

# Python Programming for Finance

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# Content

- 1 Introduction and Basic Programming: History, Variables, Control Flow, Conditional Evaluation, Arrays, Functions, Generators.
- 2 Intermediate Programming: Numerical Python (numpy), Linear Algebra
- 3 Data Analysis: Dataframes (pandas), cleaning and processing data through a Financial Example.
- 4 Portfolio Management I: Statistics and Simulation
- 5 Portfolio Management II: Optimization and Heuristics, Parallelization
- 6 Web Scrapping: How to automatize data collection online through a Financial Example
- 7 Data Distribution: How to build a functional API to distribute data.
- 8 A grasp of advanced Python usage: Coding Standards, General User Interfaces, Extending Python's Functionality with C++

# Grading

- Final Exam 70%
- Project 30%

# Course Materials

- The course material, slides and code, will be available on the Github repository of the course, and will be updated on a weekly basis.
- We will run Python code using Google's research colab platform. However, it is recommended to install Python  $\geq 3.7$  locally.

# What is Python

Python is a **high level**, **interpreted**, **interactive**, and **multi-paradigm** scripting language.

- **High level:** Python has a strong abstraction from the details of the computer.
- **Interpreted:** There is no need to compile your program before executing it.
- **Interactive:** You can open a Python terminal and directly write your code.
- **Multi-paradigm:** Python supports different programming and implementation paradigms, such as object orientation and imperative, functional, or procedural programming.

# History of Python

- First developed by Guido van Rossum in the early nineties at the National Research Institute for Mathematics and Computer Science in the Netherlands.
- The name was inspired by Monty Python's Flying Circus (sketch comedy from the British comedy troupe).

# Why Python?

- Easy-to-learn
- Easy-to-read
- Easy-to-maintain
- Easy-to-scale
- Relative fast
- Open source

Python files usually end in `.py`, while other files that depend on Python but are not written fully in Python like Jupyter notebooks end in `.ipynb`.

# Python in Finance

- Corporations often have a team whose task is to perform quantitative analysis. (Credit risk, quant trading...)
- Although many of the core programs used by corporations are written in C, C++, Java, COBOL or other robust languages, Python serves as a wrapper to process, analyze, display, and distribute data.
- The numerical libraries in Python makes it comparable to R or Stata in performing Statistics, and to Matlab for linear algebra.
- Helps automatize research tasks and increase productivity.
- Increasing popularity among developers (2020 Stackoverflow survey) JavaScript (69.7%), HTML/CSS (62.4%), SQL (56.9%), Python (41.6%) and Java (38.4%).
- Is Free



# Setup for the Course (Required for next class)

- 1 Open a [Github](#) account
- 2 Get familiar with [Git and Github](#). I recommend to install it locally and use it for your own work.
- 3 Course's lessons will appear [here](#).
- 4 Login (Google account) to [Google's Colab](#)
- 5 Use [Google Colab with Github](#)
- 6 Install Python locally using [Anaconda](#) plus an editor of your choice,

# What is a programming language

- A high-level programming language provides instructions to perform arithmetic operations in the computer.
- The computer does not understand these instructions, unless they are translated to machine code.
- This task often requires an intermediary (Assembly language)

# Basic computing

- All computer programs can be decomposed into simple and fundamental operations (Bit or logical operations).
- A bit (binary digit) is the simplest unit of information a standard computer handles. It can only hold two values (1 or 0), and is physically represented by a transistor being on or off in old computers, or by the presence or absence of electrons in semiconductors.
- As bits only take two values, it is natural that computers perform binary arithmetic.

# Floating point arithmetic

- Since computers perform mathematical operations, they require a way to represent numbers. Most computers use up to 64 (32) bits to represent a real number.
- The 64 (32) architecture allows computers to perform floating point arithmetic by representing the whole real line with float numbers.
- Transforms the real line into a discrete and finite set of numbers.
- Gaps between numbers are not constant, and depend on the magnitude of the number.
- When arithmetic operations result in a number that cannot be expressed exactly as a floating point, the computer approximates the value.