

# Unit 1: Python Libraries

# Introduction to Python



## Python: Overview

Python is a **dynamically typed, interpreted** programming language

Created by Guido van Rossum in 1991

Maintained by the Python Software Foundation

Design philosophy: simple, readable code

Python syntax differs from R, Java, C/C++, MATLAB

whitespace delimited

limited use of brackets, semicolons, etc



# Python: Overview

Python is a **dynamically typed, interpreted** programming language

Created by Guido van Rossum in 1991

Maintained by the Python Software Foundation

Design philosophy: simple, readable code

Python syntax differs from R, Java, C/C++, MATLAB  
whitespace delimited  
limited use of brackets, semicolons, etc

In many languages, when you declare a variable, you must specify the variable's **type** (e.g., int, double, Boolean, string). Python does not require this.



# Python: Overview

Python is a **dynamically typed** **interpreted** programming language

Created by Guido van Rossum in 1991

Maintained by the Python Software Foundation

Design philosophy: simple, readable code

Python syntax differs from R, Java, C/C++, MATLAB

whitespace delimited

limited use of brackets, semicolons, etc

Some languages (e.g., C/C++ and Java) are **compiled**: we write code, from which we get a runnable program via **compilation**. In contrast, Python is **interpreted**: A program, called the **interpreter**, runs our code directly, line by line.

**Compiled vs interpreted languages:** compiled languages are (generally) faster than interpreted languages, typically at the cost of being more complicated.

# Data

- Data is raw information, and
- analysis of data is the systematic process of **interpreting** and **transforming** that data into **meaningful** insights.

# Data Analysis

- Data analysis involves **inspecting, cleansing, transforming, and modeling** data to extract **useful information**, draw **conclusions**, and support **decision-making**.
- Typically focuses on interpreting **existing data** to find **patterns, trends, relationships** (within the dataset), and **insights**.
- **Common tools** include Excel, SQL, R, Python (with libraries like Pandas and Matplotlib), and statistical software.
- Provides descriptive statistics, visualizations, and reports that summarize the data.

# Data Science

- Data science is a **multidisciplinary** field that uses scientific methods, processes, algorithms, and systems to **extract** knowledge and insights from structured and unstructured data.
- Encompasses **data analysis**, **predictive** modeling, **machine learning**, and **big data** technologies. It often involves **developing** new algorithms and **models** to make data-driven **decisions** or **predictions**.
- Includes tools and languages like Python, R, SQL, Hadoop, Spark, TensorFlow, and more. Data scientists also use advanced statistical techniques and machine learning algorithms.
- Builds predictive models, and automated systems, and provides deeper insights that can drive strategic decisions and innovations.

# Data Analytics

- Data analytics refers to the process of examining datasets to draw conclusions about the information they contain, often with the help of specialized systems and software.
- It can **overlap** with both data analysis and data science but is often more focused on specific business applications.



# Comparison

- **Data Analysis:** Understanding and interpreting **historical data**. (less complex, reporting, trend analysis, business intelligence)
- **Data Science:** Building models and algorithms for future predictions and automated decision-making. (more complex, product development, **personalized recommendation**, AI application)
- **Data Analytics:** Applying data insights to specific business contexts and problems. (market analysis, customer insights, strategic planning)

# Python

- Python – interpreted language (Python interpreter runs program by executing one statement at a time)
- Is dynamically typed language
- Install – pip install python
- Standard interactive python interpreter – is invoked on command line with **python** command

```
C:\Users\SONAM>python
Python 3.12.4 (tags/v3.12.4:8e8a4ba, Jun  6 2024, 19:30:16) [MSC v.1940 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

- Python script file is saved as **.py** files

# Introduction to iPython and Jupyter Notebook

## **IPython**

- Interactive command-line terminal for python
- is the component in the standard scientific Python toolset that ties everything together.
- provides a robust and productive environment for interactive and exploratory computing.
- is an enhanced Python shell designed to accelerate the writing, testing, and debugging of Python code.
- also provides A Mathematica-like HTML notebook for connecting to IPython through a web browser
- IPython is designed for both interactive computing and software development work.
- installation –pip install ipython

# Introduction to iPython and Jupyter Notebook

## IPython Basics

- IPython command is used to launch

```
C:\Users\SONAM>ipython
Python 3.12.4 (tags/v3.12.4:8e8a4ba, Jun  6 2024, 19:30:16) [MSC v.1940 64 bit (AMD64)]
Type 'copyright', 'credits' or 'license' for more information
IPython 8.26.0 -- An enhanced Interactive Python. Type '?' for help.
```

```
In [1]: a=5
```

```
In [2]: a
```

```
Out[2]: 5
```

```
In [3]: |
```

# Introduction to iPython and Jupyter Notebook

**Jupyter notebook** – web-based

- Use to work with larger blocks of code
- Is a type of interactive document for code, text, data visualization
- **Install** from cmd in window – pip install notebook
- Uses command – jupyter notebook
- File - **.ipynb**

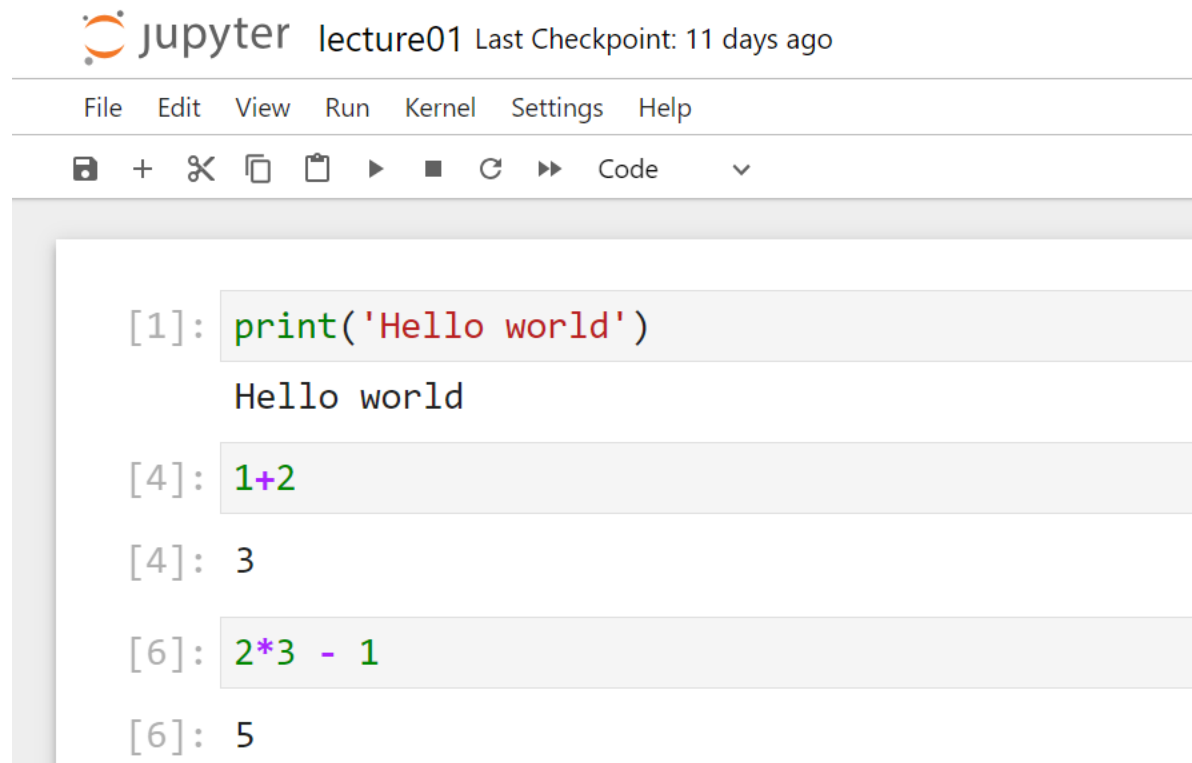
# Introduction to iPython and Jupyter Notebook

## Jupyter notebook

```
C:\Users\SONAM>jupyter notebook
[I 2024-08-16 14:58:45.312 ServerApp] Extension package jupyter_lsp took 0.2671s to import
[I 2024-08-16 14:58:46.032 ServerApp] Extension package jupyter_server_terminals took 0.7263s to import
[I 2024-08-16 14:58:47.794 ServerApp] jupyter_lsp | extension was successfully linked.
[I 2024-08-16 14:58:47.794 ServerApp] jupyter_server_terminals | extension was successfully linked.
[I 2024-08-16 14:58:47.810 ServerApp] jupyterlab | extension was successfully linked.
[I 2024-08-16 14:58:47.820 ServerApp] notebook | extension was successfully linked.
[I 2024-08-16 14:58:48.375 ServerApp] notebook_shim | extension was successfully linked.
[I 2024-08-16 14:58:48.689 ServerApp] notebook_shim | extension was successfully loaded.
[I 2024-08-16 14:58:48.704 ServerApp] jupyter_lsp | extension was successfully loaded.
[I 2024-08-16 14:58:48.704 ServerApp] jupyter_server_terminals | extension was successfully loaded.
[I 2024-08-16 14:58:48.723 LabApp] JupyterLab extension loaded from E:\SONAM\Python\Lib\site-packages\jupy
[I 2024-08-16 14:58:48.723 LabApp] JupyterLab application directory is E:\SONAM\Python\share\jupyter\lab
[I 2024-08-16 14:58:48.723 LabApp] Extension Manager is 'pypi'.
```

# Introduction to iPython and Jupyter Notebook

## Jupyter notebook



The screenshot displays the Jupyter Notebook interface. At the top, the Jupyter logo is followed by the text "lecture01" and "Last Checkpoint: 11 days ago". Below this is a menu bar with options: File, Edit, View, Run, Kernel, Settings, and Help. Underneath the menu bar is a toolbar with icons for saving, adding a new notebook, opening a recent notebook, cloning a notebook, running a cell, interrupting the kernel, refreshing the page, and a dropdown menu currently showing "Code". The main area contains three code cells. The first cell has the input `[1]: print('Hello world')` and the output "Hello world". The second cell has the input `[4]: 1+2` and the output `[4]: 3`. The third cell has the input `[6]: 2*3 - 1` and the output `[6]: 5`.

```
jupyter lecture01 Last Checkpoint: 11 days ago
```

File Edit View Run Kernel Settings Help

Save + Open Recent Clone Run Interrupt Refresh Code ▾

```
[1]: print('Hello world')
      Hello world
```

```
[4]: 1+2
[4]: 3
```

```
[6]: 2*3 - 1
[6]: 5
```

# Essential Python Libraries

- **NumPy**
- Short for **Numerical Python**, is the foundational package for scientific computing in Python.
- For numerical data, NumPy arrays are a much more efficient way of storing and manipulating data than the other **built-in** Python **data structures**.
- many other python libraries are built on NumPy

Link: <http://www.numpy.org/>



# Essential Python Libraries

- **Pandas**
- adds data structures and tools designed to work with table-like data – DataFrame (a twodimensional tabular, column-oriented data structure with both row and column labels)
- provides tools for data manipulation: reshaping, merging, sorting, slicing, aggregation etc.
- allows handling missing data

Link: <http://pandas.pydata.org/>

# Essential Python Libraries

- **Matplotlib**
- matplotlib is the most popular Python library for producing plots and other 2D data visualizations.
- It is well-suited for creating plots suitable for publication.
- integrates well with IPython, thus providing a comfortable interactive environment for plotting and exploring data.
- line plots, scatter plots, barcharts, histograms, pie charts etc.

Link: <https://matplotlib.org/>

# Essential Python Libraries

- **SciPy**
- SciPy is a **collection** of packages addressing a number of different standard problem domains in scientific computing.
- collection of algorithms for **linear algebra, differential equations**, numerical integration, optimization, statistics and more
- built on NumPy
- Together, NumPy and SciPy form a reasonably complete and mature computational foundation for many traditional scientific computing applications.

Link: <https://www.scipy.org/scipylib/>

# Essential Python Libraries

- **SciKit-Learn:**
- provides machine learning algorithms: classification, regression, clustering, model validation etc.
- built on NumPy, SciPy and matplotlib

Link: <http://scikit-learn.org/>

# Essential Python Libraries

- **Statsmodels**
- Is a statistical analysis packages, implemented number of regression analysis models
- Compared to scikit-learn, statsmodels contains algorithms for classical (primary frequents) statistics and econometrics.
- Is focused more on statistical inference, providing uncertainty estimates and p-values for parameters, scikit-learn by contrast, is more prediction -focused

Link: <https://www.scipy.org/scipylib/>

# Exercise

```
print('Hello world')
```

```
print("Hello world!")
```

1

1+2

2\*3

# Exercise

$$2*3$$

$$2*3-1$$

$$2**7$$

$$6/3$$

$$8//3$$

# Exercise

`8%3`

`type(42)`

`type(2.7178)`

`type("bird")`



# Exercise

```
approx_pi = 3.141592
```

```
type(approx_pi)
```

```
pi_int = int(approx_pi)
```

```
type(pi_int)
```

```
pi_int
```

# Exercise

```
int_from_str = int('8675309')
```

```
type(int_from_str)
```

```
int_from_str
```

```
float_from_int = float(42)
```

```
type(float_from_int)
```

# Exercise

```
goat_int = int('goat')
```

```
answer = 2*does_not_exist
```

```
'one' * 'two'
```

```
'cat' + 'dog'
```

```
'goat'*3
```

# Exercise

```
import math  
rt2 = math.sqrt(2)  
print(rt2)
```

```
a=2b=3  
math.pow(a,b)
```

# Exercise

```
def print_wittgenstein():  
    print('Die Welt ist Alles')  
    print('was der Fall ist.')
```

# Exercise

```
def print_wittgenstein(bread):  
    print(bread)  
    print('Die Welt ist Alles')  
    print('was der Fall ist.')
```

# Python Internet modules

- Python offers several modules that make working with the internet and handling network-related tasks easier
- provides **two levels** of access to network programming.
- These are –
  - **Low-Level** Access: At the low level, you can access the basic socket support of the operating system. You can implement client and server for both connection-oriented and connectionless protocols.
  - **High-Level** Access: At the high level allows to implement protocols like HTTP, FTP, etc.

# Python Internet modules

- **requests**
  - The requests module is a simple and easy-to-use library for making HTTP requests.
  - It allows you to send HTTP requests with methods such as GET and POST.
- **http client**
  - The http.client module is part of Python's standard library and can be used for making HTTP requests.



# Python Internet modules

- **urllib**
- The urllib module is a part of Python's standard library and provides a set of functions and classes for **URL handling** and **web requests**.
- **BeautifulSoup** (for web scraping)
- While not strictly for internet connections, BeautifulSoup is often used in conjunction with requests or urllib to parse HTML and extract data from web pages.

# Python Internet modules

- **smtplib** (for sending emails)
- The smtplib module defines an SMTP client session object that can be used to send mail to any Internet machine with an SMTP or ESMTP listener daemon.
- **Socket**
- The socket module provides access to the **low-level** networking interface, enabling the **creation** of network **connections** and handling **data transfer**.

# Basic Concept

- **Sockets:** A socket is an **endpoint** in a network communication.
- **Server:** A server listens for incoming connections.
- **Client:** A client initiates a connection to the server.
- **IP Address:** A unique address that identifies a device on a network.
- **Port:** An endpoint for network communication on a device.



# Sockets library

- Python's socket module provides a way to communicate over the network using standard protocols like TCP/IP. It's a fundamental module for low-level network programming.
- **TCP and UDP**
- TCP (Transmission Control Protocol): **Reliable, connection-oriented** communication.
- UDP (User Datagram Protocol): **Unreliable, connectionless** communication.

# Sockets Module/Library

- The primary socket API functions and methods in this module are:
  - `socket()`
  - `.bind()`
  - `.listen()`
  - `.accept()`
  - `.connect()`
  - `.connect_ex()`
  - `.send()`
  - `.recv()`
  - `.close()`

# Creating TCP Server

we have to include the socket module

```
# import the socket library  
import socket
```

```
#reserve port on server  
port = 40674  
  
# server address  
server_address = 'localhost'
```

# Creating TCP Server

```
# create a socket object - Create a TCP/IP socket  
server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
```

```
# bind to port  
server_socket.bind((server_address, port))  
# print ("socket binded to %s" %(port))
```

# Creating TCP Server

```
# put the socket into listening mode
server_socket.listen()
print ("socket is listening")
```



# Creating TCP Server

```
# loop connection with client until interrupted
while True:
    #establish the connection with client
    client_socket, client_address=server_socket.accept()
    print ('Got connection from', client_address )

    # Receive data from client
    data = client_socket.recv(1024)
    print(f"Received: {data.decode()}")

    # close the connection with the client
    client_socket.close()
```

# Creating TCP Client

```
# import the socket library
import socket

# Define server address and port
server_port = 40674
server_address = 'localhost'

# Create a TCP/IP socket
client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
```

# Creating TCP Client

```
# Create a TCP/IP socket  
client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
```

```
# Connect to the server  
client_socket.connect((server_address, server_port))
```

# Creating TCP Client

```
# Send and receive data  
message = "Hello, Server!"  
client_socket.sendall(message.encode())
```

```
# Close the connection  
client_socket.close()
```

# TCP Client

```
# Send and receive data  
message = "Hello, Server!"  
client_socket.sendall(message.encode())
```

# TCP Server

```
# send message to client  
client_socket.send(b'Thank you for connecting')
```