Anaconda and jupyter notebook tutorial and installation instructions

Motivation:

Up to this point, most of the programming languages that we have met in other courses in the Technion are highly standardized (C, C++, Java, ML etc').

Meaning they have a very narrow set of versions (C90, C99, C11), that holds (most of the times) 4 important properties that are sometimes taken for granted:

- 1) The versions are backward compatible.
- 2) Libraries are not using each other.
- 3) Libraries are implemented for every version.
- 4) Libraries are stable (don't have many bugs).

The meaning of backward compatibility is that code that was written using C99 syntax, can be compiled as if it is written in C11 standard (again, for most of the language common features).

Libraries are not cross dependent meaning that, for example, if you are calling a function *f* from stdlib, *f* it will not call for functions that are in stdio.

Those properties enable us to just compile the code using a specific standard, which in return will use the same version for every imported library, and that the code will be compiled together successfully.

Python unfortunately lacks all of those properties:

<u>There are many versions of python</u>, and those versions are not always backward compatible. In addition to that, python encourages writing of open source libraries from unofficial entities, and those libraries are almost always using other libraries in their implementation.

This cause a mess of versions control: in order ro run a python project, in addition to the python language version, ones should also provide the versions of all of the libraries that are being used in the code, and to manually make sure that every library is using other libraries with version that are compatible with its own version (in addition to import those nested libraries).

The set of all of the libraries and their versions is called an environment.

Anaconda is basically a tool that manages environments.

For a given version of python, and for every library that is being used, anaconda calculates the dependencies between all of the components and enforce them.

In Anaconda you can create many different environments, and use each one for a specific task.

In addition to that, if you want to use a specific library with a specific version, you can tell Anaconda to do so, and it will calculate the new dependencies and enforce them as well (or tell you that it is impossible).

Installing Anaconda:

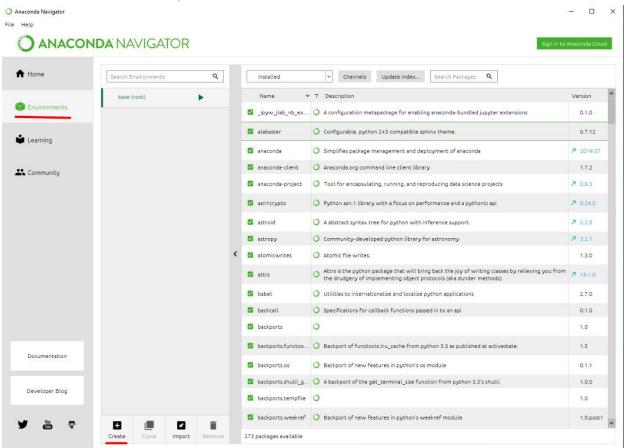
This is relevant for you pc, the server is being set up using a tool named pip, which manually install every library (and its dependent libraries). please refer to the server instruction in the website for full instructions.

Download from the official site: https://www.anaconda.com/distribution/ Install using the instructions at the official site as well: https://docs.anaconda.com/anaconda/install/

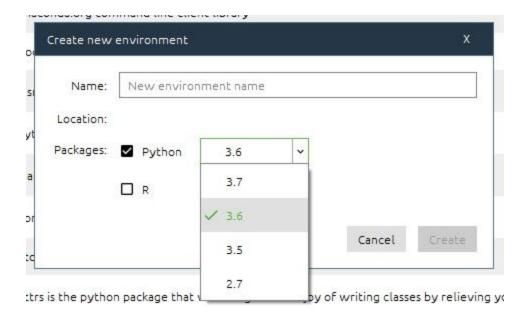
Installation is pretty straightforward.

Using Anaconda:

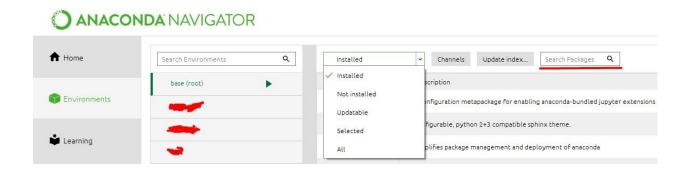
To create an environment, go to environment -> Create:



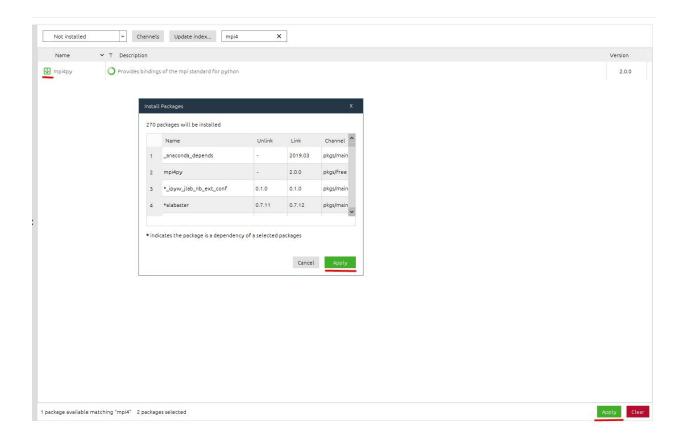
And choose a name and python version:



Adding a library to the environment is done by searching it here, make sure to mark Not installed or All for new libraries:

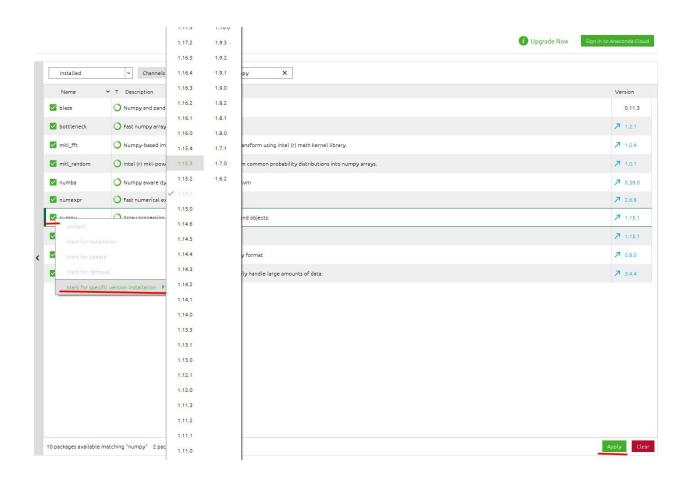


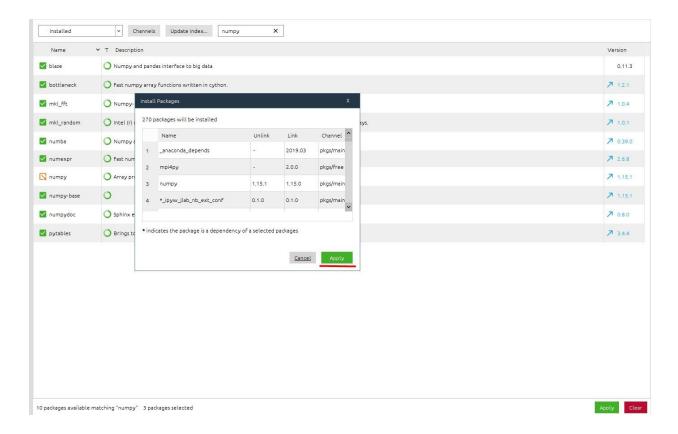
To install a library, select its empty mark location, and hit Apply at the bottom right, this will cause anaconda to calculate the dependencies of the new library (could take up to a few minutes in worst cases), and after that to show you the result for approval:



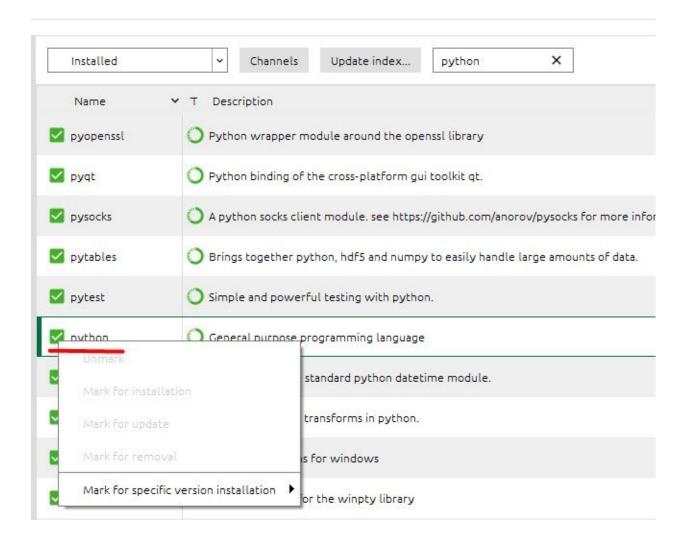
To change a version of a library, hit the (full) mark button of the library, choose a version, and hit the Apply button.

Anaconda will calculate the dependencies of the new version, and make sure that all of the libraries that depends on the current library are still compatible, and if not calculate their new versions:

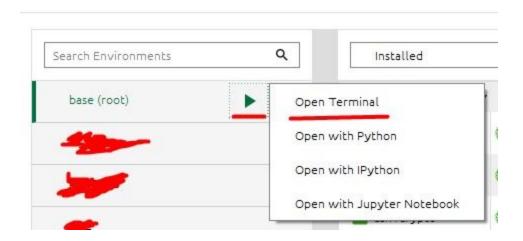




Changing python version in done in the same way as any other library:

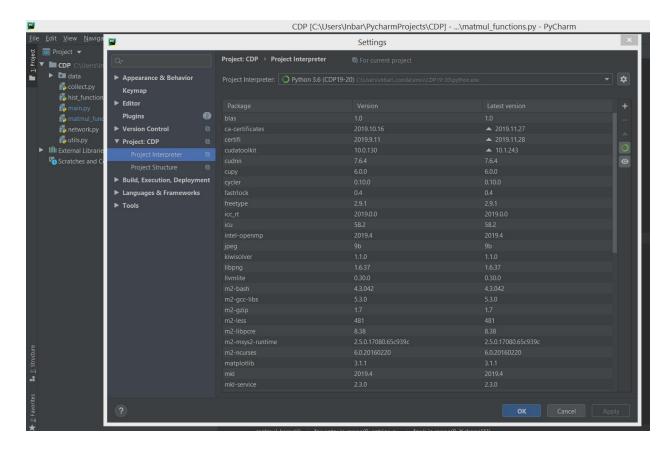


In order to launch a terminal that can executes python code with the defined environment, click on the play sign -> open terminal:

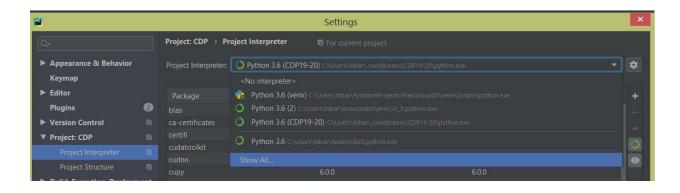


If you are using pycharm (recommended) you can bind an anaconda environment to a project. In order to bind it to an existing project, go to:

file -> setting -> Project <project name> -> Project interpreter

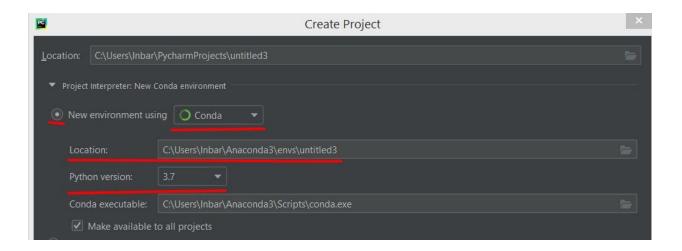


And at the Project interpreter tab choose the required environment (go to show all if it is not there):

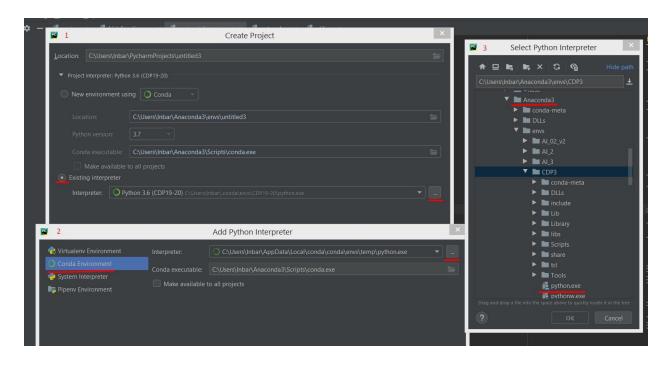


For a new project, there are two ways:

First is to create a new anaconda environment, and configure it in anaconda (configuration can be done also in pycharm, easier in anaconda):



Second way is to import an existing environment, to do it follow the steps in the next picture (steps 1 and 2):



Then (step 3), manually find your installation location of anaconda on your pc, and choose the required environment:

<anaconda installation location>/env/<env name>/python.exe in windows.

Jupyter notebook:

This is from the description of Jupyter at the official site:

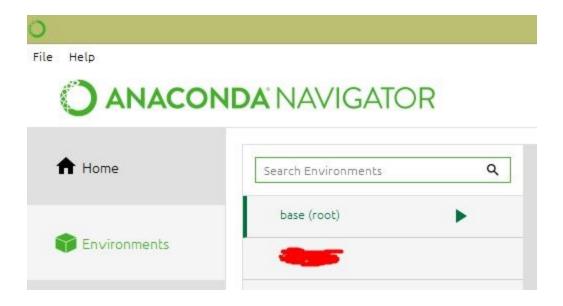
The Jupyter Notebook is an open-source web application that allows you to create and share documents that contain live code, equations, visualizations and narrative text

If 30 years ago, a notebook was a bunch of papers that were physically being written on. 10 years ago, it could be a word document containing pictures and links.

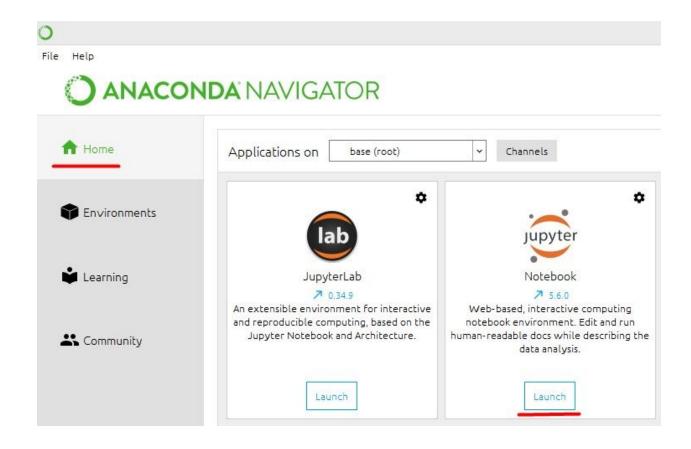
Jupyter is the next step in evolution, that enables running actual code inside a notebook.

In the case of python code, the same version mess still needs to be handled. The common solution is to launch a Jupyter notebook directly from anaconda, with a preconfigured environment that anaconda manages.

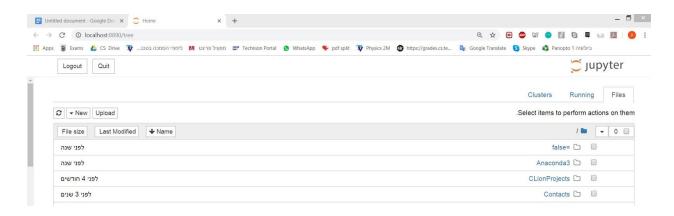
To choose an environment simply click on its name, make sure the play sign is located on the required environment:



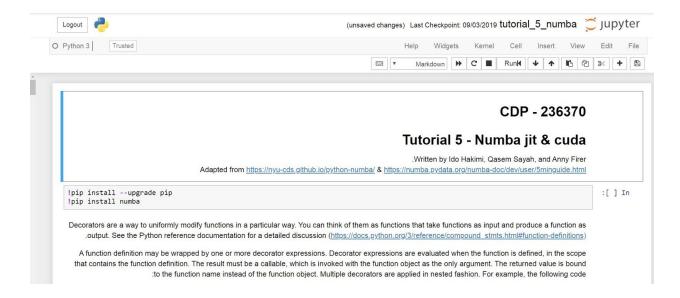
Then go to home and launch Jupyter (first time anaconda will install Jupyter, afterwards it will just launch it), of click the play => Open with Jupyter notebook after it is installed:



This will launch Jupyter in your browser, inside a page that looks like this:



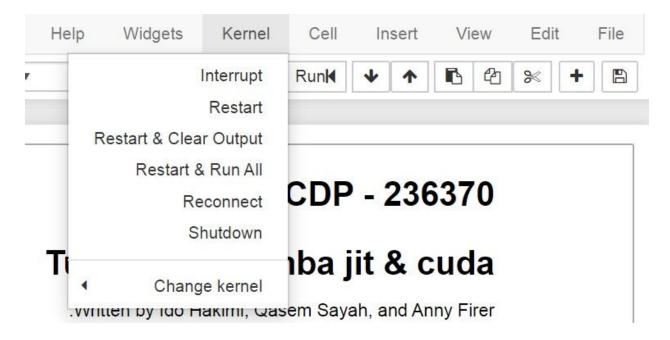
In order to open a notebook from your pc, find it and click on it, this will open a page that looks like this:



The cell that contains the :[] sign right of it, is a block of code for the python interpreter to execute, in order to do it, click the sign itself.

After each first run of a block of code, the :[] will be filled with 1, and every other execution on any other block will fill it with the appropriate execution number.

At the toolbar you can find the Kernel tab:



The kernel in this context is the component in jupyter that executes code. Restart will effectively reset the environment.

Jupytes has many trick tutorials.	s under its sleeves,	this is the basic tha	at needs in order to use	the