INTRODUCTION TO PYTHON: DAY ONE

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BIG DATA IN BIOLOGY SUMMER SCHOOL, 2015
CENTER FOR COMPUTATIONAL BIOLOGY AND BIOINFORMATICS
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TOPICS WE'LL COVER:

Day One, May 26th

- UNIX / Bash
- Python data structures and basic operations

Day Two, May 27th

Control flow in Python (if, for, while)

Day Three, May 28th

- Writing functions in Python
- File input/output

Day Four, May 29th

- Python modules
- BioPython: Handling sequence data
- Scripting

WHAT YOU WILL GAIN FROM THIS COURSE

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...Ok, you'll learn some Python ©

WHY LEARN COMPUTER PROGRAMMING?

Speed

Automation

Repeatability

WHY LEARN PYTHON?

- Higher-level language with extensive functionality
 - Well-documented
 - Widely-used
 - Very readable and user-friendly
 - Excellent for handling text and files
- The main drawback is speed

COMPUTERS ARE STUPID

No, really.

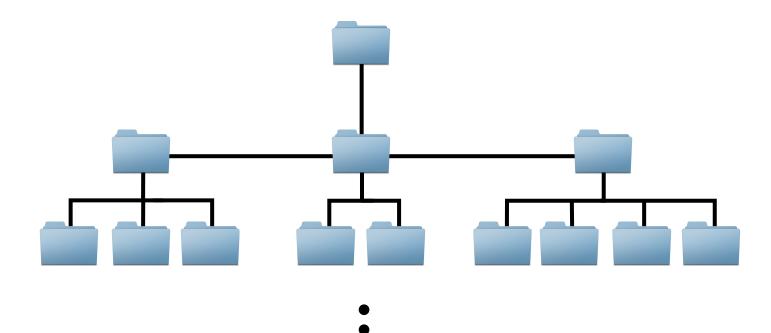
LET'S BEGIN WITH UNIX

- UNIX is a computer operating system
 - Mac and Linux are built on UNIX, but PCs are not ⁽³⁾

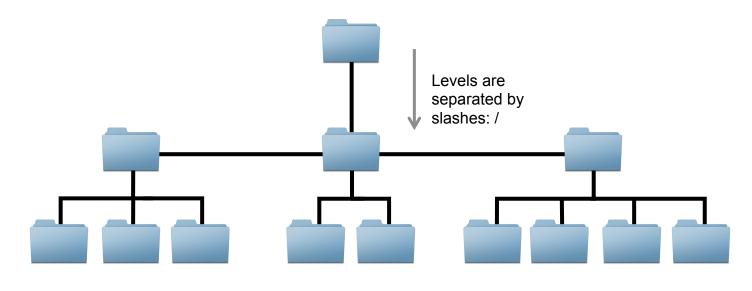
LET'S BEGIN WITH UNIX

- UNIX is a computer operating system
 - Mac and Linux are built on UNIX, but PCs are not ⁽³⁾
- We interact with this system using a shell.
 - We'll use Bash (bourne-again shell)

Files and directories in UNIX systems are organized *hierarchically*

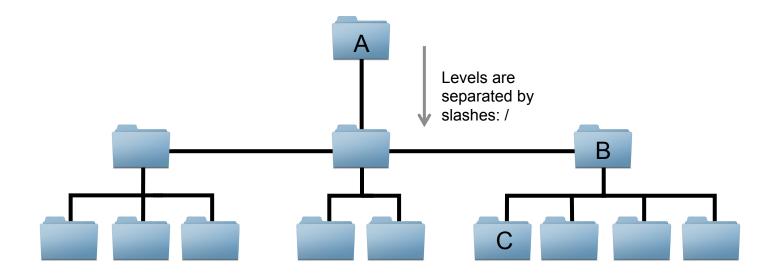


Every file/directory has a specific address, or path, in the hierarchy



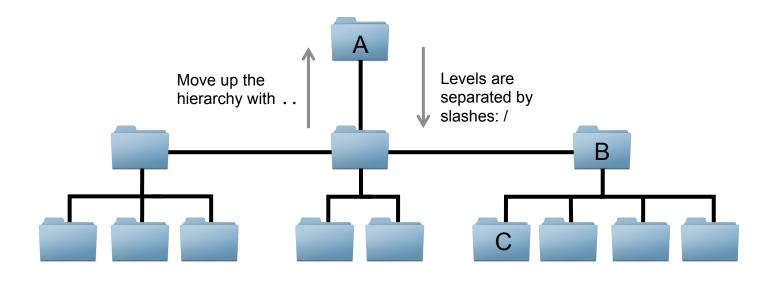
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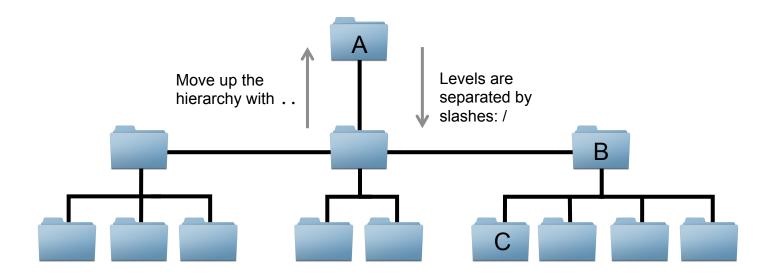
The path from A to C is B/C

Every file/directory has a specific address, or path, in the hierarchy



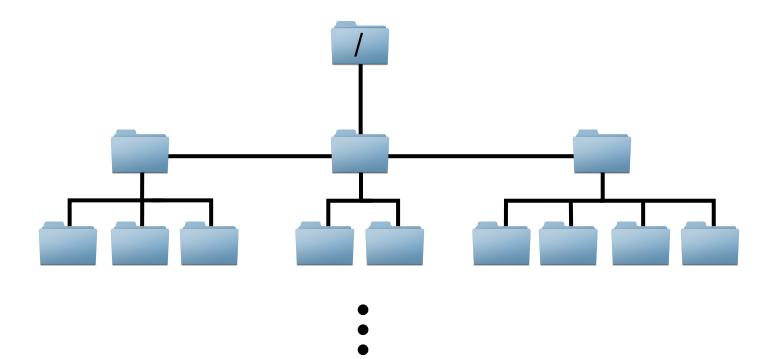
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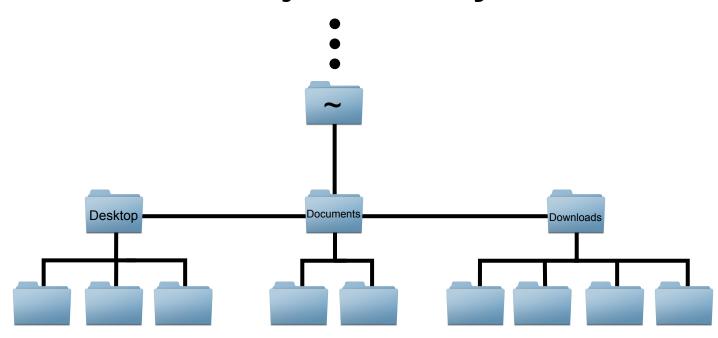


The path from C to A is .../...

The *top-level* directory is called *root*, and is denoted with single slash

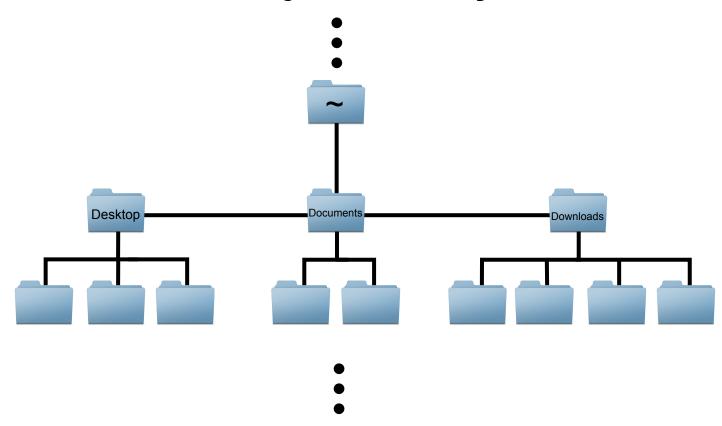


Your home directory is where you live



•

Your home directory is where you live



The *full path* to my home directory is /Users/sjspielman/

We move around in our file system with the command Cd (change directory)

- Absolute, or full, path is the path from the root
- Relative path is the path from the working directory (i.e., where you are)

BASIC UNIX COMMANDS

All UNIX commands are actually little computer programs

BASIC UNIX COMMANDS

UNIX Command	What it does
cd	Change Directory
pwd	Print Working Directory (gives the full path)
ls	List (contents of a directory
mv	Move a file or directory (original not retained!)
ср	Copy a file or directory (original is retained)
rm	Remove a file or directory *forever* (NOT A TRASHCAN)
mkdir	Make a new directory
echo	Prints to screen
touch	Create a new (empty) file
man	Manual (shows documentation for a given command)

...And UNIX symbols/shortcuts!

- Typing tab "auto-completes"
- The greater-than sign, >, will re-direct printing to a file (overwrites the file!)
- Two greater-than signs, >>, will also re-direct, but will append to the file

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 - We can code either using the interpreter directly or using scripts (text files with python code)

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Python is an object-oriented language

- Python is an interpreted language
 - We can code either using the interpreter directly or using scripts (text files with python code)
- Python is an object-oriented language
 - Objects have methods and attributes

```
object.method()
object.attribute
```

PYTHON DATA TYPES

- Each defined variable has a name, value, and type
 - The type determines what you can do with the variable

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- Each defined variable has a name, value, and type
 - The type determines what you can do with the variable
- We will cover these basic types:
 - Integers
 - Floats
 - Lists
 - Strings
 - Dictionaries (tomorrow)

```
# Define some integer variables
a = 5
b = -33
c = 0

# Define some float variables
d = 5.67
e = -33.2
f = 0.
```

```
# Define some integer variables

a = 5
b = -33
c = 0

Integers are *counting numbers*

c = 0

# Define some float variables

d = 5.67
e = -33.2
Floats have *decimals*
f = 0.
```

```
# Define some integer variables
a = 5
b = -33
c = 0

# Define some float variables
d = 5.67
e = -33.2
f = 0.

The name of this variable is f.
The variable f has a value of 0.
The variable f is a float data type.
```

```
# Define some integer variables
```

$$a = 5$$

$$b = -33$$

$$C = \emptyset$$

Comments are denoted with hashtags

```
# Define some float variables
```

$$d = 5.67$$

$$e = -33.2$$

$$f = 0$$
.

```
+, -, *, /, %
# Define variables and math them a = 5
b = -33
c = a + b #c now has a value -28
```

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# Define variables and math them a = 5
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c = a + b #c now has a value -28
What type of variable is c?
```

```
+, -, *, /, %

# Define variables and math them
a = 5
b = -33
c = a + b #c now has a value -28
```

```
# Define variables and math them a = 5.0 b = -33 c = a + b #c now has a value -28.0
```

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```
# Define variables and math them
a = 5.0
b = -33
c = a + b #c now has a value -28.0
What type of variable is c now?
```

RESULTS FOLLOW THE INPUT TYPES!

```
# Dividing two integers results in an integer
a = 5
b = 7
c = a / b

# Use print statements to see output
print c
```

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```
# Dividing two integers results in an integer
a = 5
b = 7
c = a / b
# Use print statements to see output
print c
# The solution is to make one of the variables a float
        a = 5.
        b = 7
        c = a / b
        print c
          0.714285714
```

RESULTS FOLLOW THE INPUT TYPES!

```
# Dividing two integers results in an integer a = 5 b = 7 c = a / b

# Use print statements to see output print c

# The solution is to make one of the variables a float a = 5.

a = 5
```

c = a / float(b)

0.714285714

print c

b = 7

c = a / b

0.714285714

print c

MODIFYING THE VALUE IN PLACE

 Mathematical symbols followed by an equals sign will change the variable value in place

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```
• +=, -=, *=, /=
```

MODIFYING THE VALUE IN PLACE

 Mathematical symbols followed by an equals sign will change the variable value in place

```
# Multiply by 8
b = 2.5
b *= 8
print b
20.0
```

PYTHON LISTS

Lists are defined with brackets: []

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```
# Define a list
a = [1, 3, 5, 7, 9]

# Define another list
b = [1, 3.1, -5, 7, 9.001]

# Define another list with *strings* (stay tuned!)
c = [1, 3.1, -5, 7, 9.001, "woah", "dude"]

# Define another list..of lists!
d = [ [1, 2, 3], [11, 22, 33], [7.55, -9] ]
```

PYTHON LISTS

Lists are defined with brackets: []

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# Define a list
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# Define another list with *strings* (stay tuned!)
c = [1, 3.1, -5, 7, 9.001, "woah", "dude"]

# Define another list..of lists!
d = [ [1, 2, 3], [11, 22, 33], [7.55, -9] ]
```

What do you notice about the values inside these lists?

```
d = [1, 3, 5, 7, 9, 11, 13]

0 1 2 3 4 5 6 ← Indexing starts from 0!
```

```
d = [1, 3, 5, 7, 9, 11, 13]

0 1 2 3 4 5 6 ← Indexing starts from 0!
```

```
# Index the second entry in d using brackets []
print d[1]
3
```

```
d = [1, 3, 5, 7, 9, 11, 13]
     0 1 2 3 4 5 6         ← Indexing starts from 0!

# Index the second entry in d using brackets []
print d[1]
     3

# Index a slice of the list with [x:y]
print d[1:4]
     [3, 5, 7]
```

```
d = [1, 3, 5, 7, 9, 11, 13]
    0 1 2 3 4 5 6 ← Indexing starts from 0!

# Index the second entry in d using brackets []
print d[1]
    3

# Index a slice of the list with [x:y]
print d[1:4]
    [3, 5, 7] In [x:y], x is inclusive and y is exclusive

# x and y defaults are 0 and "last index"
```

```
d = [1, 3, 5, 7, 9, 11, 13]
       1 2 3 4 5 6 \leftarrow Indexing starts from 0!
# Index the second entry in d using brackets []
print d[1]
   3
# Index a slice of the list with [x:y]
print d[1:4]
   [3, 5, 7] In [x:y], x is <u>inclusive</u> and y is <u>exclusive</u>
# x and y defaults are 0 and "last index"
print d[3:] # assumes go through end of list
   [7, 9, 11, 13]
```

```
d = [1, 3, 5, 7, 9, 11, 13]
     0 1 2 3 4 5 6 ← Indexing starts from 0!
# Index the second entry in d using brackets []
print d[1]
   3
# Index a slice of the list with [x:y]
print d[1:4]
   [3, 5, 7] In [x:y], x is <u>inclusive</u> and y is <u>exclusive</u>
# x and y defaults are 0 and "last index"
print d[3:] # assumes go through end of list
   [7, 9, 11, 13]
print d[:5] # assumes start at beginning of list
   [1, 3, 5, 7, 9]
```

```
d = [1, 3, 5, 7, 9, 11, 13]
    0   1   2   3   4   5   6   ← Indexing starts from 0!
    -7   -6   -5   -4   -3   -2   -1   ← Negative indexing

# Index the last entry in d using brackets []
print d[-1]
    13
```

```
# Define a list
a = [1, 3, 5, 7, 9, 11, 13]
```

```
# Define a list
a = [1, 3, 5, 7, 9, 11, 13]

# The .append() method adds a value to the end of the list
a.append(15)
print a
  [1, 3, 5, 7, 9, 11, 13, 15]
```

```
# Define a list
a = [1, 3, 5, 7, 9, 11, 13]
# The .append() method adds a value to the end of the list
a.append(15)
print a
   [1, 3, 5, 7, 9, 11, 13, 15]
# The .index() method extracts the index of a given value
```

print a.index(3)

```
# Define a list
a = [1, 3, 5, 7, 9, 11, 13]
# The .append() method adds a value to the end of the list
a.append(15)
print a
   [1, 3, 5, 7, 9, 11, 13, 15]
# The .index() method extracts the index of a given value
print a.index(3)
# The .pop() method removes a certain index from the list
print a.pop(1)
   [1, 5, 7, 9, 11, 13]
```

```
# Define a list
a = [1, 3, 5, 7, 9, 11, 13]
# The .append() method adds a value to the end of the list
a.append(15)
print a
   [1, 3, 5, 7, 9, 11, 13, 15]
# The .index() method extracts the index of a given value
print a.index(3)
# The .pop() method removes a certain index from the list
print a.pop(1)
   [1, 5, 7, 9, 11, 13]
print a.pop() # Default behavior removes last index
   [1, 3, 5, 7, 9, 11]
```

Strings are defined with quotes: " " or ' '

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```
# Define some example strings
a = "s"
b = "python"
c = "I love python!"
d = "55"
```

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```
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We can index strings just like lists

Strings are defined with quotes: " " or ' '

```
# Define some example strings
a = "s"
b = "python"
c = "I love python!"
d = "55"
```

We can index strings just like lists

```
print b[3] # the printed value is also a string
h

print c[:6]
T love
```

```
# Define a string
s = "This is an example string."
```

```
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s = "This is an example string."

# The .upper() method makes the string uppercase
print s.upper()
    THIS IS AN EXAMPLE STRING.
```

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# Define a string
s = "This is an example string."

# The .upper() method makes the string uppercase
print s.upper()
    THIS IS AN EXAMPLE STRING.

# The .lower() method makes the string lowercase
print s.lower()
    this is an example string.
```

```
# Define a string
s = "This is an example string."

# The .upper() method makes the string uppercase
print s.upper()
   THIS IS AN EXAMPLE STRING.

# The .lower() method makes the string lowercase
print s.lower()
   this is an example string.

# The .count() method counts occurrences of a given character
print s.count("i")
   3
```

```
# Define a string
s = "This is an example string."
# The .upper() method makes the string uppercase
print s.upper()
   THIS IS AN EXAMPLE STRING.
# The .lower() method makes the string lowercase
print s.lower()
   this is an example string.
# The .count() method counts occurrences of a given character
print s.count("i")
# The .split() method splits on a character, returns a list
print s.split("i")
   ["Th", "s ", "s an example str", "ng."]
```

STRINGS VS LISTS

- Strings cannot be modified in place
 - You must re-define the string to change it.
- Lists can be modified in place

STRINGS ARE IMMUTABLE

```
# Strings *will not* change when methods are called
s = "example"
s.upper()
print s
    example
```

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# Strings *will not* change when methods are called
s = "example"
s.upper()
print s
        example

# But if we re-define s when calling .upper()...
s = s.upper()
print s
        EXAMPLE
```

STRINGS ARE IMMUTABLE

```
# Strings *will not* change when methods are called
s = "example"
s.upper()
print s
    example
# But if we re-define s when calling .upper()...
s = s.upper()
print s
    FXAMPIF
# We'll get *an error* if we try too much
s[2] = "A"
Traceback (most recent call last):
  TypeError: 'str' object does not support item assignment
```

LISTS ARE MUTABLE

```
# Lists *will* change when methods are called
f = [1, 2, 3]
f.append(4)
print f
  [1, 2, 3, 4]
```

LISTS ARE MUTABLE

```
# Lists *will* change when methods are called
f = [1, 2, 3]
f.append(4)
print f
    [1, 2, 3, 4]

# We can use indexing to re-write items in lists
f[2] = 77.8
print f
    [1, 2, 77.8, 4]
```

A NOTE ON METHODS

- Methods are functions specific to a certain object
- Functions are/can be much more general:

```
s = "python"
print len(s) # number of characters
6

d = ["p", "y", "t", "h", "o", "n"]
print len(d) # number of items
6
```

 To print *more than one thing*, join items together with +, as strings

```
pi = 3.1415
print pi
     3.1415
```

To print a string and a float, re-cast the float to a string print "The value of pi is" + str(pi)

The value of pi is 3.1415

print "The value of pi is" pi

print "The value of pi is pi"

```
pi = 3.1415

print pi
    3.1415

# To print a string and a float, re-cast the float to a string print "The value of pi is" + str(pi)
    The value of pi is 3.1415

# Print statements that won't work: print "The value of pi is" str(pi) print "The value of pi is" + pi
```

```
pi = 3.1415
print pi
   3.1415
# To print a string and a float, re-cast the float to a string
print "The value of pi is" + str(pi)
   The value of pi is 3.1415
# Print statements that won't work:
print "The value of pi is" str(pi)
                                   # missing a +
print "The value of pi is" + pi
                                   # can't join float and str
print "The value of pi is" pi
                                   # lotsa problems
print "The value of pi is pi"
                                   # ok, this works, kinda!
```

myname = "Stephanie"

With + and re-casting, we can print anything!

```
myage = 26
myhometown = "Naples, Florida"

print "The Intro to Python instructor is named " + myname +
". She is " + str(myage) + " years old, and she is from " +
myhometown + "."
```

The Intro to Python instructor is named Stephanie. She is 26 years old, and she is from Naples, Florida.

EXERCISE BREAK