



Welcome to the Workshop!

Workshop Website

<http://sarahlrstevens.info/2018-03-29-setac-yes/>

Etherpad (for collaborative notes)

<http://pad.software-carpentry.org/2018-03-29-setac-yes>



Welcome to Software Carpentry!

March 29, 2018

Instructors:
Sarah Stevens
Trisha Adamus



What is 'Software Carpentry'??

- Non-profit, international organization
- Teaches workshops to help researchers adopt reproducible computational practices
- Instructors are all volunteers
- Materials developed by open science community
- Code-along learning model



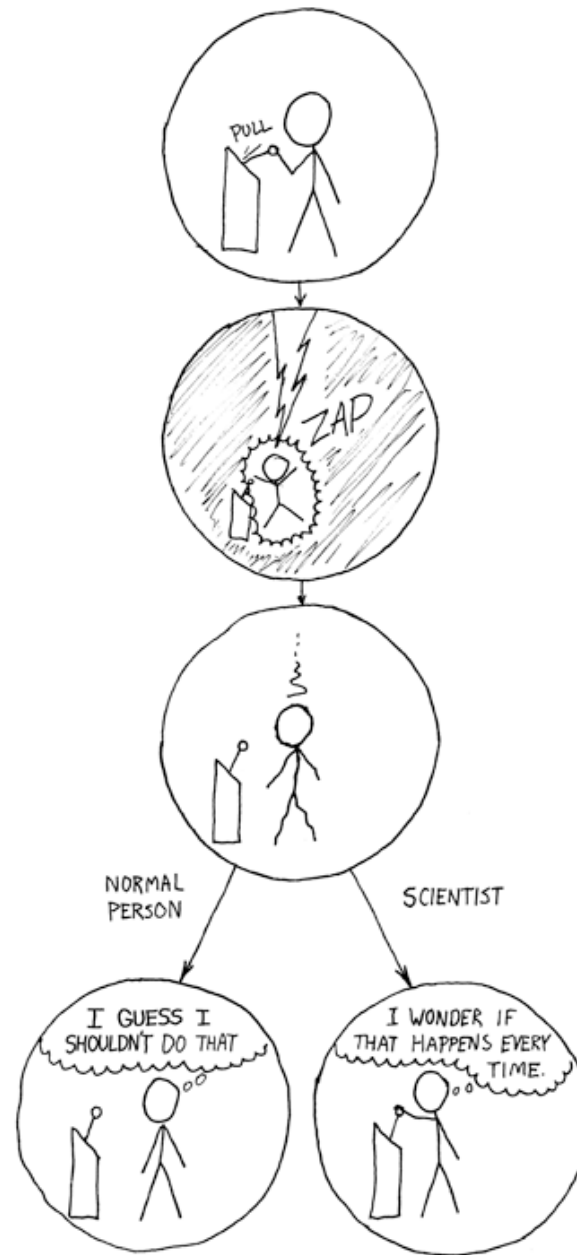
Code of Conduct

- <http://software-carpentry.org/conduct/>
- Harassment includes offensive verbal comments related to gender, sexual orientation, disability, physical appearance, body size, race, religion, sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention.
- All communication should be appropriate for a professional audience including people of many different backgrounds. Sexual language and imagery is not appropriate for any event.
- Be kind to others. Do not insult or put down other attendees.
- Behave professionally. Remember that harassment and sexist, racist, or exclusionary jokes are not appropriate.



If You Can't Reproduce It,
Is It Still Science?
And how long will it take?

Inspired by Greg Wilson,
Software Carpentry





Reality of Research Computing

- Many scientists/researchers spend most of their time developing, maintaining, or running software
 - Most don't consider themselves software engineers
 - Few have ever been taught how



So what?

- Most results take longer to produce than they need to
- Difficult to assess quality



Software Carpentry to the Rescue

- Best practices used by the best software engineers whose business is development of quality software
 - They don't always have formal training
 - They don't always follow all the practices
 - Growing evidence supported by empirical studies



Software Carpentry Practices

- Write software for people, not computers
- Automate repetitive tasks
- Use the computer to record history
- Make incremental changes
- Use version control
- Don't repeat yourself
- Plan for mistakes
- First make it correct, then make it fast
- Document design & purpose, not just mechanics
- Conduct code reviews

Wilson et al. (2014) Best practices for scientific computing. PLoS Biology 12: e1001745



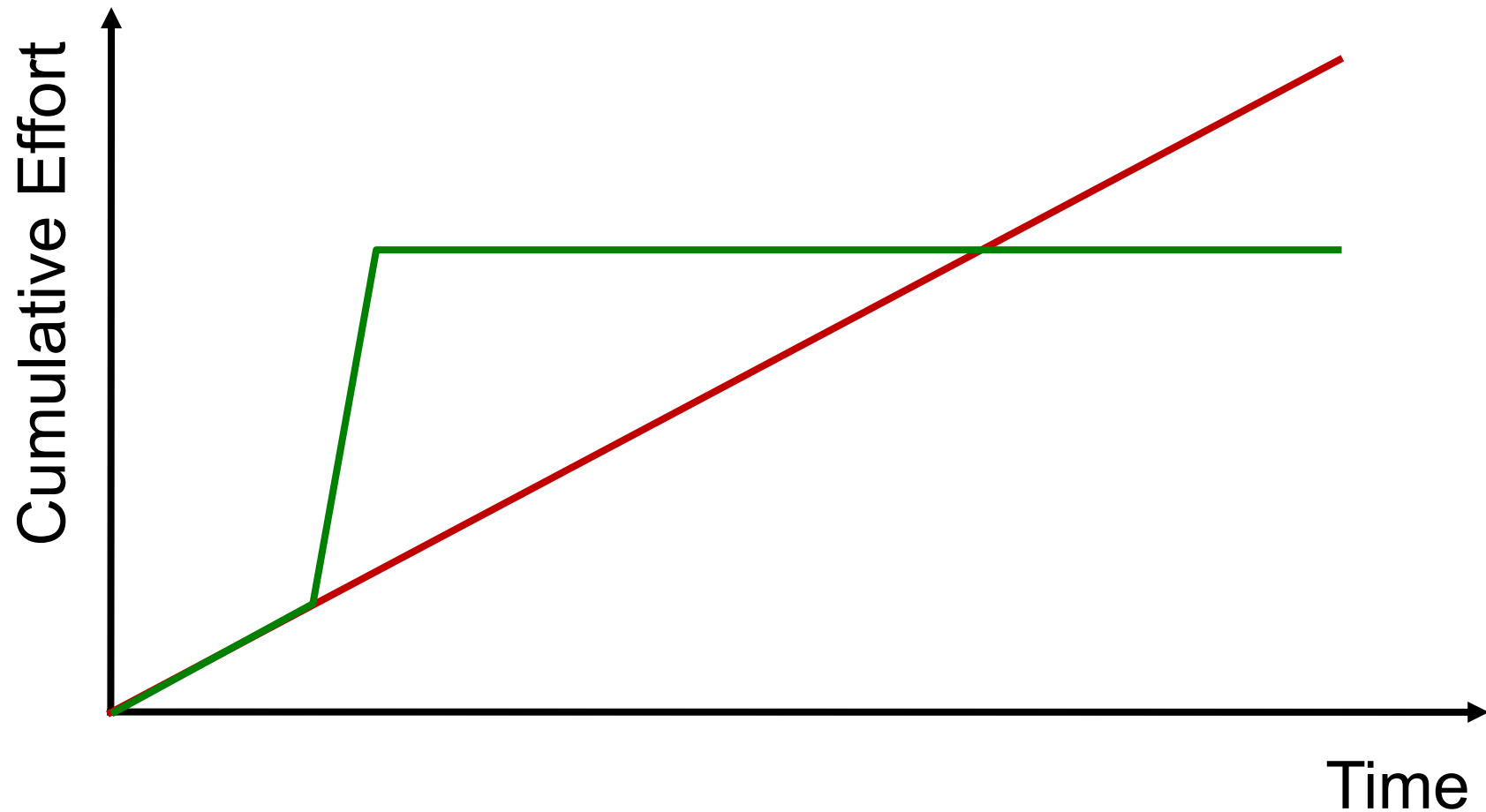
Good Enough Practices

- **Data management** - saving both raw and intermediate forms, documenting all steps, creating tidy data amenable to analysis
- **Software** - writing, organizing, and sharing scripts and programs used in an analysis
- **Collaboration** - making it easy for existing and new collaborators to understand and contribute to a project
- **Project organization** - organizing the digital artifacts of a project to ease discovery and understanding
- **Tracking changes** - recording how various components of your project change over time
- **Manuscripts** - writing manuscripts in a way that leaves an audit trail and minimizes manual merging of conflicts

Wilson et al. (2017) Good enough practices in scientific computing. PLoS Comput Biol 13(6): e1005510



Thoughts on Productivity and Automation





Thoughts on Productivity and Automation

HOW LONG CAN YOU WORK ON MAKING A ROUTINE TASK MORE EFFICIENT BEFORE YOU'RE SPENDING MORE TIME THAN YOU SAVE?
(ACROSS FIVE YEARS)

		HOW OFTEN YOU DO THE TASK					
		50/DAY	5/DAY	DAILY	WEEKLY	MONTHLY	YEARLY
HOW MUCH TIME YOU SHAVE OFF	1 SECOND	<div>1</div> DAY	2 HOURS	30 MINUTES	4 MINUTES	1 MINUTE	5 SECONDS
	5 SECONDS	<div>5</div> DAYS	12 HOURS	2 HOURS	21 MINUTES	5 MINUTES	25 SECONDS
	30 SECONDS	<div></div> <div>4</div> WEEKS	<div>3</div> DAYS	12 HOURS	2 HOURS	30 MINUTES	2 MINUTES
	1 MINUTE	<div></div> <div>8</div> WEEKS	<div>6</div> DAYS	<div>1</div> DAY	4 HOURS	1 HOUR	5 MINUTES
	5 MINUTES	9 MONTHS	<div></div> <div>4</div> WEEKS	<div>6</div> DAYS	21 HOURS	5 HOURS	25 MINUTES
	30 MINUTES		6 MONTHS	<div></div> <div>5</div> WEEKS	<div>5</div> DAYS	<div>1</div> DAY	2 HOURS
	1 HOUR		10 MONTHS	2 MONTHS	<div>10</div> DAYS	<div>2</div> DAYS	5 HOURS
	6 HOURS				2 MONTHS	<div></div> <div>2</div> WEEKS	<div>1</div> DAY
	<div>1</div> DAY					<div></div> <div>8</div> WEEKS	<div>5</div> DAYS



Karen Cranston

@kcranstn

 Follow

@mtholder motivating git: You mostly collaborate with yourself, and me-from-two-months-ago never responds to email. @swcarpentry

RETWEETS

25

LIKES

15



7:23 AM - 23 Aug 2013



25



15



http://bit.ly/motivate_git



Make Incremental Changes Redux

- Choose one practice
 - Implement it in your work
 - Share it with your lab group
 - Allow it to sink in
- Repeat



Where to Start?

- Depends on the nature of your work
- Consider the purpose:
 - Improve productivity
 - Improve quality



Workshop Logistics: Continuous Feedback

Post-It Usage #1

green sticky up – exercise completed

red sticky up – exercise in progress; HELP!

nametag down – all is okay

Post-It Usage #2

At each break, indicate something that was good and something that could be better.

Post-Workshop Survey

You'll receive a link from us after the workshop.



Welcome to the Workshop!

Workshop Website

<http://sarahlrstevens.info/2018-03-29-setac-yes/>

Etherpad (for collaborative notes)

<http://pad.software-carpentry.org/2018-03-29-setac-yes>



Why Learn the Shell?

- Installing software
- Configuring your computer
- Controlling remote machines
- Running scripts from others
- Writing your own scripts/pipelines