

`more_than_1 = 2 + 3`

Name

Any expression

- Statements don't have a value; they perform an action
- An assignment statement changes the meaning of the name to the left of the `=` symbol
- The name is bound to a value (not an equation)

- `<` and `>` mean what you expect (less than, greater than)
- `<=` means "less than or equal"; likewise for `>=`
- `==` means "equal"; `!=` means "not equal"
- Comparing strings compares their alphabetical order

**Arrays** - sequences that can be manipulated easily.

- All elements of an array should have the same type
- Arithmetic is applied to each element of an array individually
- Elementwise operations can be done on arrays of the same size

```
def spread(values):
    return max(values) - min(values)
```

Annotations: Name, Argument names (parameters), Return expression, Body

```
for i in np.arange(12):
    print(i)
```

The body is executed **for** every item in a sequence  
 The body of the statement can have multiple lines  
 The body should do something: print, assign, hist, etc.

#### Conditional Statements

```
if <if expression>:
    <if body>
elif <elif expression 0>:
    <elif body 0>
elif <elif expression 1>:
    <elif body 1>
...
else:
    <else body>
```

**Values in Tables:** Every column of a table is an array.

- **Categorical**
  - May or may not have an ordering
  - Categories are the same or different
  - Allows grouping by value (`group`, `groups`, `pivot`, `join`)
- **Numerical**
  - Ordered
  - Allows binning by value (`bin`, `hist`)

**Binning** is counting the number of numerical values that lie within ranges, called bins.

- Bins are defined by their lower bounds (inclusive)
- The upper bound (exclusive) is the lower bound of the next bin

163, 168, 170, 171, 173, 183, 185, 188, 189, ...

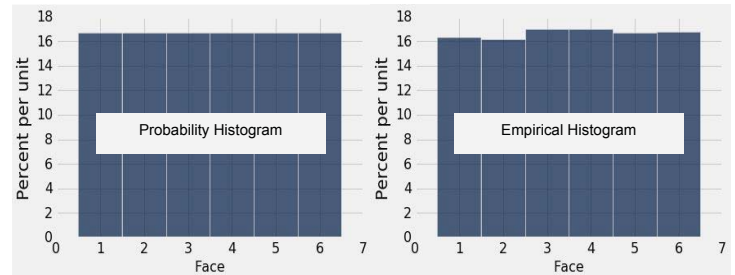


A **histogram** has two defining properties:

- The bins are contiguous (though some might be empty) and are drawn to scale
  - The **area** of each bar is equal to the proportion of entries in the bin
- Has total area 1 (or 100%)

Vertical axis units: Proportion / Unit on the horizontal axis

- A histogram of proportions of all possible outcomes of a *known* random process is called a *probability histogram*
- A histogram is a summary visualization of a *distribution*
- A histogram of proportions of actual outcomes generated by sampling or actual data is called an *empirical histogram*



#### Predicate

#### Description

`are.equal_to(z)`

Equal to `z`

`are.above(x)`

Greater than `x`

`are.above_or_equal_to(x)`

Greater than or equal to `x`

`are.below(x)`

Less than `x`

`are.below_or_equal_to(x)`

Less than or equal to `x`

`are.between(x, y)`

Greater than or equal to `x`, and less than `y`

`are.strictly_between(x, y)`

Greater than `x` and less than `y`

`are.between_or_equal_to(x, y)`

Greater than or equal to `x`, and less than or equal to `y`

`are.containing(s)`

Contains the string `s`

## Data 8 Midterm Reference Sheet — Page 2

In the examples in the left column, `np` refers to the NumPy module, as usual. Everything else is a function, a method, an example of an argument to a function or method, or an example of an object we might call the method on. For example, `tbl` refers to a table, `array` refers to an array, and `num` refers to a number. `array.item(0)` is an example call for the method `item`, and in that example, `array` is the name previously given to some array.

Example function call	Value of a call to the function
<code>max(array)</code>	Maximum or minimum of a sequence
<code>sum(array)</code>	Sum of all elements in an array
<code>len(array)</code>	Length (num elements) in an array
<code>round(num); np.round(array)</code>	Round number or array of numbers to the nearest integer
<code>abs(num); np.abs(array)</code>	Take the absolute value of number or each number in an array
<code>np.average(array)</code>	The average of the values in an array
<code>np.arange(start, stop, step)</code> <code>np.arange(start, stop)</code> <code>np.arange(stop)</code>	An array of numbers starting with <code>start</code> , going up in increments of <code>step</code> , and going up to but excluding <code>stop</code> . When <code>start</code> and/or <code>step</code> are left out, default values are used in their place. Default <code>step</code> is 1; default <code>start</code> is 0.
<code>np.count_nonzero(array)</code>	Count the number of non-zero elements in an array ( <code>False</code> counts as zero, <code>True</code> as non-zero)
<code>array.item(index)</code>	The item in the array at some index. <code>array.item(0)</code> is the first item of array.
<code>np.append(array, item)</code>	A copy of the array with <code>item</code> appended to the end.
<code>np.random.choice(array, num)</code> <code>np.random.choice(array)</code>	An array of things randomly selected with replacement from an array. <code>num</code> is the number of things selected. Default <code>num</code> is 1.
<code>Table()</code>	An empty table.
<code>Table.read_table(filename)</code>	A table with data from a file.
<code>tbl.num_rows</code>	The number of rows in a table.
<code>tbl.num_column</code>	The number of columns in a table.
<code>tbl.labels</code>	A list of the column labels of a table.
<code>tbl.with_column(name, values)</code> <code>tbl.with_columns(n1, v1, n2, v2...)</code>	A table with an additional or replaced column or columns. <code>name</code> is a string for the name of a column, <code>values</code> is an array.
<code>tbl.column(column_name)</code>	The values of a column (an array).
<code>tbl.select(col1, col2, ...)</code>	A table with only the selected columns. (Each argument is the name of a column.)
<code>tbl.drop(col1, col2, ...)</code>	A table without the selected columns. (Each argument is the name of a column.)
<code>tbl.relabeled(old_label, new_label)</code>	A new table with a label changed.
<code>tbl.relabel(old_label, new_label)</code>	Change the label of a column in place. (Has no value!)
<code>tbl.take(row_indices)</code>	A table with only the rows at the given indices. <code>row_indices</code> is an array of indices.
<code>tbl.sort(column, descending)</code>	A table of rows sorted according to the values in a column. Default order is ascending.
<code>tbl.where(column, predicate)</code>	A table of the rows for which the column satisfies some predicate. See “ <code>Table.where</code> predicates” below.
<code>tbl.apply(function, column)</code>	Returns an array where a function is applied to each item in a column.
<code>tbl.group(column, func)</code> <code>tbl.groups(column_names_array, func)</code>	Group rows by unique values in a column. Other values aggregated by count (default) or optional arg <code>func</code> . Group rows by unique combinations of values in some columns. Aggregate/count other values as above.
<code>tblA.join(colA, tblB, colB)</code> <code>tblA.join(colA, tblB)</code>	Generate a table with the columns of self and other, containing rows for all values of a column that appear in both tables. Default <code>colB</code> is <code>colA</code> . <code>colA</code> is a string specifying a column name, as is <code>colB</code> .
<code>tbl.pivot(row, col, values, collect)</code> <code>tbl.pivot(row, col)</code>	Group rows by unique values in two columns; count or aggregate values from a third column, collect with some function. Default values and <code>collect</code> return counts in cells.
<code>tbl.sample(n, with_replacement)</code>	Returns a new table where <code>k</code> rows are randomly sampled from the original table. Default is with replacement.
<code>tbl.scatter(x_column, y_column)</code>	Draws a scatter plot consisting of one point for each row of the table.
<code>tbl.barh(categories)</code> <code>tbl.barh(categories, frequencies)</code>	Displays a bar chart with bars for each category in a column, with height proportional to the corresponding frequency. <code>frequencies</code> argument unnecessary if table consists just of a column of categories and a column of frequencies.
<code>tbl.hist(column, units, bins)</code>	Generates a histogram of the numerical values in a column. <code>units</code> and <code>bins</code> are optional arguments, used to label the axes and group the values into intervals (bins), respectively.

**Operations:** addition `2+3=5`; subtraction `4-2=2`; division `9/2=4.5`  
multiplication `2*3=6`; division remainder `11%3=2`; exponent  
`2**3=8`

**Data Types:** string `‘hello’`; boolean `True`, `False`;  
`int` `1`, `-5`; `float` `- 2.3`, `-52.52`, `7.9`

Arithmetic with arrays is elementwise:  
`make_array(1,2,3) ** 2 # [1, 4, 9]`

**Table.where predicates** (`x` is a string or number)  
`are.equal_to(x) # [2, 3, 4]`  
`are.above(x) # val > x`  
`are.below(x) # val < x`  
`are.between(x, y) # x <= val < y`