



Get to know

Class Overview

- Recap
- Collections
- Lists
- Tuples
- Dictionaries
- Exercises



Recap



Recap

- Variable: Containers for storing data values
 - Variables are created by assigning a value to them: some_variable = "John Doe"
- **Built-In Data Types:** Variables have always a type (which can change)

```
String: a = "Some text"
```

 \circ Integer: b = 3

 \circ Float: c = 3.14159

o Boolean: d = True

• Conditions: Commands for handling decisions

if 4 > 5:
 print("A")
elif True:
 print("B")
else:
 print("C")

• **Loops:** To iterate over a sequence

```
for i in range(3):
    print(i)
```



Programming Theory

- Algorithms:
 - A set of rules or steps used to solve a problem
 - Examples: A cooking recipe or an average calculator
- Data Structures:
 - A particular way of organizing data in a computer
 - Examples: Lists, tuples, dictionaries and sets

Collections

- **Motivation:** Often a "normal" variable is not enough to represent your data
 - Example: How to represent a shopping list for a supermarket?
 - o String:

```
shopping_list = "Cheese Bread Milk Eggs Butter"
```

- How to manipulate? Delete Bread?
- **Definition:** A collection is a grouping of some variable number of data items
- Advantages: A collection is useful because we can carry many values around in one convenient package
 - Example: List with items
 - o List:

```
shopping list = ["Cheese", "Bread", "Milk", "Eggs", "Butter"]
```

o Delete item:

```
shopping_list.remove("Bread")
```



Lists



Lists

- Lists are changeable (mutable) sequences, typically used to store collections of similar (homogenous) items
- Lists as many other data structures can be created in many ways. In the following the two most common:
 - With the list() function you can create an empty list:

```
shopping_list = list()
```

• With square brackets:

```
shopping list = ["Cheese", "Bread", "Milk", "Eggs", "Butter"]
```

- Items in a list can be accessed with square brackets and passing the index number:
 - o Get third item on the list:





Lists: Properties

Ordered

```
abc = ["a", "b", "c"]
cba = ["c", "b", "a"]
abc != cba
```

• Can contain arbitrary objects

```
random_list = ["Milk", 3, 2.3, shopping_list]
```

Mutable (changeable) and dynamic (changes in size, memory usage)

```
random_list.append("Bread")
random_list[2] = "Eggs"

del random_list[3]
```



Lists: Slicing

- Slicing is used to get elements of a list in a range
- The format for list slicing is [start:stop:step]
- The sliced list will then go from start to stop-1
- Examples:

```
numbers = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
print(numbers[4])
print(numbers[4:])
print(numbers[4:7])
print(numbers[1:9:2])
```

Lists: Useful methods

- append(element) \rightarrow Adds an element at the end of the list
- **count**(element) → Returns the number of elements with the specified value
- index(element) → Returns the index of the first element with the specified value
- insert(element) → Adds an element at the specified position
- remove(element) → Removes the first item with the specified value
- reverse() \rightarrow Reverses the order of the list
- $sort() \rightarrow Sorts the list$

Lists (more methods)

Concatenation

```
abc = ['a', 'b', 'c']
defg = ['d', 'e', 'f', 'g']
```

Lengthlen(abc)

Math

```
sum([1, 3, 5])
min([1, 3, 5])
max([1, 3, 5])
```

```
abc + defg -> ['a', 'b', 'c', 'd', 'e', 'f', 'g']
```



Tuples



Tuples

- Tuples are not changeable (immutable) sequences, typically used to store collections of heterogeneous data
- Tuples as many other data structures can be created in many ways. In the following the two most common:
 - With round brackets:

```
person = ("Female", 37, "Anna")
```

• With tuple() function:

```
person = tuple("abc")
```

• Items in a tuple can be accessed with square brackets and passing the index number:

```
print("Gender: " + person[0] + "\nAge: " + str(person[1]) + "\nName: " +
person[2])
```



Tuples: Properties

- Ordered
- Can contain arbitrary objects
- Immutable (Not changeable)

```
person[2] = "Ana"
```

- ☐ TypeError: 'tuple' object does not support item assignment
- Not dynamic

Tuples: Slicing

• Same as with lists

```
print(letters[0:2])
```

Tuple: Methods

- count(): Returns the number of times a specified value occurs in a tuple
- index(): Searches the tuple for a specified value and returns the position of where it was found
- Concatenation

```
abc = ('a', 'b', 'c')
defg = ('d', 'e', 'f', 'g')
```

• Length

```
len(abc)
```

Math

```
sum((1, 3, 5))
min((1, 3, 5))
max((1, 3, 5))
```

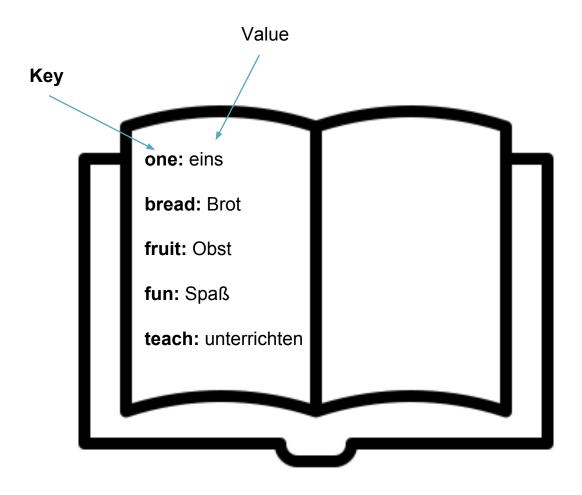


Dictionaries



Intuition

• What is a dictionary?





Dictionaries

- A dictionary is a collection of **key-value pairs** which is ordered, changeable and do not allow duplicates.
- Dictionaries can be created with:
 - Curly brakets, keys and values:

```
animal = {"Type": "Mammal", "Legs": 4, "Name": "Elephant"}
```

• With the dict() constructor:

```
animal = dict(Type="Mammal", Legs=4, Name="Elephant")
```

• Values can be accessed by passing the key:

```
animal["Name"]
```



Dictionaries Properties

Ordered

```
d1 = {\text{"a": 1, "b": 2, "c": 3}}
```

• Changeable

$$d1["a"] = 0$$

• Dynamic in size

```
d1["d"] = 4
d1.update({"e": 5})
```

Duplicates Not Allowed (Values get re-written)

```
d1["d"] = 99
```

• Can contain arbitrary objects (even data structures as values)

```
d2 = {
1: "a",
"b": 2,
2.4: 0x4567,
"the abc": ["a", "b", "c", "d"],
"a dict": {
1: "a",
2: "b"
}
```

Useful Methods



- $clear() \rightarrow Removes all key-value pairs from the dictionary.$
- $get(key, default=None) \rightarrow Returns the value for a key, or a default if the key is not found.$
- $keys() \rightarrow Returns a list-like view of all keys.$
- values() \rightarrow Returns a list-like view of all values.
- $items() \rightarrow Returns a list-like view of key-value pairs as tuples.$
- $pop(key, default=None) \rightarrow Removes and returns the value of a key, or returns default if the key is missing.$
- $update(dict2) \rightarrow Adds$ or updates key-value pairs from another dictionary.



Iterables



Ranges

- The range type represents an immutable sequence of numbers and is commonly used for looping a specific number of times in for loops.
- Ranges can be initialized with the function range(start, stop[, step])

```
odd_numbers = range(1, 11, 2)
```



Iterables

- **Definition:** An iterable is any Python object capable of returning its members one at a time, permitting it to be iterated over in a for-loop.
- List, tuples, dictionaries and sets are iterables!
- Example 1: Print odd numbers from 1 to 9:

```
for i in range(1, 11, 2):
    print(i)
```

• Example 2: Print names of list:

Mnemonic **variables**: serve as placeholders for each item in the iteration.

```
names_list = ["Noah", "Emma", "Oliver", "Charlotte", "Elijah", "Amelia",
"James" ,"Ava"]

for names in names_list:
    print(names)
```



Dictionaries

• Iterate over keys:

```
for key in elephant:
    print(key)
```

• Iterate over values:

```
for value in elephant.values():
    print(value)
```

• Iterate over keys and values

```
for key, value in elephant.items():
    print(key, ": ", value)
```



Exercises



Exercise 1 (lists):

Create a shopping list with 5 elements:

- Define an empty shopping list using the function command
- Add two elements "Cake" and "Napkins" to the shopping list, by using insert (position, "Element")
- Add two more elements ["Balloons", "Confetti"] using append ("Element")
- Sort the shopping list alphabetically
- Remove the second element from your list



Exercise 2

1. How many times does each word appear in the following scientific text? Create a list of tuples with the following structure: [("word_1", count_1), ("word_2", count_2), ...]

We study methods for estimating model uncertainty for neural networks (NNs) in regression. To isolate the effect of model uncertainty, we focus on a noiseless setting with scarce training data. We introduce five important desiderata regarding model uncertainty that any method should satisfy. However, we find that established benchmarks often fail to reliably capture some of these desiderata, even those that are required by Bayesian theory. To address this, we introduce a new approach for capturing model uncertainty for NNs, which we call Neural Optimization-based Model Uncertainty (NOMU). The main idea of NOMU is to design a network architecture consisting of two connected sub-NNs, one for model prediction and one for model uncertainty, and to train it using a carefully-designed loss function. Importantly, our design enforces that NOMU satisfies our five desiderata. Due to its modular architecture, NOMU can provide model uncertainty for any given (previously trained) NN if given access to its training data. We evaluate NOMU in various regressions tasks and noiseless Bayesian optimization (BO) with costly evaluations. In regression, NOMU performs at least as well as state-of-the-art methods. In BO, NOMU even outperforms all considered benchmarks.

- Step 1: Convert text to a list of words with .split()
- Step 2: Create a list with all unique words
- Step 3: Iterate over all unique words, count occurrences and save into a list
- 2. Print all the words that appear more than three times in the text
- 3. Do 1. and 2. using a dictionary, i.e. create a dict like {"word1": count_1, "word2": count_2,...}



Nested Data Structures

- Nested data structures are **data structures inside other data structures**. They allow complex, hierarchical data representation.
- Examples:

• Nested dictionary:

```
zoo = {
    "elephant": {
        "species": "African Elephant",
        "weight_kg": 6000
    },
    "tiger": {
        "species": "Bengal Tiger",
        "weight_kg": 220
    }
}
```

• List of dict:

```
students = [
    {"name": "Alice", "grades": [85, 90, 78]},
    {"name": "Bob", "grades": [92, 88, 84]}
```



Exercise 3

We have a list of students and their grades:

```
[{'name': 'Student_1', 'grades': [55, 87, 59, 92, 77]},
{'name': 'Student_2', 'grades': [69, 62, 87, 67, 98],
...}
```

- 1. Calculate the average for each student and add it to the dictionary
- 2. Calculate the average for all students

Before you go...

Please take 2 minutes to give us feedback on today's lesson.

This feedback is **anonymous** and only seen by **the DCP team!**



Scan the QR code or go to:

Questions?

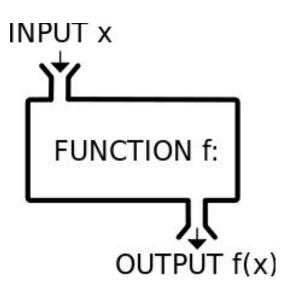


Functions

- A function is a block of code which only runs when it is called.
- You can pass data, known as parameters, into a function.
- A function can return data as a result.
- You already know many functions like print (...)
- In Python a function is defined using the def keyword
- Example 1: Function with return value:

```
def sum_three_numbers(x, y, z):
    return x+y+z

result = sum_three_numbers(1, 2, 3)
print(result)
```





Functions (continued)

• Example 2: Function without return value