# Introduction to Python for Stata Users



Luis Eduardo San Martin

Development Impact Evaluation (DIME) The World Bank





#### **Overview**

Introduction

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Python variables

Python basic data types

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## Introduction

#### Introduction

- This session will introduce you to the basics of Python
- In the end we will apply this to a web scraping exercise
- After this session, you'll be able to write and review **basic** Python code
- This session does not include how to use datasets in Python instead it will
  focus on the fundamental building blocks to everything in Python, data types

#### Introduction - Python for Stata users

- There are many great Python courses available for free on the internet so why is DIME Analytics making yet another one?
- This session makes two assumptions not common among the courses already available:
  - We assume that you will use Python for research and not computer science
  - We assume that you are coming from a Stata background
- Many concepts will be explained by referencing concepts in Stata

#### Introduction - Why Python if I already use Stata?

- Versatility: you can solve almost any programming task with Python:
  - Web scraping, text analysis, web applications to retrieve data, machine learning
- Much bigger user base
- Python is open source and free to use!
- Since it's open source it is easier to run everywhere for example on big data servers

However, a big part of the user base does not do research or data science, and libraries for some less frequently used statistical operation have not yet been developed

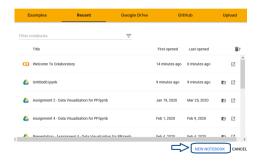


# **Getting started**

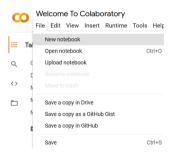
#### **Getting started**

- We'll use Google Colab for this session: https://colab.research.google.com
- Colab is similar to a Google doc for coding, and it runs Python by default

- Go to https://colab.research.google.com
- Click on NEW NOTEBOOK if you're already logged in, or go to File > New notebook if you're not

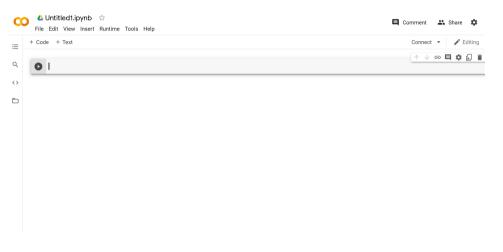






**Figure 2:** Do this if you're not – you'll be prompted to log in

You should end up with something like this in your browser:



- Colab organizes code in blocks each block is like its own script
- To run the code in a block, click the ► symbol or press Ctrl + Enter

```
print("Hola!")

Hola!
```

Click on + Code to add new blocks of code

```
+ Code + Text

Insert code cell below
Ctrl+M B Test t ("Hola!")

Hola!
```

**Important:** Code blocks are a feature specific to Colab. Most Python distributions don't have this feature



- In Stata, variables are columns of a dataframe
- In Python, variables are everything that we define with a name to be referenced – more similar to Stata's locals or globals (macros)
- Nonetheless, while macros in Stata are "nice to have" and useful, variables in Python are the building block of everything and you cannot write code without them

Just like in Stata, in Python we use the = operator to create variables

```
[1] x = 5
    y = 2
    print(x)
    print(y)
```

This also works when we're trying to replace an existing variable

```
[2] z = 2
    z = 201
    print(z)
```



## Python basic data types

#### Python basic data types

• Every Python variable has a data type

```
[3] type(x) int
```

- Today we will cover the most basic data types: int/float (numbers), strings, booleans and lists
- Variables in Python do more than just store data. They provide operations related to their data type, for example: add and remove item from a list, make a string upper case, etc.

#### Python - more on data types

- Python has thousands of other data types
- This is because users can build their own data types based on the built-in types – you will frequently use such data types (and we'll use some of them later today)
- For example, a dataset in Python is a variable from the pandas dataset type, a custom data type implemented by the Python community
- All of these custom data types store data and provide built-in functionality specially implemented for the intended context

The x and y variables we just defined have the data type int

```
[10] type(x) int
```

int variables are integer numbers. We can do mathematical operations with them

```
[8] x * y

10

[9] y - x

-3
```

#### Python basic data types - float

 ${\tt float}$  variables, on the other hand, represent real numbers – we can do mathematical operations with floats as well

```
[12] a = 1.4
b = 2.5
type(a)
```

- Python is what's called "dynamically typed", which means that you do not need to indicate what data type you want
- It detects when a variable is an integer, floating point (decimal number), text, etc. as long as it is a built-in data type.

str variables are strings with text

```
message = 'hola'
print(message)

hola

type(message)
str
```

**Note:** A variable can be used across code blocks – this is common in all notebook styled python interfaces, like Colab

Python allows two types of "mathematical" operations with str: + and \*

```
[4] str1 = 'hello'
    str2 = 'world'
    print(str1 + ' ' + str2 + '!')

hello world!

[5] str3 = str1 * 4
    print(str3)

hellohellohellohello
```

- A list is a variable that groups other variables
- Lists can have different data types in them at the same time. They can even include other lists!
- Lists are defined enclosed in brackets and separating its values with commas

#### We can index lists

```
[2] my_list = [6, 2, 3, 8, 0]
   new_var = my_list[3]
   print(new_var)
```

Important: Python starts indexing at zero, not at one

We can subset lists

```
[3] my_list = [6, 2, 3, 8, 0]
    var1 = my_list[0]
    list1 = my_list[1:4]
    print(var1)
    print(list1)
6
[2, 3, 8]
```

**Important:** When subsetting a list with [a:b], Python will include the element at position a **but will exlude the one at position** b

hence my\_list[1:4] returns the elements at positions 1, 2, 3

We can also use negative indices: they represent the elements of a list starting by the end

```
[20] my_list = [6, 2, 3, 8, 0]
    var1 = my_list[-2]
    print(var1)

8

[22] list1 = my_list[1:-1]
    print(list1)

[2, 3, 8]
```

To add new elements to existing lists, we use .append()

```
[23] my_list.append(100)
    print(my_list)

[6, 2, 3, 8, 0, 100]
```

Note that this will modify our list variable in-place - it's not necessary to define the result as a new variable with = when we use .append()

We can use the + and \* operators with lists

```
[4] list1 = ['a', 'b']
    list2 = ['x', 'y', 'z']
    list3 = list1 + list2
    print(list3)
    ['a', 'b', 'x', 'y', 'z']
[5] list4 = list1 * 3
    print(list4)
    ['a', 'b', 'a', 'b', 'a', 'b']
```

Booleans (bool) are variables representing boolean values – either True or False

```
[39] my_boolean = True
    my_other_boolean = False

[40] type(my_boolean)
    bool

[41] type(my_other_boolean)
    bool
```

- We can create booleans by direct assignation or with boolean expressions
- When using direct assignation, Python recognizes booleans when they are written without quotes and with the first character in uppercase and the rest in lowercase

```
[6] # Direct assignation
    my_boolean = True
    print(my_boolean)

True

[7] # Boolean expressions
    var1 = 250
    var2 = 100
    my_boolean = var1 < var2
    print(my_boolean)

False</pre>
```

Some operators for boolean expressions are ==, >, >=, <, <=, and in (to check if an element is part of a list)

```
[7] my_list = [100, 100, 50, 250]

x = 50

y = 5
```

```
[8] boolean1 = x in my_list
    print(boolean1)
```

True

```
[9] boolean2 = y in my_list
    print(boolean2)
```

False

#### We can do logical operations with booleans using and, or

```
[10] value1 = True
    value2 = False

[12] result = value1 and value2
    print(result)

False

[10] value1 = True
    value2 = False

[11] result = value1 or value2
    print(result)

True
```



# **Python basic syntax**

#### Basic syntax - Attributes

- Attributes are very often used when programming in Python
- They do one of two things:
  - 1. Attributes transform a variable in-place
    - For example: .append(), an attribute of list variables

```
[23] my_list = [6, 2, 3, 8, 0]
   my_list.append(100)
   print(my_list)

[6, 2, 3, 8, 0, 100]
```

#### **Basic syntax - Attributes**

- 2. Other attributes, by contrast, return a transformation of a variable without modifying the original
  - For example: .lower() and upper(), attributes of string variables

```
[25] my_string = 'HELLO world!'
  lower = my_string.lower()
  upper = my_string.upper()
  print(lower)
  print(upper)
  print(my_string)

hello world!
  HELLO WORLD!
  HELLO world!
```

#### Basic syntax - Attributes

- Each data type has specific attributes. They relate to the built-in functionalities each data type has
- The syntax of attributes is almost always:
   VARIABLE\_NAME.ATTRIBUTE\_NAME(INPUTS\_IF\_ANY)

- Many data types in Python belong to a group called iterables variables you can loop through
- Lists are the most commonly used iterable: if we put a list in a loop, Python will loop through every one of its elements
- int and float are examples of non-iterable data types

```
[19] list1 = [5, 3, 4, 1, 8]
     # This is how we start a loop
     for item in list1:
         # Now Python will repeat everything
         # inside these indented lines
         print(item + 10)
     # And here we're out of the loop again
    print('Loop finished')
    15
    13
    14
    11
    18
    Loop finished
```

#### Important:

 Python know what is inside the loop and where it ends with an indentation space – it works similar to the { } symbols you use to open and close a loop in Stata

```
[19] list1 = [5, 3, 4, 1, 8]
     # This is how we start a loop
     for item in list1:
         # Now Python will repeat everything
         # inside these indented lines
         print(item + 10)
     # And here we're out of the loop again
     print('Loop finished')
     15
     13
     14
     11
```

#### Important:

- Indentation can have two or four spaces depending on your Python interface. In any case, you can also press the tab key to create indented space
- If you ever run the script of a colleague who uses different indentation, Python will automatically know the correct one. You just have to make sure that indentation is consistent within the same script

```
[19] list1 = [5, 3, 4, 1, 8]
     # This is how we start a loop
     for item in list1:
         # Now Python will repeat everything
         # inside these indented lines
         print(item + 10)
     # And here we're out of the loop again
     print('Loop finished')
     15
     13
     14
     11
     18
     Loop finished
```

Strings are also iterables: Python loops through every character with them

```
[18] my string = 'Hello world!'
     for character in my string:
         print(character)
```



# **Annex**

## Python basic data types - Tuples

Tuples are lists of variables. They are defined in parentheses and separate their elements by commas.

```
[1] my_tuple = ('hola', 300, 2.5)
    print(my_tuple)
    ('hola', 300, 2.5)

[2] type(my_tuple)
    tuple
```

### Python basic data types - Tuples

Tuples are very similar to lists in that both use indices and subsets

```
[10] my tuple = ('hola', 300, 2.5, False, 'good bye')
     print(my tuple)
     ('hola', 300, 2.5, False, 'good bye')
[11] my var = my tuple[2]
    print(my var)
     2.5
[12] my tuple2 = my tuple[1:-1]
     print(my tuple2)
     (300, 2.5, False)
```

#### Python basic data types - Tuples

The crucial difference between them is that tuples are inmutable: once defined, we can't add new elements to them or replace the existing ones

```
[14] my list = ['hola', 300, 2.5, False, 'good bye']
    print (my list)
    my list[0] = 6000
    print (my list)
    ['hola', 300, 2.5, False, 'good bye']
    [6000, 300, 2.5, False, 'good bye']
[13] my tuple = ('hola', 300, 2.5, False, 'good bye')
    print(my tuple)
    my tuple[0] = 6000
    ('hola', 300, 2.5, False, 'good bye')
    TypeError
                                               Traceback (most recent call last)
    <ipython-input-13-62ad431cbf9e> in <module>()
          1 my tuple = ('hola', 300, 2.5, False, 'good bye')
          2 print(my tuple)
    ----> 3 my tuple[0] - 6000
    TypeError: 'tuple' object does not support item assignment
```

**Conditional expressions:** if, elif, and else are used to define conditional operations. They also use idented space

```
[35] n_dogs = 1

if n_dogs == 1:
    print('I have a great dog!')

elif n_dogs == 2:
    print('I have two great dogs!')

else:
    print('My dogs are great!')

I have a great dog!
```

```
[36] n_dogs = 2

if n_dogs == 1:
    print('I have a great dog!')

elif n_dogs == 2:
    print('I have two great dogs!')

else:
    print('My dogs are great!')

I have two great dogs!
```

```
[37] n_dogs = 3000

if n_dogs == 1:
    print('I have a great dog!')

elif n_dogs == 2:
    print('I have two great dogs!')

else:
    print('My dogs are great!')

My dogs are great!
```

- Instead of a boolean expression we can use a boolean value with if or elif
- if doesn't necessarily need to be used with elif of with else, we can use it alone

```
[27] n dogs = 3000
     # Now we create two boolean variables
    has one dog = n dogs == 1
    has two dogs = n dogs == 2
     # Printing the variables
    print (has one dog)
    print (has two dogs)
    False
```

False

```
[28] if has one dog:
        # If True, do this:
        print('I have a great dog!')
     # Now we move out of the conditional:
    print('But nothing happened, right?')
```

But nothing happened, right?

#### We can also use if and elif without else

```
[27] n_dogs = 3000

# Now we create two boolean variables
has_one_dog = n_dogs == 1
has_two_dogs = n_dogs == 2

# Printing the variables
print(has_one_dog)
print(has_two_dogs)

False
False
```

```
[30] if has_one_dog:
    # If True, do this:
    print('I have a great dog!')

elif has_two_dogs:
    # If True, do this
    print('I have two great dogs!')

# Now we move out of the conditionals:
    print('But nothing happened, right?')
```

But nothing happened, right?

#### And we can use if and else without elif

```
[27] n dogs = 3000
     # Now we create two boolean variables
    has one dog = n dogs == 1
    has two dogs = n dogs == 2
     # Printing the variables
    print (has one dog)
    print (has two dogs)
    False
```

False

```
[31] if has one dog:
        print('I have a great dog!')
    else:
        print('My dogs are great!')
     # Now we move out of the conditionals:
    print('Something did happen this time')
```

My dogs are great! Something did happen this time

- If a boolean expression returned True for conditions in both if and elif, only the operations under if would be executed
- If more than one boolean expression under several elif conditions were to return True, only the operations under the first elif condition evaluated to True would be executed

```
[79] n_dogs = 1

if n_dogs < 2:
    print('You have less than two dogs')

elif n_dogs < 5:
    print('You have less than five dogs')</pre>
```

You have less than two dogs

```
[80] n_dogs = 3

if n_dogs < 2:
    print('You have less than two dogs')

elif n_dogs < 5:
    print('You have less than five dogs')

elif n_dogs < 10:
    print('You have less than ten dogs')</pre>
```