Installation of Anaconda Package Manager, Python 3.6 and Machine Learning Libraries

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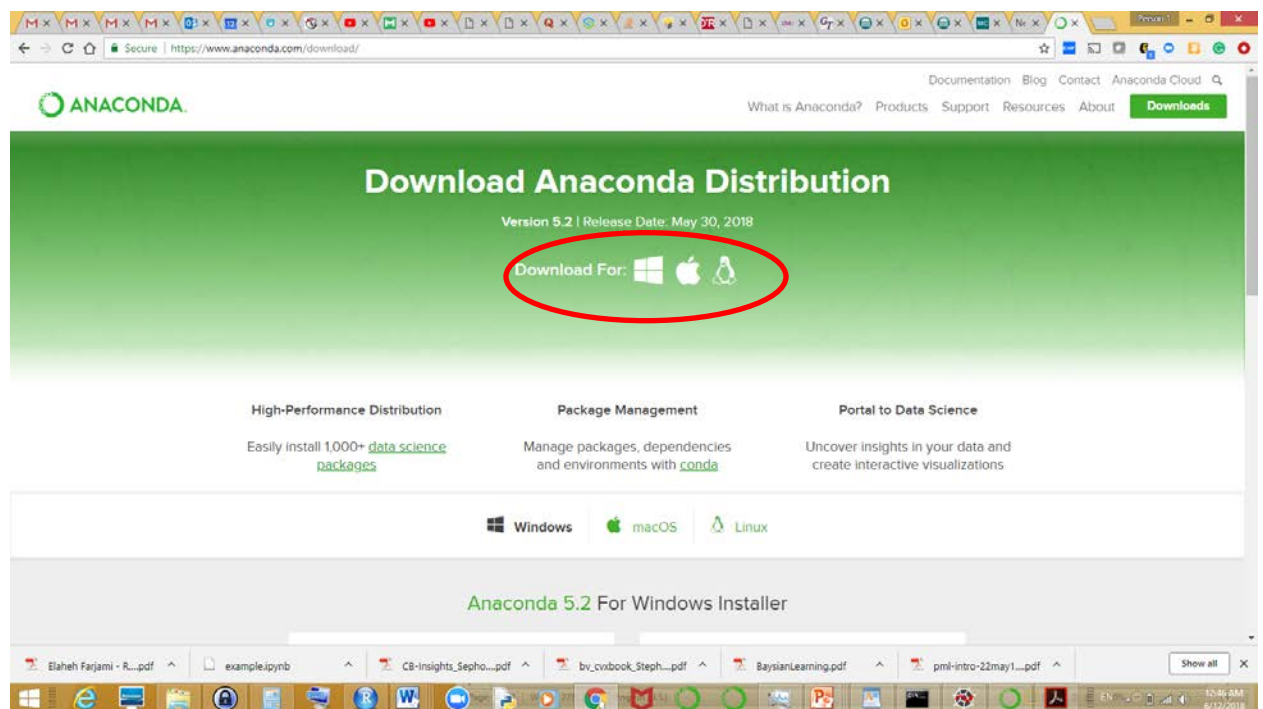
Instructions for installing Anaconda Package Manager and Python 3.6:

1. Follow the link below for downloading Anaconda Environment:

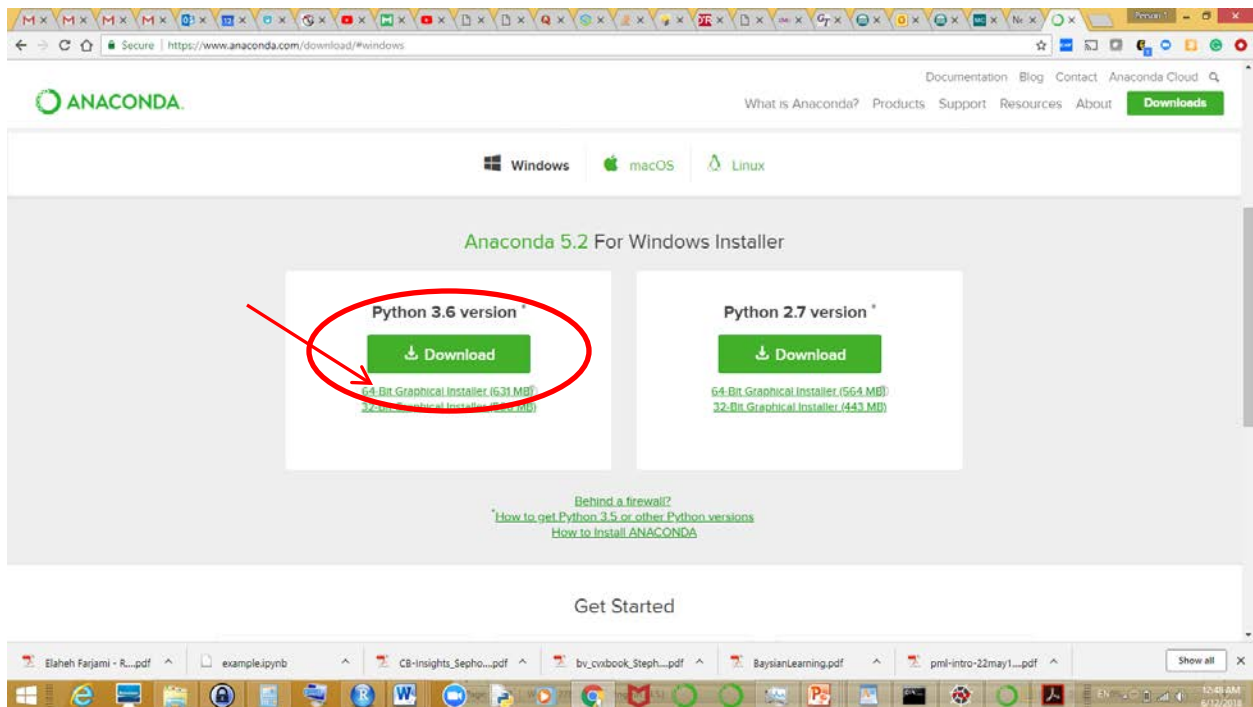   https://www.anaconda.com/download/

2. Click on the type of OS (operating system) you have on your computer, the choices are:
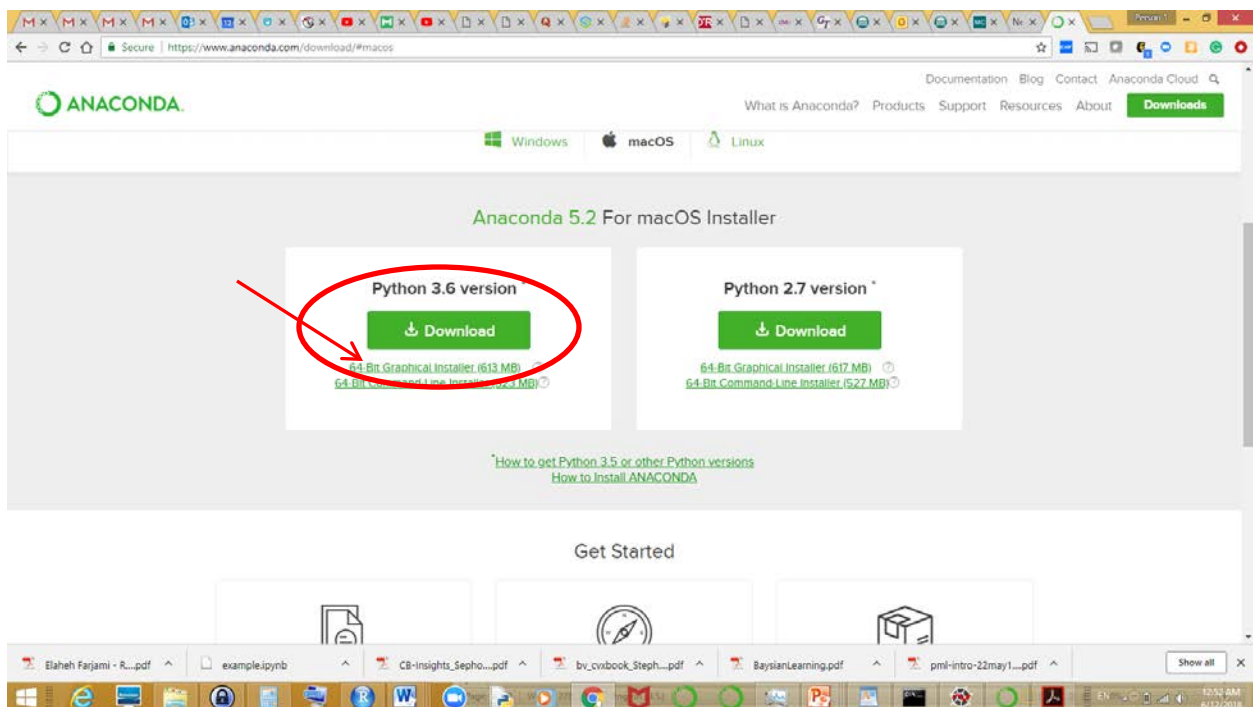
   Windows, MacOS and Linux

3. Scroll down to the bottom of the page and use Python 3.6, 64 bit graphical installer (for windows) and 64-bit graphical installer for MacOS (use a Linux version if you are a Linux user).
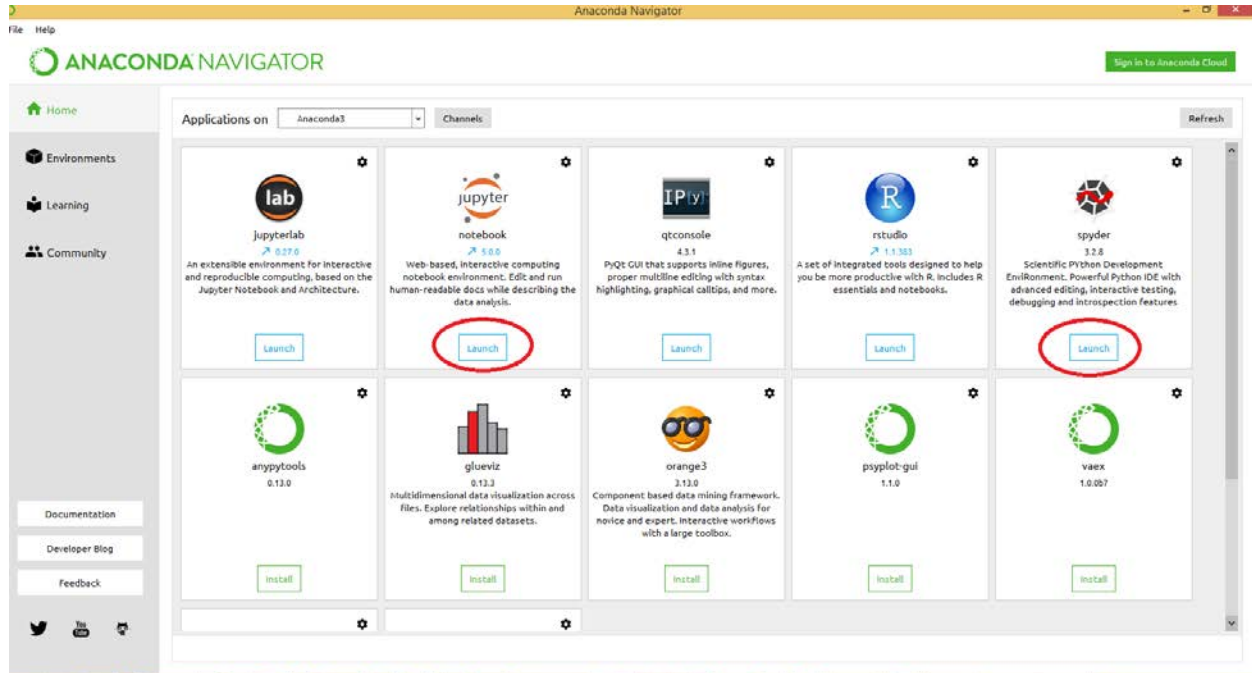
For Mac:

4. After downloading the software, install the package and make a shortcut on your desktop for Anaconda Navigator module so you can easily access the tool.

5. (Important Step in installation) During the installation **make sure to include the Python path in your environment path,** at one step through the installation you will be asked if you want to

add the Python path to your environment variables, do so since it allows easy access to python from every directory on your computer and you won't have problem with package installation later on.

6. Run the Anaconda Navigator. Make sure on the home screen of Anaconda, you can see Jupyter Notebook and Spyder icons. If underneath these programs an install button shows, click on the install and make sure these IDEs get installed.

7. Click on the environment icon on the left side of panel and make sure that four libraries normally used for ML implementation are installed. These libraries should come installed by default. In order to check, click on the Environment icon and type the name of the following libraries:
   a. Numpy
   b. Scipy
   c. Scikit-learn
   d. Pandas
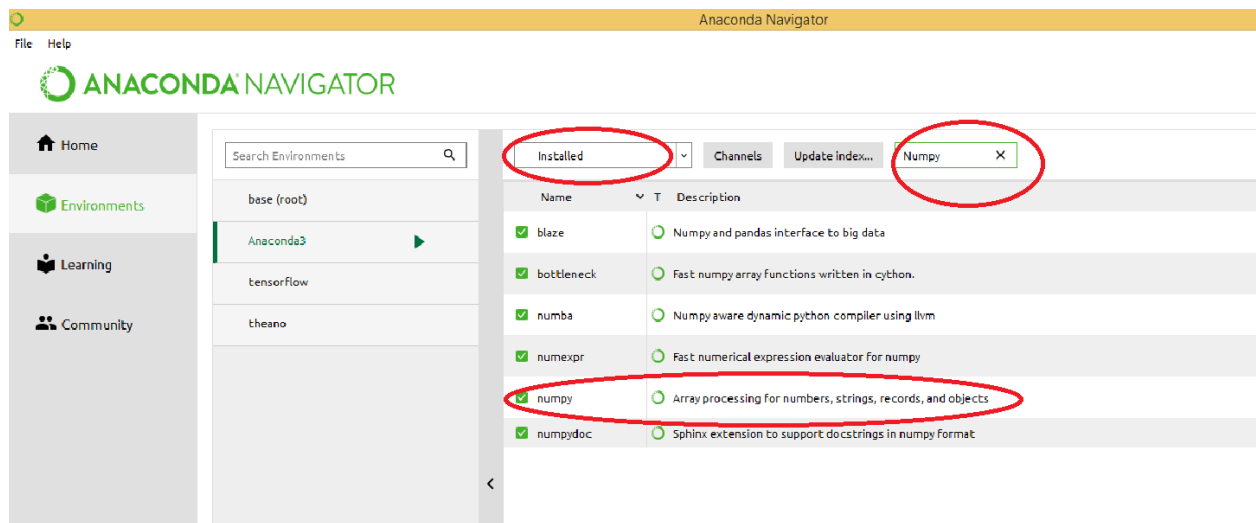
An example for how to check for Numpy library is shown above. You can check for the other libraries in a similar way.

8. I will demonstrate the details of how to use the IDEs and the libraries in class.