



Introduction to Python

Goals:

- Introduction to python and programming in general terms
- Introduction to the python interpreter
- Introduction to conda
- Setting up jupyter notebook on the HPC
- Survey of terms and data types in python
- Operators in python
- Lists, dictionaries, sets
- Libraries and modules
- For loops!

What is programming?

Programming is the processes of writing a set of instructions (**program**) to tell a computer to carry out a process. The writing of the program can occur in one of any number of different languages– however many of the key concepts are consistent.

General types of programs

Some programming languages (e.g. C, C++) need to be **compiled**. This process takes a human readable code (source code) and turns it into less human readable (or not readable) set of instructions that can be carried out by a computer. Once compiled on a computer the code should be able to be re-run as much as you want. This is how *most* computer programs

that you interactive with are run.

Benefits: Specific to computer,
Disadvantage: sometimes slower, less optimized

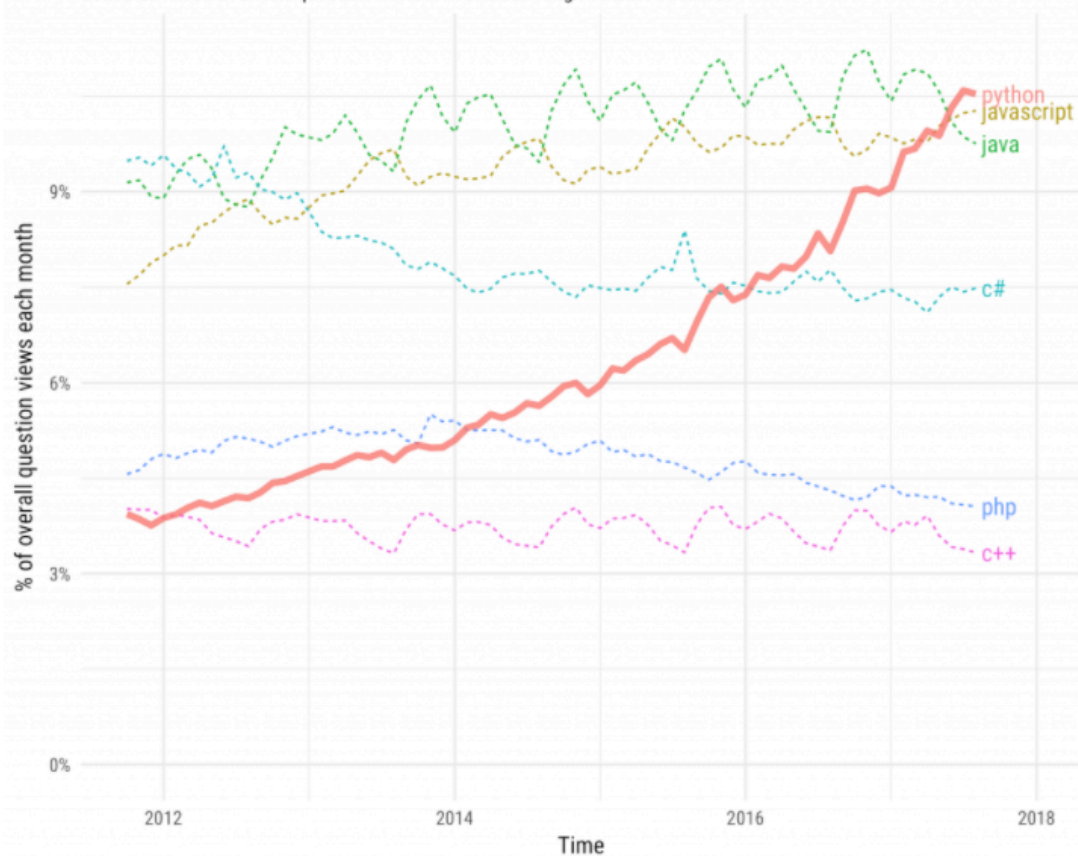
Other programming languages do not need to be compiled but rather are processed with an **interpreter**. These languages are called scripting languages (e.g. bash, Python, Matlab, R, etc.). Scripts or programs written in these languages require a program to run.

Benefits: Modifiable, portable, no need for compiling
Disadvantage: sometimes slower, less optimized

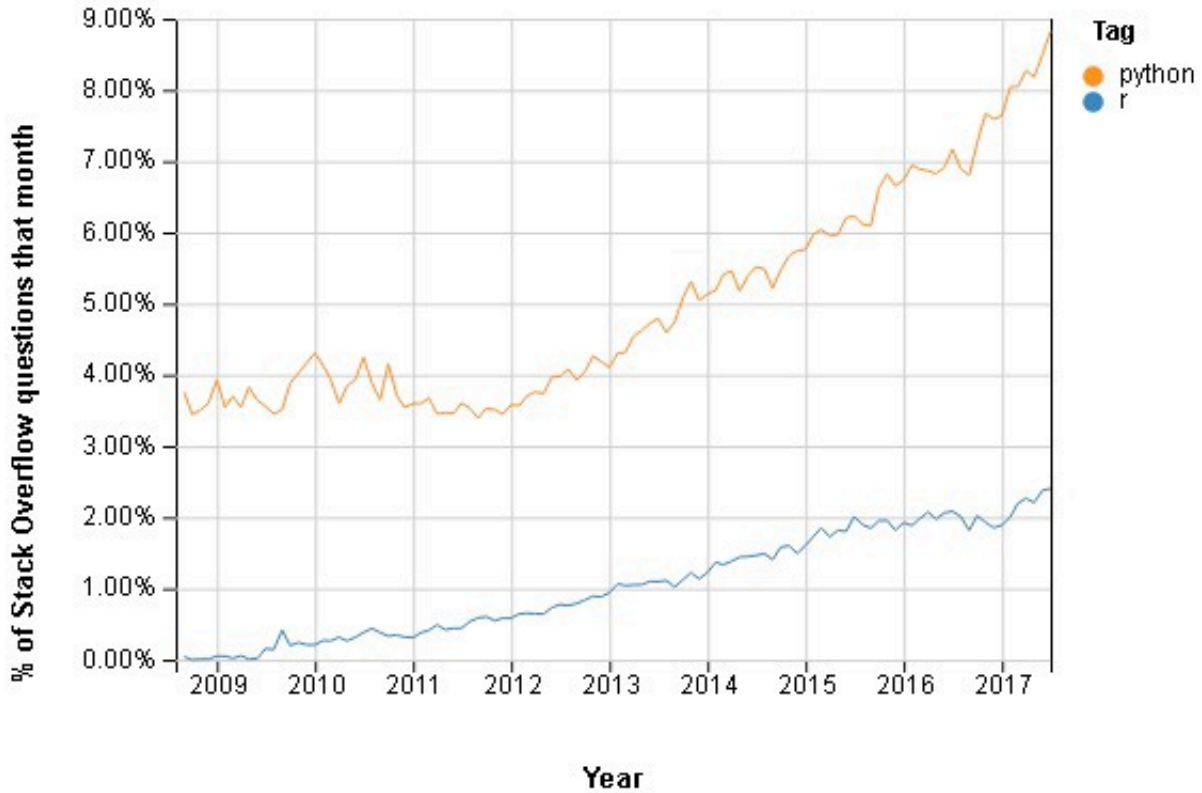
Why Python?

Growth of major programming languages

Based on Stack Overflow question views in World Bank high-income countries



From <https://hackernoon.com/top-3-most-popular-programming-languages-in-2018-and-their-annual-salaries-51b4a7354e06>



We have selected to work with **Python** for this course. Honestly, for science you can use whatever suits your work. Popular choices include:

- Python
- Perl
- R
- Matlab
- C/C++

Each has its merits and draw backs, but the nice thing is that once you master one language it is much easier to learn the next – as the same general principles tend to apply. Many like teaching Python as a first language as it has a simple syntax and is fairly easy to read. What is more, Python is a fully functional language that is able to run complex tasks.

Python is:

- Interactive
- Interpreted
- Portable
- Modular
- Object-oriented
- Open access
- Free
- Widely used

Python has:

- An extensive (scientific) user base
- A large and varied set of support libraries
- Good system of scalable tools (e.g. Pangeo)
- Good scientific notebook style interactive interface (Jupyter)

Running Python

First things first, let's all *clone* a copy of the Repo we will be using for this part of the class. Go here: <https://github.com/2019-MIT-Environmental-Bioinformatics/Lab-Python>.

>

Running the Python interpreter

Python code can be run in many ways. You can run code directly within the python interpreter. To directly open the python interpreter you can type `python`.

You should see that your `prompt` has changed. Try typing `ls`. What happens? Why?

In `python` you can run basic commands such as basic math:

```
>> 2 + 3
```

```
>> 4**12
```

or printing:

```
>> print('Hello World.')
```

Running the Python interpreter

Now, let's exit the `python` environment and try running a `python` script. To do this (just as with our bash script) we must specify the **interpreter**:

```
python factorial.py
```

Now, let's just take a quick look at the contents of this program. Note that the *shebang* at the top of this script is different from the one used by bash. Here we are specifying that this program should be run with python 3.

As an aside, python recently went through a major transition changing from `python 2.7` to `python 3`. While you may run into some program written in `2.7` you should try to do all of your analyses in `3`. To figure out which version you are running type `python --version` or `which python`.

Jupyter notebooks

For the rest of this class we will be running all of our code in `jupyter notebooks`. The main reason that I like working within in `jupyter notebooks` is that they are *interactive* and

easily readable. Notably, code and output graphics or answers are tightly linked together rather like a laboratory notebook.

First, let's open up a new `tmux` session. You can name `tmux` sessions with the command:

```
tmux new -s lab
```

Recall that the magic key for `tmux` is `ctrl+B`. Here are some [useful tmux commands](#).

Anaconda

To run and manage `jupyter notebooks` we will be using `anaconda`. Anaconda is a free and open-source distribution of the Python and R programming languages for scientific computing. Through the function `conda` Anaconda facilitates the installation of python and R programming languages as well as packages. It is a great tool for ensuring that computational environment is associated with code and really streamlines program installation and use.

The first thing we are going to do is load anaconda on to our compute environment on the HPC. To do this we will use the command:

```
module load anaconda
```

The `module load` is a common aspect of HPC environments. Try typing `module avail`. This prints all the available programs that you can load on the HPC. Many of the programming languages we already mentioned are listed. Type `module list` to see what programs are loaded in your environment.

Now that we have loaded anaconda the first thing we are going to do is create a new `conda environment`. A `conda environment` is a type of virtual environment. Virtual environments helps to keep dependencies required by different projects separate by creating isolated spaces for them that contain per-project dependencies for them. Basically, you can think of it

as having a special room (environment) within your house (computer) where you do one specific activity. For example, in the kitchen you cook, in the bed room you sleep. Only with virtual environments you can be even more specific. It is good practice to associate environments with computational projects as you are able to specify things like program versions within them. Hypothetically, with conda you should be able to hand a friend an `environment.yaml` file and all your code and data and they should be able to run everything. It is pretty transformative, really.

You can read more about `conda` environments [here](#).

For now, let's make our first conda environment. I have provided a yaml file that contains the packages we might available during our lab. Let's take a quick look at it. `less lab.yaml`. Now type or copy:

```
conda env create -f lab.yaml
```

Note: If this is your first time using conda environments on the HPC you might need to run the following command. Note: you only need to run *once* and then it should be set.

```
conda init bash
```

This is going to create a conda environment called `python-lab`. Whenever we activate `python-lab` it will take us into that special room on our computer where all these programs are installed with specific versions. To enter it type:

```
conda activate python_lab
```

What happened to your prompt?

Starting Jupyter Notebook

Now, we are reading to start a `jupyter notebook` ! Jupyter notebooks run within a web browser and act as a GUI interface of sorts to run python code. Yet, they are saved as convenient chunks of code (ending in `.ipynb`) that can be opened again, re-run, shared, and modified.

If you were working on your local computer you could simply type `jupyter notebook` and a notebook would open up. However, as we are trying to run this on a remote computer we will need to specify a bit more. First, we are going to set a password for our `jupyter notebooks` . Jupyter notebooks basically create a port into whatever computer you are using (especially if it is a remote machine). You only have to do this once (or whenever you want to change you password). Note: you only need to run these commands *once* and then it should be set.

```
jupyter notebook --generate-config
jupyter notebook password
```

Now, let's open jupyter notebook!

```
jupyter notebook --no-browser --port=8888
```

This command tells the computer that we want to start a jupyter notebook – but that we DON'T want it to try to automatically open a browser. This is because there is no browser on the HPC.

To access the browser we are going to use `ssh` . You will need to know the following information:

1. Your username
2. Your password for the HPC
3. Your password for jupyter notebooks (that we just set)
4. The `port` that we opened jupyter within
5. The name of the node you want to open the notebook on `poseidon-11` or `poseidon-12` .

Now, we will use the command. Type this into a new terminal window that is running on your local computer:

```
ssh -N -f -L localhost:8888:localhost:8888 USERNAME@poseidon-[11 or 12].whoi.edu
```

This should prompt you for your password. You can enter it and then hit enter. Once you do that, you are ready to open your browser of choice and type `localhost:8888` into the prompt. Now, enter your jupyter notebook password. Hit enter– and you should be ready to go!

Let's take a quick tour of Jupyter!

Jupyter is an interactive way to visualize code, the output of code (e.g. plots), and keep notes. The first screen you see is the home screen or dash board. This should show you a navigable file structure much like what you might find on your computer.

Jupyter (a mash up of Julia-Python-R) is a pen-source web application that allows you to create and share documents that contain live code, equations, visualizations and narrative text. The power of Jupyter is that it can be set up to run any number of code interpreters. This can be done by selecting a different “kernel”. These notebooks can be shared, downloaded, posted to websites, turned into pdfs... the options are basically endless. They can even be viewed on Github!

Let's start a new notebook. Go over to `New` drop down menu and select `Python [conda env:conda-python_lab]` or the like. This is going to open up a new Jupyter Notebook within our special `conda` environment for us to work within.

Quick tip: if you are lost or confused just type H (while not in a cell). This brings up a handy cheat sheet.

You should now see a new Jupyter Notebook window.

Terms and data types

General terminology

Term	Definition
Arguments	Values given to a program when it is run
Code	Program or or portion of program; Act of writing a program
Execute	To begin to run a program (see also: run)
Function	A subprogram that can be called to run the same task
Parameters	Values given to a function
Return	The act of sending back a value as part of a function
Variable	A name that holds a value

Basic data types

Type	Example
Integer	A whole number; e.g. 85, 0
Float	Any number (scientific, decimal); e.g 3.14, 4.2e-10
Boolean	Binary True/False
String	A collection of text characters (numbers, letters, etc.); e.g. "Homo sapiens", "33"

Mathematical Operators

Symbol	Example
<code>+</code>	Addition
<code>-</code>	Subtraction
<code>*</code>	Multiplication
<code>/</code>	Division
<code>**</code>	Power/exponent
<code>%</code>	Modulo
<code>//</code>	Truncated division (without remainder)

Comparative and Logical Operators

Symbol	Example
<code>==</code>	Addition
<code>!=</code>	Subtraction
<code>></code> , <code>>=</code>	Multiplication
<code><</code> , <code><=</code>	Division
<code>and</code> , <code>&</code> , <code>^</code>	Power/exponent
<code>^</code>	Modulo
<code>and</code> , <code>&</code>	And

or, `	`
not, !	NOT

Variables as containers of many things

Variables at their most basic

Unlike some other programming languages, you do not need to specify what a variable is going to be. It can honestly be anything and will take on anything. Any data type can be assigned to a variable with the `=`. For example:

```
my_name = 'Harriet'  
blue = 'red'  
apple = 5
```

You can `print` the value of a variable with the command `print()`:

```
print(my_name)
```

Variables must be created before they are used. If for example I wanted to print a variable called `elephant` I would need to initiate it first.

What happens if you try to print a variable that hasn't been set up yet?

What is more— variables persist between calls (until they are actively changed by assigning a new value). So, when you set a variable in one cell it is going to be the same further down.

Variables can also be used in any calculation you want. For example,

```
favorite_number = 24
favorite_number_squared = favorite_number ** 2
```

You can also take information and pass it into another text string that is printed:

```
print("My favorite number is" , favorite_number, " that number squared is: ", favorite_number_squared)
```

Also, variables that contain strings can be indexed and sliced to grab particular parts. Let's make a long string:

```
bronte = 'Whatever our souls are made of, his and mine are the same.'
bronte[2]
bronte[3:20]
```

Libraries

What is more, we can search in strings using our good, old regular expressions. To do this we will import a **library** or **package** into python. Python has a lot of utility on its own— however not everything is automatically available. Most of the coolest functionality are compartmentalized into packages.

The first one we will try out is called `re`. In a cell type: `import re`. You will now be able to use all the functionality within that function. You can call functions (tools) within this package using the dot. For example we can search for the regular expression `'\s[A-z]+a[rm]e'` in `bronte`.

```
re.findall('\s[A-z]+a[rm]e', bronte)
```

Try typing `re.` and hitting tab– you will be able to see the different tools in this package.

Variables with Arrays, Lists, Dictionaries, and Sets

Lists

An `array` is a collection of data that is called by a single variable name.

A `list` is a 1D array that contains a series of values. List variables are declared by using brackets `[]` following the variable name. Values do not need to be of the same type (i.e. you can have a mixture of strings, integers, floats, and booleans). You can also have `list` contained within a `list`. Lists are always ordered (once you set the order)

Let's try making a `list` that contains your favorite number, letter, and fruit:

```
Favorite=[42, 'Q', 'kumquats']
```

`arrays` and `lists` can be indexed – meaning that you can ask `python` to return only the value at one particular location. As such, `lists` and `arrays` are necessarily ordered. Python is zero indexed (meaning that counting starts at zero rather than 1).

So, if I wanted to return the 2nd element of `Favorites` :

```
Favorites[1]  
>> 'Q'
```

Some functions can directly modify lists for example:

```
primes = [2,3,5]
```

We can use `list_variable.append` to add items to the end of a list. `.append()` is a *method* of lists. Methods are like functions but are tied to specific function types. For example, you cannot apply the method `.append()` to anything but a list will not work.

```
prime.append(7)
```

What happened? Did anything print? What happens if you try `prime.append(11)`? What if you try to append two numbers?

What happens if you try to append to our previous string `my_name`?

Arrays

Generally, I do not recommend working with arrays for anything other than numeric data. One of the options for working with numeric data is the package `numpy` (Numerical Python... there is debate about [pronunciation](#)). Let's import `numpy`. In a cell type:

```
import numpy as np
```

Unlike `re` `numpy` is kind of long. For longer named packages it is common practice to import them to a shorthand name with the word `as`. Here we are importing `numpy` as a variable named `np`. If you then type `np` it will automatically pull up `numpy`.

Let's create a matrix!

```
x_lists = [[1,2],[3,4]]  
arr = np.array(x)
```

I am not going to go into the matrix math application of python here— but if you are interested I recommend checking out `numpy` and `xarray`. More [here](#).

You can also read in data from a file like a csv. For example:


```
data = np.loadtxt('data/random.csv', delimiter=',')
```

In addition to reading data you can also perform simple (and more complex) mathematical operations. For example, we can use the function `sum()` within numpy to calculate the sum of the numpy array:

```
np.sum(data)
```

You can also use the `help()` much like man to investigate the use of functions. For example:

```
help(np.sum)
```

Of course, you can also google the function and find out what it does.

Can you figure out how to calculate the mean? Standard deviation? Median?

Sets

`Sets` in python look a bit like lists at first, but they serve a different purpose. `sets` are a collection of unordered collections of unique elements—this means that more than one of the same item cannot occur and that `sets` cannot be indexed. So, why would you want to use them? Well, they end up being very useful if you ever want to identify if something is present in a group or identify what the unique members of a group are. Sets are made using the function `set()`.

For example,

```
colors = ['blue', 'blue', 'red', 'green']  
uniquecolors = set(colors)
```

More to our interests:

```
sequence = "ATCTTAAGTT--AAA"  
set(sequence)
```

Sets have some really powerful **methods** associated with them. For example, you can rapidly run math-like set comparison with **`.union()`**, **`.intersection()`**, **`.difference()`**. Try running these commands with the sets defined below.

```
being_in_A = set(['apple', 'ashen', 'architecture'])  
end_in_E = set(['stare', 'bane', 'apple', 'frazzle'])
```

Dictionaries

A dictionary (sometimes called a hash or map in other languages) is a different type of container. It is much like it sounds– it is a dictionary. As with a paper dictionary, where you look up a **word** and get a **definition** (or multiple **definitions**), a dictionary will take a **key** and look up any associated **value**. Values can be anything that you can store to a variable: **strings**, **lists**, **sets**, other **dictionaries**. Dictionaries can be as simple as associating one **string** with another **string** or can be much more complicated.

You can initiate a dictionary with **`{}`**:

```
fact_dict = {}
```

Then, similar to how we indexed our list and arrays, we can use the **`[]`** to call or add values to our dictionary.

```
fact_dict["name"] = "Harriet"  
fact_dict["age"] = 32  
fact_dict["favorite_foods"] = ['avocado', 'sourdough', 'raspberries']
```

You can then `print()` your dictionary:

```
print(dictionary)
```

And we can recall values from our dictionary:

```
print("My name is ", fact_dict["name"], "and I like", ', '.join(fact_dict["favorite_foods"]))
```

Exercise : Write a dictionary that matches bases that typically pair in DNA: (i.e. A and T; C and G). This dictionary should allow us to query with one base and then get back its pair. Call this dictionary `comp_dict` .

Flow Control: Loops and beyond!

`for` loops over strings and lists

As mentioned before— `for loops` are a consistent programming element across languages. We learned the style of for loops in `bash` so now let's learn about them in `python` .

In `python` , `for` loops take the general form:

```
primes = [2,3,5]
for num in primes:
    print(num)
```

What are the differences you can see? What would let you know something isn't in the

loop?

Unlike bash, `python` formatting relies a lot on the presence of white space to define different components of a program element. In python the for statement is always followed by a `:`. Then, anything following this `:` must be tabbed over and anything occurring within this textual block will be considered to be part of the thing to be looped over.

For loops can loop over any of the sets we defined above : lists, strings, etc.

Let's try writing a for loop that will loop over a string. We just wrote a dictionary above that will generate the complement of a single base pair. Let's define some sort of sequence that we want to find the complement of:

```
sequence = "ACTGCTAGG"
```

We can't pass a whole sequence directly to the dictionary. It won't work.

```
comp_dict[sequence]
###DOESN'T WORK!
```

EXERCISE TOGETHER: Instead, we can write a loop that loops over each element of the string and then queries that element in our dictionary. Let's write a for loop that will loop over a string and output the complement of that string.

Looping over files

Often, something we want to do is loop over a list of files and do the same thing for each of the files. What if we wanted to loop over all the files that end in `.csv` like we did in bash.

In `bash` we could do:

```
#bash
for file in *csv
do
    ...
```

In python we can use the library `glob`. In Unix, the term “globbing” means matching a set of files with a pattern– and that is what this function does. This library allows you to search within your file structure using wildcards or regular expressions like those we have already learned. First, we have to import it:

```
import glob
```

We can then check all the files that in in `*csv` within a particular directory like this:

```
print('The csv files are:', glob.glob('newdata/*.csv'))
```

Now, let’s pass this command to a for loop and see what we can do! Let’s write a for loop that will read in all the `csv` files to arrays with python:

```
for f in glob.glob('newdata/*.csv'):
    f_array = np.loadtxt(f, delimiter=',')
```

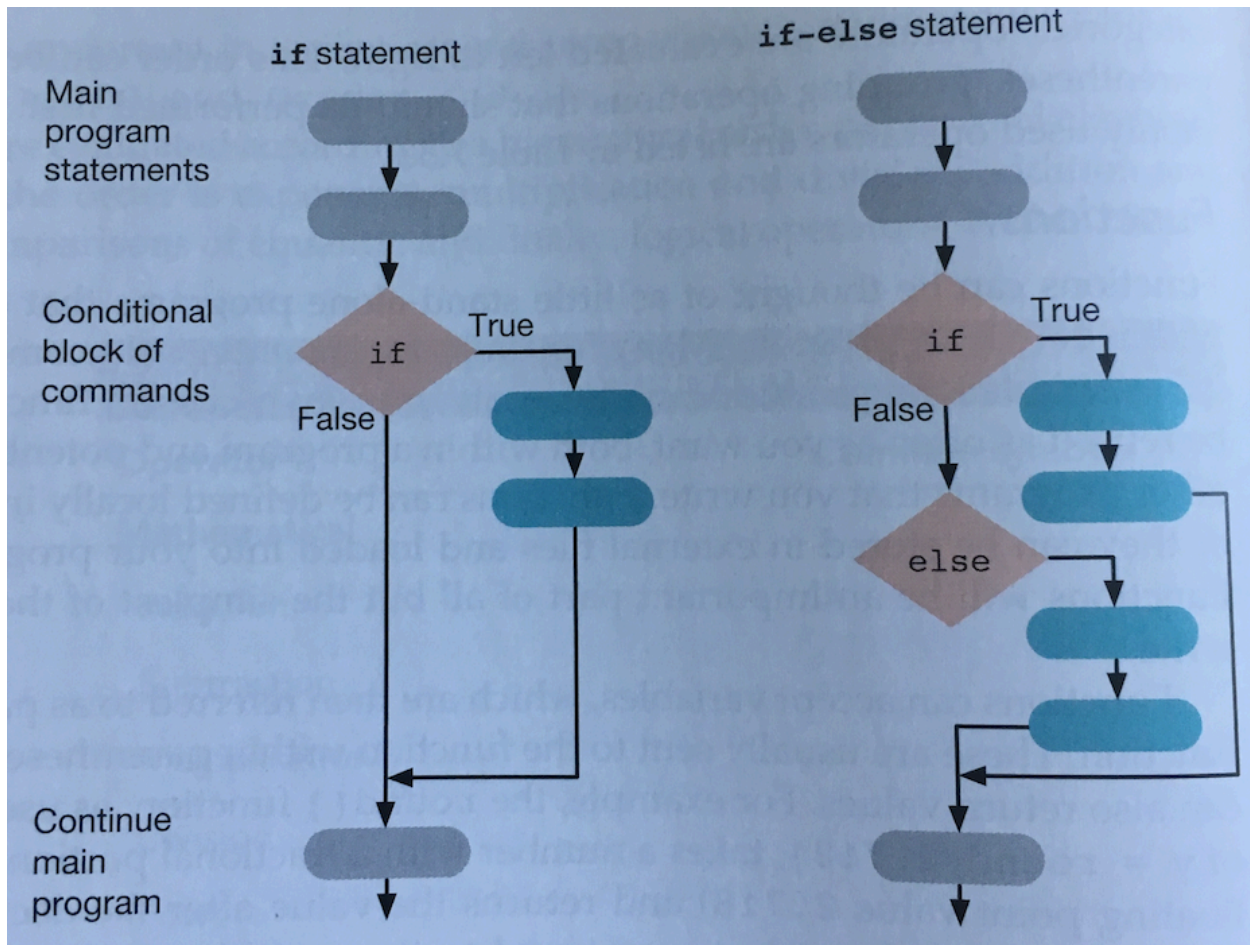
What is the value of `array`? What is happening?

Add a command to this function that will calculate and print the mean of this array to the screen with a message.

Decisions with `if` and `else`

Often times in programming you have the computer make decisions for you. You want to do

one thing to one set of files and something different with the other set. The `if` statement is the most commonly used technique for such decision making. You can think of it as a fork in the road: based on a binary `True` / `False` choice at this fork you will do one thing or another. If statements also often include the logic



** Figure 7.3 from Practical Computing for Biologists, Haddock and Dunn.**

If statements can be very simple. They are encoded with the keyword `if` and a `:` as with `for` loops. `else`, when added gives the option for what to do if the first statement is not true. For example, to test if a number is even you might use the following:

```
A = 51
if (A % 2) == 0:
    print('Even')
else:
```

```
print('Odd')
```

Now let's embed this into a for loop.

Let's modify the loop that we wrote above to work on reading in files from a directory with `glob`:

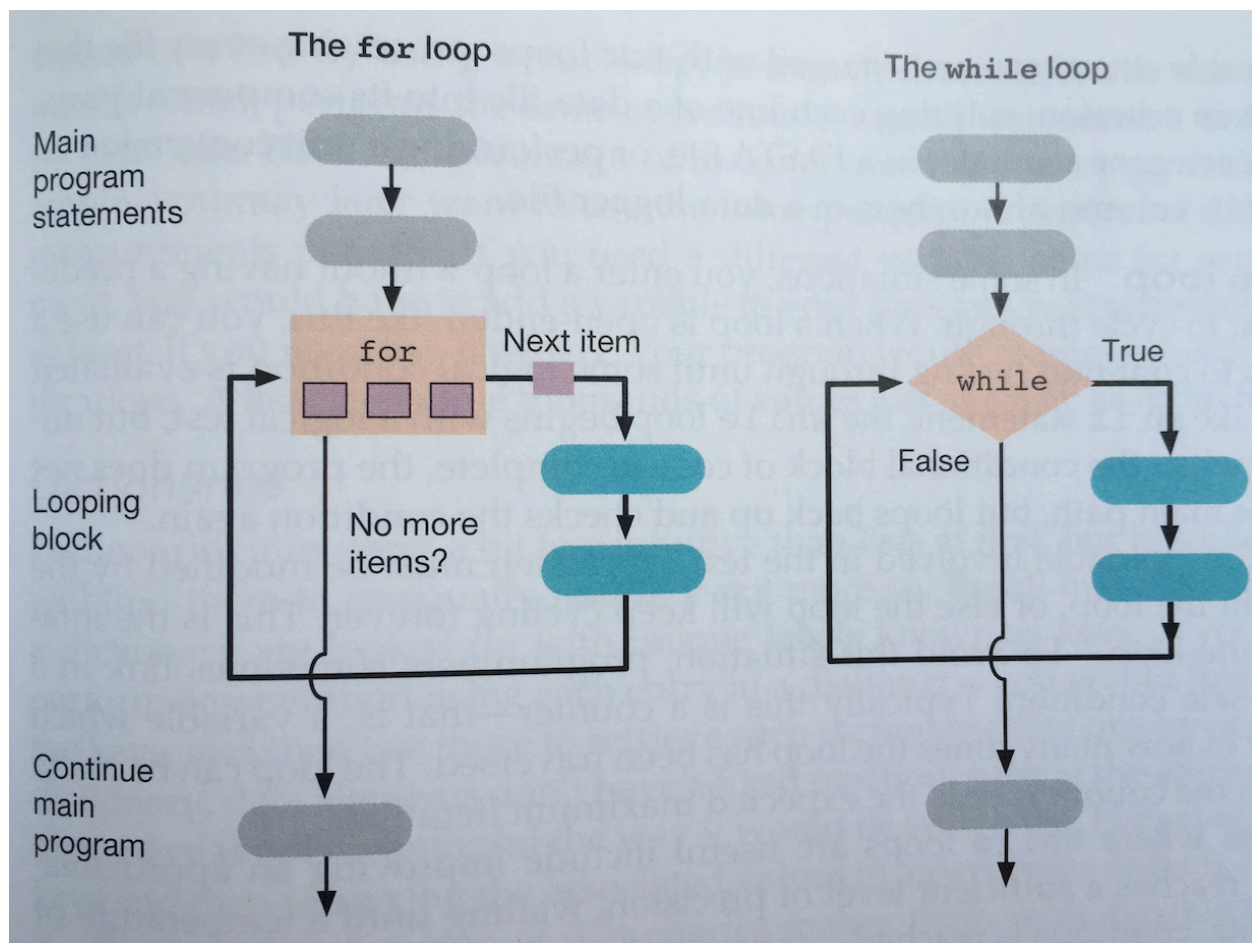
```
for f in glob.glob('newdata/*.csv'):  
    f_array = np.loadtxt(f, delimiter=',')
```

Let's say that we want to save all the arrays that have a mean greater than 0.5 to a dictionary called 'big' and those less to a dictionary called 'small'. How can we do that?

A different type of loop: `while`

Sometimes you enter a loop with an idea of all the things you want to do— i.e. you have a list of things you want to analyze or change.

Sometimes, however, you don't have an exact list of things you want to accomplish but rather have an idea that you want to do something until a particular condition is met. This is often done with some sort of counter or monitor. A note: it is possible to end up in an endless while loop if you don't have a condition that can ever be met!



* Figure 7.4 from *Practical Computing for Biologists*, Haddock and Dunn.*

While loops are useful if you need to improve an approximation, or want to wait until some condition is reached, or if you are reading a file and want to read it while the file has lines.

While loops generally take a conditional statement (much like `if / else`) and take the general form:

```
i = 1
while i < 100:
    print(i)
    i+=12
```


Useful customization for after class

There is a lot of typing involved in getting jupyter running on the HPC. I recommend that you add the following function to your `.bash_profile` on the HPC.

```
jpt(){  
  # Fires-up a Jupyter notebook by supplying a specific port  
  jupyter notebook --no-browser --port=$1  
}
```

As you can see the command `jpt` takes one user input `$1` which specifies the port number that you want to open your `jupyter notebook` in. So, to open a port you would type `jpt 8888`.

Now, on your *local* `.bash_profile`