# Computing at SIO

or

### Learning to Talk Instead of Point

**Duncan Agnew** 

**MWF 3-4** 

but we need to reschedule MW

• Time scale is years, not weeks: your memory is not that good.

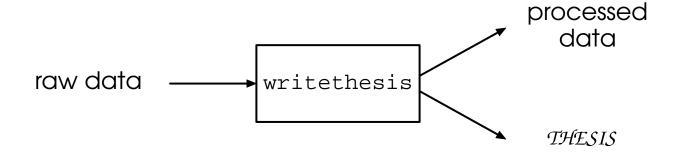
- Time scale is years, not weeks: your memory is not that good.
- You will, eventually, not know what you are doing that's why we call it research.

- Time scale is years, not weeks: your memory is not that good.
- You will, eventually, not know what you are doing that's why we call it research.
- And so, anything you do, you will probably do many times and there are very few things you won't do more than once.

- Time scale is years, not weeks: your memory is not that good.
- You will, eventually, not know what you are doing that's why we call it research.
- And so, anything you do, you will probably do many times and there are very few things you won't do more than once.
- And part of science is being able to reproduce your results.

- Time scale is years, not weeks: your memory is not that good.
- You will, eventually, not know what you are doing that's why we call it research.
- And so, anything you do, you will probably do many times and there are very few things you won't do more than once.
- And part of science is being able to reproduce your results.
- For all these reasons you will benefit enormously from having all your computation procedures written down so that you can redo them.

#### A Research Ideal



What is the best computational approach to achieve this?

Options are **GUI** (Graphical User Interface) or a (actually many) **computer language**.

• Easy to learn (until they get complicated)

- Easy to learn (until they get complicated)
- Well-suited to nonverbal activities, for example, graphical editing, as in Photoshop.

- Easy to learn (until they get complicated)
- Well-suited to nonverbal activities, for example, graphical editing, as in Photoshop.

#### But

Do not (usually) keep a record.

- Easy to learn (until they get complicated)
- Well-suited to nonverbal activities, for example, graphical editing, as in Photoshop.

#### But

- Do not (usually) keep a record.
- Become unworkable as complexity of task increases how would you like to use one for searching in Google?

### Advantages

• Language capability limited only by the skill of the developer.

#### **Advantages**

- Language capability limited only by the skill of the developer.
- Unless you use speech-recognition (don't), gives a permanent record.

#### **Advantages**

- Language capability limited only by the skill of the developer.
- Unless you use speech-recognition (don't), gives a permanent record.

### Disadvantages

You will need to learn an editor just to talk to the computer.

#### Advantages

- Language capability limited only by the skill of the developer.
- Unless you use speech-recognition (don't), gives a permanent record.

#### Disadvantages

- You will need to learn an editor just to talk to the computer.
- Language complexity limited only by the skill of the developer.

#### Advantages

- Language capability limited only by the skill of the developer.
- Unless you use speech-recognition (don't), gives a permanent record.

#### Disadvantages

- You will need to learn an editor just to talk to the computer.
- Language complexity limited only by the skill of the developer.

Like any new language, difficult to learn – though these are all "designed" languages, which can help.

#### Advantages

- Language capability limited only by the skill of the developer.
- Unless you use speech-recognition (don't), gives a permanent record.

#### Disadvantages

- You will need to learn an editor just to talk to the computer.
- Language complexity limited only by the skill of the developer.

Like any new language, difficult to learn – though these are all "designed" languages, which can help.

#### Advantages

- Language capability limited only by the skill of the developer.
- Unless you use speech-recognition (don't), gives a permanent record.

#### Disadvantages

- You will need to learn an editor just to talk to the computer.
- Language complexity limited only by the skill of the developer.

Like any new language, difficult to learn – though these are all "designed" languages, which can help.

### Language I: Unix (aka shell)

```
cat << XXX | fgrep South | sort -n +8
1946 04 01 12 29 03 53.362 -162.854 8.6
                                           165 South of Alaska
1950 08 15 14 09 36 28.290
                           96.657 8.6
                                          3300 Eastern Xizang-India border
1952 11 04 16 58 27
                    52.756 160.056 9.0
                                             - Off east coast of Kamchatka
1957 03 09 14 22 33 51.587 -175.419 8.6
                                             - Andreanof Islands, Aleutians
1960 05 22 19 11 17 -38.294 -73.054 9.6
                                          1260 Near coast of central Chile
1963 10 13 05 17 55
                    44.763 149.801 8.6
                                             - Kuril Islands, Russia
1964 03 28 03 36 12
                    61.019 -147.626 9.2
                                           236 Southern Alaska, United States
1965 02 04 05 01 21
                    51.210 178.498 8.7
                                             - Rat Islands, Aleutian Islands
                    3.270 95.860 9.3 227898 Off W coast of N Sumatera
2004 12 26 00 58 52
2005 03 28 16 09 37 2.050 97.060 8.6
                                          1324 Northern Sumatera, Indonesia
2007 09 12 11 10 26
                    -4.440 101.370 8.5
                                            25 Southern Sumatera, Indonesia
XXX
```

We will start with this, as it is the most basic, and you can actually do quite a lot with existing Unix tools.

### Language II: awk

This is a very simple programming language.

### Language III: Matlab

```
function vector xyz=xform neu to xyz(xyz, vector neu)
vector neu=vector neu(:);
vector_neu_cov=diag(vector_neu(4:6).^2);
vector neu=vector neu(1:3);
a=6378137;
f_inv=298.257223563;
f=1/f inv;
e2=2*f-f^2;
p=sqrt(xyz(1)^2+xyz(2)^2);
r=sqrt(p^2+xyz(3)^2);
mu = atan(xyz(3)/p*((1-f)+e2*a/r));
long=atan2(xyz(2),xyz(1));
lat=atan2(xyz(3)*(1-f)+e2*a*sin(mu)^3,(1-f)*(p-e2*a*cos(mu)^3));
rot=[-sin(lat)*cos(long) -sin(long) cos(lat)*cos(long)
     -sin(lat)*sin(long) cos(long) cos(lat)*sin(long)
      cos(lat)
                                    sin(lat)];
vector_xyz=rot*vector_neu;
vector_xyz_cov=rot*vector_neu_cov*rot';
vector xyz std=diag(vector xyz cov).^(.5);
vector xyz=[vector xyz;vector xyz std];
```

A tool of choice for mathematical programming – except for speed.

### Language IV: Fortran

You will need to know this for dealing with "legacy code" or writing your own.

### Language V: Plotxy

```
frame grid solid
char .12
weight 12
titl A Sample Function
char .1
weight 10
xlab Time
ylab Function
file tmp
read
plot
stop
```

A very simple, but powerful, plot program, which makes much better graphics than Matlab does.

### Language VI: GMT

```
gmtset GRID_CROSS_SIZE 0 ANNOT_FONT_SIZE_PRIMARY 10
gmtset PAGE_ORIENTATION portrait
pscoast -Rg -JN0/3i -Bg30 -Dc -Ggray -W -K > tmp1.ps
cat tmp2 | psxy -G255/255/255 -R -J -Sc.04i -O >> tmp1.ps
```

A very powerful, and complicated, plot program, which is excellent for geophysical and ocean0ographic data.

### Language VII: Latex

```
The \textbf{magnitude} of the vector is its length,
for which the notation and definition are

\begin{equation}
\label{eq-mag}
| \bv | = \sqrt{ v_1 ^ 2 + v_2 ^ 2 + v_3 ^ 2}
\end{equation}
%
A \textbf{unit vector} is one whose magnitude is 1;
we usually designate a unit vector in the direction of $\bv$ by $\hat{\bv}$,
and designate unit vectors that are orthogonal
(at right angles) by the letter $\be$.
```

This is (many of us think) how you should write your papers. For scientific writing, MS Word is a poor substitute (though lots of people use it).