

Introduction to Machine Learning Applications

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Lecture-2

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Today's agenda

- Python Basics
- Including class exercises
- Homework-1 logistics

Python fundamentals

Basics, loops, conditionals, functions, packages

Basics

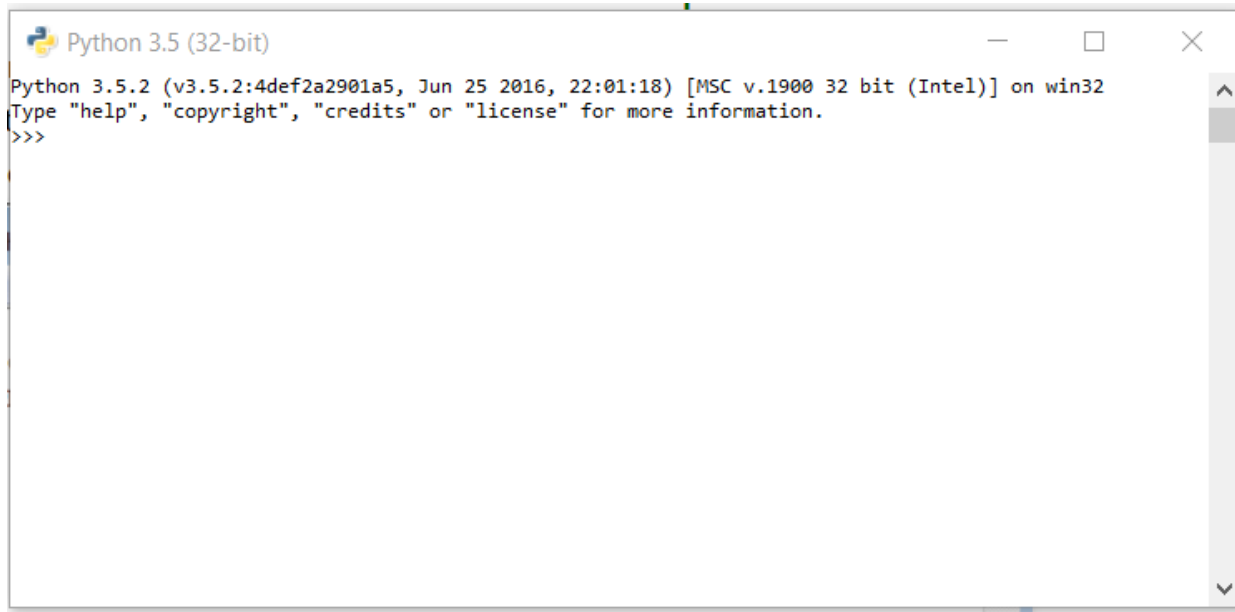
Language introduction, setup, variables, data structures

Python Language Introduction

- General-purpose, high level programming language.
- Designed by Guido Van Rossum in 1991
- Main emphasis on
 - Code readability
 - Simple syntax
- 2 major versions – **Python 2** and **Python 3**

Finding an interpreter

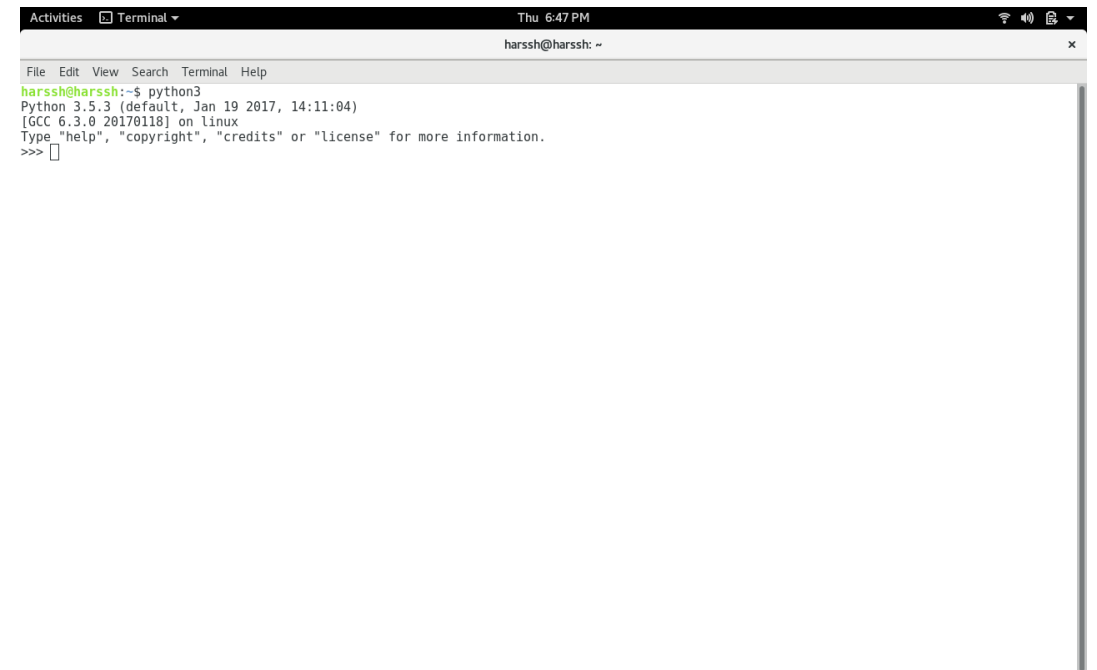
- Windows



A screenshot of a Windows command prompt window titled "Python 3.5 (32-bit)". The window shows the following text:

```
Python 3.5.2 (v3.5.2:4def2a2901a5, Jun 25 2016, 22:01:18) [MSC v.1900 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

- Unix/Linux



A screenshot of a Linux terminal window titled "Terminal". The window shows the following text:

```
harssh@harssh: ~$ python3
Python 3.5.3 (default, Jan 19 2017, 14:11:04)
[GCC 6.3.0 20170118] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

First program in Python

```
>> #Begins -- Comments
```

```
>> print("Hello World")
```

```
>> #Ends – Comments
```

is used for single line comment in Python

""" this is a comment """ is used for multi line comments

Variables and Data Structures

- In programming languages such as C, C++ or C#, you need to declare the **type of variables** exclusively.
 - Data types can be int, float, char, String, etc.
- Python – take a variable and the value assigned to it automatically tells the data type.

```
>> myVar = 2 #int
```

```
>> print(myVar)
```

```
>> myVar2 = 2.5 #float
```

```
>> print(myVar2)
```

```
>> myVar3 = "Hello World!" #string
```

```
>> print(myVar3)
```


Data Structures

- Create a variable and assign any value you want!
- Python has 4 types of inbuilt data structures
 - **List**
 - **Dictionary**
 - **Tuple**
 - **Set**

List

- Most basic data structure in Python programming language.
 - Mutable data structure
 - Elements of this list can be altered after creating the data structure
1. `append()` – used to add elements in the list
 2. `insert()` – used to add elements in the list at a certain index till the last element

List

append()

```
>> #Create an empty list
```

```
>> list1=[]
```

```
>> #Append elements to the list
```

```
>> list1.append(2)
```

```
>> list1.append(4.5)
```

```
>> list1.append("four")
```

```
>> print(list1)
```

insert()

```
>> list1 = [1, 2, 3, 4, 5]
```

```
>> list1.insert(5, 10)
```

```
>> print(list1)
```

```
>> list1.insert(1,10)
```

```
>> list1.insert(8,20)
```

```
>> print(list1)
```

Example – Mixing append(), insert() and remove()

```
>> list1=[1,2,3,4,5]
>> list1.insert(5,12)
>> list1.insert(1,14)
>> print(list1) # [1, 14, 2, 3, 4, 5, 12]
```

```
>> list1.insert(8,20)
>> print(list1) # [1, 14, 2, 3, 4, 5, 12, 20]
```

```
>> list1.append(11)
>> print(list1) # [1, 14, 2, 3, 4, 5, 12, 20, 11]
```

```
>> list1.pop(5) #removes the element at index 5; if only pop() – removes the last element
>> print(list1)
```

List – Exercise

1. Create a list of size 5 containing 10,20,30,40,50 – one at a time by using the method insert().
2. Print the list.
3. Remove element from index '3' and print the list.
4. Remove the last element and print the list.

Dictionary

- An unordered collection of data values in Python.
- It is used to store data values like a map.
- Unlike other Data Types that hold only single value as an element, Dictionary holds <key:value> pair.
- Dictionary values can be of any datatype – can be duplicated no repeated keys.

Dictionary

```
>> diction1={}
```

```
>> print(diction1)
```

```
>> diction1 = {1: 'First', 2: 'Python', 3: 'Dictionary'}
```

```
>> print(diction1)
```

```
>> diction1 = {1: 'First', 2: [1,2,3,4]}
```

```
>> print(diction1)
```

Dictionary

```
>> diction1={}
```

```
>> diction1[0]=2
```

```
>> diction1[1]=4
```

```
>> diction1[2]="Hello"
```

```
>> diction1["3"]="It is possible"
```


Dictionary – Exercise

1. Create a dictionary (d1) of size 5 where the keys are from 1 to 5 and their associated values are twice the key value.
2. For example, `d1[3]=6` because the key is 3 and the value is twice the value of key which is $2*3$.

Tuple

- Tuple is a collection of Python objects much like a list.
- The sequence of values stored in a tuple can be of any type, and they are indexed by integers.
- The important difference between a list and a tuple is that **tuples are immutable**.

Tuple

```
>> tuple1=()
```

```
>> print(tuple1)
```

```
>> tuple1=(1,2,3,4,5)
```

```
>> print(tuple1)
```

```
>> tuple1=('hello', 'world')
```

```
>> print(tuple1)
```

Tuple

```
>> list1=[1,2,3,4,5]
```

```
>> list1[1]=3
```

```
>> print(list1)
```

```
>> list1=[7,6,5,4,3,2,1,0]
```

```
>> print(list1)
```

```
>> mytuple=(0,1,2,3,4,5,6,7)
```

```
>> print(mytuple)
```

```
>> mytuple[1]=3
```

Concatenate tuples

```
>> Tuple1 = (0, 1, 2, 3)
```

```
>> Tuple2 = ('hello', 'world')
```

```
>> Tuple3 = Tuple1 + Tuple2
```

```
>> print(Tuple3)
```

Tuple – Exercise

1. Create a tuple t1 that contains 1,2,3,4
2. Create a tuple t2 that contains 'I', 'love', 'machine', 'learning'
3. Concatenate t1 and t2 to form t3 and print t3.

Set

- Set is an unordered collection of data type that is iterable, mutable and has no duplicate elements.
- Highly optimized method compared to list because it is very easy to check whether an element is present or not.

Set

```
>> set1 = set()
```

```
>> print(set1)
```

```
>> set1 = set("Learning")
```

```
>> print(set1)
```

```
>> s1="Learning"
```

```
>> set1 = set(s1)
```

```
>> print(set1)
```

```
>> set1=set(["I", "love", "machine", "learning"])
```

```
>> print(set1)
```

Set – Exercise

- $S1 = \text{"Learning"}$
- Create a set that has only one element which is $S1$. In other words, create a set that is $\{\text{"Learning"}\}$.

Take input from the user

- input() function is used to take input from the user

```
>> # Python program to get input from user
```

```
>> name = input("Enter the course name: ")
```

```
>> # user entered the name 'Machine Learning'
```

```
>> print("I registered for ", name)
```

User input – Exercise

1. Taking 2 integers as input from the user and print their product.

```
>> num1 = int(input("Enter num1: "))
```

```
>> num2 = int(input("Enter num2: "))
```

```
>> num3 = num1 * num2
```

```
>> print("Product is: ", num3)
```

In-Class Exercise

1. Write a python program to add two numbers.
2. Add two strings `s1='machine'`, `s2='learning'` into one string.
3. Write a python program to find sum of a list `l1 = [1,2,3,4,5]`.
4. Write a python program to print all even numbers in a list `[1,2,3,4,5,6]`.
5. Write a program to find element '6' in a list `[1,2,3,4,5,6]` and print the index of this element.
6. Count the occurrences of an element in a list.
7. Merging two Dictionaries `d1 = {1:2, 2:4, 3:6}` and `d2 = {1:'one', 2:'two', 3:'three'}`
8. Remove 3rd character from a given string `s1 = "Machine Learning"`