Jupyter_quick_tour

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```
[1]: from IPython.core.interactiveshell import InteractiveShell
InteractiveShell.ast_node_interactivity = "all"

# Reload all modules imported with %aimport
%load_ext autoreload
%autoreload 1

%matplotlib inline
```

1 Jupyter

- Notebooks
 - a vehicle to communicate your thoughts to others
 - a container for code, text, graphics
 - a Web-based IDE
- Jupyter is a notebook server
 - Server either local or in cloud
 - client usually on local machine
 - Multi-language
 - * Jupyter is short for: Julia, Python, R

2 Jupyter: a vehicle for communication (NOT just coding)

- Code and "mark-down"
- Lectures via Notebooks!
- Assignments
 - Your notebooks are your "lab notebook"
 - * The final result is not always the most interesting part!
 - · Process and what you learned on the journey is important
 - * Define the problem you are working on
 - * Describe and explore the data
 - · what were the challenges? Cleaning? Transformation?
 - * Overview of your methodology/research method
 - * Experiments conducted/results, both success and failure

- * Describe your steps in English, followed by code
- Code-only: limited credit!

Tip: It's a movie not a photograph!

2.1 Jupyter tour

- Jupyter dashboard
- Header and body
- Command mode/edit mode
 - Keyboard shortcuts
- Types of Cells
 - Cells can contain either code or markdown (e.g., text)
 - * Code shows your solution
 - * Markdown used to tell the story of your journey

2.2 Jupyter markdown

- Markdown
 - Markdown cheat sheet
 - Equations, categorized

A couple of great tools - Detexify - hand-drawn symbols convert to TeX! - Mathpix - Screen-shot to markdown!

2.3 Introspection

- TAB completion
 - Data properties
- ?
- Function help
- ??
 - Code inspection

Sample notebook

2.4 Checkpoints

- Jupyter will save a snapshot ("checkpoint") each time you save your notebook
- Jupyter will auto-save your notebook as you change it
 - You can discard the auto-saved changes by reverting back to a checkpoint