



Computational Structures in Data Science



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Lecture #2: Programming Structures: Loops and Functions

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<http://inst.eecs.berkeley.edu/~cs88>



Administrivia

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- **iClickers: Start next week.**



Solutions for the Wandering Mind

A binary digit (bit) is a symbol from {0,1}.

- How many strings can you represent with N bits?

Solution: 2^N

With 0 symbols: $2^0=1$, this is “

With 1 symbol : $2^1=2$, this is ‘0’, ‘1’

With 2 symbols: $2^2=4$, this is ‘00’, ‘01’, ‘10’, ‘11’

With 3 symbols: $2^3=8$, this is ‘000’, ‘001’, ‘010’, ‘011’, ‘100’, ‘101’, ‘110’, ‘111’

- Could you build a program that compresses all strings of N bits to strings of M bits (with $M < N$) such that you can go back to all original strings of length N? How or Why?

Solution: No.

N bits represent 2^N strings. Assume $M=N-1$. M bits now represent 2^{N-1} strings. It is impossible to build a mapping from 2^{N-1} strings back to 2^N strings (pigeon hole principle). Example $M=1$, $N=2$: ‘00’->‘0’, ‘11’->‘1’ what do we do with ‘01’ and ‘10’?

More on this:

https://www.youtube.com/watch?v=yZ--bbmlp_o&t=0s&index=5&list=PL17CtGMLr0Xz3vNK31TG7mJlzmF78vsFO



Computational Concepts Today

- **Fundamentals: Algorithm, Code, Data, Information**
- **Conditional Statement**
- **Functions**
- **Iteration**



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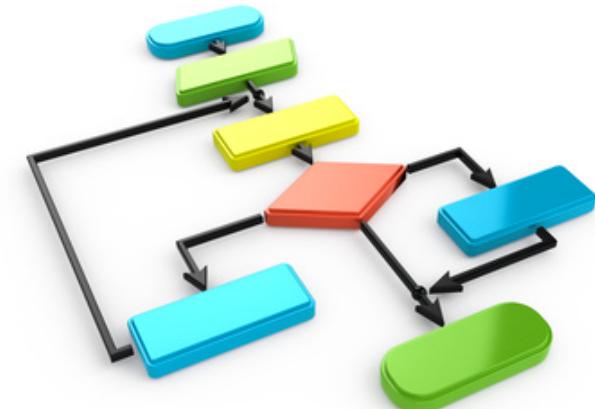
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Algorithm

- An algorithm (pronounced AL-go-rith-um) is a procedure or formula to solve a problem.
- An algorithm is a sequence of instructions to change the state of a system. For example: A computer's memory, your brain (math), or the ingredients to prepare food (cooking recipe).

Think Data 8: Change or retrieve the content of a table.





Algorithm: Properties

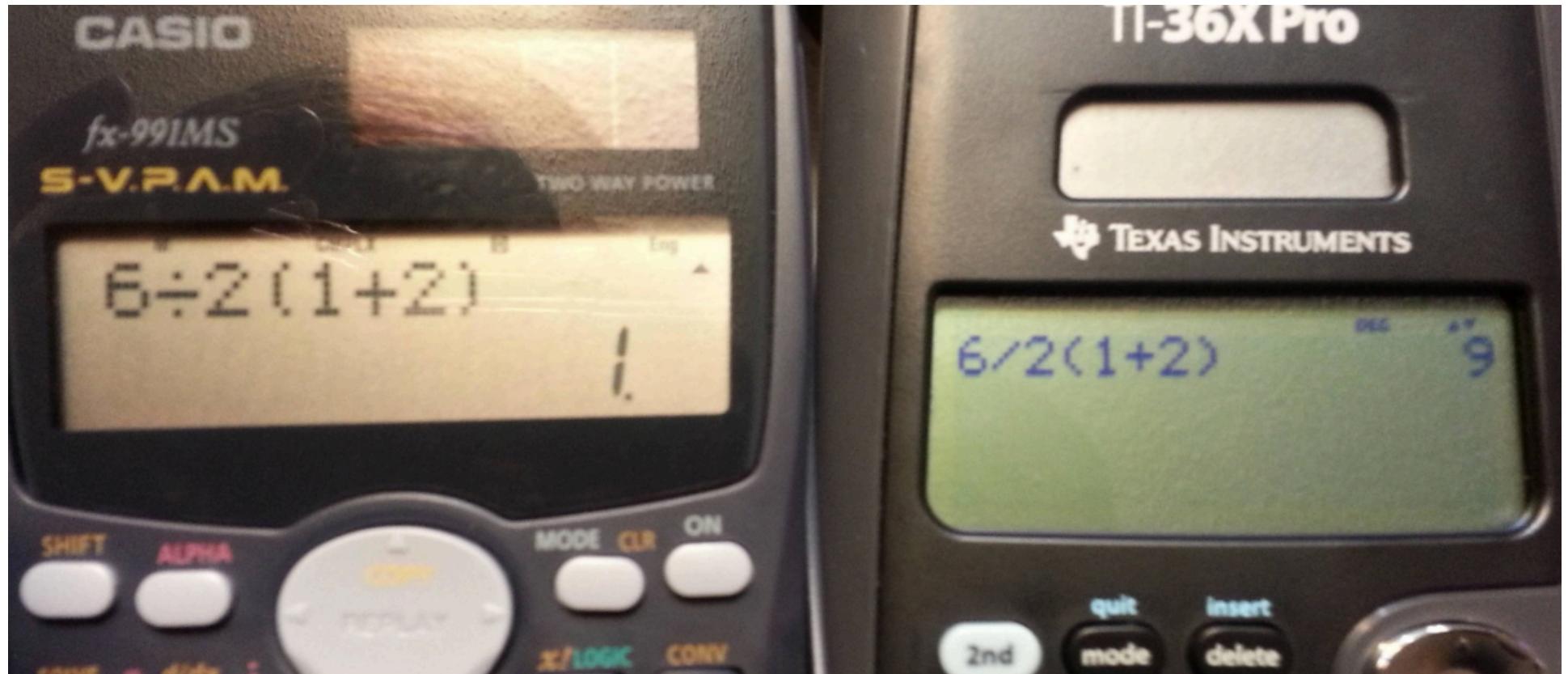
- An algorithm is a description that can be expressed within a finite amount of space and time.
- Executing the algorithm may take infinite space and/or time, e.g. “calculate all prime numbers”.
- In CS and math, we prefer to use well-defined formal languages for defining an algorithm.

$$6 \div 2(1+2) = ?$$

1 or 9

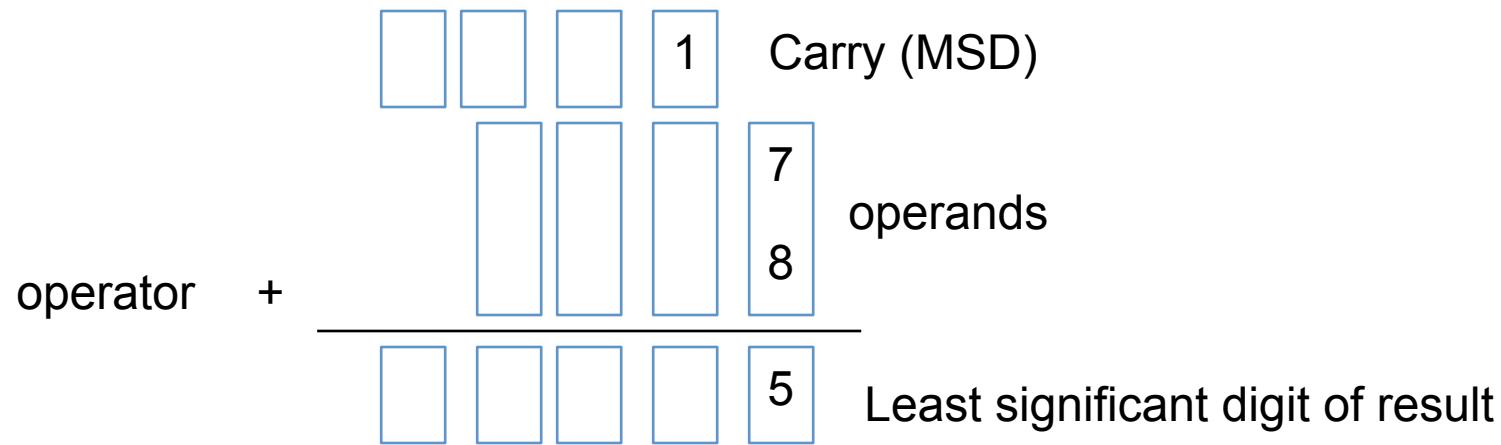


Algorithm: Well-definition





Algorithms early in life (1st grade)





Algorithms early in life (in binary)

operator +
$$\begin{array}{r} & \boxed{1} & \boxed{1} & \boxed{0} & \boxed{0} & \text{Carry (MSD)} \\ & \boxed{1} & \boxed{1} & \boxed{1} & \boxed{0} & \text{operands} \\ & \boxed{1} & \boxed{1} & \boxed{0} & \boxed{0} & \\ \hline & \boxed{1} & \boxed{1} & \boxed{0} & \boxed{1} & \boxed{0} & \text{LSB result} \end{array}$$

14
+ 12
—
26



More Terminology (intuitive)

- **Code**

A sequence of symbols used for communication between systems (brains, computers, brain-to-computer)

- **Data**

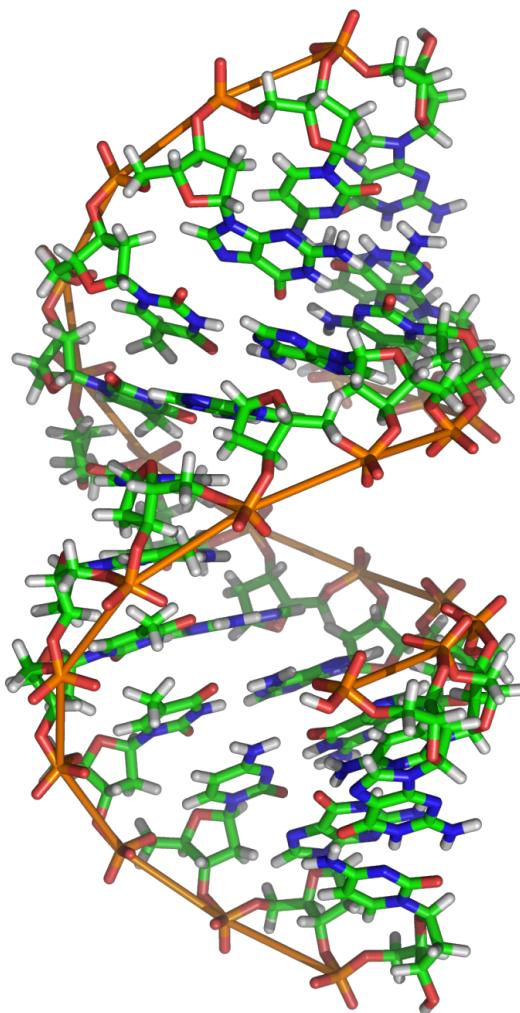
Observations

- **Information**

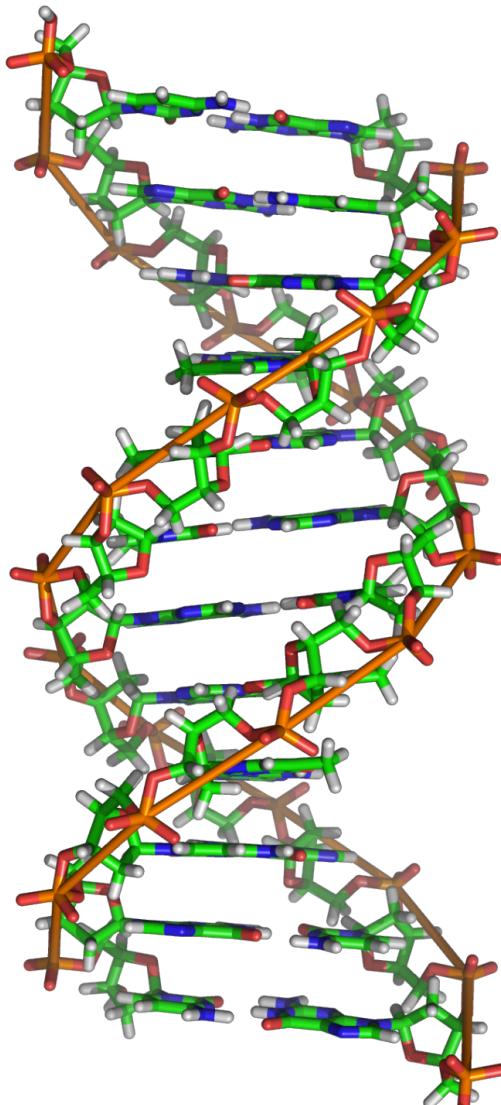
Reduction of uncertainty in a model (measured in bits)



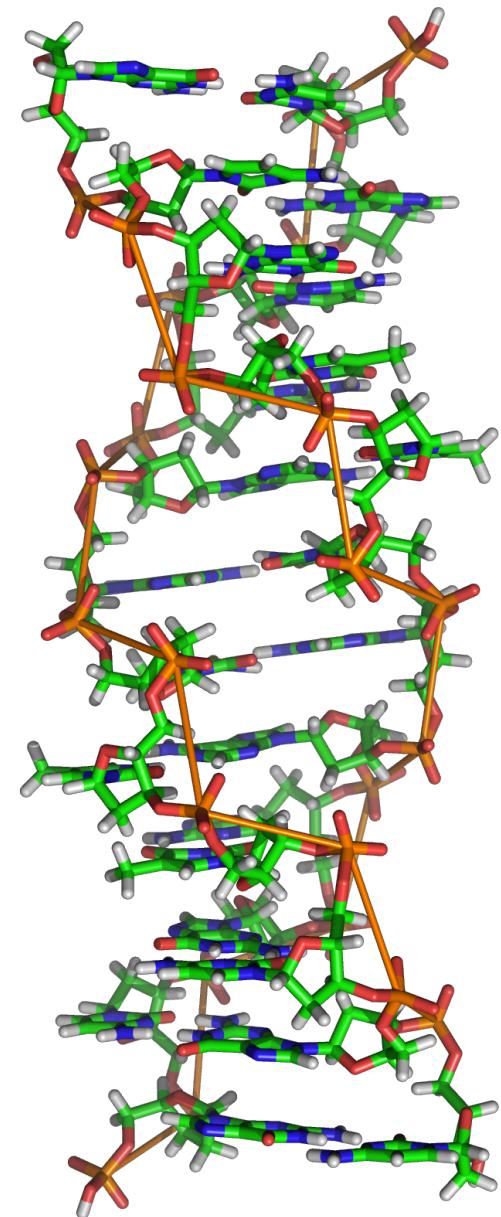
Data or Code?



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Data or Code?

```
00000000 10000000 01000001 10000000 00010000 00000000 10000001  
01000001 10000001 00010000 00000000 10000002 01000001 10000002  
00010000 00000000 10000003 01000001 10000003 00010000 00000000  
10022133 01000001 10022133 00010000 00000000 10000000 01000001  
20000000 00010000 00000000 10000001 01000100 20000001 00010000  
00000000 10000001 01000100 10000000 00010000 00000000 10031212  
01000001 10031212 00010000 00000000 10031212 01000100 10031213  
00010000 00000000 10000002 01001001 10000001 00010000 00000000  
10000001 01001001 10000001 00010000 00000000 10000101 01001001  
10000001 00010000 00000000 10011111 01001001 10011111 00010000  
00000000 10100220 01001001 10011111 00010000 00000000 10000001
```



Data or Code?

Here is some information!

00000000	10000000	01000001	10000000	00010000	00000000	10000001
01000001	10000001	00010000	00000000	10000002	00000000	10000002
00010000	00000000	10000003	01000001	10000003	00000000	10000000
10022133	01000001	10022133	00010000	00000000	10000000	01000001
20000000	00010000	00000000	10000001	01000100	20000001	00010000
00000000	10000001	01000100	10000000	00010000	00000000	10031212
01000001	10031212	00010000	00000000	10031212	01000100	10031213
00010000	00000000	10000002	01001001	10000001	00010000	00000000
10000001	01001001	10000001	00010000	00000000	10000101	01001001
10000001	00010000	00000000	10011111	01001001	10011111	00010000
00000000	1000220	01001001	10011111	00010000	00000000	10000001

Integer

Instruction

String



Data or Code? Abstraction!

**Human-readable code
(programming language)**

```
def add5(x):
    return x+5

def dotwrite(ast):
    nodename = getNodeName()
    label=symbol.sym_name.get(int(ast[0]),ast[0])
    print '%s [%s]' % (nodename, label),
    if isinstance(ast[1], str):
        if ast[1].strip():
            print '=' % ast[1]
        else:
            print ''
    else:
        print ']';
    children = []
    for n, child in enumerate(ast[1:]):
        children.append(dotwrite(child))
    print '%s -> {' % nodename,
    for name in children:
        print '%s' % name,
```

**Machine-executable
instructions (byte code)**

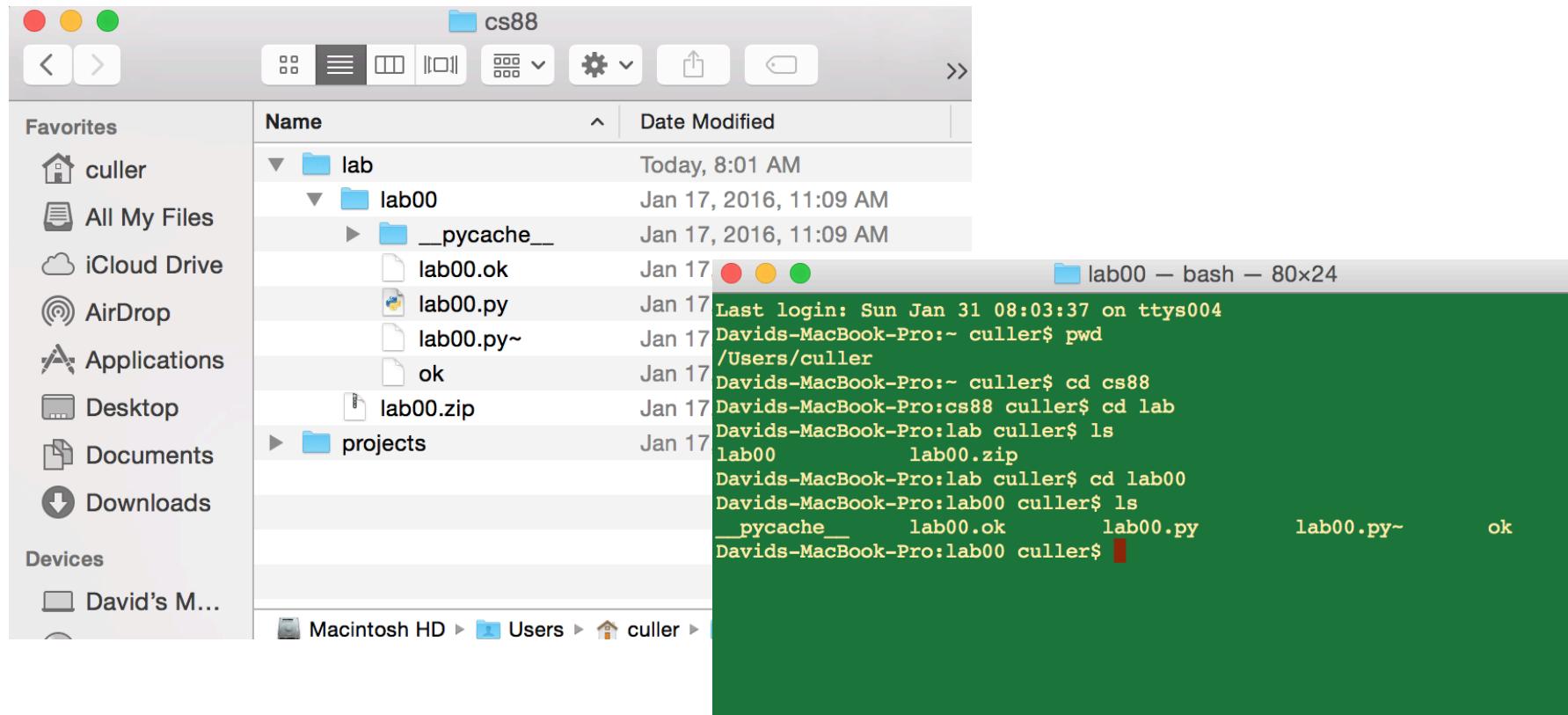
```
011100111100010011011000010001110100010011111011000111
101110110000001111110111100110000111111111110111110
11111111110011101000110101001100011100010010111001000
11110001101010110011110110111100100111101111111111111
110011111110011000000000001101111010010110011111101111
111111110000011100011100011111001111000000011010111110
00001110100111001001111011111000011111001100110001011
100111110000110001100110101111001111100010111010111111
10010011111111001110111100011111100011011110001111110
1101111011101011110111110011111110011111000100111
11111000100101111000110001111100011111111111110111
1101111111100001110000010111100111111100000000111001100
10100000111001111101111111111000000000110001000011000
1110011101101111100101111101111100000000011111111111
11001100110001000010001111111100011111100100000100001000
00001111101100100111000011111101111111111110001001111
100001100110010111001000100010011011111000011000111111
001111001111110011111100111110011011111110010111111100
111001111111011110001001111111011111110011111111111000
01011011011101101111111010011010101010111111101000010
```



**Compiler or Interpreter
Here: Python**



Code or GUI: More Abstraction!



- **Big Idea: Layers of Abstraction**
 - The GUI look and feel is built out of files, directories, system code, etc.



Let's talk Python

- **Expression**
- **Call expression**
- **Variables**
- **Assignment Statement**
- **Define Function:**
- **Control Statements:**

`3.1 * 2.6`

`max(0, x)`

`x = <expression>`

`def <function name> (<argument list>) :`

`if ...`

`for ...`

`while ...`

`list comprehension`



Conditional statement

- Do some statements, conditional on a *predicate* expression

```
if <predicate>:  
    <true statements>  
else:  
    <false statements>
```

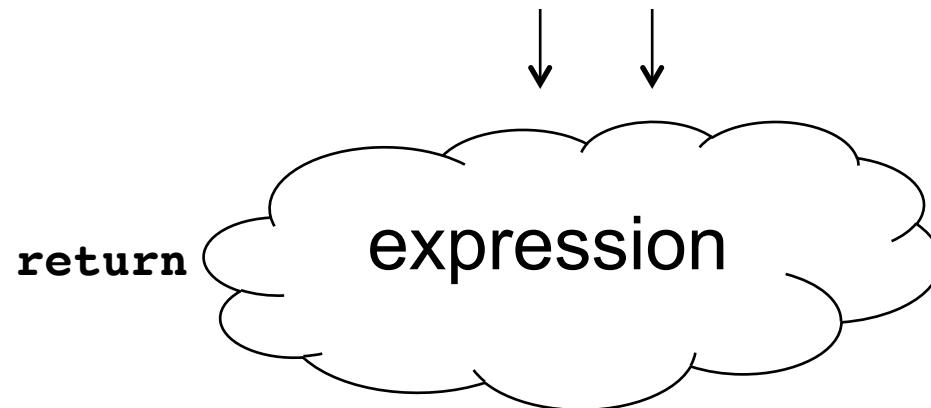
- Example:

```
if (temperature>37.2) :  
    print("fever!")  
else:  
    print("no fever")
```



Defining Functions

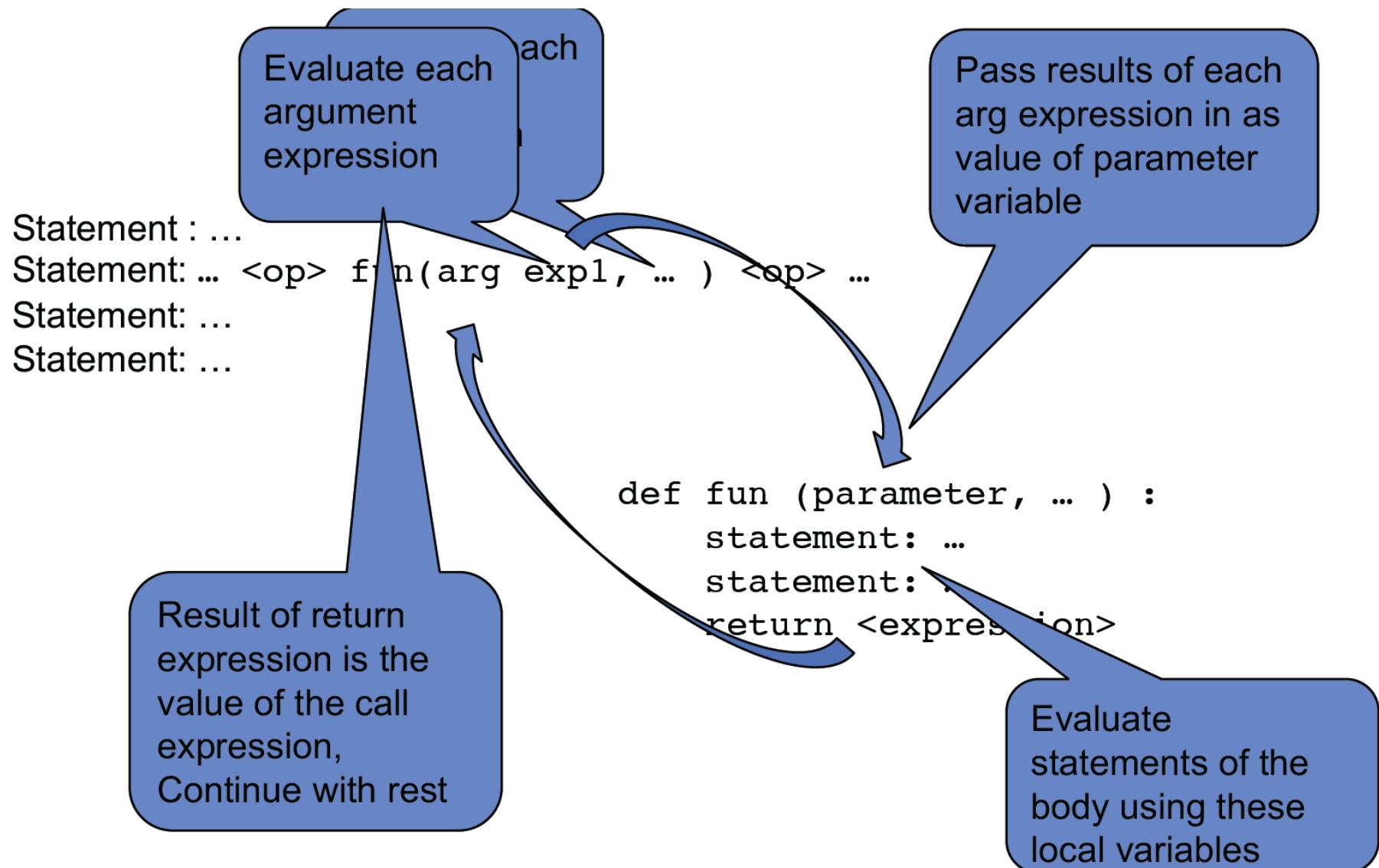
```
def <function name> (<argument list>) :
```



- **Abstracts an expression or set of statements to apply to lots of instances of the problem**
- **A function should *do one thing well***

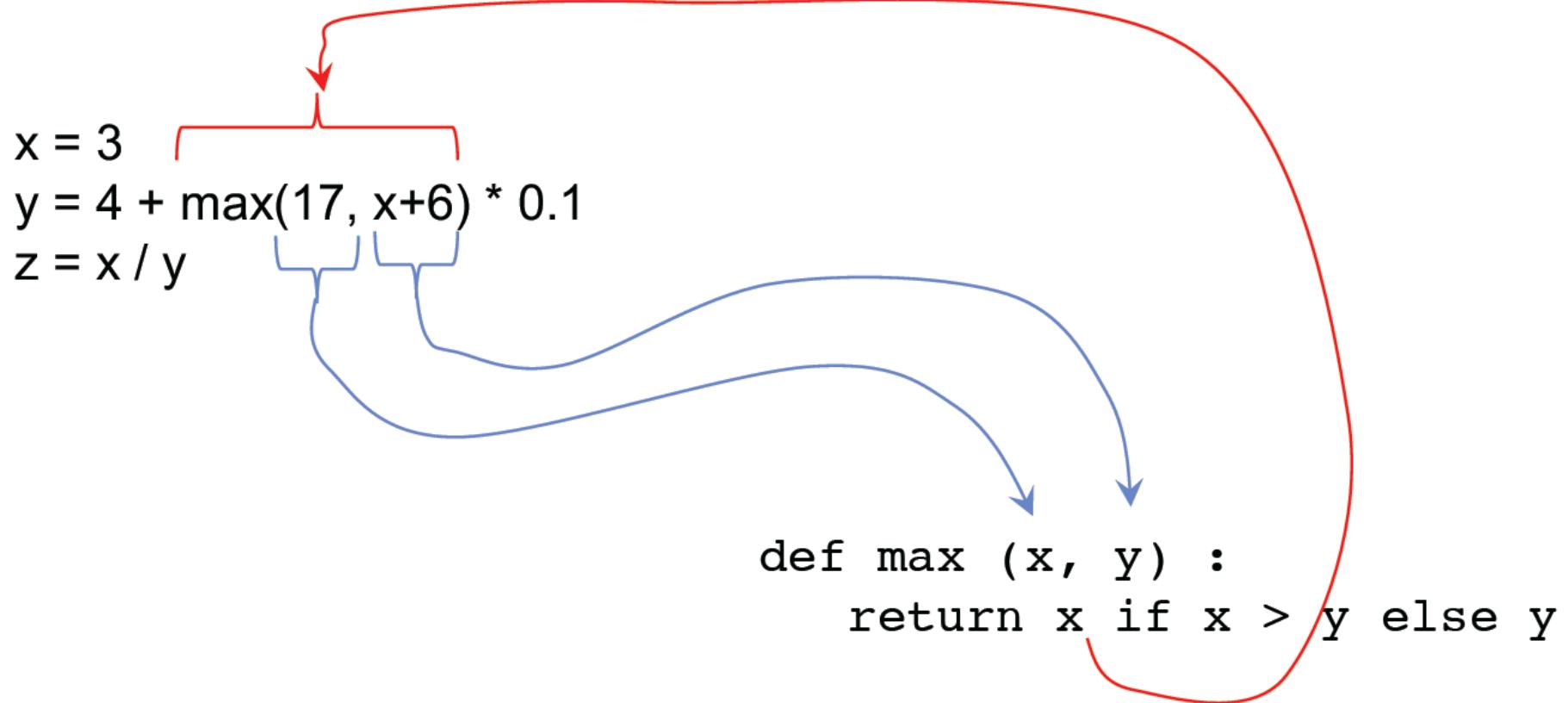


Functions: Calling and Returning Results





Functions: Example





How to write a good Function

- **Give a descriptive name**
 - Function names should be lowercase. If necessary, separate words by underscores to improve readability. Names are extremely suggestive!
- **Chose meaningful parameter names**
 - Again, names are extremely suggestive.
- **Write the docstring to explain *what* it does**
 - What does the function return? What are corner cases for parameters?
- **Write doctest to show what it should do**
 - **Before** you write the implementation.

Python Style Guide: <https://www.python.org/dev/peps/pep-0008/>



Example: Prime Numbers

```
1 def prime(n):
2     """Return whether n is a prime number.
3
4     >>> prime(2)
5     True
6     >>> prime(3)
7     True
8     >>> prime(4)
9     False
10    """
11
12    return "figure this out"
```

Prime number

From Wikipedia, the free encyclopedia

"Prime" redirects here. For other uses, see [Prime \(disambiguation\)](#).

A **prime number** (or a **prime**) is a **natural number** greater than 1 that cannot be formed by multiplying two smaller natural numbers. A natural number greater than 1 that is not prime is called a **composite number**. For example, 5 is prime because the only ways of writing it as a **product**, 1×5 or 5×1 , involve 5 itself. However, 6 is composite because it is the product of two numbers (2×3) that are both smaller than 6. Primes are central in **number theory** because of the **fundamental theorem of arithmetic**: every natural number greater than 1 is either a prime itself or can be factorized as a product of primes that is unique [up to their order](#).

Why do we have prime numbers?

<https://www.youtube.com/watch?v=e4kevnq2vPI&t=72s&index=6&list=PL17CtGMLr0Xz3vNK31TG7mJlzmF78vsFO>



for statement – iteration control

- Repeat a block of statements for a structured sequence of variable bindings

```
<initialization statements>
for <variables> in <sequence expression>:
    <body statements>
```

```
<rest of the program>
```

```
def cum_OR(lst):
    """Return cumulative OR of entries in lst.
    >>> cum_OR([True, False])
    True
    >>> cum_OR([False, False])
    False
    """
    co = False
    for item in lst:
        co = co or item
    return co
```



while statement – iteration control

- Repeat a block of statements until a predicate expression is satisfied

<initialization statements>

while <predicate expression> :
 <body statements>

<rest of the program>

```
def first_primes(k):
    """ Return the first k primes.
    """
    primes = []
    num = 2
    while len(primes) < k :
        if prime(num):
            primes = primes + [num]
        num = num + 1
    return primes
```



Data-driven iteration

- **describe an expression to perform on each item in a sequence**
- **let the data dictate the control**

```
[ <expr with loop var> for <loop var> in <sequence expr > ]
```

```
def dividers(n):
    """Return list of whether numbers greater than 1 that divide n.

    >>> dividers(6)
    [True, True]
    >>> dividers(9)
    [False, True, False]
    """
    return [divides(n,i) for i in range(2,(n//2)+1) ]
```



Thoughts for the Wandering Mind

- Could we build a complete computer that has no instructions, only data?