

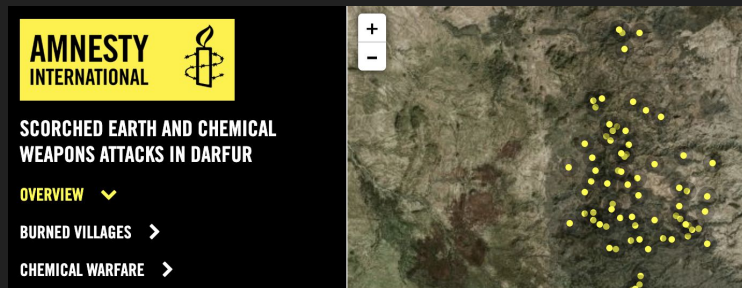
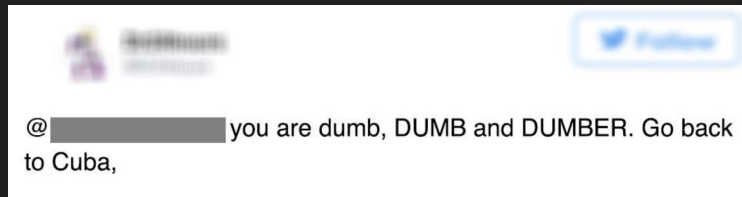
# Software engineering in research

# ELEMENT AI

Finding  
abuse

Spotting  
destruction

Tracking objects  
of violence



Data analysis  
pipeline

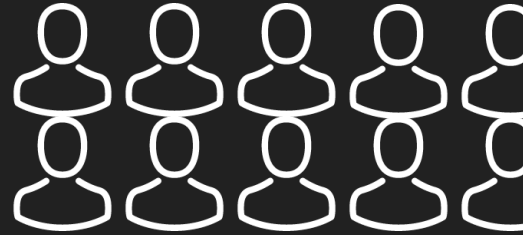
Data access API

Data collection  
software

Data analysis  
pipeline



Data access API



Data collection  
software



Data analysis  
pipeline



Data access API



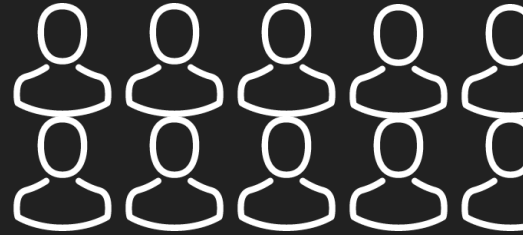
Data collection  
software



Data analysis  
pipeline



Data access API



Data collection  
software



Data analysis  
pipeline



Data access API



Data collection  
software



So how does this  
change how we write  
this software?



Depending on how software is used, we want to change how it is accessed.

1. For experiment setups specific to hardware, code needs to be templated.
2. For standardised data ingestion pipelines, code needs to be installable.
3. For shared statistical analysis pipelines, code just needs to be readable - although novel methods should be installable.

This is because these things map onto different classes of software.

1. Experiments and data collection can be considered an application
2. Data access and standardised statistical analysis methods are libraries
3. Data analysis is an “artifact” of the data and the code

# Some concrete examples

1. A web application for collecting labels from volunteers
2. The python BIDS tools  
([github.com/bids-standard/pybids](https://github.com/bids-standard/pybids))
3. A library such as Scikit-Learn
4. A paper / R Markdown document

Putting code on the  
internet is often not  
enough

To make a template data collection app, you can use cookiecutter to create lab- or department-wide templates.

To make analysis tools available, you can package them up as installable libraries

To make your analysis output available, you can publish your notebooks.

Putting code on the  
internet is always  
the first step :)





git

Some terminology

A git repository is a  
“software project”  
that can be  
distributed

A git commit is the  
unit of change on  
your software

A git branch is a  
separate history of  
changes to your  
software

Merges and pull  
requests are ways of  
putting together  
different histories

So how does it work  
in practice?



GitHub



GitHub is effectively  
a (nice) online  
interface to a git  
repository.

It's the most popular  
code sharing  
platform, but there  
are many others as  
well.

So how does it work  
in practice?