# Machine Learning and Data Analysis with Python

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# Outline



Introduction to Python

#### Additional Resources



The following are additional resources, all free and available online, that you should use to learn Python.

- Think Python: How to think like a computer scientist http://www.greenteapress.com/thinkpython A free but actually professionally done and published textbook.
- Google Developers Python Class https://developers.google.com/edu/python A short course from Google, but has a good set of videos to cover the basics.
- Software Carpentry Python Lectures
   http://software-carpentry.org/v4/python/index.html Well done
   video lectures part of a larger course on scientific software development.

# Declaring Variables



- Python is a high-level interpreted language.
- Python does not force you to declare variable types.
- Type is inferred from assigned value.
- Python manages memory for you, will garbage collect unreferenced data.

## Variable Declaration

```
x = 1
y = x + 3
print x, y
print type(x)

1 4
<type 'int'>
```

# Operations on Variables



- Python includes all of the arithmetic and boolean operations with same syntax as C, Java, etc.
- Arithmetic operators use standard order of precedence: () \*\* \* / % + -
- Boolean operators: == != < > <= >=

# Operators Example

```
x = (3 + 5) * 2 ** 3
print x
print x <= 5</pre>
64
False
```

#### **Functions**



- A function is a named sequence of statements that performs a computation.
- Python uses def to define a new function.
- All Python functions return results, if you don't specify result using return, then None is returned as function value.

# Function Example

```
def sum_ceiling(x, y, z, ceiling):
    """Return the sum of x+y+z if it is less than
    maximum ceiling. Otherwise return the ceiling"""
    s = x + y + z
    if s < ceiling:
        return s
    else:
        return ceiling

print sum_ceiling(3, 8, 11, 20)
print sum_ceiling(1, 2, 3, 99)</pre>
```

#### Built In Data Structures: Lists



- Lists are sequences of values.
- The list values do not have to be of the same type (unlike a C or Java array).
- Lists are indexed by an integer value, starting at 0.
- Lists can be changed, values added or removed, etc.

# List Example

```
states = ['Alaska', 'Alabama', 'Texas', 'Mississippi']
print states[0]  # first item in list
print states[1:3]  # items 1 up to but not including 3 of list
print states[-1]  # last item in list
states[2] = 'California'
print states
Alaska
['Alabama', 'Texas']
Mississippi
['Alaska', 'Alabama', 'California', 'Mississippi']
```

## Built In Data Structures: Dictionaries



- Dictionaries map an arbitrary key to a value (key->value pair).
- Dictionaries are mutable, values can be changed, added or removed.

# Dictionary Example

# Built In Data Structures: Tuples



- Tuples are immutable lists, they can't be changed.
- We mention because you will run across them early, for example to return multiple values from a function, Python programmers often return a tuple of values.

# Tuples Example def find\_min\_max(1): """Return the minumum and maximum values in the list l""" minimum = min(1) maximum = max(1) return (minimum,maximum) 1,h = find\_min\_max([9, 8, 2, 11, 42, 10]) print "Minimum was: ", 1 print "Maximum was: ", h Minimum was: 2 Maximum was: 42

## Control flow



The power of an algorithmic programming language comes from

- Repetition: the ability to repeat some varying set of calculations many times.
- Selection: the ability to do one thing rather than another.

#### Conditional Execution



- The basic condition else construct.
- Python has no switch statement for chained conditions
- Usually we perform one action or another dependent on a boolean expression.

# statement is the if elsif Conditional Execution Example

```
x = 'blue'
v = 42
if x == 'green' and y < 20:
    print "Small and green"
elif x == 'green' and y >= 20:
    print "Big and green"
elif x == 'blue' and y < 20:
    print "Small and blue"
elif x == 'blue' and v >= 20:
    print "Big and blue"
else:
    print "I don't know"
Big and blue
```

# Repetition



- Python supports while and for loops
- While loops are used to repeat a block until some condition becomes false.
- Can use for loops for an indexed loop, as is typical in C/Java/etc.

```
Index Loop

countries = ['U.S.A', 'France', 'Germany', 'India', 'China']
for i in range(len(countries)):
    print 'index: %d is %s' % (i, countries[i])

index: 0 is U.S.A
index: 1 is France
index: 2 is Germany
index: 3 is India
index: 4 is China
```

# Repetition



 But it is much more common in Python to only need to iterate over the contents of the list/data structure.

# Content Loop

```
countries = ['U.S.A', 'France', 'Germany', 'India', 'China']
for c in countries:
    print 'country %s' % (c)

country U.S.A
    country France
    country Germany
    country India
    country China
```

#### Libraries



- Python has a large collection of standard libraries.
- Use import statement to import library into its own namespace.

# Importing Libraries

```
import random
# roll 2 fair dice
d1 = random.randint(1,6)
d2 = random.randint(1,6)
print d1, d2
if d1 + d2 == 2:
    print "Rolled Snake Eyes"
3 6
```

#### Libraries



- We will be using the numpy and matplotlib libraries
- An alternative form of import can be used to specify a different name space
- By convention, we often import numpy as np and the matplotlib plotting

functions as plt

# Library Conventional Names

```
import numpy as np
import matplotlib.pyplot as plt
print np.__version__
print plt.__doc__
1 7 1
Provides a MATLAB-like plotting framework.
:mod: "matplotlib.pylab' combines pyplot with numpy into a single i
This is convenient for interactive work, but for programming it
is recommended that the namespaces be kept separate, e.g.::
    import numpy as np
    import matplotlib.pvplot as plt
    x = np.arange(0, 5, 0.1);
    y = np.sin(x)
    plt.plot(x, y)
```