

CSE3CI:

Computational Intelligence - Lab 1

Objectives: This lab aims to introduce some basics of Python programming language, which has been widely adopted and popular in data sciences.

For students who have some skills and experiences with Python and numpy, you are strongly encouraged to go ahead by yourself; For the newcomers, this lab will serve as a quick access to Python world.

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Introduction to Python

Python is a high-level, dynamically typed multi-paradigm programming language. Python code is often said to be almost like pseudocode, since it allows you to express very powerful ideas in very few lines of code while being very readable.

Here is the formal web of Python: <https://www.python.org>, you can find a lot of useful learning materials here.

Python Versions

There are currently two different supported versions of Python, 2.7.x version, and 3.5.x/3.6.x/3.7.x/3.8.x/3.9.x version. Somewhat confusingly, Python 3.x.x introduced many backward-incompatible changes to the language, so code written for 2.7 may not work under 3.x and vice versa. For this class, all codes will use Python 3.7 or Python 3.9 on the most popular python platform **Anaconda** for data science. By the way, Python 2 is officially retiring.

Install Anaconda

The reason why we use Anaconda instead of the original Python is because that the open source **Anaconda Distribution** is the easiest way to do Python data science and machine learning.

It includes hundreds of popular data science packages, the conda package and virtual environment manager for Windows, Linux and MacOS. Conda makes it quick and easy to install, run and upgrade complex data science and machine learning environments like scikit-learn, TensorFlow and SciPy. Anaconda Distribution is the foundation of millions of data science projects as well as Amazon Web Services' Machine Learning AMIs and Anaconda for Microsoft on Azure and Windows.

Step 1: Download Anaconda Distribution latest version of Python 3.9 64-Bit version (Windows, MacOS or Linux).

For windows users:

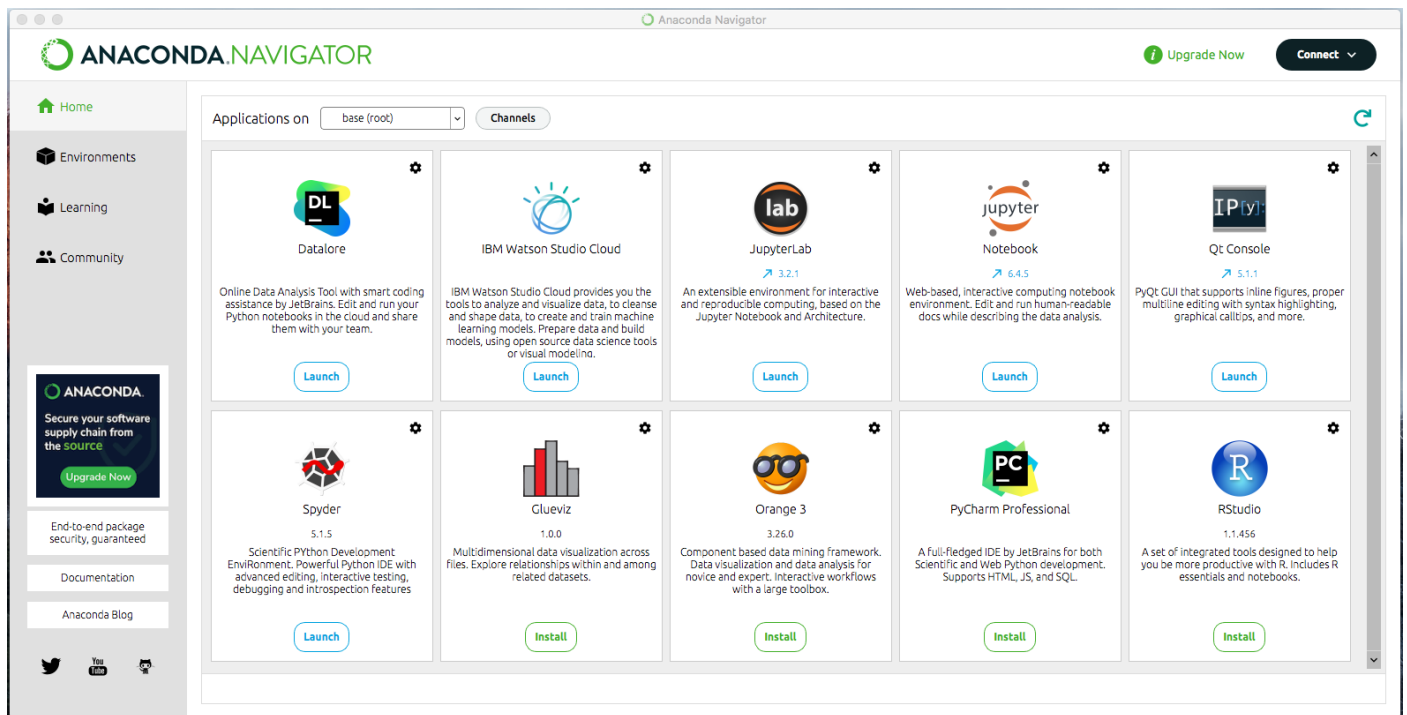
https://repo.anaconda.com/archive/Anaconda3-2021.11-Windows-x86_64.exe

For MacOS users:

https://repo.anaconda.com/archive/Anaconda3-2021.11-MacOSX-x86_64.pkg

Step 2: Install Anaconda with the default settings (unless you know what you are doing.)

Step 3: Open Anaconda Navigator, you will see similar GUI as below, which means you have successfully installed Anaconda, congratulations!

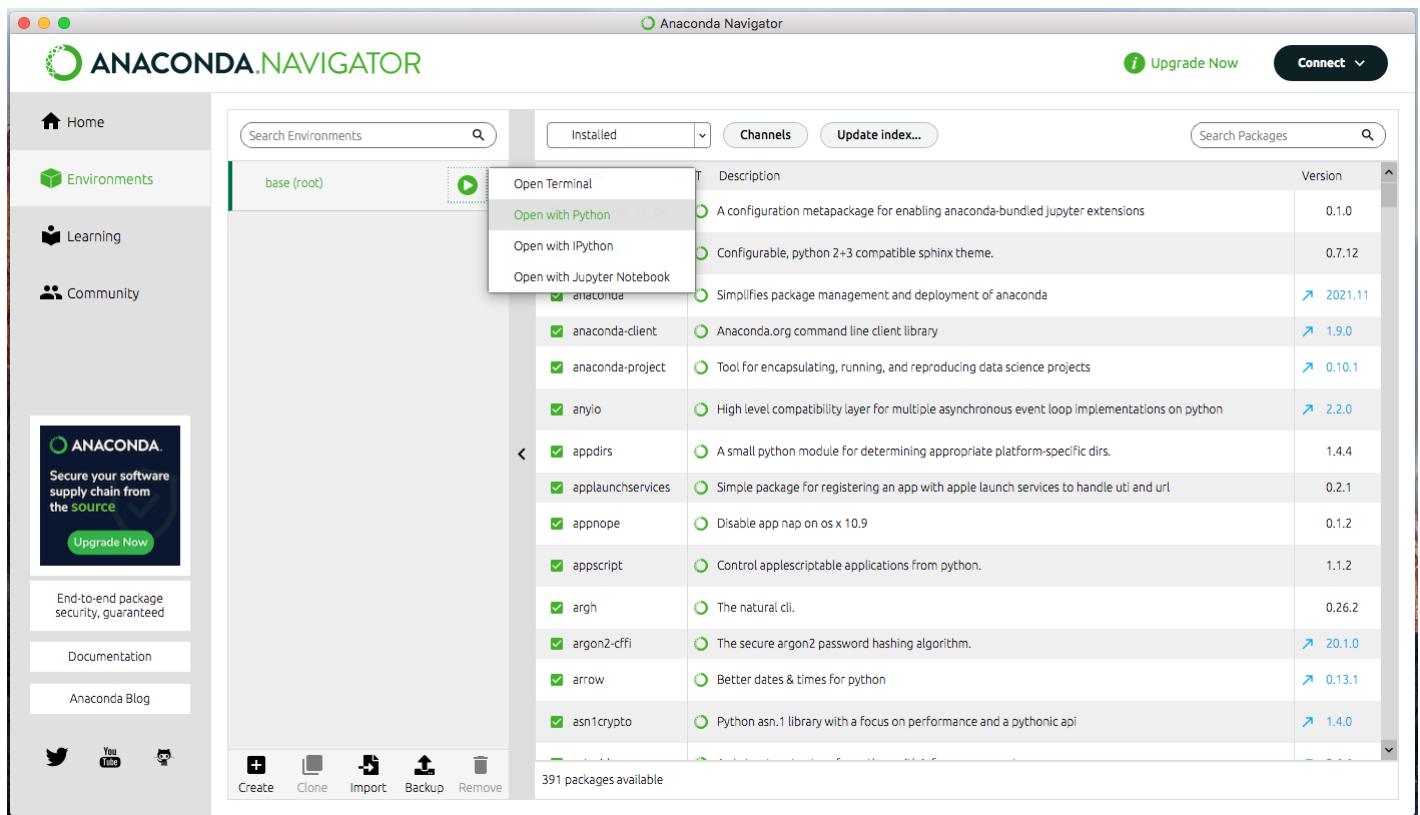


There are a lot of useful applications on the Home window of Anaconda, we will not cover them all, but we will explain what we need for data analysis in the following courses (Jupyter notebook, Spyder, etc).

For the information, please be noticed that “**Applications on (root)**” means the python developing environment will be used when opening the following applications. The default setting is “root”. We will learn how to create new environment later.

Basic Python

On the Anaconda Navigator, choose **Environments > root (click the Play button) > Open with Python**, you will see a command window of Python popup. You can also find out the version of the Python environment.



In the command window, type: `print("Hello World!")`, you will see the results as follows.

```
Python 3.9.7 (default, Sep 16 2021, 08:50:36)
[Clang 10.0.0 ] :: Anaconda, Inc. on darwin
Type "help", "copyright", "credits" or "license" for more information.
[>>> print("Hello World!")
Hello World!
>>> ]
```

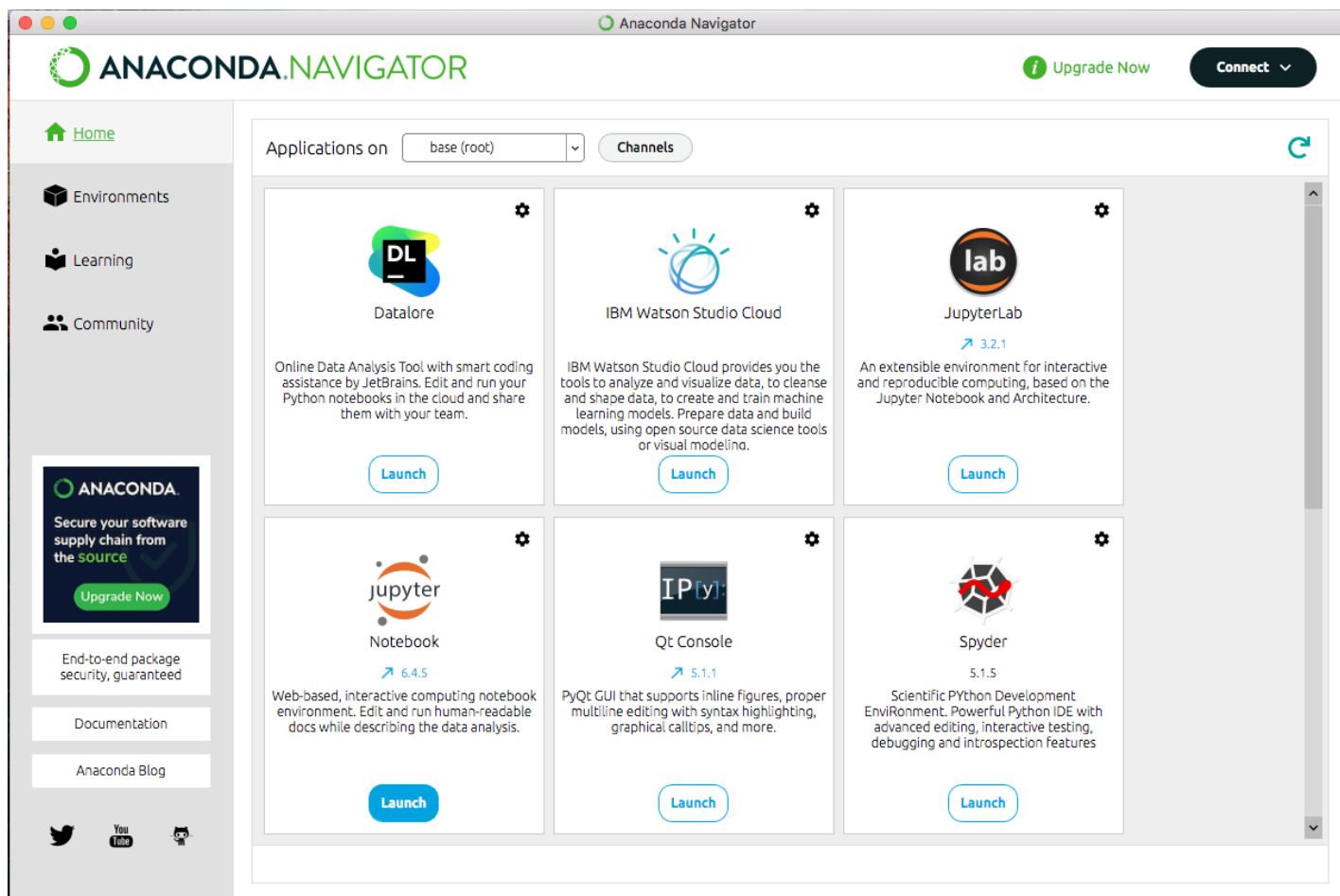
Python IDEs for Data Science

The best Python IDEs (Integrated Development Environment) for data science that make data analysis and machine learning easier! It's a coding tool which allows you to write, test and debug your code in an easier way, as they typically offer code completion or code insight by highlighting, resource management, debugging tools. Even though the IDE is a strictly defined concept, it's starting to be redefined as other tools such as Jupyter notebook starts gaining more and more

features that traditionally belong to IDEs. For example, debugging your code is also possible in **Jupyter Notebook** (aka. **IPython**) and **Spyder**.

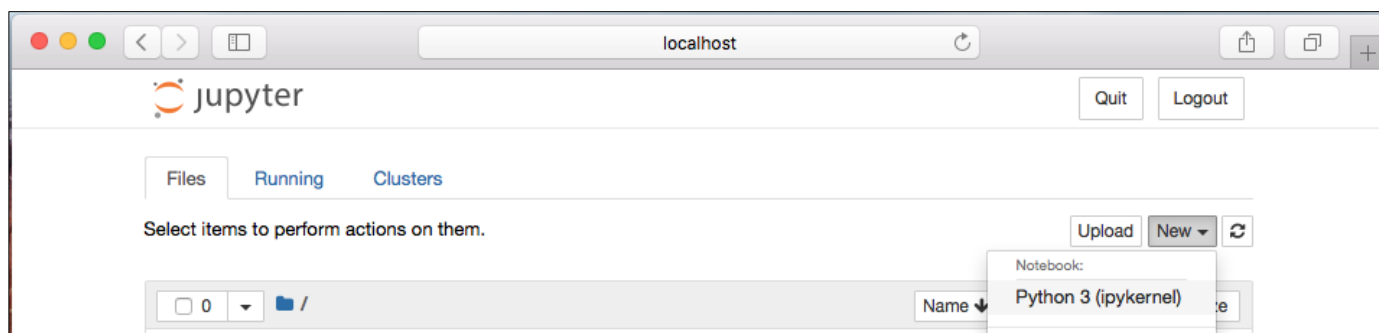
Jupyter Notebook

On the Anaconda Navigator, choose **home > Jupyter Notebook** (click the **launch button**), that is highlighted as follows:



It will start a webpage on your default browser, go to the **Desktop** folder and select **New > Python 3**, it will generate a new notebook with Python 3.

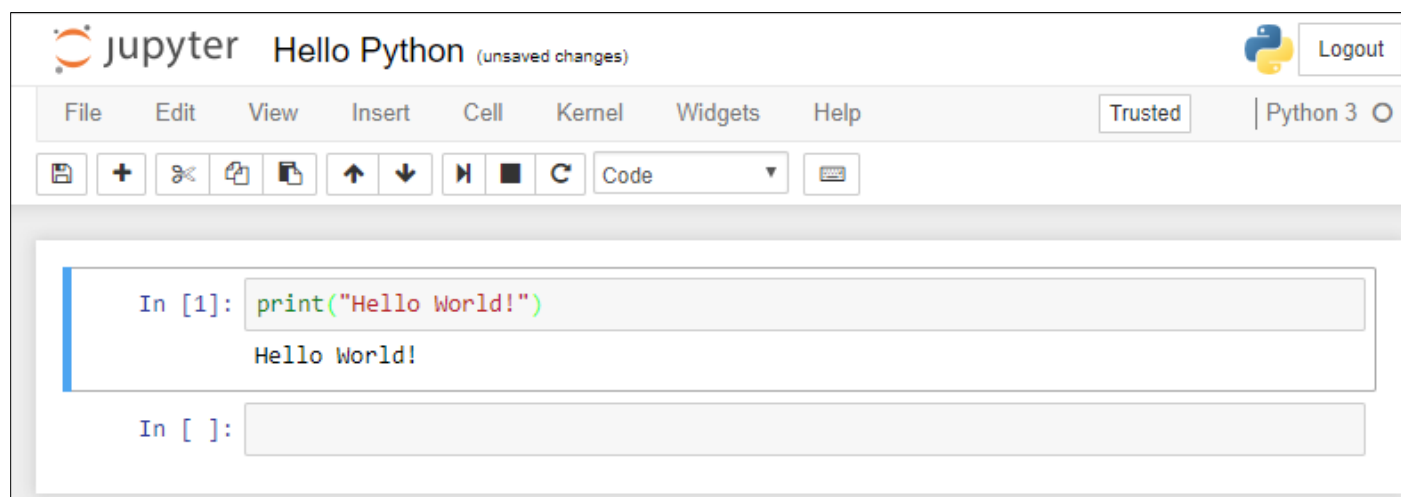
Another way to start Jupyter notebook is **Start > Anaconda3 > Jupyter Notebook**.



Rename the notebook as “Hello Python” and in the command line (cells) Type: `print(“Hello World!”)`; Then select **Cell > Run Cells**, you will get the following results:

Save the file, you will find there is a file named “**Hello Python.ipynb**” on your desktop. You can edit it with the notebook and share it with others if you like.

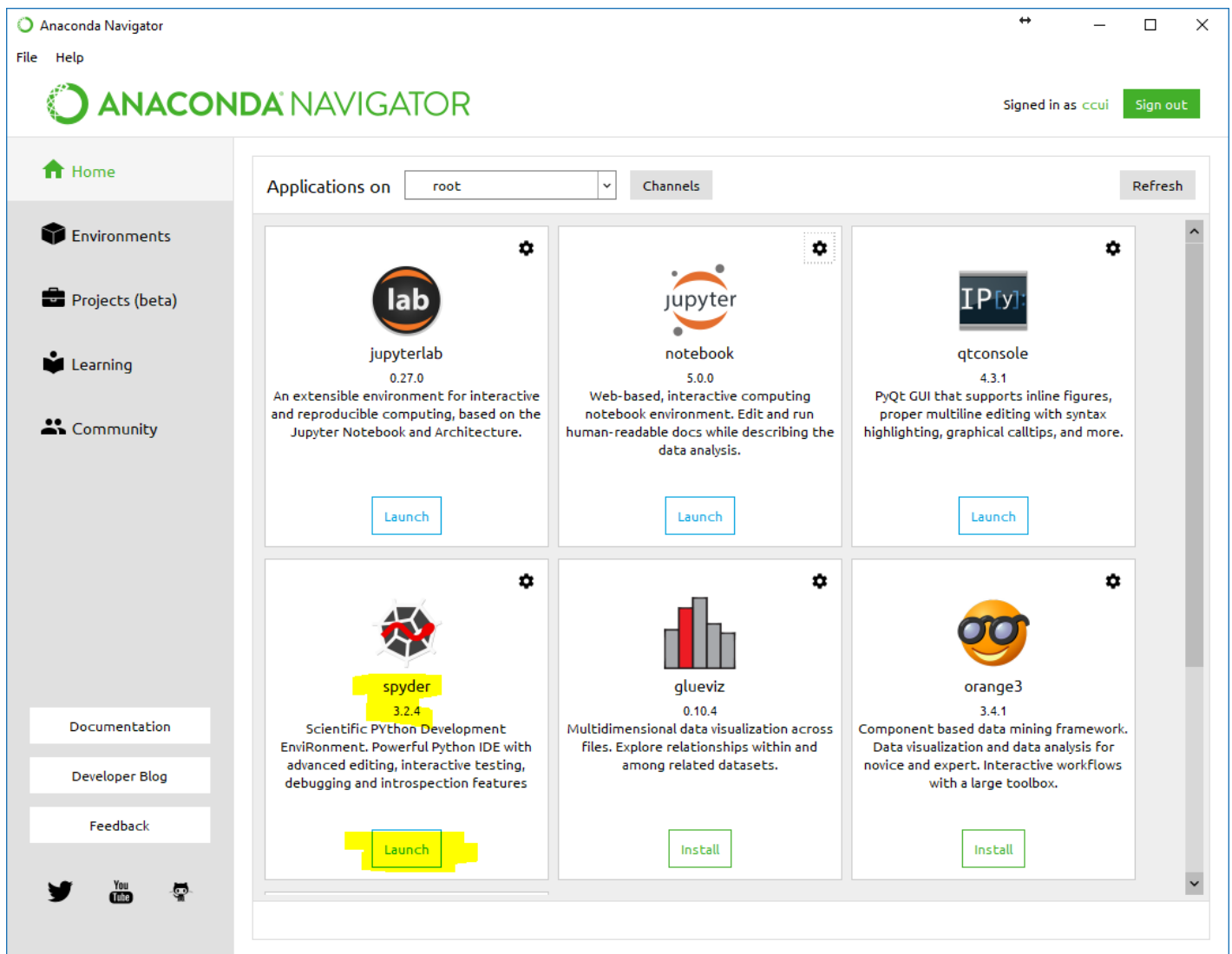
We will not cover the details of how to use Jupyter notebook, because we assumed the students are smart enough to figure out the details by themselves. Find more information on the [documentation](#).



Spyder

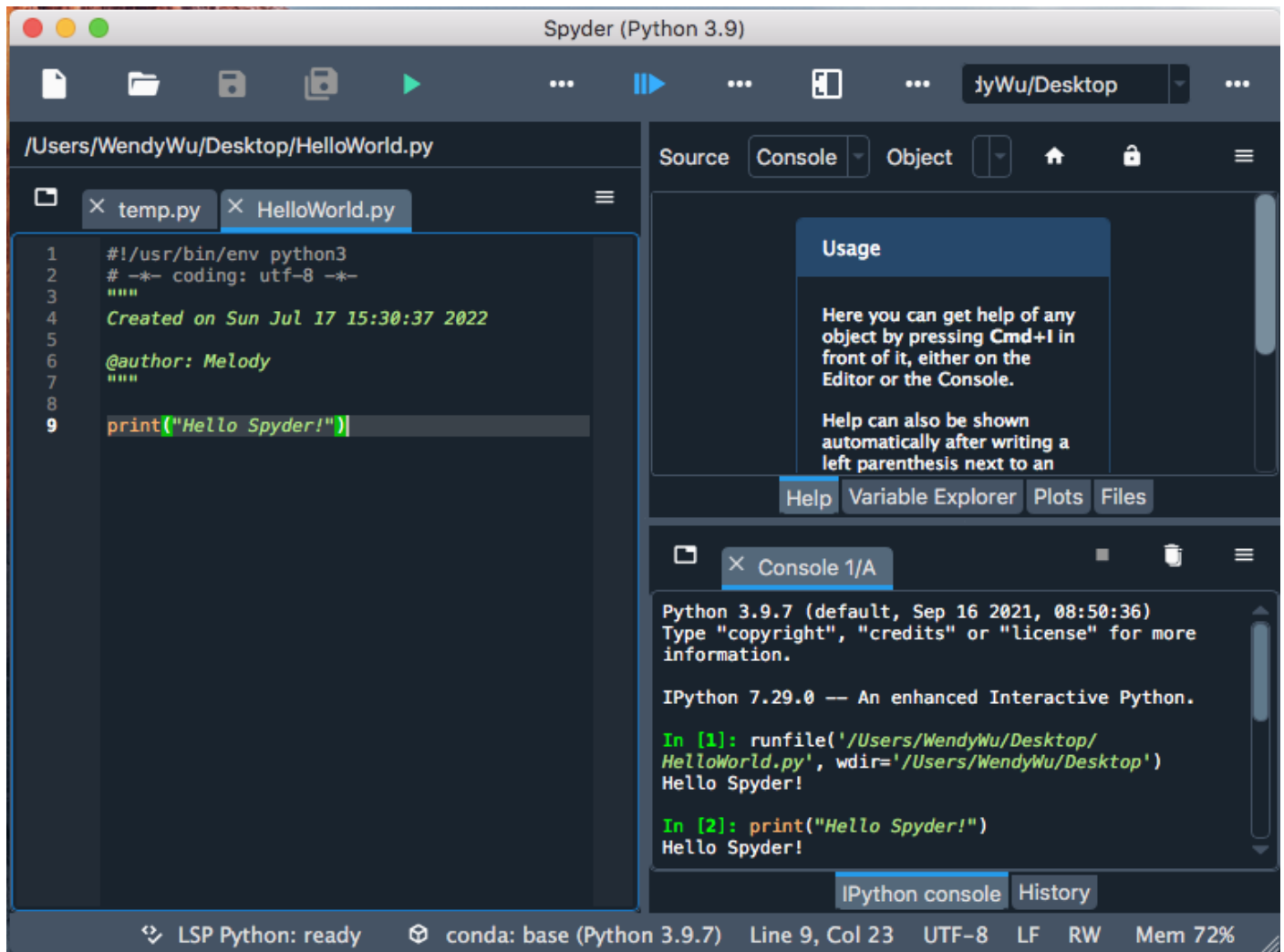
Spyder is an open source cross-platform IDE for data science. If you have never worked with an IDE, Spyder could perfectly be your first approach. If you are switching from **Matlab** or **Rstudio** to Python; Spyder is the way to go, It very intuitive for scientific computing.

On the Anaconda Navigator, choose **home > Spyder (click the launch button)**, that is highlighted as follows:



Another way to start Spyder is **Start > Anaconda3 > Spyder**.

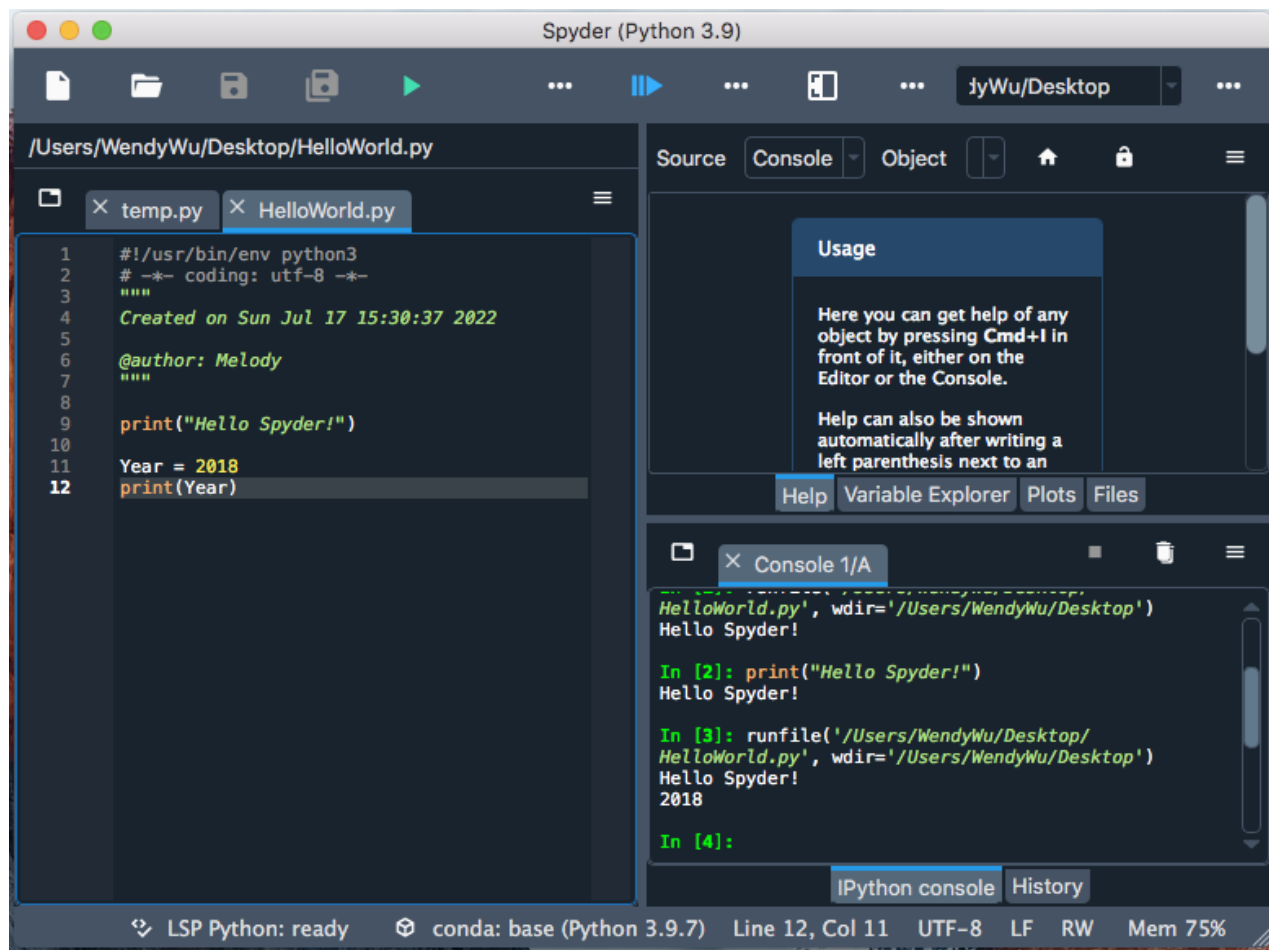
It will start IDE, save the untitled file as “HelloWorld.py” on your desktop, type in “**print(“Hello Spyder!”)**” then click the Run Button (or press “F5”), you will see the results in the right-bottom **IPython console window**. You could also type the command directly in here.



Add two lines of code in the HelloWorld.py as follows:

```
Year = 2018
print(Year)
```

Run the code again, you will see the variable “Year” appears with more details in the right-top Variable explorer window. This feature is very helpful when we are editing, testing and debugging our codes.



Again, we will not explicitly explain how to use the Spyder IDE, we believe the students could learn by themselves. Find more information in the [documentation](#).

The following section has a Jupyter Notebook version and html version available for you to practice.

Programming with Python

Basic data types

Like most languages, Python has many basic types including Integers, Floats, Booleans, and Strings. These data types behave in ways that are like other programming languages (C/C++, Java, MATLAB).

Numbers: Integers and floats work as you would expect from other languages

Note that unlike many languages, Python does **not** have unary increment ($x++$) or decrement ($x--$) operators. “#” starts the comments inline.

```

x = 3
print(type(x)) # Prints "<class 'int'>"
print(x)       # Prints "3"
print(x + 1)   # Addition; prints "4"
print(x - 1)   # Subtraction; prints "2"
print(x * 2)   # Multiplication; prints "6"
print(x ** 2)  # Exponentiation; prints "9"
x += 1
print(x)       # Prints "4"
x *= 2
print(x)       # Prints "8"
y = 2.5
print(type(y)) # Prints "<class 'float'>"
print(y, y + 1, y * 2, y ** 2) # Prints "2.5 3.5 5.0 6.25"

```

Python also has built-in types for complex numbers; you can find all the details in the [documentation](#).

Booleans: Python implements all the usual operators for Boolean logic, but uses English words rather than symbols (&&, ||, etc.):

```

t = True
f = False
print(type(t)) # Prints "<class 'bool'>"
print(t and f) # Logical AND; prints "False"
print(t or f)  # Logical OR; prints "True"
print(not t)   # Logical NOT; prints "False"
print(t != f)  # Logical XOR; prints "True"

```

Strings: Python has great support for strings:

```

hello = 'hello' # String literals can use single quotes
world = "world" # or double quotes; it does not matter.
print(hello)    # Prints "hello"
print(len(hello)) # String length; prints "5"
hw = hello + ' ' + world # String concatenation
print(hw)        # prints "hello world"
hw12 = '%s %s %d' % (hello, world, 12) # sprintf style string formatting
print(hw12)      # prints "hello world 12"

```

You can find a list of all string methods in the [documentation](#).

Containers

Python includes several built-in container types: lists, dictionaries, sets, and tuples.

Lists

A list is the Python equivalent of an array, but is resizable and can contain elements of different types:

Note: python starts index from “0”, for example, `xs = [3,1,2]`, this first element of `xs` is `xs[0]` that is number 3.

```
xs = [3, 1, 2]    # Create a list
print(xs, xs[2])  # Prints "[3, 1, 2] 2"
print(xs[-1])     # Negative indices count from the end of the list; prints "2"
xs[2] = 'foo'     # Lists can contain elements of different types
print(xs)         # Prints "[3, 1, 'foo']"
xs.append('bar')   # Add a new element to the end of the list
print(xs)         # Prints "[3, 1, 'foo', 'bar']"
x = xs.pop()      # Remove and return the last element of the list
print(x, xs)      # Prints "bar [3, 1, 'foo']"
```

As usual, you can find all the gory details about lists in the [documentation](#).

Slicing: In addition to accessing list elements one at a time, Python provides concise syntax to access sub-lists; this is known as slicing:

```
nums = list(range(5))    # range is a built-in function that creates a list of integers
print(nums)              # Prints "[0, 1, 2, 3, 4]"
print(nums[2:4])         # Get a slice from index 2 to 4 (exclusive); prints "[2, 3]"
print(nums[2:])           # Get a slice from index 2 to the end; prints "[2, 3, 4]"
print(nums[:2])           # Get a slice from the start to index 2 (exclusive); prints "[0, 1]"
print(nums[:])            # Get a slice of the whole list; prints "[0, 1, 2, 3, 4]"
print(nums[:-1])          # Slice indices can be negative; prints "[0, 1, 2, 3]"
nums[2:4] = [8, 9]        # Assign a new sublist to a slice
print(nums)              # Prints "[0, 1, 8, 9, 4]"
```

We will see slicing again in the context of numpy arrays from **Numpy** Packages later.

Loops: You can loop over the elements of a list like this:

```
animals = ['cat', 'dog', 'monkey']
for animal in animals:
    print(animal)
# Prints "cat", "dog", "monkey", each on its own line.
```

If you want access to the index of each element within the body of a loop, use the built-in ***enumerate*** function:

```
animals = ['cat', 'dog', 'monkey']
for idx, animal in enumerate(animals):
    print('#%d: %s' % (idx + 1, animal))
# Prints "#1: cat", "#2: dog", "#3: monkey", each on its own line
```

List comprehensions: When programming, frequently we want to transform one type of data into another. As a simple example, consider the following code that computes square numbers:

```
nums = [0, 1, 2, 3, 4]
squares = []
for x in nums:
    squares.append(x ** 2)
print(squares) # Prints [0, 1, 4, 9, 16]
```

You can make this code simpler using a **list comprehension**:

```
nums = [0, 1, 2, 3, 4]
squares = [x ** 2 for x in nums]
print(squares) # Prints [0, 1, 4, 9, 16]
```

List comprehensions can also contain conditions:

```
nums = [0, 1, 2, 3, 4]
even_squares = [x ** 2 for x in nums if x % 2 == 0]
print(even_squares) # Prints "[0, 4, 16]"
```

Dictionaries

A dictionary stores (key, value) pairs, like a *Map* in Java or an **object** in *Javascript*. You can use it like this:

```
d = {'cat': 'cute', 'dog': 'furry'} # Create a new dictionary with some data
print(d['cat']) # Get an entry from a dictionary; prints "cute"
print('cat' in d) # Check if a dictionary has a given key; prints "True"
d['fish'] = 'wet' # Set an entry in a dictionary
print(d['fish']) # Prints "wet"
# print(d['monkey']) # KeyError: 'monkey' not a key of d
print(d.get('monkey', 'N/A')) # Get an element with a default; prints "N/A"
print(d.get('fish', 'N/A')) # Get an element with a default; prints "wet"
del d['fish'] # Remove an element from a dictionary
print(d.get('fish', 'N/A')) # "fish" is no longer a key; prints "N/A"
```

You can find all you need to know about dictionaries in the [documentation](#).

Loops: It is easy to iterate over the keys in a dictionary:

```
d = {'person': 2, 'cat': 4, 'spider': 8}
for animal in d:
    legs = d[animal]
    print('A %s has %d legs' % (animal, legs))
# Prints "A person has 2 legs", "A cat has 4 legs", "A spider has 8 legs"
```

If you want access to keys and their corresponding values, use the items method:

```
d = {'person': 2, 'cat': 4, 'spider': 8}
for animal, legs in d.items():
    print('A %s has %d legs' % (animal, legs))
# Prints "A person has 2 legs", "A cat has 4 legs", "A spider has 8 legs"
```

Dictionary comprehensions: These are similar to list comprehensions, but allow you to easily construct dictionaries. For example:

```
nums = [0, 1, 2, 3, 4]
even_num_to_square = {x: x ** 2 for x in nums if x % 2 == 0}
print(even_num_to_square) # Prints "{0: 0, 2: 4, 4: 16}"
```

Sets

A set is an unordered collection of distinct elements. As a simple example, consider the following:

```

animals = {'cat', 'dog'}
print('cat' in animals) # Check if an element is in a set; prints "True"
print('fish' in animals) # prints "False"
animals.add('fish')      # Add an element to a set
print('fish' in animals) # Prints "True"
print(len(animals))      # Number of elements in a set; prints "3"
animals.add('cat')       # Adding an element that is already in the set does nothing
print(len(animals))      # Prints "3"
animals.remove('cat')     # Remove an element from a set
print(len(animals))      # Prints "2"

```

As usual, everything you want to know about sets can be found in the [documentation](#).

Loops: Iterating over a set has the same syntax as iterating over a list; however, since sets are unordered, you cannot make assumptions about the order in which you visit the elements of the set:

```

animals = {'cat', 'dog', 'fish'}
for idx, animal in enumerate(animals):
    print('#%d: %s' % (idx + 1, animal))
# Prints "#1: fish", "#2: dog", "#3: cat"

```

Set comprehensions: Like lists and dictionaries, we can easily construct sets using set comprehensions:

```

from math import sqrt
nums = {int(sqrt(x)) for x in range(30)}
print(nums) # Prints "{0, 1, 2, 3, 4, 5}"

```

Tuples

A tuple is an (immutable) ordered list of values. A tuple is in many ways similar to a list; one of the most important differences is that tuples can be used as keys in dictionaries and as elements of sets, while lists cannot. Here is a trivial example:

```

d = {(x, x + 1): x for x in range(10)} # Create a dictionary with tuple keys
t = (5, 6)                             # Create a tuple
print(type(t))                          # Prints "<class 'tuple'>"
print(d[t])                             # Prints "5"
print(d[(1, 2)])                        # Prints "1"

```

The [documentation](#) has more information about tuples.

Functions

Python functions are defined using the `def` keyword. For example:

```
def sign(x):
    if x > 0:
        return 'positive'
    elif x < 0:
        return 'negative'
    else:
        return 'zero'

for x in [-1, 0, 1]:
    print(sign(x))
# Prints "negative", "zero", "positive"
```

We will often define functions to take optional keyword arguments, like this:

```
def hello(name, loud=False):
    if loud:
        print('HELLO, %s!' % name.upper())
    else:
        print('Hello, %s' % name)

hello('Bob') # Prints "Hello, Bob"
hello('Fred', loud=True) # Prints "HELLO, FRED!"
```

There is a lot more information about Python functions in the [documentation](#).

Classes

The syntax for defining classes in Python is straightforward:

```

class Greeter(object):

    # Constructor
    def __init__(self, name):
        self.name = name # Create an instance variable

    # Instance method
    def greet(self, loud=False):
        if loud:
            print('HELLO, %s!' % self.name.upper())
        else:
            print('Hello, %s' % self.name)

g = Greeter('Fred') # Construct an instance of the Greeter class
g.greet()           # Call an instance method; prints "Hello, Fred"
g.greet(loud=True)  # Call an instance method; prints "HELLO, FRED!"

```

You can read a lot more about Python classes in the [documentation](#).

Basic Anaconda

One good feature about Anaconda is its virtual environment manager, it avoids the confusion of different version python interpreters mess your computer default or previous projects. In the follow section, we will learn the basic operations about using environments.

There are two ways to start the Conda Command Line Window:

1. On Windows, go to **Start > Anaconda3 > Anaconda Prompt**.
2. On the Anaconda Navigator, go to **Environments > root > Open Terminal**.

Conda Basics (Optional)

In the Conda Command Window, type the following commands to get familiar with the Anaconda.

Verify conda is installed, check version number:

```
conda info
```

Update conda to the current version:


```
conda update conda
```

Command line help:

```
conda install --help
```

Using Environments

Python is still a developing programming language with an active community. The downside of this is that some predeveloped packages may not work in the newer python version. Yes, it is not always a good choice to use the most advantage technology in real project.

As we know the current python version in Environments>Anaconda3 is version 3.8.11. Assume that you join a team where everyone is working on a project in Python 3.7, we need to create an independent developing environment to work with the team members without intervened by any issues caused by the Python version.

The following steps will help you to install Python 3.7 in an Anaconda environment.

There are two ways to set up the environment of Python 3.7, one is in the Conda Command Window and the other one is on the Anaconda Navigator.

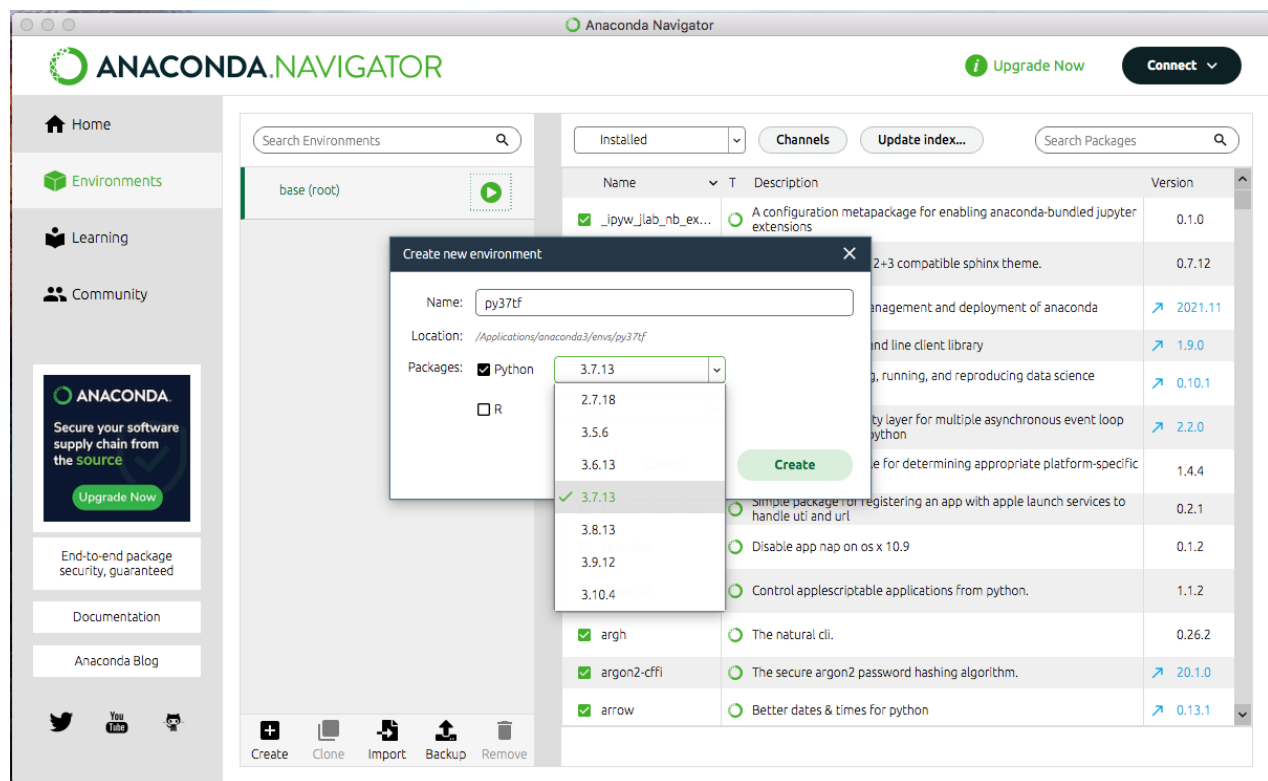
Anaconda GUI

One easy method to create an environment is using the Anaconda Navigator GUI. Launch the Anaconda Navigator from **Start > Anaconda3(64bit) > Anaconda Navigator**. Select the environment.

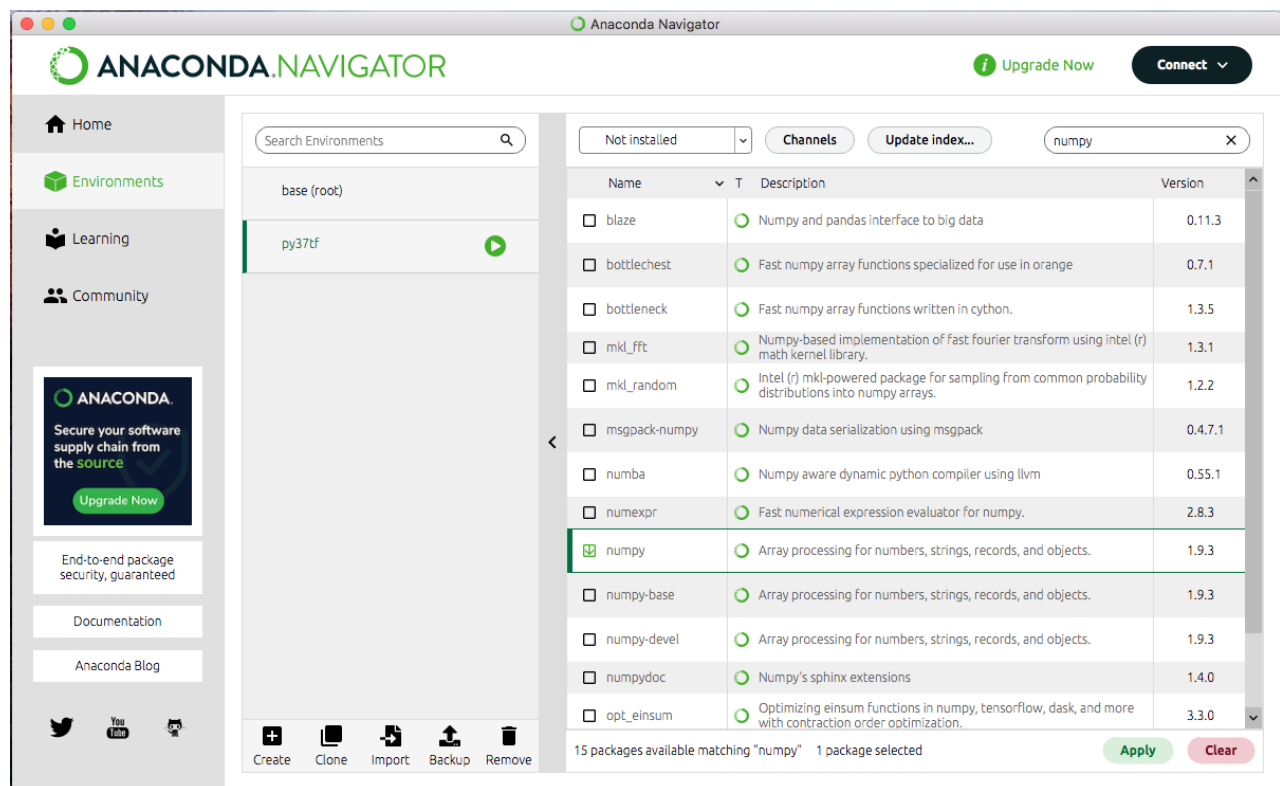
Using GUI to create an independent python environment is easy. At the bottom of the environment, we can see there are four buttons: **Create**, **Clone**, **Import** and **Remove** whose functions are straightforward.

You can now create an environment and name it “**py37tf**” with **Python 3.7**. This part is just a practice for now, later we will learn how to use [Google's TensorFlow](#) framework to build neural network models in this environment.(Note: We use python 3.7 because the tensorflow version 1.15 that we will use is stable for python 3.7).

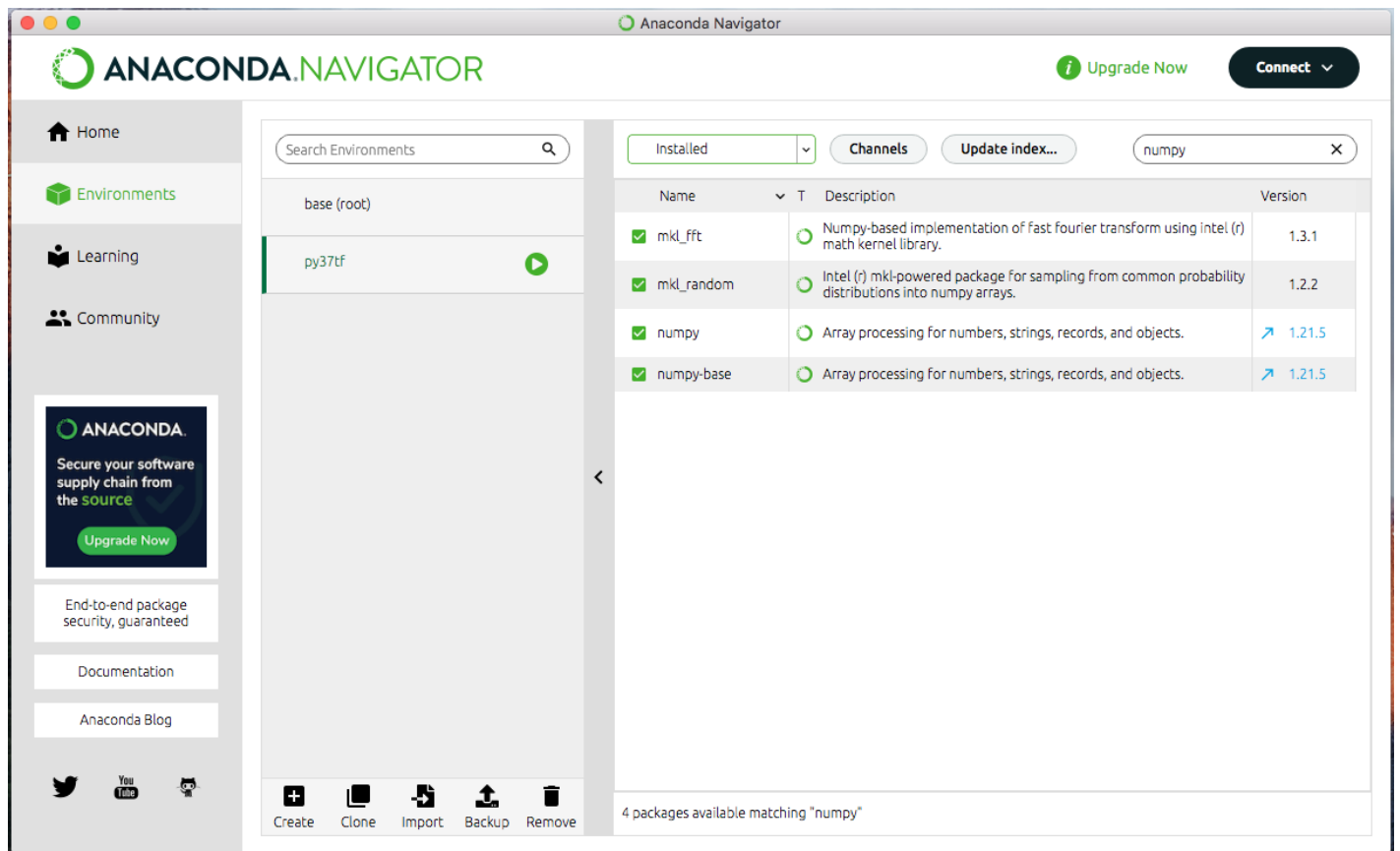
Click **Create**, in the prop-up window type Name: **py37tf**, in the Packages list:choose **Python 3.7**, then click Create.



Then, let's install **numpy** in this py37tf environment, change the package into "Not installed" and type: **numpy** in the Search Package bar Tick the **numpy** package in the Name list, and then click **Apply**.



Go back to the Installed package list, you will see the **numpy** is installed. We could use the similar operation to delete a package.



Click the Play button on the “**py37tf > Open with Python**” to open a python terminal and type the following code to test the installation:

```
import numpy as np
print(np.version.version)
# 1.21.5
```

To delete an environment is just select the one in the list and click the **Remove** button. By the way, you may notice that you cannot remove the **root** environment.

In our next lab, we will start to learn how to use Numpy package in python for data science.

Conda Command Window

Another way to create a new environment, is through the Conda Command Window. In the Conda command window you can create a new environment named “**py37tf**”, install Python3.7, by invoking the following command::

```
conda create --name py37 python=3.7
```

The anaconda will suggest that several packages will be installed, type “y” and wait the installation done.

Activate the conda environment by issuing the following command:

```
activate py37
```

*LINUX, macOS: `source activate py37`

Then, you can check your python version by type:

```
python --version
```

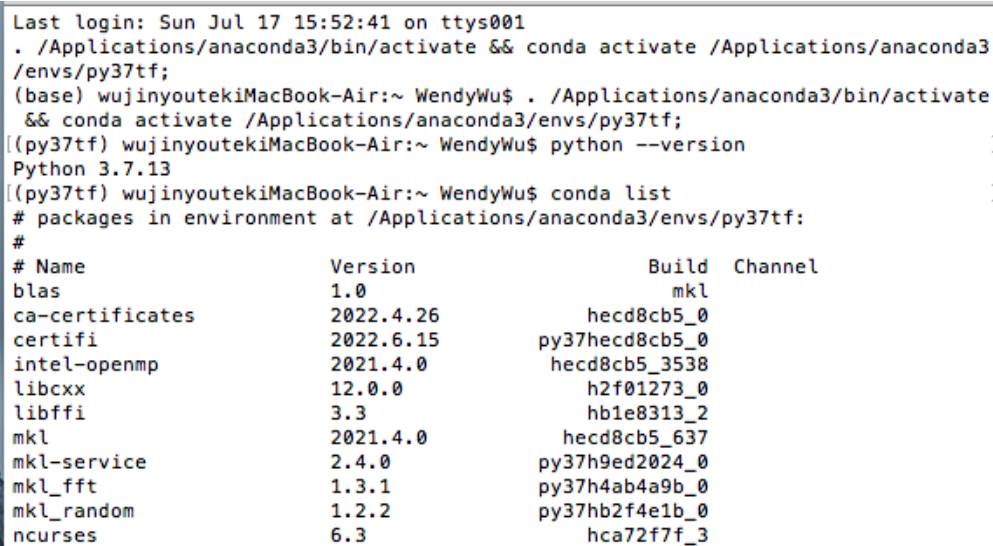
You will get the results like: **Python 3.7.10: Anaconda, Inc.** This means that this environment is Python 3.7.

Installing and updating packages

Now, we first need to list all packages and versions installed in active environment, enter the following command:

```
conda list
```

Then in the command window, you should be able to find as follows:



```
Last login: Sun Jul 17 15:52:41 on ttys001
. /Applications/anaconda3/bin/activate && conda activate /Applications/anaconda3/
envs/py37tf;
(base) wujinyoutekiMacBook-Air:~ WendyWu$ . /Applications/anaconda3/bin/activate
&& conda activate /Applications/anaconda3/envs/py37tf;
[(py37tf) wujinyoutekiMacBook-Air:~ WendyWu$ python --version
Python 3.7.13
[(py37tf) wujinyoutekiMacBook-Air:~ WendyWu$ conda list
# packages in environment at /Applications/anaconda3/envs/py37tf:
#
# Name                    Version            Build    Channel
blas                      1.0                mkl
ca-certificates           2022.4.26          hecd8cb5_0
certifi                   2022.6.15          py37hecd8cb5_0
intel-openmp              2021.4.0           hecd8cb5_3538
libcxx                    12.0.0             h2f01273_0
libffi                    3.3                hb1e8313_2
mkl                       2021.4.0           hecd8cb5_637
mkl-service               2.4.0              py37h9ed2024_0
mkl_fft                   1.3.1              py37h4ab4a9b_0
mkl_random                1.2.2              py37hb2f4e1b_0
ncurses                   6.3                hca72f7f_3
```

Assume we want to install a new package in the active environment (py37t), enter the command:

```
conda install numpy
```

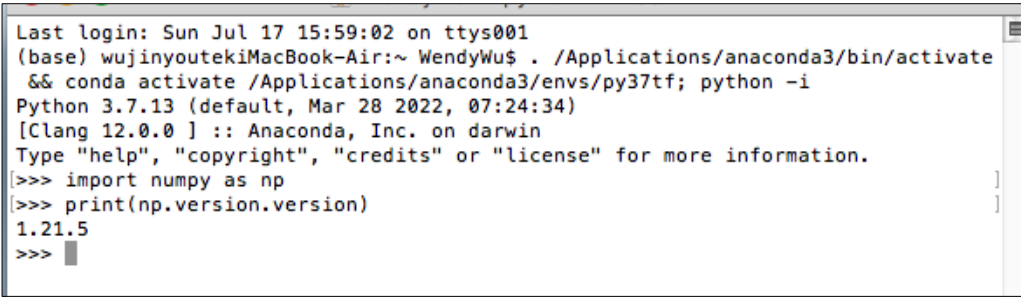
and then enter “y” to proceed.

Check the package Numpy is properly installed by running “*conda list*” again.

Or you can try the following code to use the Numpy package.

```
python
import numpy as np
print(np.version.version)
quit()
```

You will see the similar results as followings.

i A terminal window showing the process of activating a conda environment and using Numpy. The output shows the activation of the 'py37tf' environment, the Python version (3.7.13), and the successful import of Numpy with version 1.21.5.

```
Last login: Sun Jul 17 15:59:02 on ttys001
(base) wujinyoutekiMacBook-Air:~ WendyWu$ . /Applications/anaconda3/bin/activate
&& conda activate /Applications/anaconda3/envs/py37tf; python -i
Python 3.7.13 (default, Mar 28 2022, 07:24:34)
[Clang 12.0.0 ] :: Anaconda, Inc. on darwin
Type "help", "copyright", "credits" or "license" for more information.
[>>> import numpy as np
[>>> print(np.version.version)
1.21.5
[>>> ]
```

Update a package in the current environment, for example

```
conda update numpy
```

Deactivate the current environment:

```
deactivate
```

*LINUX, macOS: source deactivate

You can find more conda commands from this [documentation](#).