

LABORATORY OF DATA SCIENCE

Python recap

Python

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Python is a

- ✧ High-level
- ✧ Interpreted (Interpreters for many OS)
- ✧ Dynamically Typed
 - Verification of the type safety of a program at runtime
- ✧ Object oriented
- ✧ Cross-Platform
- ✧ Multi-purpose (WEB, GUI, Scripting)

computer programming language

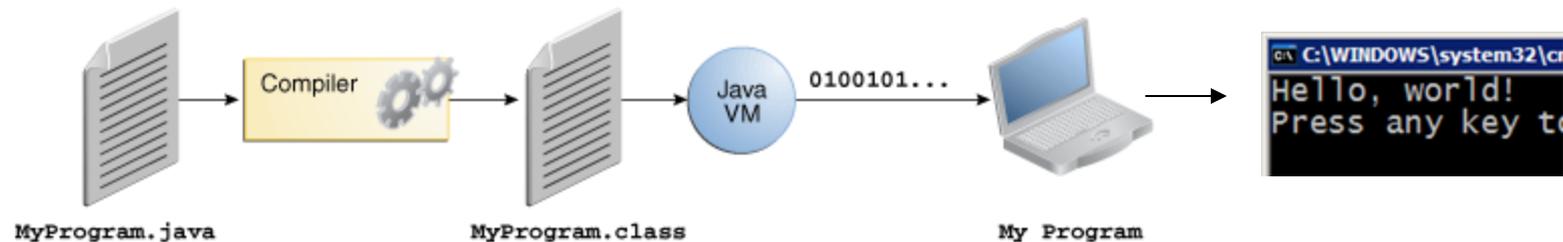
<https://www.python.org/>



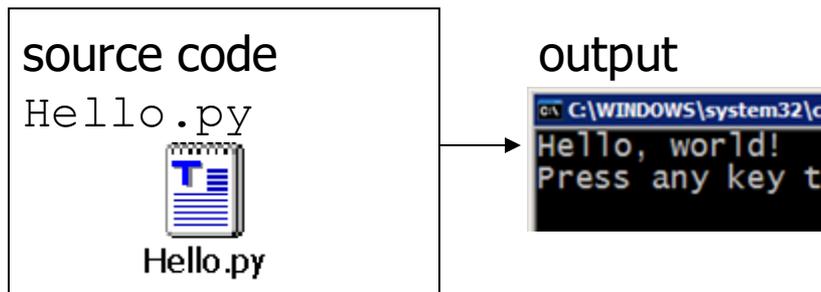
Compiling and interpreting

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- Many languages require you to *compile* (translate) your program into a form that the machine understands.



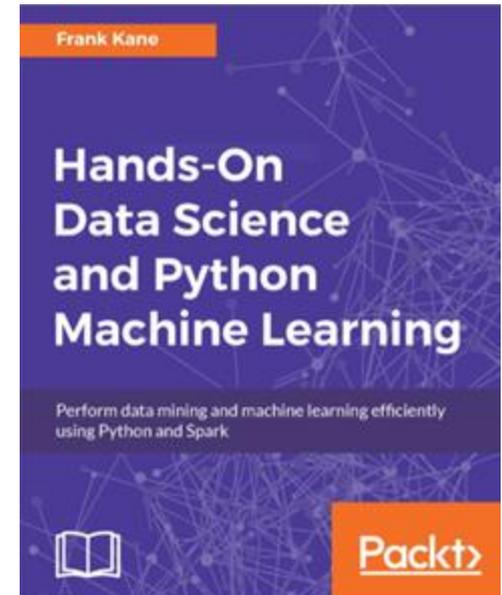
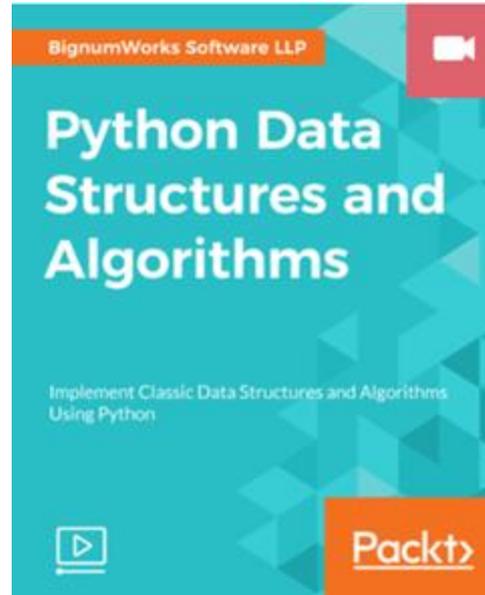
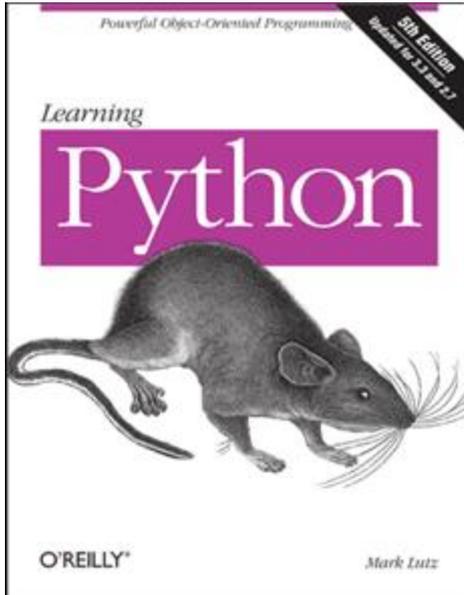
interpret



- Python is instead directly *interpreted* into machine instructions.

Python language: books

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The Coder's Apprentice
Learning Programming with Python 3

Pieter Spronck

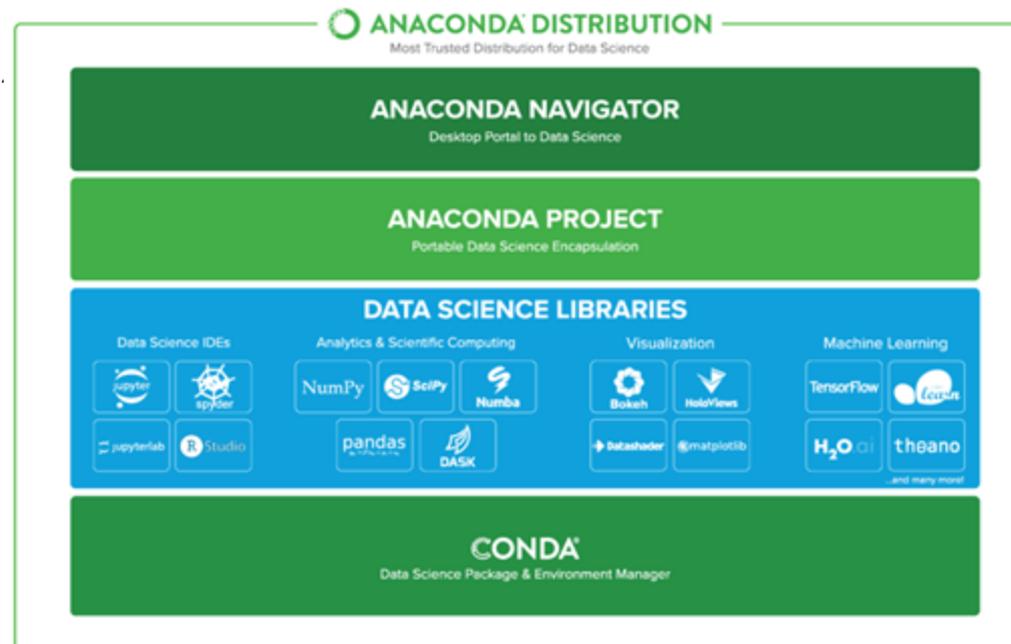
<http://www.spronck.net/pythonbook/>



Anaconda - www.anaconda.com

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- Manage your DS packages **dependencies**, and environments
- Develop DS projects using Jupyter, JupyterLab, Spyder...

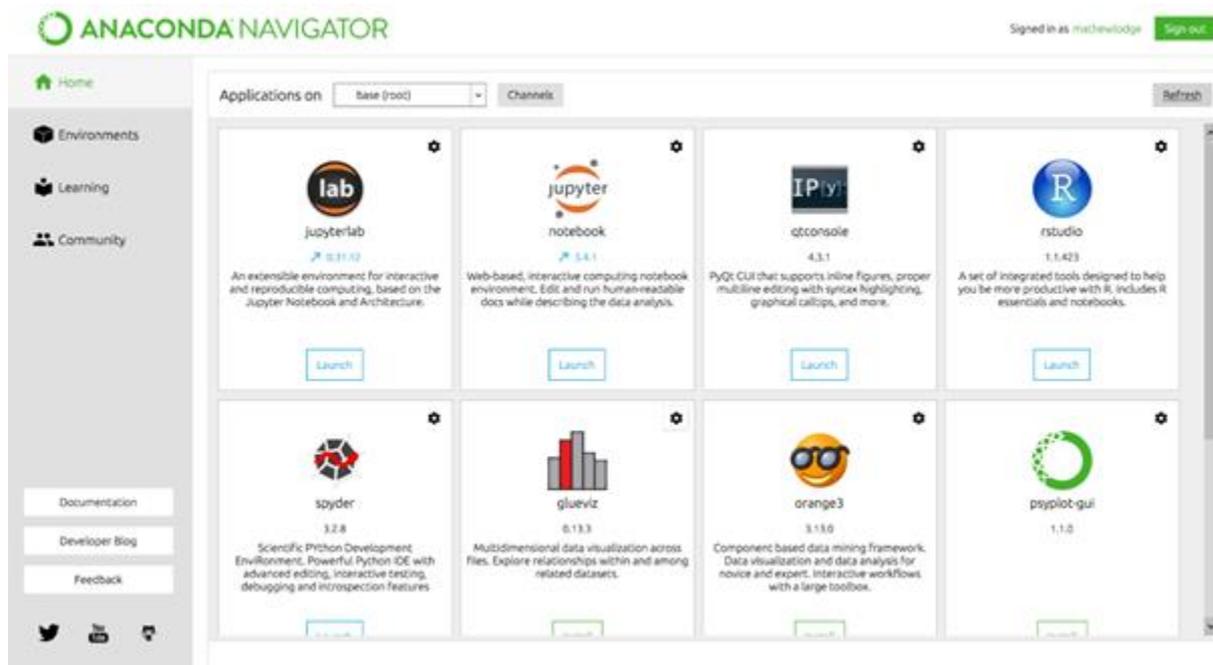


- Automatically manages all packages, including cross-language **dependencies**
- Works across all platforms: Linux, macOS, Windows

Anaconda Navigator

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- Desktop Portal to Data Science
- Install and launch applications and editors including Jupyter, RStudio, Visual Studio Code, Spyder...
- Manage your local environments and data science projects from a graphical interface



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Python Recap

Indentation

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```
/* Bogus C code */  
if (foo) {  
    if (bar) {  
        baz(foo, bar);  
    }  
else {  
    qux();  
}}
```

```
# Python code  
if foo:  
    if bar:  
        baz(foo, bar)  
else:  
    qux()
```

Numbers

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```
# Integers Numbers
year = 2010
year = int("2010")

# Floating Point Numbers
pi = 3.14159265
pi = float("3.14159265")

# Fixed Point Numbers
from decimal import Decimal
price = Decimal("0.02")
```

Arithmetic

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```
a = 10          # 10
a += 1          # 11
a -= 1          # 10

b = a + 1       # 11
c = a - 1       # 9

d = a * 2       # 20
e = a / 2       # 5
f = a % 3       # 1
g = a ** 2      # 100
```

Strings

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```
#This is a string  
name = 'Anna Monreale (that\'s not me)'
```

```
#This is also a string  
city = "Pisa"
```

```
#This is a multi-line string  
office = """My office is at the department  
of Computer Science, University of Pisa"""
```

```
#This is also a multi-line string  
other = '''My office hours is on Tuesday in the  
afternoon, however, it is always better to take  
an appointment'''
```

String manipulation

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```
animals = "Cats, " + "Dogs, "  
animals += "Rabbits"  
# Cats, Dogs, Rabbits  
  
fruits = ', '.join(['Apples', 'Bananas', 'Oranges'])  
# Apples, Bananas, Oranges  
  
end_of_the_world = "%s %d %d" % ('Dec', 21, 2012)  
# Dec 21 2012  
  
#This is also a multi-line string  
other = f"On {end_of_the_world} I ate {fruits}"  
# On Dec 21 2012 I ate some apples, bananas, oranges
```

Lists

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```
# Lists can be heterogeneous
favorites = []

# Appending
favorites.append(42)

# Extending
favorites.extend(["Python", True])

# Equivalent to
favorites = [42, "Python", True]
```

Lists

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```
numbers = [1, 2, 3, 4, 5]
```

```
len(numbers)
```

```
# 5
```

```
numbers[0]
```

```
# 1
```

```
numbers[0:2]
```

```
# [1, 2]
```

```
numbers[2:]
```

```
# [3, 4, 5]
```

Dictionary

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```
person = {}

# Set by key / Get by key
person['name'] = 'Nowell Strite'

# Update
person.update({
    'favorites': [42, 'food'],
    'gender': 'male',
})

# Any immutable object can be a dictionary key
person[42] = 'favorite number'
person[(44.47, -73.21)] = 'coordinates'
```

Dictionary

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```
person = {'name': 'Nowell', 'gender': 'Male'}

person['name']
person.get('name', 'Anonymous')
# 'Nowell Strite'

person.keys()
# ['name', 'gender']

person.values()
# ['Nowell', 'Male']

person.items()
# [['name', 'Nowell'], ['gender', 'Male']]
```

Set

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```
set_a = {1, 2, 3, 4}
set_b = {3, 4, 5}

set_a.union(set_b) # set_a | set_b
# {1, 2, 3, 4, 5}

set_a.intersection(set_b) # set_a & set_b
# {3, 4}

set_a.difference(set_b) # set_a - set_b
# {1, 2}

set_a.pop()
# 1
set_a
# {2, 3, 4}
```

Additional built-in Functions

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```
a = {4, 3, 2, 1, 0}
```

```
sorted(a)
```

```
# [0, 1, 2, 3, 4]
```

```
min(a) # max
```

```
# 0
```

```
len(a)
```

```
# 5
```

```
sum(a)
```

```
# 10
```

```
# And more...
```

If-then-else

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```
grade = 82
if grade >= 90:
    if grade == 100:
        print 'A+'
    else:
        print "A"
elif grade >= 80:
    print "B"
elif grade >= 70:
    print "C"
else:
    print "F"

# B
```

For Loop

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```
for x in range(10): #0-9
    print(x)
```

```
fruits = ['Apple', 'Orange']

for fruit in fruits:
    print(fruit)
```

```
states = {
    'VT': 'Vermont',
    'ME': 'Maine',
}

for key, value in states.items():
    print('%s: %s' % (key, value))
```

Function Definition

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```
def my_function():  
    """Function Documentation"""  
    print("Hello World")
```

```
# Positional  
def add(x, y):  
    return x + y  
  
# Keyword  
def shout(phrase='Yipee!'):  
    print(phrase)  
  
# Positional + Keyword  
def echo(text, prefix=''):  
    print('%s%s' % (prefix, text))
```

Import packages

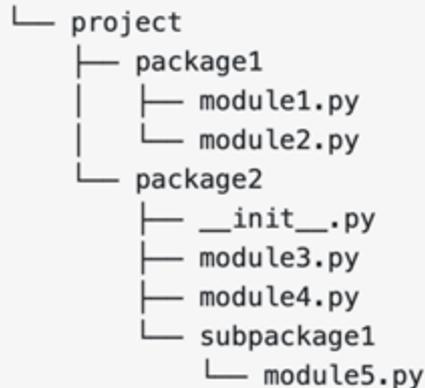
23

```
# Renaming imports
from datetime import date
from my_module import date as my_date

# This is usually considered a big No-No
from datetime import *
```

Kinds of Imports

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```
from package1 import module1
from package1.module2 import function1
from package2 import class1
from package2.subpackage1.module5 import function2
```

Absolute

```
# package1/module1.py
from .module2 import function1
```

```
# package2/module3.py
from . import class1
from .subpackage1.module5 import function2
```

Relative

Error Handling

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```
import datetime
import random

day = random.choice(['Eleventh', 11])
try:
    date = 'September ' + day
except TypeError:
    date = datetime.date(2010, 9, day)
else:
    date += ' 2010'
finally:
    print(date)
```

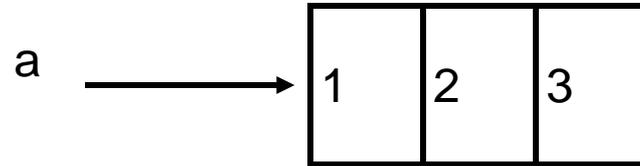
Reference Semantics

- Assignment manipulates references
 - $x = y$ **does not make a copy** of y
 - $x = y$ makes x **reference** the object y references
- Very useful; but beware!
- Example:

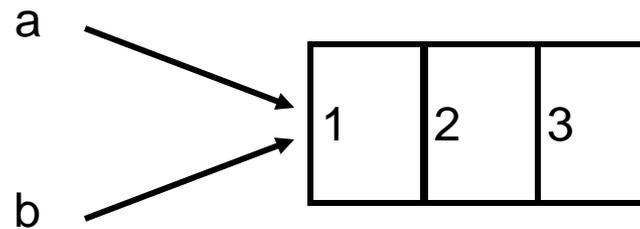
```
>>> a = [1, 2, 3]
>>> b = a
>>> a.append(4)
>>> print b
[1, 2, 3, 4]
```

Changing a Shared List

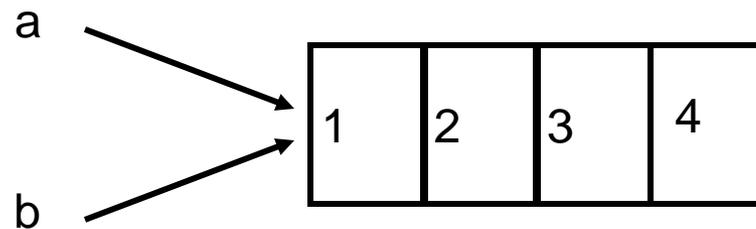
`a = [1, 2, 3]`



`b = a`

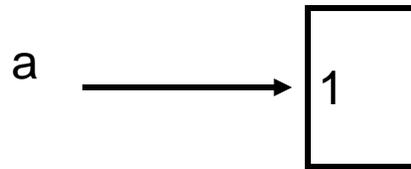


`a.append(4)`

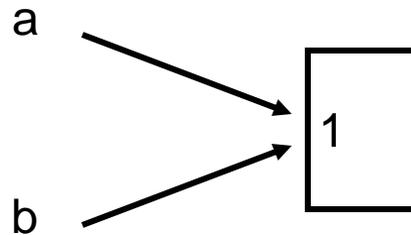


Changing an Integer

a = 1

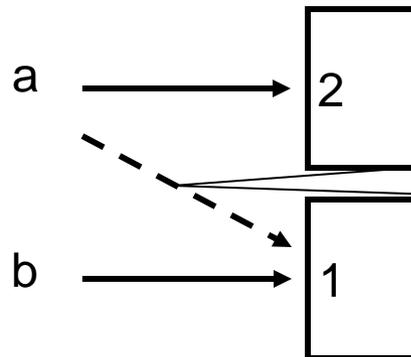


b = a



new int object created
by add operator (1+1)

a = a+1



old reference deleted
by assignment (a=...)

Exercise: maximal subsequence

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Given an array of integers, e.g.

✧ `a = [-2, 1, -3, 4, -1, 2, 1, -5, 4]`

And a function S to compute the sum from h to k ,

$$S(a, h, k) = \sum_{i=h}^k a[i]$$

Find the values of h and k such that S maximizes ($S(3, 6) = 6$)

Variant:

- Use `a = generate_large_array()` (import the function from the provided `supplementary_code.py`) and make the code run in less than 1s

Exercise: lists and dictionaries

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- Given the list: `l = [12, 3, -4, 6, -5, 9]`
- Given the dictionary:
 - `d = {'apple': 3, 'orange': 4, 'tomato': -5, 'meat': 6, 'potato': 15, 'strawberry': 9}`
- If a value in the dictionary is found in the list, add the corresponding key to a string named 'to_buy' and print it at the end.
- If a value in the dictionary is not found in the list, chose a random value from the list, that is not present in the dictionary, and assign it to the corresponding key. Print the updated dictionary at the end.

Exercise: lists

□ Given 2 lists:

$a = [12, 3, 4, 6, 5, 9]$

$b = [10, 3, 2, 6, 3, 7]$

Compute the Pearson's correlation.

Exercise: for loops

- Import and run `generate_order` and `get_menu` from `sushi_rest.py`
 - `Generate_order` return the list of all the plates in a order
 - `Get_menu` return a dictionary with `<plate_name, price>`
- Answer the following questions:
 - How many plates are in the order?
 - How many unique plates are in the order?
 - For each plate in the menu, find if it is in the order
- Create a dictionary that counts how often each plate from the menu appears in the order.
- Add to the previous dictionary all menu plates, even if they don't appear in the order.

Exercise: for loops (with constraints)

- Import and run `generate_order` and `get_menu` from `sushi_rest.py`
 - `Generate_order` return the list of all the plates in a order
 - `Get_menu` return a dictionary with `<plate_name, price>`
- Answer the following questions:
 - How many plates are in the order? Max 1 line of code
 - How many unique plates are in the order? Max 1 line of code
 - For each plate in the menu, find if it is in the order Less than $\text{len}(\text{menu}) * \text{len}(\text{order})$ iterations
 - Create a dictionary that counts how often each plate from the menu appears in the $\text{len}(\text{order})$ iterations
 - Add to the previous dictionary all menu plates, even if they don't appear in the order. Use the for loop to add elements to the dictionary ONLY. Max 1 for loop