

Python for scientific research

Built-in data types

Bram Kuijper

University of Exeter, Penryn Campus, UK

March 6, 2019



Researcher
Development



Declaring variables

- Variables that contain data (numbers, characters etc.) are the fundamental building blocks of any language

Declaring variables

- Variables that contain data (numbers, characters etc.) are the fundamental building blocks of any language
- Variables in Python are dynamically typed (see later)

Declaring variables

- Variables that contain data (numbers, characters etc.) are the fundamental building blocks of any language
- Variables in Python are dynamically typed (see later)
- You can name your variables pretty much anything you want but:

Declaring variables

- Variables that contain data (numbers, characters etc.) are the fundamental building blocks of any language
- Variables in Python are dynamically typed (see later)
- You can name your variables pretty much anything you want but:
 - Be **consistent** in your naming convention (see [PEP 8](#))

Declaring variables

- Variables that contain data (numbers, characters etc.) are the fundamental building blocks of any language
- Variables in Python are dynamically typed (see later)
- You can name your variables pretty much anything you want but:
 - Be **consistent** in your naming convention (see [PEP 8](#))
 - Python is **case sensitive**; `genename` and `geneName` are different variables

Declaring variables

- Variables that contain data (numbers, characters etc.) are the fundamental building blocks of any language
- Variables in Python are dynamically typed (see later)
- You can name your variables pretty much anything you want but:
 - Be **consistent** in your naming convention (see [PEP 8](#))
 - Python is **case sensitive**; `genename` and `geneName` are different variables
 - First character cannot contain a digit: `1genename` raises an error

Declaring variables

- Variables that contain data (numbers, characters etc.) are the fundamental building blocks of any language
- Variables in Python are dynamically typed (see later)
- You can name your variables pretty much anything you want but:
 - Be **consistent** in your naming convention (see [PEP 8](#))
 - Python is **case sensitive**; `genename` and `geneName` are different variables
 - First character cannot contain a digit: `1genename` raises an error
 - You cannot use Python **reserved words/keywords**

Declaring variables

- Variables that contain data (numbers, characters etc.) are the fundamental building blocks of any language
- Variables in Python are dynamically typed (see later)
- You can name your variables pretty much anything you want but:
 - Be **consistent** in your naming convention (see [PEP 8](#))
 - Python is **case sensitive**; `genename` and `geneName` are different variables
 - First character cannot contain a digit: `1genename` raises an error
 - You cannot use Python **reserved words/keywords**
 - If you're an R user, **DO NOT** use `'.'` in your variable names i.e `gene.name` is not a valid variable name

Core data types

● Integers: int

```
1 NGenes = 1500 # number of genes measured
2 type(NGenes) # int
```

Core data types

- **Integers:** `int`

```
1 NGenes = 1500 # number of genes measured
2 type(NGenes) # int
```

- **Floating point:** `float`, any real numbers

```
1 Km = 0.015 # Michaelis constant for chymotrypsin
2 type(Km) # float
```

Core data types

- **Integers:** `int`

```
1 NGenes = 1500 # number of genes measured
2 type(NGenes) # int
```

- **Floating point:** `float`, any real numbers

```
1 Km = 0.015 # Michaelis constant for chymotrypsin
2 type(Km) # float
```

- **Complex numbers:** `complex`

```
1 cnumber = 10 + 2j # 10=real part; 2=complex part
2 type(cnumber) # complex
```

Core data types (continued)

- **Boolean:** `bool` true or false values for logical statements

```
1 isTransFactor = True # is protein a transcription  
   factor?  
2 type(isTransFactor) # bool
```

Core data types (continued)

- **Boolean:** `bool` true or false values for logical statements

```
1 isTransFactor = True # is protein a transcription
  factor?
2 type(isTransFactor) # bool
```

- **Nothing:** `NoneType` when a variable is empty

```
1 moneyAmount = None
2 type(moneyAmount) #NoneType
```

Core data types (continued)

- **Boolean:** `bool` true or false values for logical statements

```
1 isTransFactor = True # is protein a transcription
  factor?
2 type(isTransFactor) # bool
```

- **Nothing:** `NoneType` when a variable is empty

```
1 moneyAmount = None
2 type(moneyAmount) #NoneType
```

- **Strings:** `str` for any text

```
1 motif = "AATCAGTT" # DNA sequence motif
2 type(motif) # str
```

Dynamic typing

- The type of a variable changes dependent on its value:

```
1 sequence = "AATCAGTT" # DNA sequence
2 type(sequence) # str
```


- The type of a variable changes dependent on its value:

```
1 sequence = "AATCAGTT" # DNA sequence
2 type(sequence) # str
3
4 sequence = 123456 # a numerical sequence
5 type(sequence) # int
```

- The type of a variable changes dependent on its value:

```
1 sequence = "AATCAGTT" # DNA sequence
2 type(sequence) # str
3
4 sequence = 123456 # a numerical sequence
5 type(sequence) # int
```

- This is also called duck typing *“If it walks like a duck and it quacks like a duck, then it must be a duck”*
 - i.e., we do not have to define from the start what data types we need (compare C or Java).
 - We find out along the way (e.g., by using `type`) what data types we are using

Container data types

- **Lists:** list for a collection of variables

```
1 # Interesting genes
2 geneNames = ["Irf1", "Ccl3", "Il12rb1", "Ifng", "Cxcl10"]
3 type(geneNames) # list
4
```

Container data types

- **Lists:** list for a collection of variables

```
1 # Interesting genes
2 geneNames = ["Irf1", "Ccl3", "Il12rb1", "Ifng", "Cxc110"]
3 type(geneNames) # list
4
5 # Get elements of list
6 geneNames[0] # "Irf1"
7 geneNames[-1] # "Cxc110"
```

Container data types

- **Lists:** list for a collection of variables

```
1 # Interesting genes
2 geneNames = ["Irf1", "Ccl3", "Il12rb1", "Ifng", "Cxc110"]
3 type(geneNames) # list
4
5 # Get elements of list
6 geneNames[0] # "Irf1"
7 geneNames[-1] # "Cxc110"
```

- **Tuples:** tuple for an *immutable* collection of values

```
1 # Interesting genes
2 geneNames = ("Irf1", "Ccl3", "Il12rb1", "Ifng", "Cxc110")
3 type(geneNames) # tuple
```

Container data types (continued)

- **Dictionary:** dict for a collection of values and unique labels

```
1 # A phone book
2 phoneBook = {"Bram": "01326 - 259022", "Annette": "
               01326 - 371842", "Angus": "01326 - 255794"}
3 type(phoneBook) # dict
```

Container data types (continued)

- **Sets:** set, frozenset for a collection of unique values

```
1 # Sets are mutable collections of unique values
2 languages = set(["Python", "R", "MATLAB", "C"])
3 type(languages) # set
```

Container data types (continued)

- **Sets:** set, frozenset for a collection of unique values

```
1 # Sets are mutable collections of unique values
2 languages = set(["Python", "R", "MATLAB", "C"])
3 type(languages) # set
4
5 # Frozensets are immutable collections of unique values
6 languages = frozenset(["Python", "R", "MATLAB", "C"])
7 type(languages) # frozenset
```


Container data types (continued)

- **Sets:** set, frozenset for a collection of unique values

```
1 # Sets are mutable collections of unique values
2 languages = set(["Python", "R", "MATLAB", "C"])
3 type(languages) # set
4
5 # Frozensets are immutable collections of unique values
6 languages = frozenset(["Python", "R", "MATLAB", "C"])
7 type(languages) # frozenset
```

- **Range:** range for sequences of integers

```
1 # Create immutable sequence of numbers from 0 to 4
2 x = range(5)
3 type(x) # range
```

Mutable vs immutable objects

- **Mutable** objects (list, dict, set) can be changed once assigned

```
1 # Lists are mutable
2 geneList = ["Irf1", "Ccl3", "Il12rb1"]
3 geneList[0]="Irf2" # change first gene to Irf2
```

Mutable vs immutable objects

- **Mutable** objects (list, dict, set) can be changed once assigned

```
1 # Lists are mutable
2 geneList = ["Irf1", "Ccl3", "Il12rb1"]
3 geneList[0]="Irf2" # change first gene to Irf2
```

- **Immutable** objects *cannot* be changed once assigned

```
1 geneTuple = ("Irf1", "Ccl3", "Il12rb1") # immutable
2 geneTuple[0]="Irf2"
3 TypeError: 'tuple' object does not support item
  assignment
```

Mutable vs immutable objects

- **Mutable** objects (list, dict, set) can be changed once assigned

```
1 # Lists are mutable
2 geneList = ["Irf1", "Ccl3", "Il12rb1"]
3 geneList[0]="Irf2" # change first gene to Irf2
```

- **Immutable** objects *cannot* be changed once assigned

```
1 geneTuple = ("Irf1", "Ccl3", "Il12rb1") # immutable
2 geneTuple[0]="Irf2"
3 TypeError: 'tuple' object does not support item
  assignment
```

- However you can replace an **immutable** object with a new one

```
1 geneTuple = ("Irf1", "Ccl3", "Il12rb1")
2 # Replace with a new object
3 geneTuple = ("Irf2", "Ccl3", "Il12rb1")
```

Methods of objects

- A Python variable is called an **object**
- Every object has **methods** (functions) associated with it
- These methods are called using the dot notation ('.')

```
1 # DNA sequence motif
2 motif = "AATCAGTT"
3
4 # Use the count method to count occurrence of nucleotide "T"
5 motif.count("T") # 3
6
7 # Use the lower method to convert to lower case
8 motif.lower() # "aatcagtt"
```