

## 22S:166 Computing in Statistics

### Introduction

Lecture 1  
August 22, 2016

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### Statistical endeavors

- three branches
  - applied statistics and data analysis
  - development of statistical methods and software
  - research in statistical theory
- computing essential to all of them

I keep saying that the sexy job in the next 10 years will be statisticians. And I'm not kidding.

Hal Varian, chief economist at Google (New York Times, Aug. 6, 2009)

<http://www.nytimes.com/2009/08/06/technology/06stats.html>

### Goals of this course are to develop:

- intelligent use of appropriate computing tools for both statistical endeavors
  - R/Splus
  - SAS
  - database management software and concepts
- understanding of important statistical computing algorithms
  - Newton's method
  - EM algorithm
  - the bootstrap
- ability to design and implement simulation studies

- communication of statistical ideas in words, numbers, and graphics
  - L<sup>A</sup>T<sub>E</sub>X
  - format of scientific reporting

## Types of computer products

This section and the next 2 borrow heavily from Chapter 1 of the course notes for “Statistical Computing and Graphics” by Frank Harrell

[hesweb1.med.virginia.edu/biostat/teaching/statcomp](http://hesweb1.med.virginia.edu/biostat/teaching/statcomp)

- operating systems: make the computer itself work
  - e.g. Linux, Windows, Unix, MacOS
- applications: perform specific tasks
  - e.g. Microsoft Word, Excel, S-Plus, OpenOffice, R, SAS, . . .
- commercial systems
  - code and lists of bugs are secret
  - expensive
  - require upgrading and relicensing
  - Microsoft products, S-Plus, SAS, SPSS, Unix, etc.
- free Open Source systems

- revolution in software availability and function from the open source movement
- can see all code, change it, learn from it
- quality generally quite good
  - \* often better than that of commercially-developed software because Open Source software has been tested by more people under more different conditions
- more rapid updates
- most products have an active and helpful user news group
- generally lack some fancy features like extensive GUI
- Linux, L<sup>A</sup>T<sub>E</sub>X , R

## User interfaces: graphical vs command line

- graphical (GUI, mouse, menus)
  - easier to learn
  - less flexible
  - repetitive when the same tasks have to be repeated
  - hard to document the exact steps taken
  - hard to reproduce results
- command line interfaces
  - harder to learn
  - more flexible and powerful
  - can save commands in scripts to replay when the same tasks have to be performed repeatedly
  - can write generic commands to facilitate running different analyses with the same structure

## Types of user files

- text
- binary
- graphics files

## Linux history

The material in this section borrows heavily from Section 1.1 of *Introduction to Linux: A Hands on Guide* by Machtelt Garrels.

<http://www.tldp.org/LDP/intro-linux/intro-linux.pdf>

- Unix
  - 1969: team of developers at Bell Laboratories began work on solution to problem of software incompatibility
    - \* at that time, every model of computer had different operating system
    - \* software was customized to specific purposes, and ran on only one type of computer system
  - UNIX operating system needed only small piece of code specific to one type of computer: the *kernel*
  - operating system (and all other functions) built around kernel

- Linus Torvalds and Linux
  - computer science student at University of Helsinki
  - goal: to create a freely-available operating system that was compliant with original UNIX
  - began working on it in early 1990's
  - other coders jumped aboard to develop drivers to make Linux usable with more and more hardware
  - 12000 Linux users by 1993
  - all features of UNIX added over few more years

- higher-level programming language C specially developed for creating UNIX
- at first used only in very large computing environments — universities, government, large corporations with mainframes and minicomputers
- developments in 1970's and 1980's
  - continued development of UNIX
  - support of UNIX in products of increasing numbers of hardware and software vendors
  - invention of personal computers
  - by end of 1980's, several versions of UNIX available for PC architecture, but not free

- Linux today
  - only operating system in the world that runs on as wide a range of hardware
    - \* desktop workstations
    - \* mid- and high-end servers
    - \* PDAs, netbooks, experimental wristwatches, etc.
  - well known as a stable and reliable platform for servers
  - examples of users
    - \* Amazon (Internet book seller)
    - \* United States Post Office
    - \* German army
    - \* high-energy physics grid

## Logging in, activating the user interface, and logging out

- PC-based Linux systems have two basic modes: graphical and text
- in graphical mode (usually the default)
  - login requires inputting user name in one window and password in another
  - make sure mouse pointer is in the login window; press Enter after entering the username and after entering the password
  - open a terminal window by left clicking on icon of a computer screen at bottom of screen
  - log out by
    - \* closing all terminal windows and applications
    - \* clicking “System” at bottom of screen and selecting “Log Out”

## Linux student computer labs

- UI Mathematical Sciences educational computer laboratories:
  - 346 SH (primarily for statistics students)
  - B5 MLH and 301 MLH (primarily for math and c.s.)
- must bring your own printer paper if you wish to print
- to access Internet, click Firefox icon (world with a flaming fox) the bottom of the screen
- to log out, click icon of a running person and select “Log Out”

- in text mode
  - \* whole screen is black, with white characters
  - \* you are prompted for username and password; press enter after typing in each one
  - \* log out by entering **logout** command and pressing enter

There are two ways to access the Linux computers remotely.

- Select “NX Client/CSG Linux Desktop” from the “All Programs” menu. Use it to log into the gateway to the DIVMS Linux network.
- Alternatively, use any browser to connect to: <https://fastx.divms.uiowa.edu/> and log in using your hawkid and password. Click the plus sign when instructed to start a new session. Select the user interface that you wish to use (Mate or XFCE).