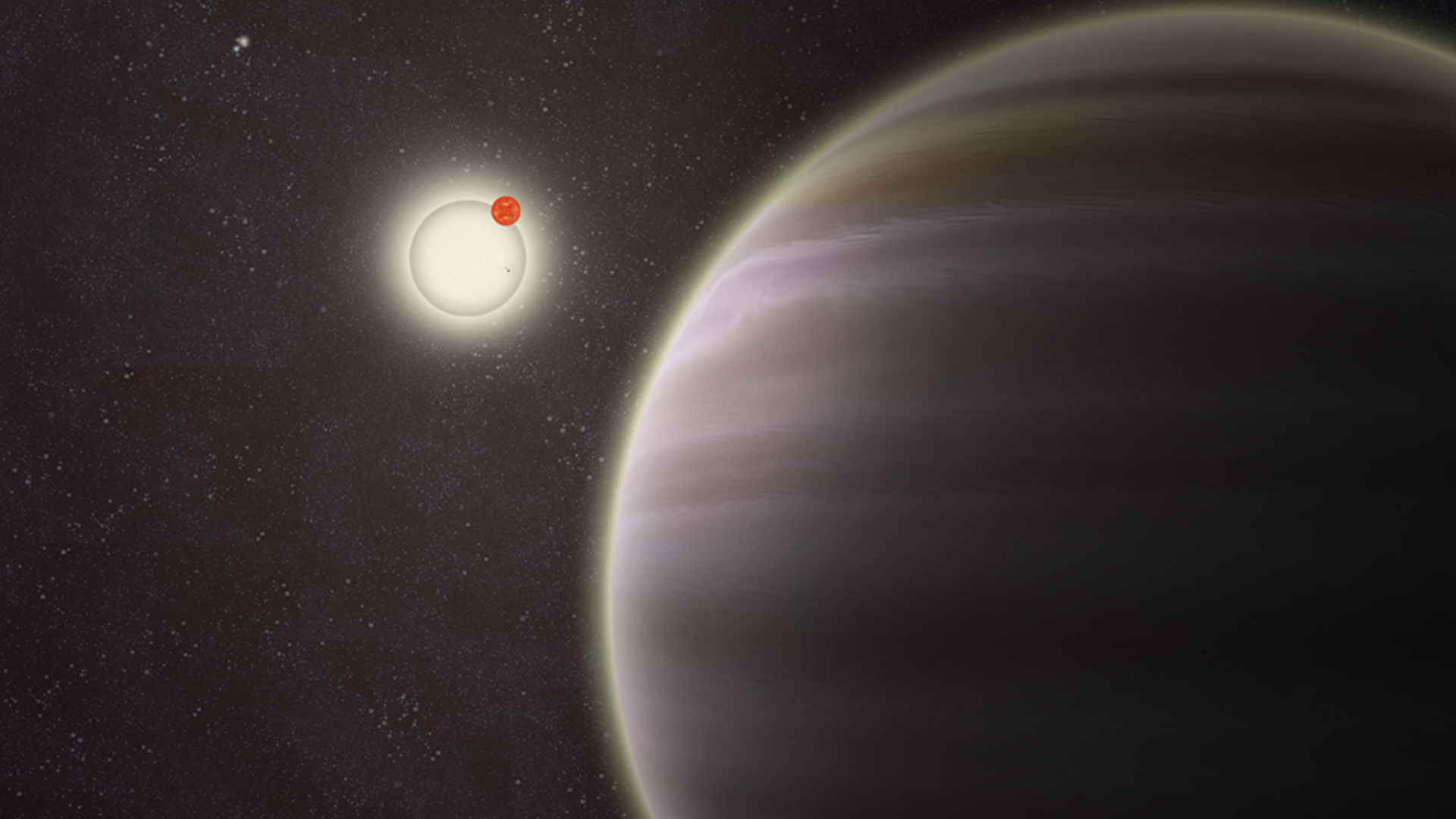
Arfon Smith

GitHub



ZOO NIVERSE





Who are you?

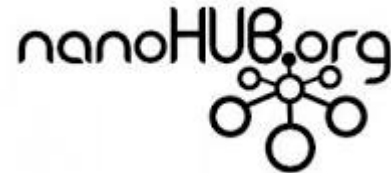


How are scientist using the web?



GitHub

CIPRES



How can we engage more science?

Why aren't more projects using web technologies?

What challenges & technical difficulties exist?

What successful community building experiences do you have?

What can we learn from the audience, how
can your experience help science?

Are there communities we are failing to reach?

How do we make more impact?

How do we get more people involved in science?

You don't have a PhD in astrophysics to be
involved.

How do we attract developers? How do we
KEEP them in science?

How can you get involved?

Thank you for coming!

Additional thanks to our contributors:

Matthew Hanlon, Jay Boisseau, Stephen Mock, Kaitlin Thaney

Questions?

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