Introduction to Python for Social Science Lecture 1 - Introduction to Python

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Course Overview

Schedule

8-week long course will take place on Wednesdays at the IT Lab in the Manor Road Building. Each week will consist of a three-hour session divided roughly as follows:

▶ 1615-1715: Lecture

▶ 1715-1725: Break

▶ 1725-1825: Workshop

▶ 1825-1925: Clinic

Mention that class in 3rd week (5th Feb) will be moved to Monday (3rd Feb).

Lecture

- During the lectures I will discuss a mixture of theory and methods. The slides will be made available at the following:
 - https://github.com/muhark/dpir-intro-python
 - Canvas?
- ▶ Please feel free to stop me and ask questions! I have alloted time for this.

Slides are generated with reveal.js. Should be viewable on any device with a browser.

Workshop

- ▶ In the workshop, you will work through a number of set programming problems and discussion questions.
- ▶ Answers will be discussed as a class for the final 10 minutes.

Clinic

- ► Each week, there will be tasks and projects for you to try in your own time, if you wish.
- I'll be available for an hour after each session to answer questions one-to-one or in small groups.

Course Structure

Topics:

- 1. Introduction to Python and the Development Environment
- 2. Data Structures and pandas I
- 3. Data Structures and pandas II
- 4. Data Visualisation
- Machine Learning with scikit-learn I
- 6. Machine Learning with scikit-learn II
- 7. Mining the Web
- 8. Introduction to Natural Language Processing

Feedback

- This is my first try at this course, and I'm looking for continuous feedback.
- Feedback can either be:
 - sent to me at musashi.harukawa@politics.ox.ac.uk
 - or communicated via a Google survey (to be sent each week).
- ▶ This is a brand new course, and far from perfect.
- ▶ I would appreciate and welcome any feedback on any aspect.
- Please also feel free to come talk to me in person!

Week 1: Introduction to Python and the

Development Environment

Overview:

This week will cover the following points:

- 1. What is Python?...
- 2. ... and what can I use it for?
- 3. What are the tools I have to write, test and run Python code?
- 4. Coding tutorial I: Base Data Types and Structures

What is Python?...

Python is an *open-source*, *general-purpose scripting* language.

Open-Source

- ▶ Built by a community
- ► Maintained by a community
- Free to use for all

General-Purpose

- ▶ If you're doing it on a computer and there's some repetitive element, then you can automate it in Python.
- Python isn't limited to Data Science, but it's very popular with data scientists!

Large community means that a larger number of people create, contribute to, and maintain the data analysis tools that we all use.

Scripting

- ▶ No strict definition for what a "script" is.
- Series of commands to automate some task.
- Like a pipeline: takes some inputs, does some things to these inputs, and gives back some outputs.

It's good to keep the input-output framework in your head.

and what can I use Python for?

I want to...

Some reasons you, as a social science researcher, may want to learn Python:

- Clean up my messy data!
- Run analyses with (hundreds of) millions of data points
 - it won't fit into an excel spreadsheet!
- I want to automate downloading several decades of newspaper articles!
- I want to create beautiful (interactive) visuals to accompany my analyses!
- I want to uncover hidden structures linking parliamentary committees!
- ▶ ... and more!

Comparison: Python vs R

Task	python	R
General Purpose Programming	Yes	No
Regression Analysis	Kinda	Yes
Machine Learning	Yes	Yes
Web Scraping	Yes	Kinda
Natural Language Processing ¹	Yes	Yes
Data Visualisation	Yes	Yes

Conclusion: . . . it depends, but ideally you want to learn both!

¹Python and R both provide extensive and powerful natural language processing libraries, e.g. nltk, gensim in Python; tm, quanteda in R, and spaCy in both. Unfortunately, there are many techniques that are only implemented in one language but not the other.

Basic Coding Tools

Language \neq Editor

- Python is a language, and not an application.
- ▶ We have a variety of tools for developing our python code.

Anaconda

- Environment and software manager.
- Can be used from the command line (cli) or browser-like interface (anaconda-navigator).

At this point, I switch windows to open up the anaconda navigator, and go through the various relevant tabs. These include the launcher for various apps and the environment manager.

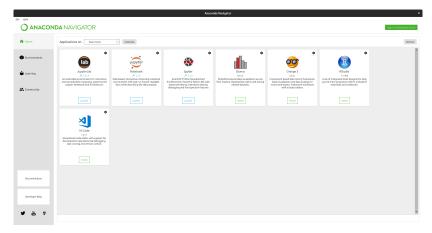


Figure 1: Anaconda Navigator

► Make sure students can find navigator, and open applications from it.

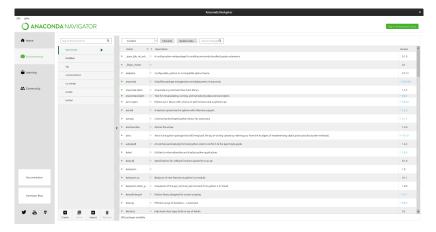


Figure 2: Environment Manager

▶ Show students how to install packages here. Also mention that this can be done from the command line.

Jupyter

- Interactive code editor.
- Popular, but has its detractors.
- ▶ I don't use it, but I started off with it. I recommend that you give it a go.

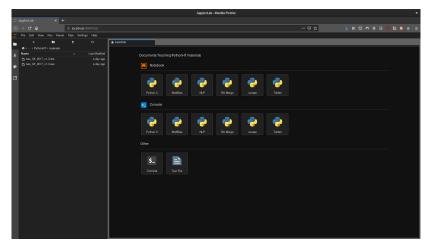


Figure 3: Jupyter Lab Launcher

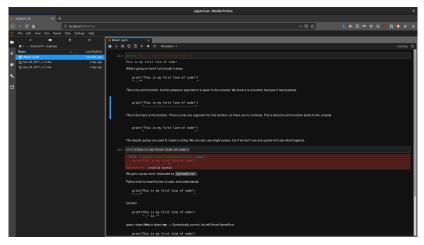


Figure 4: Jupyter Lab Editor

Launch Jupyter Lab session. Show how you can navigate a file tree, and then create a new notebook and name it.

Other Options

- ▶ I prefer to use Atom with Hydrogen
- PyCharm is popular with developers
- ▶ If you've spent a lot of time with RStudio, you may prefer Spyder.

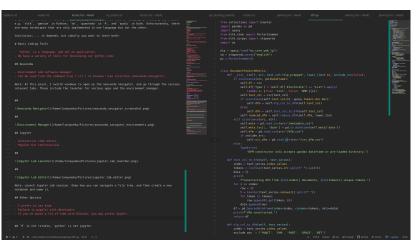


Figure 5: Atom

Basic Workflow

- 1. Open up Anaconda Navigator
- 2. Open up Jupyter Lab (or Notebook)
- 3. Navigate to relevant directory
- 4. Open pre-existing notebook, or create new one.
- 5. Start coding!



- ► Today we learn about two fundamental, but abstract aspects of coding:
 - Data Types
 - Data Structures

I want to spend a brief moment to explain why this is relevant.

Why Automate?

- In general, as social scientists using computational methods, our goal is to automate some component of our analysis.
- ► The advantage of automation is cost, scale, and scope.
- But in order to harness these methods, we need to structure our information in a way that algorithms and programs can utilise.
 - ► This process of quantifying and structuring our observations usually entails the loss of some information.
- Some qualitative scholars I speak to contend that the validity of the quantitative endeavour ends there.
 - Are there unquantifiable things?
- I'm more optimistic about what is possible, and think that the key to having valid quantitative inferences is to be extremely clear on the connection between the data in your analysis and the actual events you are measuring.

Bridging the Gap between Qualitative and Quantitative Methods

- Choosing a representation of your information that retains relevant properties is key.
- ➤ To read more about this particular debate, a good starting point is Stevens (1946).
- ▶ I would love to discuss this further, but this isn't really that kind of methods class.

Data Types

Some (statistical) data types:

- Numerical
 - Interval
 - Ratio
 - Count
- Text
- Date and time
- Logical
- Categorical

(*Before points*) - What do I mean when I talk about different "types" of data? - Small exercise: what are instances of each of these?

Representing Data on a Computer

- Good news:
 - Python, like most modern programming languages, has ways to represent each of the data types listed above.
- ► Bad news:
 - At a fundamental level, this is being stored as 0's and 1's.
- Take away:
 - Take the time to understand the relationship between:
 - your empirical observations,
 - the abstracted representation of them in your mathematical model,
 - the approximation of this in your computational model.
- ▶ I'm making a bit of an assumption here about the theory-generating workflow, in that a stylised mathematical model is usually prior to a computational/empirical approach.

Data Structures

- Data types are concerned with the representation of individual data points, or observations.
- Data structures are concerned with the relations between observations.
 - ► Are the data points members of the same set?
 - Are the data points members of the same sequence?
 - Are the data points different features of single empirical unit?

Exercise

	SCHRAFFT	5
WELCOM	ES YOU TO THE NEW YORK	
VODKA MARTINI		SCOTCH SOUR
.85	LUNCHEON	1.00
	Appetizers	
Suy	preme of Fresh Grapefruit and 6	Oranges .85
Chilled Tomato Juice .i Onion Soup with Par	mesan Cheese Croutons .30 Cream of Fresh Mushroom S	Chilled Vegetable Juice .20 Jellied Madrilene .35 oup .35
	Luncheon Entrees	
FRESH ASPARAGUS	ON TOAST with Melted Butter	1.85
BAKED CHEESE SO	UFFLE with Choese Sauce,	
Grilled Tomate	o and String Beans Julienne W with Schrafft's Mustard Sauce.	1.15
Mashed Potnto	oes and Creamed Spinach	1.50
	ANDWICH with Brown Gravy	and 1.55
French Fried	Union Kings WITH A TOASTED BACON R	
and French Fr	ried Potatoes	1.25
CREAMED SHRIMP A with French I	IND VEGETABLES ON TOAST	1.50
FRIED RREAST OF	CHICKEN, MARYLAND STYL	
Mashed Potate	ses and Creamed Spinach	1.35
PLATTER OF COLD I	TALIAN MEAT SAUCE and O	verwurst, Tongue and
and Old Fashio	ey) with Tomato, Cottage Cheese oned Cole Slaw	1.55
	Salads and Sandwich	105
AVOCADO PEAR STU	OFFED WITH COTTAGE CHE	ESE 1.15
WHITE MEAT TUNA.	FISH AND VEGETABLE SAL	AD with
Chopped Egg i	and Sliced Cucumber Sandwich S Bread with Russian Dressing	Squares on
*CLUB SANDWICH	order with resonant Dreaming	1.25
	EF SANDWICH with Barbecue	
*SLICED HAM SANL	WICH on Toasted Cheese Bres	ad with a
	of Fresh Mushroom Soup	.95
*EGG SALAD ROLL v		
	ESE AND BACON SANDWICE T AND TOMATO, COLE SLA	
Russian Dress	ing on Rye Bread	.75
CREAM CHEESE AN	D JELLY on Schrafft's Cinnam	oon Raisin Bread .65
	• MADE WITH MAYONNAIS	B
	Desserts	
	SCHRAFFY'S WORLD-FAMOUS IC	E CREAMS.
	la, Coffee, Chocolate or Buttersco	
	- Shadow Layer Cake .30	
	ashioned Apple Pudding with Go	
Coconut	Custard Pie .35 Hot Butterscotch Sundae .	Apple Pie .30
	Cake .35 Da	mish Pastry .25

Figure 6: Menu

And now...

Let's get to coding!

Coding Recap

Variable Assignment

Variables can be assigned with =.

Four Basic Data Types

There are four basic data types in Python. These are:

- String
- ► Integer
- Float
- Boolean

String

- A sequence of characters.
- ▶ Behaves like a sequence; can be indexed with [index]

Integer

- ▶ Whole numbers.
- ► Can be positive or negative.

Float

- Decimal numbers.
- ▶ Behave unexpectedly. Remember: 0.1*3==0.3 returns False.

Boolean

- ► True/False
- ▶ Behaves similarly to integers 0 and 1.

Two basic data structures

We learned about two basic data structures:

- ► Lists
- Dictionaries

Lists

- Lists are an ordered sequence of values.
- Created by writing a sequence of comma-separated values between square brackets:
 - ▶ i.e. [1, 2, 5, "some string"]
- Lists are mutable; values can be changed in place without creating a new variable.
- Lists can be indexed the same way as strings:
 - ▶ [n] to get the n+1th element.
 - [m:n] to get all elements from m+1 to n.

Dictionaries

- Unordered mapping of keys to values.
 - ► Cannot be indexed numerically, and if iterated over, will not return values in the same order.
- Created by writing a list of key:value pairs separated by commas between curly braces.
 - ▶ i.e. {"cat": "meow", "dog": "bork"}
- some_dict[some_key] returns the corresponding value for some_key in some_dict
- ➤ To see all of the keys, use the .keys() method of the dict, i.e. some_dict.keys()
- ➤ To see all of the values, use the .values() method of the dict, i.e. some_dict.values()

Next Week: Data Structures and pandas I

Readings

The following sections of *Python for Data Analysis: Data Wrangling with Pandas, NumPy and IPython, 2nd edition* are relevant to this

lecture:

Useful: - 2.2: IPython Basics - 3.1: Data Structures and Sequences

Interesting: - 1.2 Why Python for Data Analysis?