Erlangen 2022 – AGI Overview

Working Group on Information Arbeitsgruppe Information (AGI)

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Overview of Invited Talks and Sessions

(Lecture hall AGI-H20)

Invited Talks

AGI 1.1	Wed	14:00-14:45	AGI-H20	Practical semantic data management with CaosDB — •ALEXANDER
				SCHLEMMER, ULRICH PARLITZ, STEFAN LUTHER
AGI 2.1	Wed	16:00-16:45	AGI-H20	Physicist in IT: Physics in Advent — ◆André Wobst

Sessions

AGI 1.1–1.3	Wed	14:00-15:45	AGI-H20	Hacky Hour I (joint session AGI/AKjDPG)
AGI 2.1–2.2	Wed	16:00-17:15	AGI-H20	Hacky Hour II (joint session AGI/AKjDPG)
AGI 3	Thu	16:30-18:00	AGI-MV	Mitgliederversammlung der AGI

Annual General Meeting of the Working Group on Information

Do. 17.3.22 16:30-18:00 AGI-MV

- Begrüßung Genehmigung des Protokolls der letzten Mitgliederversammlung Wahl der Protokollführerin oder des Protokollführers
- Bericht des Sprechers und der stellvertretenden Sprecherin
- Aktuelle Projekte und Schwerpunkte
- Verschiedenes

Erlangen 2022 – AGI Wednesday

AGI 1: Hacky Hour I (joint session AGI/AKjDPG)

Time: Wednesday 14:00–15:45 Location: AGI-H20

In practice, scientific data management comprises many different tasks and workflows that are typically accompanied by software in varying degrees. It is a common issue to find the right balance between standardization and flexibility, automation and interactivity, complexity and comprehensibility.

CaosDB is an Open Source (AGPLv3) research data management system (RDMS) that combines multiple data management concepts and practical tools for efficiently integrating daily research data management into scientific workflows. Especially noteworthy are the flexible semantic data model, the intuitive semantic query language CQL and the file crawler framework for automatic data integration.

In this talk the software and the central concepts will be discussed presenting use cases from daily scientific research. A practical introduction to the graphical user interface, the query language, the API and the crawler framework will be given to demonstrate how these concepts can facilitate data management and provide a deeper insight into complex and heterogeneous research data.

AGI 1.2 Wed 14:45 AGI-H20

Snakemake: Making data workflows easier and more reproducible — •JOHANNES HAMPP — Center for international Development and Environmental Research, Justus Liebig University Giessen

Daily scientific work often involves handling research data from experiments or simulations. Necessary data wrangling and analysis steps are usually repeated following predefined steps. Snakemake aims to make

this process easier, faster, less error-prone, improving transparency and reproducibility. Individual steps are split into standalone rules, which are flexibly combined into workflows. Workflows are defined in a simple and human-readable format. They are automatically executed to keep any data dependencies up-to-date. Snakemake thus ensures ordered, transparent and documented data workflows, significantly reducing human errors from manual workflow execution or from improvised, self-written workflow solutions. Snakemake is open source software and supports popular programming languages like R, Python and Julia. Furthermore, integration with other programming languages or programmes is possible as long as they offer a command line interface. Many more features are available.

For yourself, Snakemake makes your life easier, more productive and more fun. For other researchers, well-documented and automatic workflows increase the accessibility and reproducibility of your research and research data.

AGI 1.3 Wed 15:15 AGI-H20

Controling laboratory equipment using Python and pylablib
— •ALEXEY SHKARIN — Max Planck Institute for the Science of Light,
91058 Erlangen, Germany

As experiments become progressively more complicated and generate more data, there is a need for automation of the equipment control and data acquisition. This often requires orchestrated control of multiple devices, which demands custom experiment-specific software. For a long time LabView has been a de-facto standard in this domain, but over the last decade Python has been gaining more traction due to its universaility, simplicity, and its already wide support on the data processing side.

In this talk I will introduce basics of device control, specifically focusing on the Python libraries which are most useful in these tasks. Then I will present pylablib, a software package dedicated to control of specific devices. Finally, I will show how pylablib can be used in a couple of simple examples where several devices need to be controlled at the same time.

AGI 2: Hacky Hour II (joint session AGI/AKjDPG)

Time: Wednesday 16:00–17:15 Location: AGI-H20

Invited Talk AGI 2.1 Wed 16:00 AGI-H20 Physicist in IT: Physics in Advent — • André Wobst — wobsta GmbH, Augsburg

For more than 17 years I am working as a service provider in planning, realization and administration of physics-related IT projects. Here I present one of the projects, namely a physics Advent calendar. The technology stack is rather common and efficient: Python, Flask, PostgreSQL to name just the most important building blocks. The load of such a project (more than 66,000 users in 2021, all within a few weeks and with high daily return rate) is operated on moderate infrastructure by taking into account efficiency right from the start. I overview challenges that arise during implementation and operation and show some web analytics, monitoring data and report on attacks. I will also discuss a few pitfalls like avoiding backpressure (a term adopted from fluid dynamics to IT).

AGI 2.2 Wed 16:45 AGI-H20

Scientific 3D-renderings with blender — ◆DOMINIK RATTENBACHER — Max Planck Institute for the Science of Light, 91058 Erlangen, Germany

Surely, you have all seen fancy 3D-renderings in one or the other talk or some journal publications. These are not only an eye catcher, but can play a key role in visualizing a model or experiment for the audience.

In this talk, I will give an introduction to the open-source 3D-rendering software blender (blender.org), which is a powerful tool to create such images or even animations. I will start by giving an overview of its history and then dive into ray-tracing, which is the general process behind it. In the second half we will go step-by-step through a little example that shows you how to create an animation of a tunable laser beam being reflected by a mirror.

AGI 3: Mitgliederversammlung der AGI

Time: Thursday 16:30–18:00 Location: AGI-MV

90 min. break