MFE Workshop Advanced Python

Dr. Debarshi Basu

Director, BlackRock

May 29th , June 5th , June 12th 2020

Goals of the Workshop

Best Practices

- Share best practices when working on complex projects in groups of 4 or more.
- Do-s and Don’t-s of collaborating on homework, Final Project
- Prepare for corporate work environments during internship.

Coding Interviews

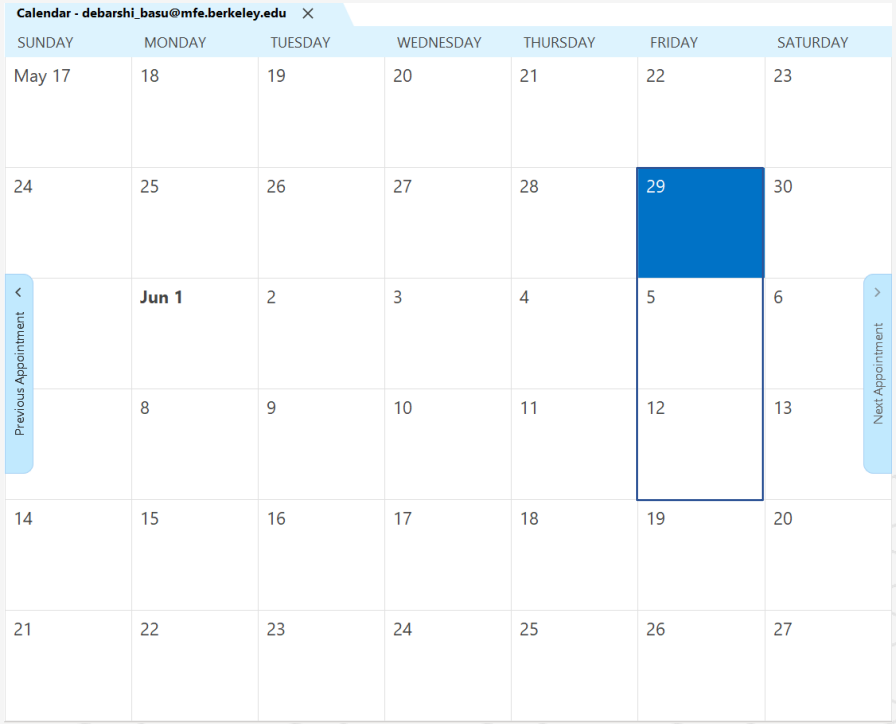
- Tips and Tricks for cracking coding challenges
- Improve Accuracy, Speed
- Advanced Algorithms
- Advanced packages

Have fun while doing all of above !

Logistics

Class Schedule:

- May 29th 3-5 PM
- June 5th 5-7 PM
- June 12th 5-7 PM



Instructor:

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MFE Class of 2015

Director, Quantitative Research, BlackRock

Materials (Day 1)

- Logistics
- Choose a Workflow – Sublime Text OR Jupyter Notebook (can use Google Colab) OR PyCharm
- Review of Basics Python
  - List
  - Dict
  - Function
    - Special functions
  - Class
    - Operator Overloading
    - Inheritance
    - Decorators

Materials (Day 1)

- Basic Packages
  - Numpy & Scipy
  - Pandas : Reading data
  - Matplotlib
  - Statsmodels
  - NLTK
  - Scikit Learn
  - Spark (Parquet)
  - CVXpy

  Building your custom package

Materials (Day 2)

Un-Supervised

- Clustering (K-Means)
- Dimensionality Reduction (PCA, NMF, GLRM)
- Applications in NLP (Topic Modeling , Word2Vec)

Data issues

- Missing data imputation
- Handling outliers

Avoiding overfitting

- Cross-Validation, Cross-Entropy
- Hyperparameter tuning

Materials (Day 2)

Supervised

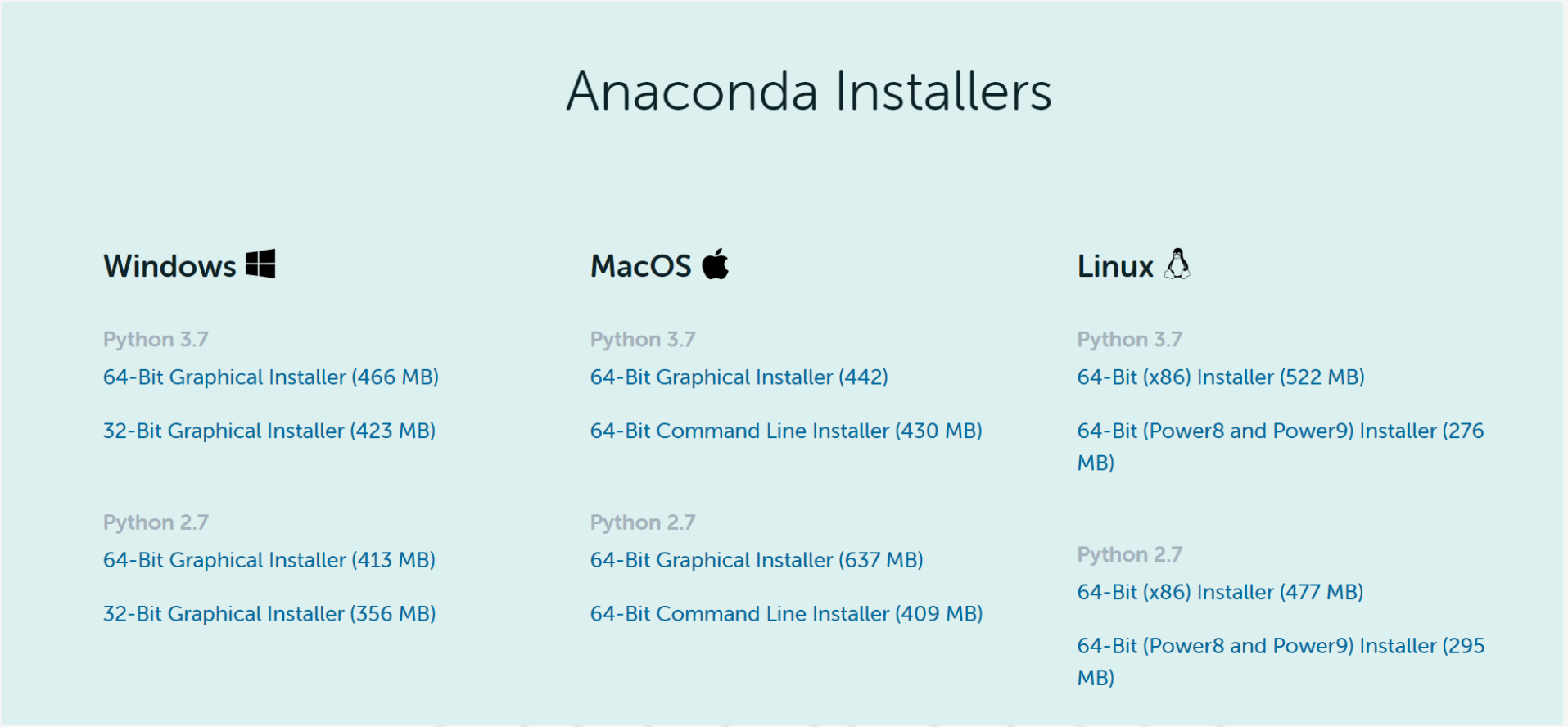
- KNN
- Linear Regression
- Non-Linear (SVM, Logistic)
- Hierarchial (DecisionTree, RandomForest)
- Neural Nets. (Deep Learning, CNN)

Reinforcement Learning

Resources

Books

Set Up - Python 3



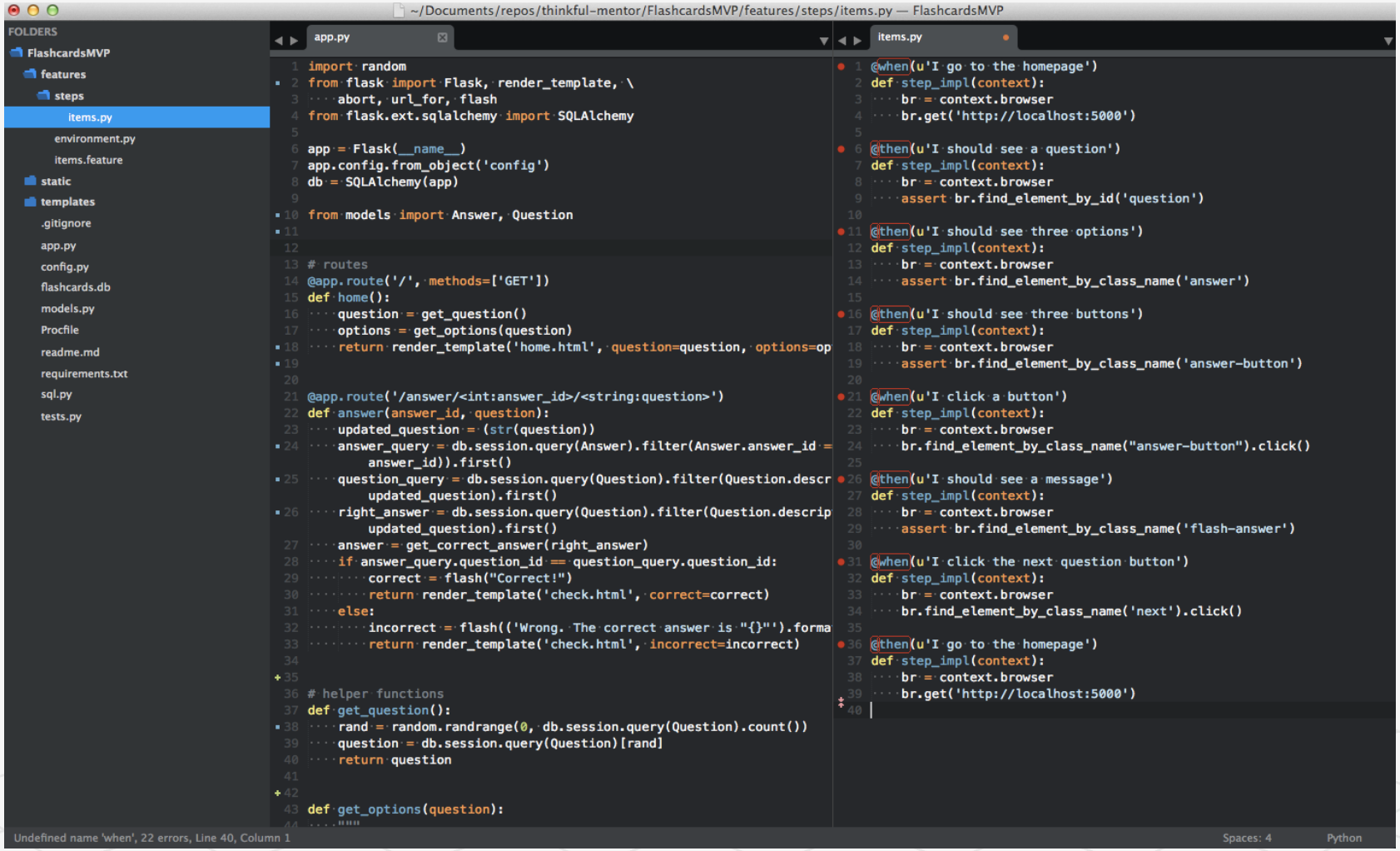
Download from: https://www.anaconda.com/products/individual

```
import sys
print(sys.version)
print(sys.version_info)
```

```
3.6.8 |Anaconda, Inc.| (default, Feb 21 2019, 18:30:04) [MSC v.1916 64 bit (AMD64)]
sys.version_info(major=3, minor=6, micro=8, releaselevel='final', serial=0)
[Finished in 0.3s]
```

Set Up - Sublime Text 3

https://realpython.com/setting-up-sublime-text-3-for-full-stack-python-development/



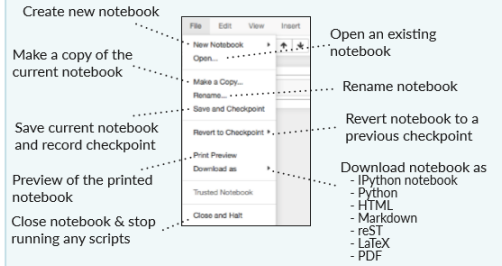
Set Up – Jupyter Notebooks

Python For Data Science *Cheat Sheet*

Jupyter Notebook

Learn More Python for Data Science Interactively at www.DataCamp.com

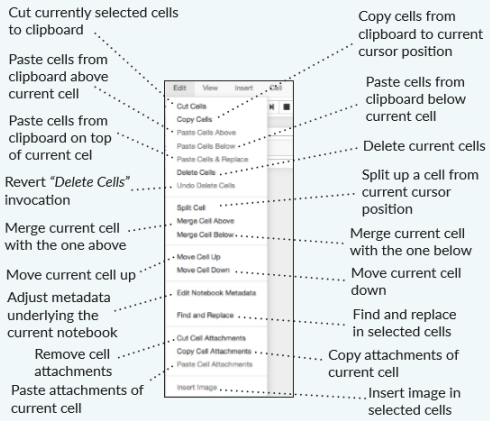
Saving/Loading Notebooks



Writing Code And Text

Code and text are encapsulated by 3 basic cell types: markdown cells, code cells, and raw NBConvert cells.

Edit Cells



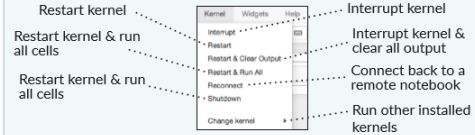
Insert Cells

Working with Different Programming Languages

Kernels provide computation and communication with front-end interfaces like the notebooks. There are three main kernels:

IPython IRkernel Julia

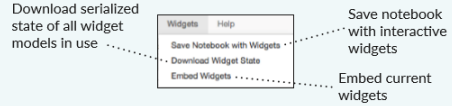
Installing Jupyter Notebook will automatically install the IPython kernel.



Widgets

Notebook widgets provide the ability to visualize and control changes in your data, often as a control like a slider, textbox, etc.

You can use them to build interactive GUIs for your notebooks or to synchronize stateful and stateless information between Python and JavaScript.

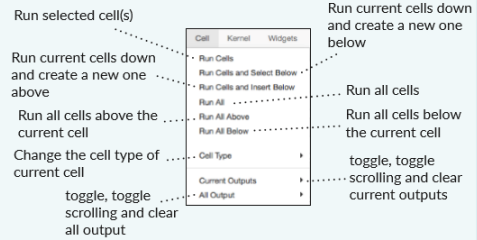


Command Mode:

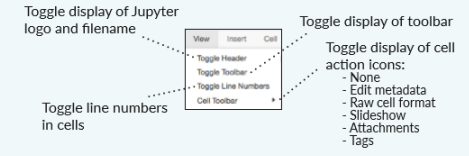
Edit Mode:

1. Save and checkpoint
2. Insert cell below
3. Cut cell
4. Copy cell(s)
5. Paste cell(s) below
6. Move cell up
7. Move cell down
8. Run current cell
9. Interrupt kernel
10. Restart kernel
11. Display characteristics
12. Open command palette
13. Current kernel
14. Kernel status
15. Log out from notebook server

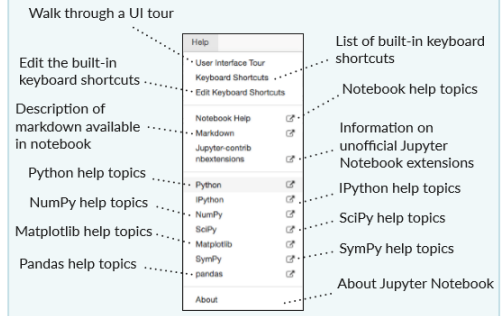
Executing Cells



View Cells



Asking For Help



DataCamp
Learn Python for Data Science Interactively

Set Up – Jupyter Notebook Shortcuts

Shortcuts in both modes:

- `Shift + Enter` run the current cell, select below
- `Ctrl + Enter` run selected cells
- `Alt + Enter` run the current cell, insert below
- `Ctrl + S` save and checkpoint

While in command mode (press `Esc` to activate):

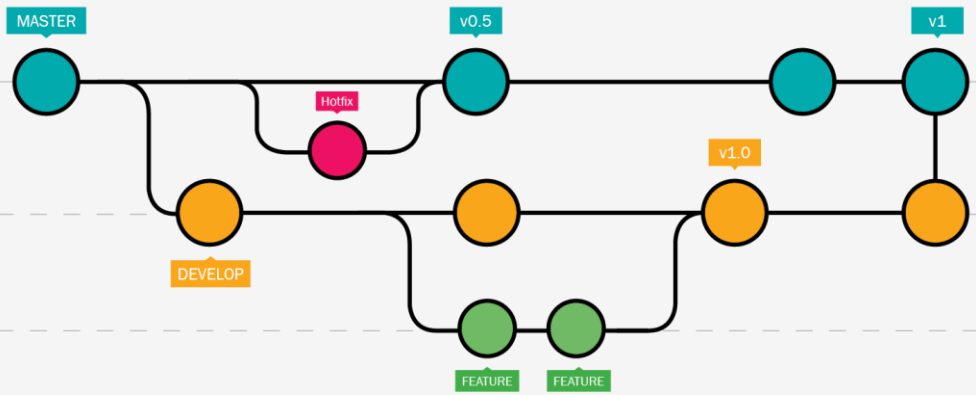
- `Enter` take you into edit mode
- `H` show all shortcuts
- `Up` select cell above
- `Down` select cell below
- `Shift + Up` extend selected cells above
- `Shift + Down` extend selected cells below
- `A` insert cell above
- `B` insert cell below
- `X` cut selected cells
- `C` copy selected cells
- `V` paste cells below
- `Shift + V` paste cells above
- `D, D (press the key twice)` delete selected cells
- `Z` undo cell deletion
- `S` Save and Checkpoint
- `Y` change the cell type to *Code*
- `M` change the cell type to *Markdown*

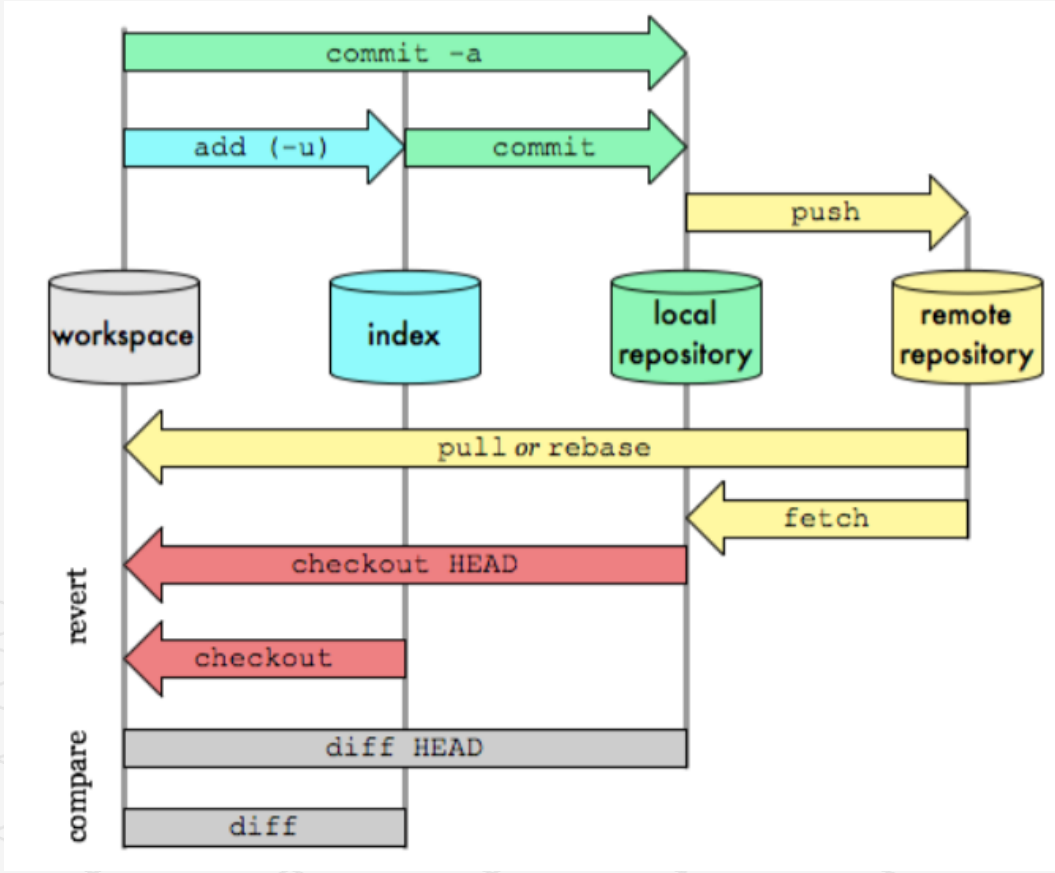
While in edit mode (press `Enter` to activate)

- `Esc` take you into command mode
- `Tab` code completion or indent
- `Shift + Tab` tooltip
- `Ctrl + ]` indent
- `Ctrl + [` dedent
- `Ctrl + A` select all
- `Ctrl + Z` undo
- `Ctrl + Shift + Z` or `Ctrl + Y` redo
- `Ctrl + Home` go to cell start
- `Ctrl + End` go to cell end
- `Ctrl + Left` go one word left
- `Ctrl + Right` go one word right
- `Ctrl + Shift + P` open the command palette
- `Down` move cursor down
- `Up` move cursor up

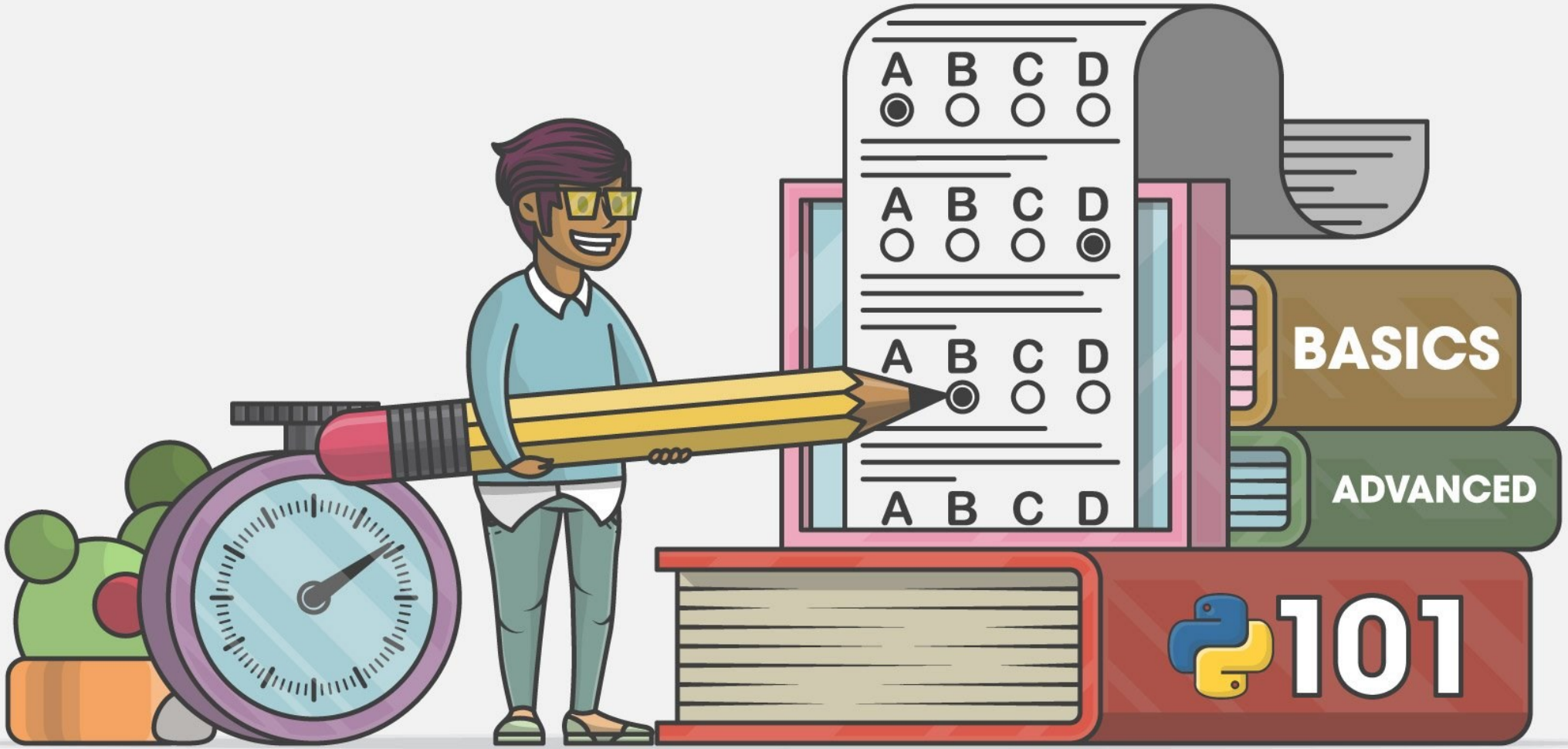
Set Up - Git

- Absolutely necessary when working in groups. Companies often ask you about your git projects.

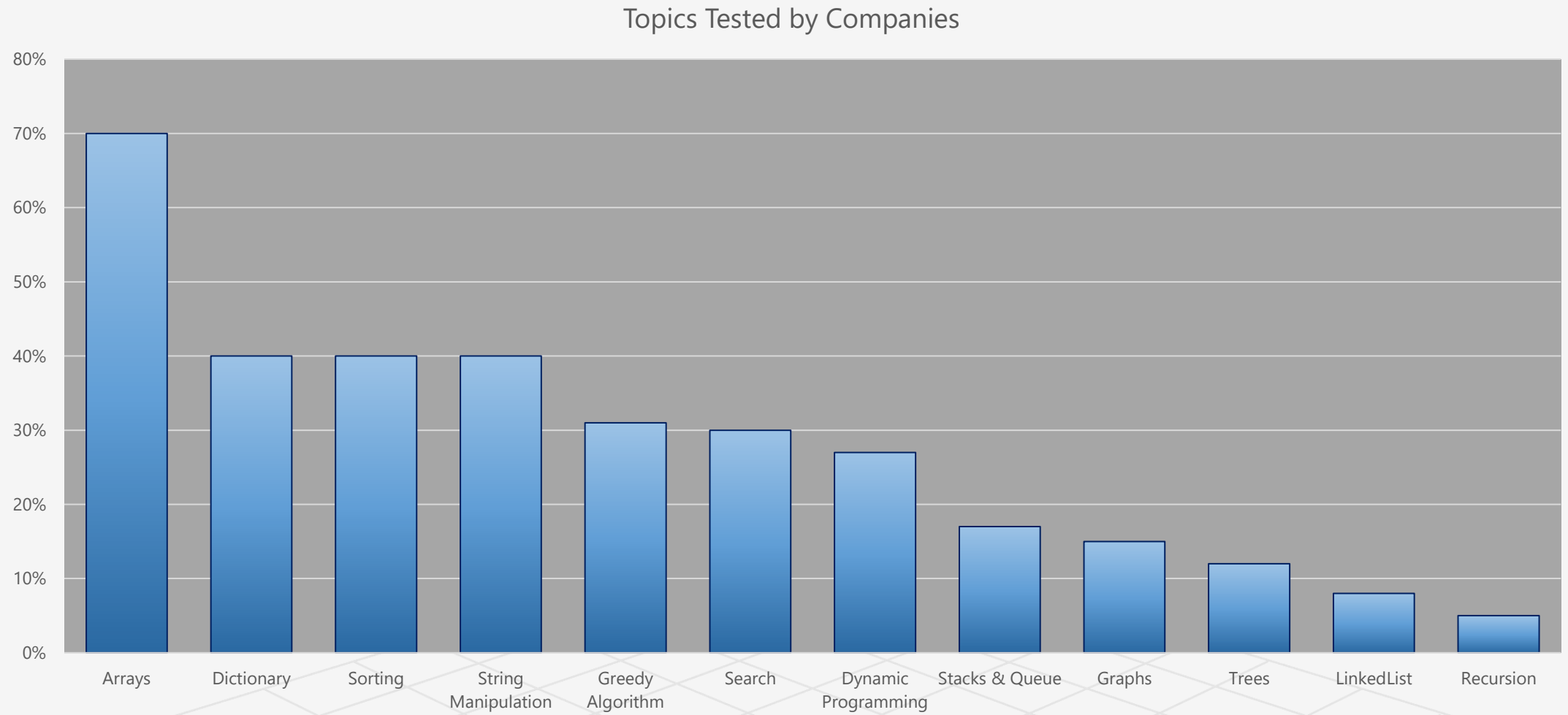




Review of Basic Knowledge



Where do you need to focus ?



https://www.hackerrank.com/interview/interview-preparation-kit

List Cheat Sheet

1

Beginner's Python Cheat Sheet - Lists

What are lists?

A list stores a series of items in a particular order. Lists allow you to store sets of information in one place, whether you have just a few items or millions of items. Lists are one of Python's most powerful features readily accessible to new programmers, and they tie together many important concepts in programming.

Defining a list

Use square brackets to define a list, and use commas to separate individual items in the list. Use plural names for lists, to make your code easier to read.

Making a list

```
users = ['val', 'bob', 'mia', 'ron', 'ned']
```

Accessing elements

Individual elements in a list are accessed according to their position, called the index. The index of the first element is 0, the index of the second element is 1, and so forth. Negative indices refer to items at the end of the list. To get a particular element, write the name of the list and then the index of the element in square brackets.

Getting the first element

```
first_user = users[0]
```

Getting the second element

```
second_user = users[1]
```

Getting the last element

```
newest_user = users[-1]
```

Modifying individual items

Once you've defined a list, you can change individual elements in the list. You do this by referring to the index of the item you want to modify.

Changing an element

```
users[0] = 'valerie'
users[-2] = 'ronald'
```

Adding elements

You can add elements to the end of a list, or you can insert them wherever you like in a list.

Adding an element to the end of the list

```
users.append('amy')
```

Starting with an empty list

```
users = []
users.append('val')
users.append('bob')
users.append('mia')
```

Inserting elements at a particular position

```
users.insert(0, 'joe')
users.insert(3, 'bea')
```

Removing elements

You can remove elements by their position in a list, or by the value of the item. If you remove an item by its value, Python removes only the first item that has that value.

Deleting an element by its position

```
del users[-1]
```

Removing an item by its value

```
users.remove('mia')
```

Popping elements

If you want to work with an element that you're removing from the list, you can "pop" the element. If you think of the list as a stack of items, pop() takes an item off the top of the stack. By default pop() returns the last element in the list, but you can also pop elements from any position in the list.

Pop the last item from a list

```
most_recent_user = users.pop()
print(most_recent_user)
```

Pop the first item in a list

```
first_user = users.pop(0)
print(first_user)
```

List length

The len() function returns the number of items in a list.

Find the length of a list

```
num_users = len(users)
print("We have " + str(num_users) + " users.")
```

Sorting a list

The sort() method changes the order of a list permanently. The sorted() function returns a copy of the list, leaving the original list unchanged. You can sort the items in a list in alphabetical order, or reverse alphabetical order. You can also reverse the original order of the list. Keep in mind that lowercase and uppercase letters may affect the sort order.

Sorting a list permanently

```
users.sort()
```

Sorting a list permanently in reverse alphabetical order

```
users.sort(reverse=True)
```

Sorting a list temporarily

```
print(sorted(users))
print(sorted(users, reverse=True))
```

Reversing the order of a list

```
users.reverse()
```

Looping through a list

Lists can contain millions of items, so Python provides an efficient way to loop through all the items in a list. When you set up a loop, Python pulls each item from the list one at a time and stores it in a temporary variable, which you provide a name for. This name should be the singular version of the list name.

The indented block of code makes up the body of the loop, where you can work with each individual item. Any lines that are not indented run after the loop is completed.

Printing all items in a list

```
for user in users:
    print(user)
```

Printing a message for each item, and a separate message afterwards

```
for user in users:
    print("Welcome, " + user + "!")

print("Welcome, we're glad to see you all!")
```

List Cheat Sheet 2

The range() function

You can use the range() function to work with a set of numbers efficiently. The range() function starts at 0 by default, and stops one number below the number passed to it. You can use the list() function to efficiently generate a large list of numbers.

Printing the numbers 0 to 1000

```
for number in range(1001):
    print(number)
```

Printing the numbers 1 to 1000

```
for number in range(1, 1001):
    print(number)
```

Making a list of numbers from 1 to a million

```
numbers = list(range(1, 1000001))
```

Simple statistics

There are a number of simple statistics you can run on a list containing numerical data.

Finding the minimum value in a list

```
ages = [93, 99, 66, 17, 85, 1, 35, 82, 2, 77]
youngest = min(ages)
```

Finding the maximum value

```
ages = [93, 99, 66, 17, 85, 1, 35, 82, 2, 77]
oldest = max(ages)
```

Finding the sum of all values

```
ages = [93, 99, 66, 17, 85, 1, 35, 82, 2, 77]
total_years = sum(ages)
```

Slicing a list

You can work with any set of elements from a list. A portion of a list is called a slice. To slice a list start with the index of the first item you want, then add a colon and the index after the last item you want. Leave off the first index to start at the beginning of the list, and leave off the last index to slice through the end of the list.

Getting the first three items

```
finishers = ['kai', 'abe', 'ada', 'gus', 'zoe']
first_three = finishers[:3]
```

Getting the middle three items

```
middle_three = finishers[1:4]
```

Getting the last three items

```
last_three = finishers[-3:]
```

Copying a list

To copy a list make a slice that starts at the first item and ends at the last item. If you try to copy a list without using this approach, whatever you do to the copied list will affect the original list as well.

Making a copy of a list

```
finishers = ['kai', 'abe', 'ada', 'gus', 'zoe']
copy_of_finishers = finishers[:]
```

List comprehensions

You can use a loop to generate a list based on a range of numbers or on another list. This is a common operation, so Python offers a more efficient way to do it. List comprehensions may look complicated at first; if so, use the for loop approach until you're ready to start using comprehensions.

To write a comprehension, define an expression for the values you want to store in the list. Then write a for loop to generate input values needed to make the list.

Using a loop to generate a list of square numbers

```
squares = []
for x in range(1, 11):
    square = x**2
    squares.append(square)
```

Using a comprehension to generate a list of square numbers

```
squares = [x**2 for x in range(1, 11)]
```

Using a loop to convert a list of names to upper case

```
names = ['kai', 'abe', 'ada', 'gus', 'zoe']

upper_names = []
for name in names:
    upper_names.append(name.upper())
```

Using a comprehension to convert a list of names to upper case

```
names = ['kai', 'abe', 'ada', 'gus', 'zoe']

upper_names = [name.upper() for name in names]
```

Styling your code

Readability counts

- Use four spaces per indentation level.
- Keep your lines to 79 characters or fewer.
- Use single blank lines to group parts of your program visually.

Tuples

A tuple is like a list, except you can't change the values in a tuple once it's defined. Tuples are good for storing information that shouldn't be changed throughout the life of a program. Tuples are designated by parentheses instead of square brackets. (You can overwrite an entire tuple, but you can't change the individual elements in a tuple.)

Defining a tuple

```
dimensions = (800, 600)
```

Looping through a tuple

```
for dimension in dimensions:
    print(dimension)
```

Overwriting a tuple

```
dimensions = (800, 600)
print(dimensions)

dimensions = (1200, 900)
```

Visualizing your code

When you're first learning about data structures such as lists, it helps to visualize how Python is working with the information in your program. pythontutor.com is a great tool for seeing how Python keeps track of the information in a list. Try running the following code on pythontutor.com, and then run your own code.

Build a list and print the items in the list

```
dogs = []
dogs.append('willie')
dogs.append('hootz')
dogs.append('peso')
dogs.append('goblin')

for dog in dogs:
    print("Hello " + dog + "!")
print("I love these dogs!")

print("\nThese were my first two dogs:")
old_dogs = dogs[:2]
for old_dog in old_dogs:
    print(old_dog)

del dogs[0]
dogs.remove('peso')
print(dogs)
```

Review of Basic Usage - What should we expect?

- Ways to join lists
- Difference between extend and append

```
l0 = [1, 2, 3, 4]
l1 = [5, 6, 7, 8]
big_l = l0 + l1
print(big_l)
l2 = l0.copy()
l0.append(l1)
l2.extend(l1)
print(l0)
print(l2)
```

- List Comprehension
- Referenced vs. copy

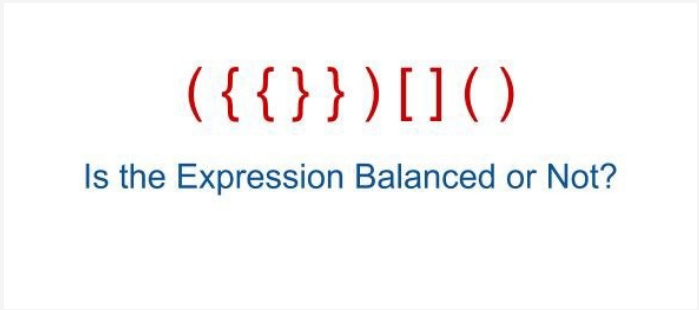
```
m1 = [l1 for _ in range(4)]
m2 = l1 * 4
print(m1)
print(m2)

l1[0]=0
print(m1)
print(m2)
```

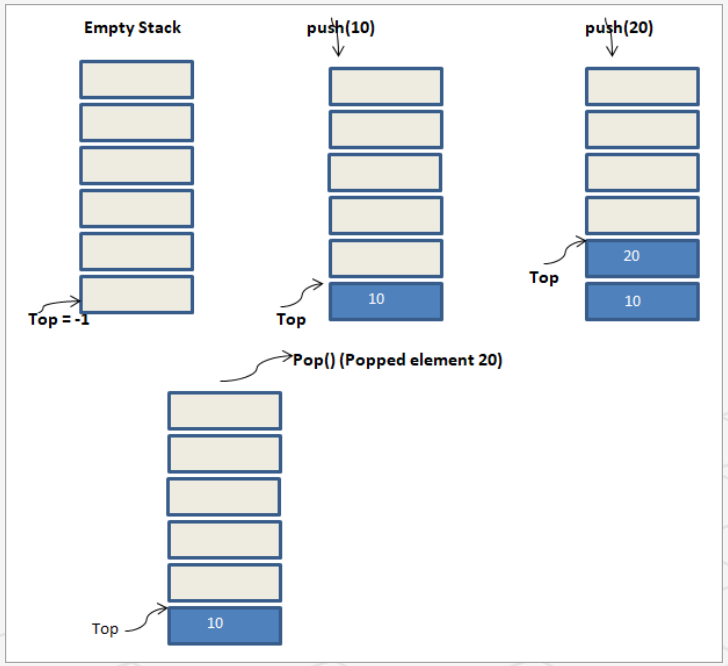
- Indexing and slicing

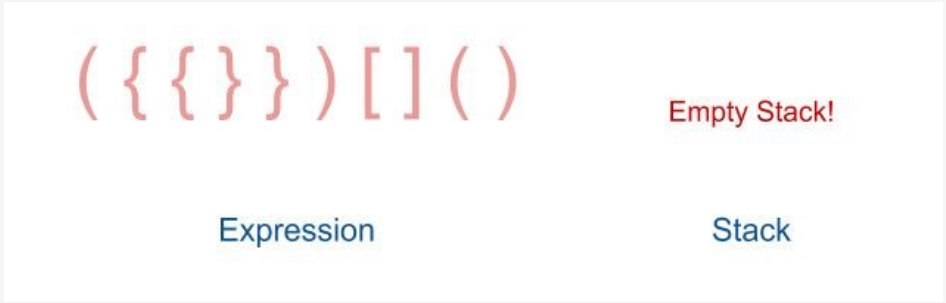
```
print(l1==l1[:])
print(l1[1:10])
# print(l1[10])
print(l1[1:10:2])
print(l2[-4::-2])
print(l2[-4:6:-1])
```

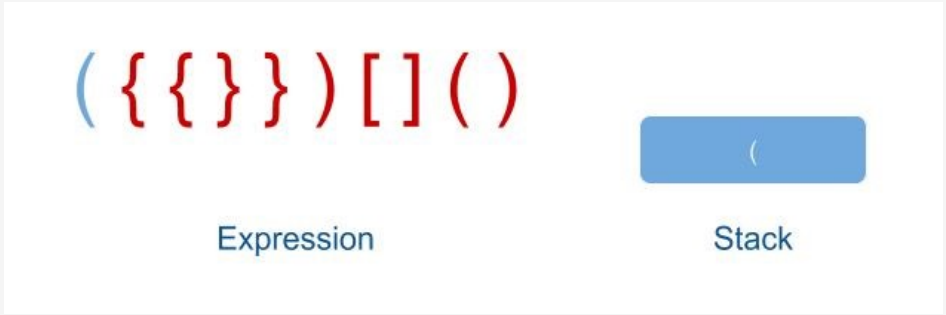
Implementing Stacks with Lists

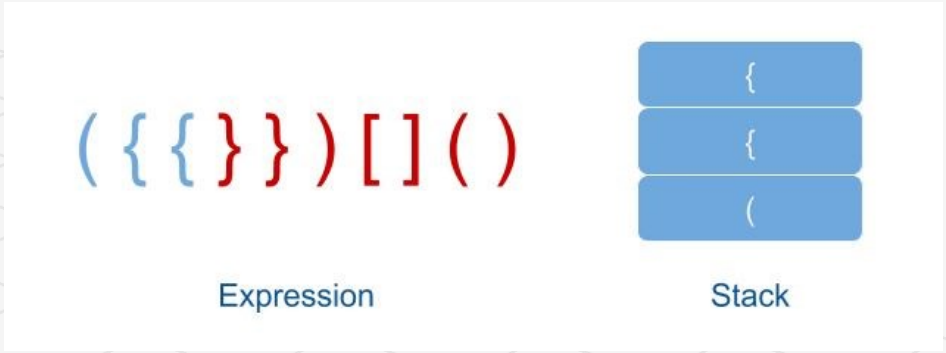
https://www.hackerrank.com/challenges/balanced-brackets/problem











Dict Cheat Sheet

1

Beginner's Python Cheat Sheet — Dictionaries

What are dictionaries?

Python's dictionaries allow you to connect pieces of related information. Each piece of information in a dictionary is stored as a key-value pair. When you provide a key, Python returns the value associated with that key. You can loop through all the key-value pairs, all the keys, or all the values.

Defining a dictionary

Use curly braces to define a dictionary. Use colons to connect keys and values, and use commas to separate individual key-value pairs.

Making a dictionary

```
alien_0 = {'color': 'green', 'points': 5}
```

Accessing values

To access the value associated with an individual key give the name of the dictionary and then place the key in a set of square brackets. If the key you're asking for is not in the dictionary, an error will occur.

You can also use the get() method, which returns None instead of an error if the key doesn't exist. You can also specify a default value to use if the key is not in the dictionary.

Getting the value associated with a key

```
alien_0 = {'color': 'green', 'points': 5}

print(alien_0['color'])
print(alien_0['points'])
```

Getting the value with get()

```
alien_0 = {'color': 'green'}

alien_color = alien_0.get('color')
alien_points = alien_0.get('points', 0)

print(alien_color)
print(alien_points)
```

Adding new key-value pairs

You can store as many key-value pairs as you want in a dictionary, until your computer runs out of memory. To add a new key-value pair to an existing dictionary give the name of the dictionary and the new key in square brackets, and set it equal to the new value.

This also allows you to start with an empty dictionary and add key-value pairs as they become relevant.

Adding a key-value pair

```
alien_0 = {'color': 'green', 'points': 5}

alien_0['x'] = 0
alien_0['y'] = 25
alien_0['speed'] = 1.5
```

Adding to an empty dictionary

```
alien_0 = {}
alien_0['color'] = 'green'
alien_0['points'] = 5
```

Modifying values

You can modify the value associated with any key in a dictionary. To do so give the name of the dictionary and enclose the key in square brackets, then provide the new value for that key.

Modifying values in a dictionary

```
alien_0 = {'color': 'green', 'points': 5}
print(alien_0)

# Change the alien's color and point value.
alien_0['color'] = 'yellow'
alien_0['points'] = 10
print(alien_0)
```

Removing key-value pairs

You can remove any key-value pair you want from a dictionary. To do so use the del keyword and the dictionary name, followed by the key in square brackets. This will delete the key and its associated value.

Deleting a key-value pair

```
alien_0 = {'color': 'green', 'points': 5}
print(alien_0)

del alien_0['points']
print(alien_0)
```

Visualizing dictionaries

Try running some of these examples on pythontutor.com.

Looping through a dictionary

You can loop through a dictionary in three ways: you can loop through all the key-value pairs, all the keys, or all the values.

A dictionary only tracks the connections between keys and values; it doesn't track the order of items in the dictionary. If you want to process the information in order, you can sort the keys in your loop.

Looping through all key-value pairs

```
# Store people's favorite languages.
fav_languages = {
    'jen': 'python',
    'sarah': 'c',
    'edward': 'ruby',
    'phil': 'python',
    }

# Show each person's favorite language.
for name, language in fav_languages.items():
    print(name + ": " + language)
```

Looping through all the keys

```
# Show everyone who's taken the survey.
for name in fav_languages.keys():
    print(name)
```

Looping through all the values

```
# Show all the languages that have been chosen.
for language in fav_languages.values():
    print(language)
```

Looping through all the keys in order

```
# Show each person's favorite language,
#   in order by the person's name.
for name in sorted(fav_languages.keys()):
    print(name + ": " + language)
```

Dictionary length

You can find the number of key-value pairs in a dictionary.

Finding a dictionary's length

```
num_responses = len(fav_languages)
```

Dict Cheat Sheet 2

Nesting — A list of dictionaries

It's sometimes useful to store a set of dictionaries in a list; this is called nesting.

Storing dictionaries in a list

```
# Start with an empty list.
users = []

# Make a new user, and add them to the list.
new_user = {
    'last': 'fermi',
    'first': 'enrico',
    'username': 'efermi',
    }
users.append(new_user)

# Make another new user, and add them as well.
new_user = {
    'last': 'curie',
    'first': 'marie',
    'username': 'mcurie',
    }
users.append(new_user)

# Show all information about each user.
for user_dict in users:
    for k, v in user_dict.items():
        print(k + ": " + v)
    print("\n")
```

You can also define a list of dictionaries directly, without using append():

```
# Define a list of users, where each user
#   is represented by a dictionary.
users = [
    {
        'last': 'fermi',
        'first': 'enrico',
        'username': 'efermi',
    },
    {
        'last': 'curie',
        'first': 'marie',
        'username': 'mcurie',
    },
]

# Show all information about each user.
for user_dict in users:
    for k, v in user_dict.items():
        print(k + ": " + v)
    print("\n")
```

Nesting — Lists in a dictionary

Storing a list inside a dictionary alows you to associate more than one value with each key.

Storing lists in a dictionary

```
# Store multiple languages for each person.
fav_languages = {
    'jen': ['python', 'ruby'],
    'sarah': ['c'],
    'edward': ['ruby', 'go'],
    'phil': ['python', 'haskell'],
}

# Show all responses for each person.
for name, langs in fav_languages.items():
    print(name + ": ")
    for lang in langs:
        print("- " + lang)
```

Nesting — A dictionary of dictionaries

You can store a dictionary inside another dictionary. In this case each value associated with a key is itself a dictionary.

Storing dictionaries in a dictionary

```
users = {
    'aeinstein': {
        'first': 'albert',
        'last': 'einstein',
        'location': 'princeton',
        },
    'mcurie': {
        'first': 'marie',
        'last': 'curie',
        'location': 'paris',
        },
    }

for username, user_dict in users.items():
    print("\nUsername: " + username)
    full_name = user_dict['first'] + " "
    full_name += user_dict['last']
    location = user_dict['location']

    print("\tFull name: " + full_name.title())
    print("\tLocation: " + location.title())
```

Levels of nesting

Nesting is extremely useful in certain situations. However, be aware of making your code overly complex. If you're nesting items much deeper than what you see here there are probably simpler ways of managing your data, such as using classes.

Using an OrderedDict

Standard Python dictionaries don't keep track of the order in which keys and values are added; they only preserve the association between each key and its value. If you want to preserve the order in which keys and values are added, use an OrderedDict.

Preserving the order of keys and values

```
from collections import OrderedDict

# Store each person's languages, keeping
#  track of who respoded first.
fav_languages = OrderedDict()

fav_languages['jen'] = ['python', 'ruby']
fav_languages['sarah'] = ['c']
fav_languages['edward'] = ['ruby', 'go']
fav_languages['phil'] = ['python', 'haskell']

# Display the results, in the same order they
#  were entered.
for name, langs in fav_languages.items():
    print(name + ":")
    for lang in langs:
        print("- " + lang)
```

Generating a million dictionaries

You can use a loop to generate a large number of dictionaries efficiently, if all the dictionaries start out with similar data.

A million aliens

```
aliens = []

# Make a million green aliens, worth 5 points
#  each. Have them all start in one row.
for alien_num in range(1000000):
    new_alien = {}
    new_alien['color'] = 'green'
    new_alien['points'] = 5
    new_alien['x'] = 20 * alien_num
    new_alien['y'] = 0
    aliens.append(new_alien)

# Prove the list contains a million aliens.
num_aliens = len(aliens)

print("Number of aliens created:")
print(num_aliens)
```

Review of Basic Usage - What should we expect?

- How to get access the value of 30 in the dictionary
- Check if z is a key in the nested dictionary

```
x = [
    'a',
    'b',
    {
        'foo': 1,
        'bar':
        {
            'x' : 10,
            'y' : 20,
            'z' : 30
        },
        'baz': 3
    },
    'c',
    'd'
]
```

- Often you will come across application where
  - the dictionary size will change over time,
  - Update a value if it already exists, otherwise add a new *key:value* pairs on the fly

```
print(x[2]['bar']['z'])
print('z' in x[2]['bar'])
print(x[2]['bar'].get('w', -1))
x[2]['bar'].setdefault('w', 0)
print(x[2]['bar'].get('w', -1))
```

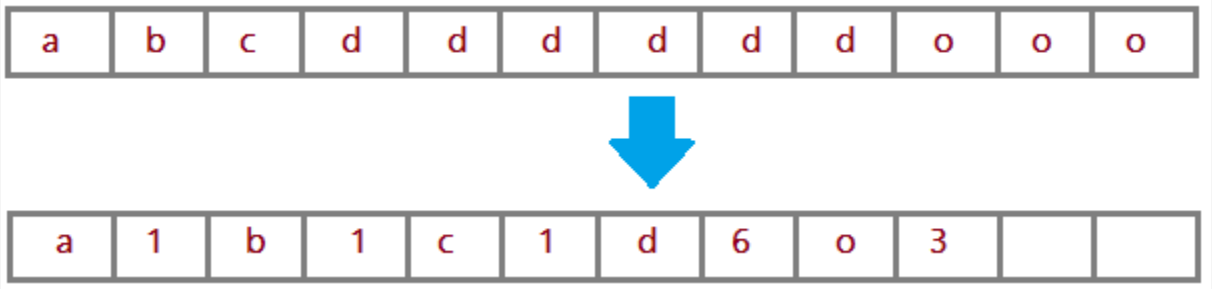
- Careful when merging dictionaries

```
x = {'foo':1, 'bar':2, 'baz':3}
y = dict(qux=4, quux=5, quuz=6, bar=7)
z1 = {**x, **y}
z2 = x.copy()
z2.update(y)
z3 = {**y, **x}
print(z1)
print(z2)
print(z3)
```

Iteration vs. Enumeration

```python
num = range(5)
alp = map(chr, range(ord('a'),ord('e')))
alpbet = list(alp)
print(type(num))
print(type(alp))
print(type(enumerate(alp)))


for index, value in enumerate(alpbet):
    print(f'{index}: {value}')

for index in range(len(alpbet)):
    value = alpbet[index]
    print(f'{index}: {value}')
```

https://www.hackerrank.com/challenges/compress-the-string/problem



PyDoc

9.7. `itertools` — Functions creating iterators for efficient looping

Func Cheat Sheet

1

Beginner's Python Cheat Sheet — Functions

What are functions?

Functions are named blocks of code designed to do one specific job. Functions allow you to write code once that can then be run whenever you need to accomplish the same task. Functions can take in the information they need, and return the information they generate. Using functions effectively makes your programs easier to write, read, test, and fix.

Defining a function

The first line of a function is its definition, marked by the keyword def. The name of the function is followed by a set of parentheses and a colon. A docstring, in triple quotes, describes what the function does. The body of a function is indented one level.

To call a function, give the name of the function followed by a set of parentheses.

Making a function

```
def greet_user():
    """Display a simple greeting."""
    print("Hello!")

greet_user()
```

Passing information to a function

Information that's passed to a function is called an argument; information that's received by a function is called a parameter. Arguments are included in parentheses after the function's name, and parameters are listed in parentheses in the function's definition.

Passing a single argument

```
def greet_user(username):
    """Display a simple greeting."""
    print("Hello, " + username + "!")

greet_user('jesse')
greet_user('diana')
greet_user('brandon')
```

Positional and keyword arguments

The two main kinds of arguments are positional and keyword arguments. When you use positional arguments Python matches the first argument in the function call with the first parameter in the function definition, and so forth.

With keyword arguments, you specify which parameter each argument should be assigned to in the function call. When you use keyword arguments, the order of the arguments doesn't matter.

Using positional arguments

```
def describe_pet(animal, name):
    """Display information about a pet."""
    print("\nI have a " + animal + ".")
    print("Its name is " + name + ".")

describe_pet('hamster', 'harry')
describe_pet('dog', 'willie')
```

Using keyword arguments

```
def describe_pet(animal, name):
    """Display information about a pet."""
    print("\nI have a " + animal + ".")
    print("Its name is " + name + ".")

describe_pet(animal='hamster', name='harry')
describe_pet(name='willie', animal='dog')
```

Default values

You can provide a default value for a parameter. When function calls omit this argument the default value will be used. Parameters with default values must be listed after parameters without default values in the function's definition so positional arguments can still work correctly.

Using a default value

```
def describe_pet(name, animal='dog'):
    """Display information about a pet."""
    print("\nI have a " + animal + ".")
    print("Its name is " + name + ".")

describe_pet('harry', 'hamster')
describe_pet('willie')
```

Using None to make an argument optional

```
def describe_pet(animal, name=None):
    """Display information about a pet."""
    print("\nI have a " + animal + ".")
    if name:
        print("Its name is " + name + ".")

describe_pet('hamster', 'harry')
describe_pet('snake')
```

Return values

A function can return a value or a set of values. When a function returns a value, the calling line must provide a variable in which to store the return value. A function stops running when it reaches a return statement.

Returning a single value

```
def get_full_name(first, last):
    """Return a neatly formatted full name."""
    full_name = first + ' ' + last
    return full_name.title()

musician = get_full_name('jimi', 'hendrix')
print(musician)
```

Returning a dictionary

```
def build_person(first, last):
    """Return a dictionary of information
    about a person.
    """
    person = {'first': first, 'last': last}
    return person

musician = build_person('jimi', 'hendrix')
print(musician)
```

Returning a dictionary with optional values

```
def build_person(first, last, age=None):
    """Return a dictionary of information
    about a person.
    """
    person = {'first': first, 'last': last}
    if age:
        person['age'] = age
    return person

musician = build_person('jimi', 'hendrix', 27)
print(musician)

musician = build_person('janis', 'joplin')
print(musician)
```

Visualizing functions

Try running some of these examples on pythontutor.com.

Func Cheat Sheet 2

Passing a list to a function

You can pass a list as an argument to a function, and the function can work with the values in the list. Any changes the function makes to the list will affect the original list. You can prevent a function from modifying a list by passing a copy of the list as an argument.

Passing a list as an argument

```
def greet_users(names):
    """Print a simple greeting to everyone."""
    for name in names:
        msg = "Hello, " + name + "!"
        print(msg)

usernames = ['hannah', 'ty', 'margot']
greet_users(usernames)
```

Allowing a function to modify a list

The following example sends a list of models to a function for printing. The original list is emptied, and the second list is filled.

```
def print_models(unprinted, printed):
    """3d print a set of models."""
    while unprinted:
        current_model = unprinted.pop()
        print("Printing " + current_model)
        printed.append(current_model)

# Store some unprinted designs,
#  and print each of them.
unprinted = ['phone case', 'pendant', 'ring']
printed = []
print_models(unprinted, printed)

print("\nUnprinted:", unprinted)
print("Printed:", printed)
```

Preventing a function from modifying a list

The following example is the same as the previous one, except the original list is unchanged after calling print_models().

```
def print_models(unprinted, printed):
    """3d print a set of models."""
    while unprinted:
        current_model = unprinted.pop()
        print("Printing " + current_model)
        printed.append(current_model)

# Store some unprinted designs,
#  and print each of them.
original = ['phone case', 'pendant', 'ring']
printed = []

print_models(original[:], printed)
print("\nOriginal:", original)
print("Printed:", printed)
```

Passing an arbitrary number of arguments

*Sometimes you won't know how many arguments a function will need to accept. Python allows you to collect an arbitrary number of arguments into one parameter using the * operator. A parameter that accepts an arbitrary number of arguments must come last in the function definition.*

*The ** operator allows a parameter to collect an arbitrary number of keyword arguments.*

Collecting an arbitrary number of arguments

```
def make_pizza(size, *toppings):
    """Make a pizza."""
    print("\nMaking a " + size + " pizza.")
    print("Toppings:")
    for topping in toppings:
        print("- " + topping)

# Make three pizzas with different toppings.
make_pizza('small', 'pepperoni')
make_pizza('large', 'bacon bits', 'pineapple')
make_pizza('medium', 'mushrooms', 'peppers',
        'onions', 'extra cheese')
```

Collecting an arbitrary number of keyword arguments

```
def build_profile(first, last, **user_info):
    """Build a user's profile dictionary."""
    # Build a dict with the required keys.
    profile = {'first': first, 'last': last}

    # Add any other keys and values.
    for key, value in user_info.items():
        profile[key] = value

    return profile

# Create two users with different kinds
#   of information.
user_0 = build_profile('albert', 'einstein',
        location='princeton')
user_1 = build_profile('marie', 'curie',
        location='paris', field='chemistry')

print(user_0)
print(user_1)
```

What's the best way to structure a function?

As you can see there are many ways to write and call a function. When you're starting out, aim for something that simply works. As you gain experience you'll develop an understanding of the more subtle advantages of different structures such as positional and keyword arguments, and the various approaches to importing functions. For now if your functions do what you need them to, you're doing well.

Modules

You can store your functions in a separate file called a module, and then import the functions you need into the file containing your main program. This allows for cleaner program files. (Make sure your module is stored in the same directory as your main program.)

Storing a function in a module

File: pizza.py

```
def make_pizza(size, *toppings):
    """Make a pizza."""
    print("\nMaking a " + size + " pizza.")
    print("Toppings:")
    for topping in toppings:
        print("- " + topping)
```

Importing an entire module

File: making_pizzas.py
Every function in the module is available in the program file.

```
import pizza

pizza.make_pizza('medium', 'pepperoni')
pizza.make_pizza('small', 'bacon', 'pineapple')
```

Importing a specific function

Only the imported functions are available in the program file.

```
from pizza import make_pizza

make_pizza('medium', 'pepperoni')
make_pizza('small', 'bacon', 'pineapple')
```

Giving a module an alias

```
import pizza as p

p.make_pizza('medium', 'pepperoni')
p.make_pizza('small', 'bacon', 'pineapple')
```

Giving a function an alias

```
from pizza import make_pizza as mp

mp('medium', 'pepperoni')
mp('small', 'bacon', 'pineapple')
```

Importing all functions from a module

Don't do this, but recognize it when you see it in others' code. It can result in naming conflicts, which can cause errors.

```
from pizza import *

make_pizza('medium', 'pepperoni')
make_pizza('small', 'bacon', 'pineapple')
```

More cheat sheets available at
ehmatthes.github.io/pcc/

Builtin Functions

		Built-in Functions		
abs()	delattr()	hash()	memoryview()	set()
all()	dict()	help()	min()	setattr()
any()	dir()	hex()	next()	slice()
ascii()	divmod()	id()	object()	sorted()
bin()	enumerate()	input()	oct()	staticmethod()
bool()	eval()	int()	open()	str()
breakpoint()	exec()	isinstance()	ord()	sum()
bytearray()	filter()	issubclass()	pow()	super()
bytes()	float()	iter()	print()	tuple()
callable()	format()	len()	property()	type()
chr()	frozenset()	list()	range()	vars()
classmethod()	getattr()	locals()	repr()	zip()
compile()	globals()	map()	reversed()	__import__()
complex()	hasattr()	max()	round()	

https://docs.python.org/3/library/functions.html

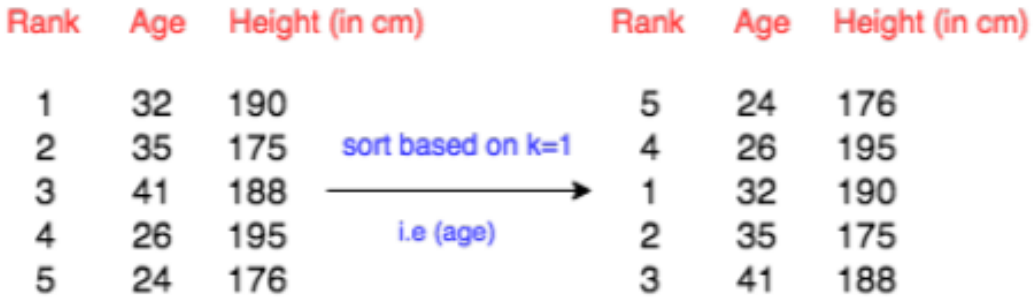
Building Functions: Sorted

```
sorted(iterable, key=key, reverse=reverse)
```

Parameter Values

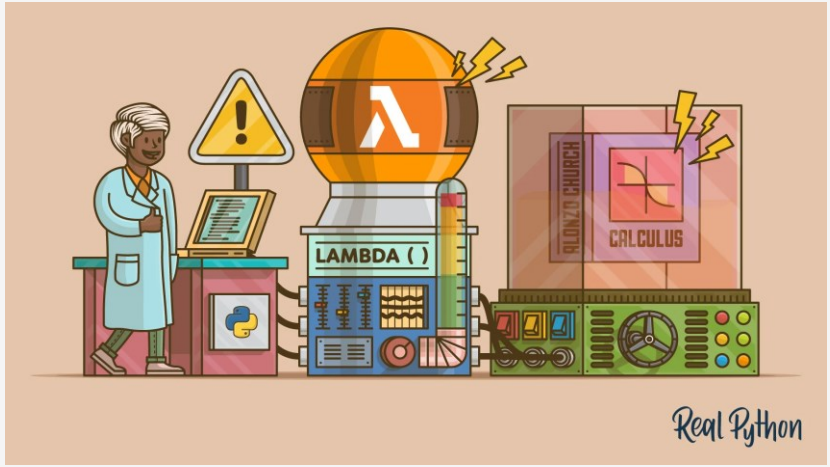
Parameter	Description
iterable	Required. The sequence to sort, list, dictionary, tuple etc.
key	Optional. A Function to execute to decide the order. Default is None
reverse	Optional. A Boolean. False will sort ascending, True will sort descending. Default is False

Sort list of lists by a given column



https://www.hackerrank.com/challenges/python-sort-sort/problem

Lambda Functions with Filter, Map, Reduce,




```python
# find even number is this list using lambda function

data  = [1,2,3,4,5,5,6,6,7,9,10]
var = list(filter(lambda x : x%2==0 , data))

print(var)

```

```python
# reduce() with lambda()
# to get sum of a list

from functools import reduce
li = [5, 8, 10, 20, 50, 100]

sum = reduce((lambda x, y: x + y), li)
print (sum)

```

```python
# find list ka square using map function
# map() with lambda()

li = [5, 7, 22, 97, 54, 62, 77, 23, 73, 61]
square_list = list(map(lambda x: x**2 , li))

print(square_list)

```

https://www.hackerrank.com/challenges/reduce-function/problem

Class Cheat Sheet

1

Beginner's Python Cheat Sheet - Classes

What are classes?

Classes are the foundation of object-oriented programming. Classes represent real-world things you want to model in your programs: for example dogs, cars, and robots. You use a class to make objects, which are specific instances of dogs, cars, and robots. A class defines the general behavior that a whole category of objects can have, and the information that can be associated with those objects.

Classes can inherit from each other – you can write a class that extends the functionality of an existing class. This allows you to code efficiently for a wide variety of situations.

Creating and using a class

Consider how we might model a car. What information would we associate with a car, and what behavior would it have? The information is stored in variables called attributes, and the behavior is represented by functions. Functions that are part of a class are called methods.

The Car class

```
class Car():
    """A simple attempt to model a car."""

    def __init__(self, make, model, year):
        """Initialize car attributes."""
        self.make = make
        self.model = model
        self.year = year

        # Fuel capacity and level in gallons.
        self.fuel_capacity = 15
        self.fuel_level = 0

    def fill_tank(self):
        """Fill gas tank to capacity."""
        self.fuel_level = self.fuel_capacity
        print("Fuel tank is full.")

    def drive(self):
        """Simulate driving."""
        print("The car is moving.")
```

Creating and using a class (cont.)

Creating an object from a class

```
my_car = Car('audi', 'a4', 2016)
```

Accessing attribute values

```
print(my_car.make)
print(my_car.model)
print(my_car.year)
```

Calling methods

```
my_car.fill_tank()
my_car.drive()
```

Creating multiple objects

```
my_car = Car('audi', 'a4', 2016)
my_old_car = Car('subaru', 'outback', 2013)
my_truck = Car('toyota', 'tacoma', 2010)
```

Modifying attributes

You can modify an attribute's value directly, or you can write methods that manage updating values more carefully.

Modifying an attribute directly

```
my_new_car = Car('audi', 'a4', 2016)
my_new_car.fuel_level = 5
```

Writing a method to update an attribute's value

```
def update_fuel_level(self, new_level):
    """Update the fuel level."""
    if new_level <= self.fuel_capacity:
        self.fuel_level = new_level
    else:
        print("The tank can't hold that much!")
```

Writing a method to increment an attribute's value

```
def add_fuel(self, amount):
    """Add fuel to the tank."""
    if (self.fuel_level + amount
            <= self.fuel_capacity):
        self.fuel_level += amount
        print("Added fuel.")
    else:
        print("The tank won't hold that much.")
```

Naming conventions

In Python class names are written in CamelCase and object names are written in lowercase with underscores. Modules that contain classes should still be named in lowercase with underscores.

Class inheritance

If the class you're writing is a specialized version of another class, you can use inheritance. When one class inherits from another, it automatically takes on all the attributes and methods of the parent class. The child class is free to introduce new attributes and methods, and override attributes and methods of the parent class.

To inherit from another class include the name of the parent class in parentheses when defining the new class.

The __init__() method for a child class

```
class ElectricCar(Car):
    """A simple model of an electric car."""

    def __init__(self, make, model, year):
        """Initialize an electric car."""
        super().__init__(make, model, year)

        # Attributes specific to electric cars.
        # Battery capacity in kWh.
        self.battery_size = 70
        # Charge level in %.
        self.charge_level = 0
```

Adding new methods to the child class

```
class ElectricCar(Car):
    --snip--
    def charge(self):
        """Fully charge the vehicle."""
        self.charge_level = 100
        print("The vehicle is fully charged.")
```

Using child methods and parent methods

```
my_ecar = ElectricCar('tesla', 'model s', 2016)

my_ecar.charge()
my_ecar.drive()
```

Finding your workflow

There are many ways to model real world objects and situations in code, and sometimes that variety can feel overwhelming. Pick an approach and try it – if your first attempt doesn't work, try a different approach.

Class Cheat Sheet 2

Class inheritance (cont.)

Overriding parent methods

```
class ElectricCar(Car):
    --snip--
    def fill_tank(self):
        """Display an error message."""
        print("This car has no fuel tank!")
```

Instances as attributes

A class can have objects as attributes. This allows classes to work together to model complex situations.

A Battery class

```
class Battery():
    """A battery for an electric car."""

    def __init__(self, size=70):
        """Initialize battery attributes."""
        # Capacity in kWh, charge level in %.
        self.size = size
        self.charge_level = 0

    def get_range(self):
        """Return the battery's range."""
        if self.size == 70:
            return 240
        elif self.size == 85:
            return 270
```

Using an instance as an attribute

```
class ElectricCar(Car):
    --snip--

    def __init__(self, make, model, year):
        """Initialize an electric car."""
        super().__init__(make, model, year)

        # Attribute specific to electric cars.
        self.battery = Battery()

    def charge(self):
        """Fully charge the vehicle."""
        self.battery.charge_level = 100
        print("The vehicle is fully charged.")
```

Using the instance

```
my_ecar = ElectricCar('tesla', 'model x', 2016)

my_ecar.charge()
print(my_ecar.battery.get_range())
my_ecar.drive()
```

Importing classes

Class files can get long as you add detailed information and functionality. To help keep your program files uncluttered, you can store your classes in modules and import the classes you need into your main program.

Storing classes in a file

car.py

```
"""Represent gas and electric cars."""

class Car():
    """A simple attempt to model a car."""
    --snip—

class Battery():
    """A battery for an electric car."""
    --snip--

class ElectricCar(Car):
    """A simple model of an electric car."""
    --snip--
```

Importing individual classes from a module

my_cars.py

```
from car import Car, ElectricCar

my_beetle = Car('volkswagen', 'beetle', 2016)
my_beetle.fill_tank()
my_beetle.drive()

my_tesla = ElectricCar('tesla', 'model s',
2016)
my_tesla.charge()
my_tesla.drive()
```

Importing an entire module

```
import car

my_beetle = car.Car(
        'volkswagen', 'beetle', 2016)
my_beetle.fill_tank()
my_beetle.drive()

my_tesla = car.ElectricCar(
        'tesla', 'model s', 2016)
my_tesla.charge()
my_tesla.drive()
```

Importing all classes from a module

(Don't do this, but recognize it when you see it.)

```
from car import *

my_beetle = Car('volkswagen', 'beetle', 2016)
```

Classes in Python 2.7

Classes should inherit from object

```
class ClassName(object):
```

The Car class in Python 2.7

```
class Car(object):
```

Child class __init__() method is different

```
class ChildClassName(ParentClass):
    def __init__(self):
        super(ClassName, self).__init__()
```

The ElectricCar class in Python 2.7

```
class ElectricCar(Car):
    def __init__(self, make, model, year):
        super(ElectricCar, self).__init__(
                make, model, year)
```

Storing objects in a list

A list can hold as many items as you want, so you can make a large number of objects from a class and store them in a list.

Here's an example showing how to make a fleet of rental cars, and make sure all the cars are ready to drive.

A fleet of rental cars

```
from car import Car, ElectricCar

# Make lists to hold a fleet of cars.
gas_fleet = []
electric_fleet = []

# Make 500 gas cars and 250 electric cars.
for _ in range(500):
    car = Car('ford', 'focus', 2016)
    gas_fleet.append(car)
for _ in range(250):
    ecar = ElectricCar('nissan', 'leaf', 2016)
    electric_fleet.append(ecar)

# Fill the gas cars, and charge electric cars.
for car in gas_fleet:
    car.fill_tank()
for ecar in electric_fleet:
    ecar.charge()

print("Gas cars:", len(gas_fleet))
print("Electric cars:", len(electric_fleet))
```

Class (Polymorphism: Operator Overloading)

- Complex https://www.hackerrank.com/challenges/complex-numbers/problem

Binary Operators

Operator	Method
+	object.__add__(self, other)
-	object.__sub__(self, other)
*	object.__mul__(self, other)
//	object.__floordiv__(self, other)
/	object.__truediv__(self, other)
%	object.__mod__(self, other)
**	object.__pow__(self, other[, modulo])
<<	object.__lshift__(self, other)
>>	object.__rshift__(self, other)
&	object.__and__(self, other)
^	object.__xor__(self, other)
|	object.__or__(self, other)

Extended Assignments

Operator	Method
+=	object.__iadd__(self, other)
-=	object.__isub__(self, other)
*=	object.__imul__(self, other)
/=	object.__idiv__(self, other)
//=	object.__ifloordiv__(self, other)
%=	object.__imod__(self, other)
**=	object.__ipow__(self, other[, modulo])
<<=	object.__ilshift__(self, other)
>>=	object.__irshift__(self, other)
&=	object.__iand__(self, other)
^=	object.__ixor__(self, other)
|=	object.__ior__(self, other)

Unary Operators

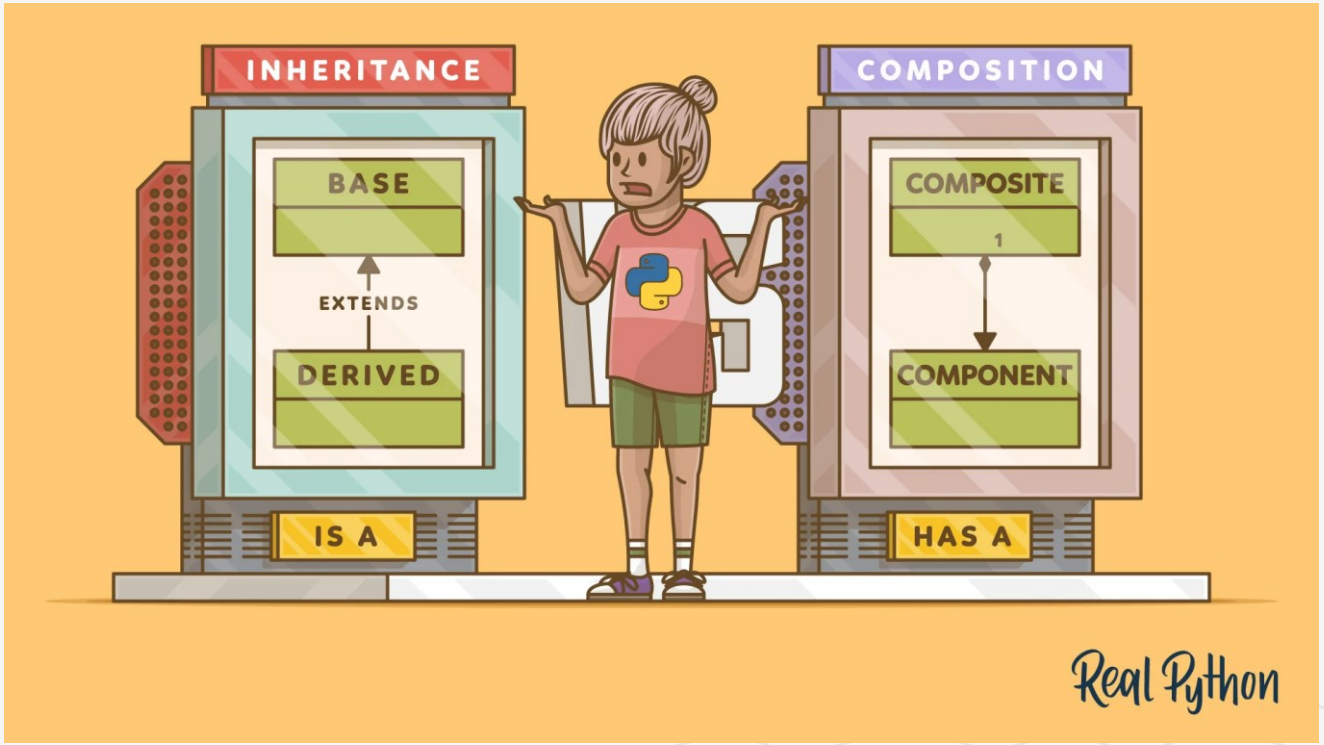
Operator	Method
-	object.__neg__(self)
+	object.__pos__(self)
abs()	object.__abs__(self)
~	object.__invert__(self)
complex()	object.__complex__(self)
int()	object.__int__(self)
long()	object.__long__(self)
float()	object.__float__(self)
oct()	object.__oct__(self)
hex()	object.__hex__(self

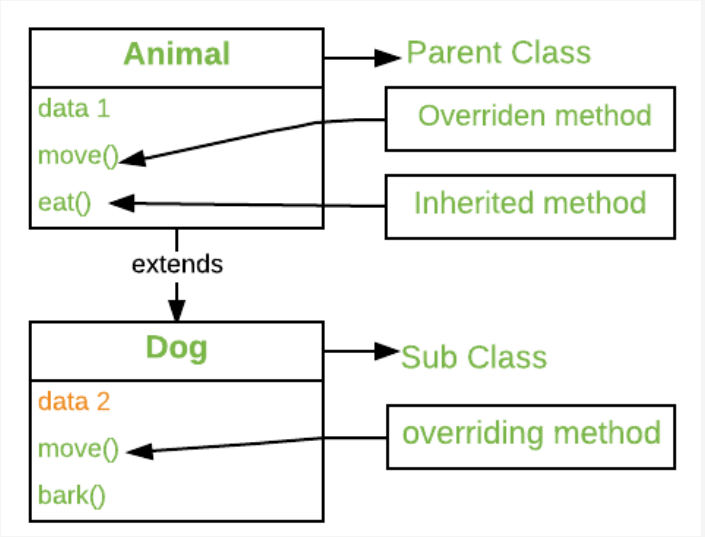
Comparison Operators

Operator	Method
<	object.__lt__(self, other)
<=	object.__le__(self, other)
==	object.__eq__(self, other)
!=	object.__ne__(self, other)
>=	object.__ge__(self, other)
>	object.__gt__(self, other)

Class (Inheritance)

- Student Grade: https://www.hackerrank.com/challenges/inheritance/problem

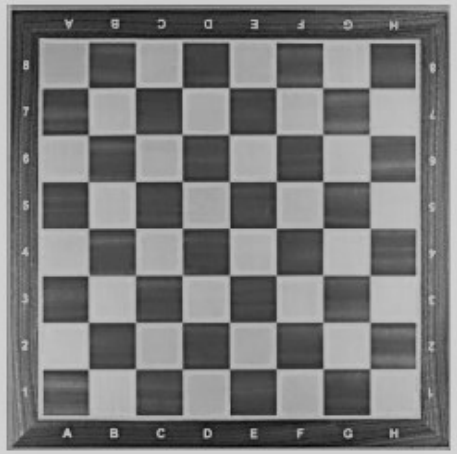




@decorators

- A decorator is a function that takes another function and extends the behavior of the latter function without explicitly modifying it.
- functools.lru_cache: least recently used cache, useful when iterating and dynamic programming

Consider a chessboard, shown below. At starting at the square a1 (the lower right hand corner), you can go one step up or one step right at each move. The procedure stops until the point h8 (the upper right corner) is reached.



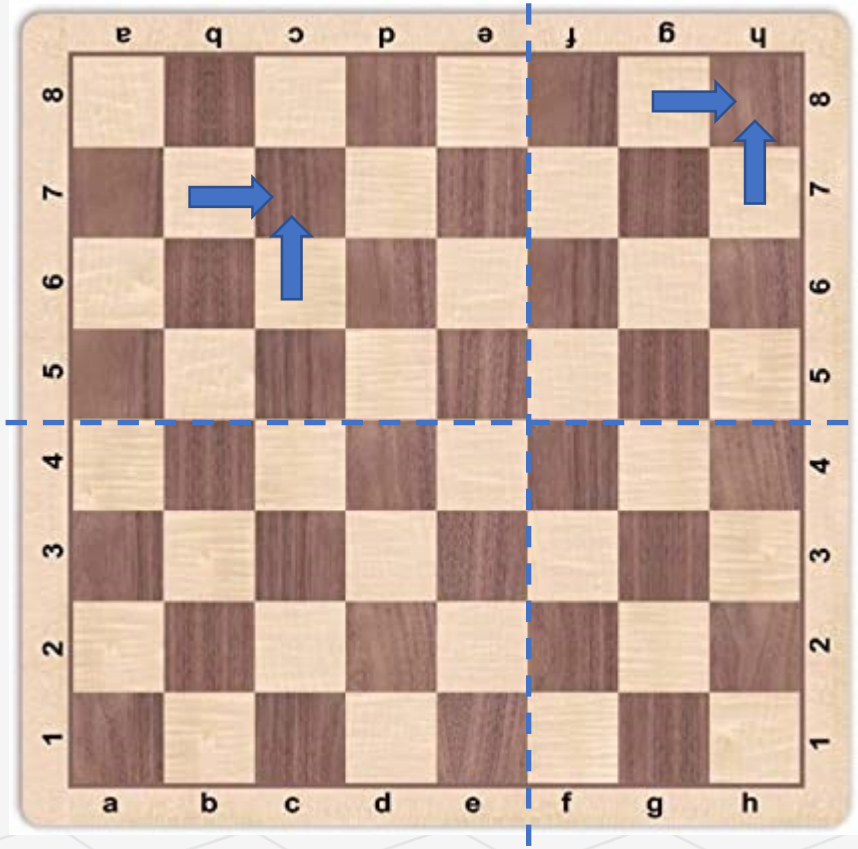
(a) How many different paths from a1 to h8 are possible?

(b) How many differnt paths from a1 to h8 are possible if each path must pass through the square e4?

https://www.hackerrank.com/challenges/how-many-substrings/problem

Recursion with Memoization

- $N(8,8) = N(8,7) + N(7,8)$
- $N(i,j) = N(i,j-1) + N(i-1,j)\ \ \forall\ 1 \le i,j \le 8$
- $N(8,8|5,4) = N(8-4,8-3) + N(5,4) = N(4,5) + N(5,4) = 2 \times N(4,5)$



- Number of different paths from a1 to h8 = 3432
- Number of different paths from a1 to h8 through e4 =70
- Without @lru_cache: 1.3 milliseconds
- With @lru_cache: 0.4 microseconds

Check:

- Right move = R, Up move= U
- To go from A1 to H8 we need 7 R moves and 7 U moves
- Number of paths = Number of ways of placing 7R and 7U = C(14,7) = 3432
- $N(i,j) = \frac{(i-1+j-1)!}{(i-1)!\times(j-1)!} = C(i+j-2, i-1)$

Numpy

Python For Data Science *Cheat Sheet*

NumPy Basics

Learn Python for Data Science Interactively at www.DataCamp.com

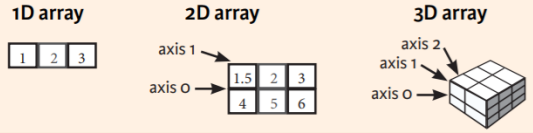
NumPy

The **NumPy** library is the core library for scientific computing in Python. It provides a high-performance multidimensional array object, and tools for working with these arrays.

Use the following import convention:

```
>>> import numpy as np
```

NumPy Arrays



Creating Arrays

```
>>> a = np.array([1,2,3])
>>> b = np.array([(1.5,2,3), (4,5,6)], dtype = float)
>>> c = np.array([[(1.5,2,3), (4,5,6)], [(3,2,1), (4,5,6)]],
                 dtype = float)
```

Initial Placeholders

```
>>> np.zeros((3,4))                  Create an array of zeros
>>> np.ones((2,3,4),dtype=np.int16)  Create an array of ones
>>> d = np.arange(10,25,5)           Create an array of evenly
                                     spaced values (step value)
>>> np.linspace(0,2,9)               Create an array of evenly
                                     spaced values (number of samples)
>>> e = np.full((2,2),7)             Create a constant array
>>> f = np.eye(2)                    Create a 2X2 identity matrix
>>> np.random.random((2,2))          Create an array with random values
>>> np.empty((3,2))                  Create an empty array
```

I/O

Saving & Loading On Disk

```
>>> np.save('my_array', a)
>>> np.savez('array.npz', a, b)
>>> np.load('my_array.npy')
```

Saving & Loading Text Files

```
>>> np.loadtxt("myfile.txt")
>>> np.genfromtxt("my_file.csv", delimiter=',')
>>> np.savetxt("myarray.txt", a, delimiter=" ")
```

Data Types

```
>>> np.int64       Signed 64-bit integer types
>>> np.float32     Standard double-precision floating point
>>> np.complex     Complex numbers represented by 128 floats
>>> np.bool        Boolean type storing TRUE and FALSE values
>>> np.object      Python object type
>>> np.string_     Fixed-length string type
>>> np.unicode_    Fixed-length unicode type
```

Inspecting Your Array

```
>>> a.shape            Array dimensions
>>> len(a)             Length of array
>>> b.ndim             Number of array dimensions
>>> e.size             Number of array elements
>>> b.dtype            Data type of array elements
>>> b.dtype.name       Name of data type
>>> b.astype(int)      Convert an array to a different type
```

Asking For Help

```
>>> np.info(np.ndarray.dtype)
```

Array Mathematics

Arithmetic Operations

```
>>> g = a - b                        Subtraction
  array([[-0.5,  0. ,  0. ],
         [-3. , -3. , -3. ]])
>>> np.subtract(a,b)                 Subtraction
>>> b + a                            Addition
  array([[ 2.5,  4. ,  6. ],
         [ 5. ,  7. ,  9. ]])
>>> np.add(b,a)                      Addition
>>> a / b                            Division
  array([[ 0.66666667,  1.        ,  1.        ],
         [ 0.25      ,  0.4       ,  0.5       ]])
>>> np.divide(a,b)                   Division
>>> a * b                            Multiplication
  array([[  1.5,   4. ,   9. ],
         [  4. ,  10. ,  18. ]])
>>> np.multiply(a,b)                 Multiplication
>>> np.exp(b)                        Exponentiation
>>> np.sqrt(b)                       Square root
>>> np.sin(a)                        Print sines of an array
>>> np.cos(b)                        Element-wise cosine
>>> np.log(a)                        Element-wise natural logarithm
>>> e.dot(f)                         Dot product
  array([[ 7.,  7.],
         [ 7.,  7.]])
```

Comparison

```
>>> a == b                           Element-wise comparison
  array([[False,  True,  True],
         [False, False, False]], dtype=bool)
>>> a < 2                            Element-wise comparison
  array([True, False, False], dtype=bool)
>>> np.array_equal(a, b)             Array-wise comparison
```

Aggregate Functions

```
>>> a.sum()                          Array-wise sum
>>> a.min()                          Array-wise minimum value
>>> b.max(axis=0)                    Maximum value of an array row
>>> b.cumsum(axis=1)                 Cumulative sum of the elements
>>> a.mean()                         Mean
>>> b.median()                       Median
>>> a.corrcoef()                     Correlation coefficient
>>> np.std(b)                        Standard deviation
```

Copying Arrays

```
>>> h = a.view()          Create a view of the array with the same data
>>> np.copy(a)            Create a copy of the array
>>> h = a.copy()          Create a deep copy of the array
```

Sorting Arrays

```
>>> a.sort()              Sort an array
>>> c.sort(axis=0)        Sort the elements of an array's axis
```

Subsetting, Slicing, Indexing

Also see Lists

Subsetting

```
>>> a[2]                             Select the element at the 2nd index
  3
>>> b[1,2]                           Select the element at row 1 column 2
  6.0                                (equivalent to b[1][2])
```

Slicing

```
>>> a[0:2]                           Select items at index 0 and 1
  array([1, 2])
>>> b[0:2,1]                         Select items at rows 0 and 1 in column 1
  array([ 2.,  5.])
>>> b[:1]                            Select all items at row 0
  array([[1.5, 2., 3.]])             (equivalent to b[0:1, :])
>>> c[1,...]                         Same as [1,:,:]
  array([[[ 3.,  2.,  1.],
          [ 4.,  5.,  6.]]])
>>> a[ : :-1]                        Reversed array a
  array([3, 2, 1])
```

Boolean Indexing

```
>>> a[a<2]                           Select elements from a less than 2
  array([1])
```

Fancy Indexing

```
>>> b[[1, 0, 1, 0],[0, 1, 2, 0]]    Select elements (1,0),(0,1),(1,2) and (0,0)
  array([ 4. , 2. , 6. , 1.5])
>>> b[[1, 0, 1, 0]][:,[0,1,2,0]]    Select a subset of the matrix's rows
  array([[ 4. ,5. , 6. , 4. ],       and columns
         [ 1.5, 2. , 3. , 1.5],
         [ 4. , 5. , 6. , 4. ],
         [ 1.5, 2. , 3. , 1.5]])
```

Array Manipulation

Transposing Array

```
>>> i = np.transpose(b)              Permute array dimensions
>>> i.T                              Permute array dimensions
```

Changing Array Shape

```
>>> b.ravel()                        Flatten the array
>>> g.reshape(3,-2)                  Reshape, but don't change data
```

Adding/Removing Elements

```
>>> h.resize((2,6))                  Return a new array with shape (2,6)
>>> np.append(h,g)                   Append items to an array
>>> np.insert(a, 1, 5)               Insert items in an array
>>> np.delete(a,[1])                 Delete items from an array
```

Combining Arrays

```
>>> np.concatenate((a,d),axis=0)     Concatenate arrays
  array([ 1,  2,  3, 10, 15, 20])
>>> np.vstack((a,b))                 Stack arrays vertically (row-wise)
  array([[ 1. ,  2. ,  3. ],
         [ 1.5,  2. ,  3. ],
         [ 4. ,  5. ,  6. ]])
>>> np.r_[e,f]                       Stack arrays vertically (row-wise)
>>> np.hstack((e,f))                 Stack arrays horizontally (column-wise)
  array([[ 7.,  7.,  1.,  0.],
         [ 7.,  7.,  0.,  1.]])
>>> np.column_stack((a,d))           Create stacked column-wise arrays
  array([[ 1, 10],
         [ 2, 15],
         [ 3, 20]])
>>> np.c_[a,d]                       Create stacked column-wise arrays
```

Splitting Arrays

```
>>> np.hsplit(a,3)                   Split the array horizontally at the 3rd
  [array([1]),array([2]),array([3])]  index
>>> np.vsplit(c,2)                   Split the array vertically at the 2nd index
[array([[[ 1.5,  2. ,  1. ],
         [ 4. ,  5. ,  6. ]]]),
 array([[[ 3.,  2.,  3.],
         [ 4.,  5.,  6.]]])]
```

DataCamp
Learn Python for Data Science Interactively

Scipy

Pandas

Scikit-Learn

CVXpy

Parquet File Format (Spark)

Reading Data

CVXPY

Dynamic Programming

Breaking down a big problem into smaller problem/s,

Example (Actual interview question from a Social Media Giant)

100 trucks, each can drive 100 miles with a full tank of gas

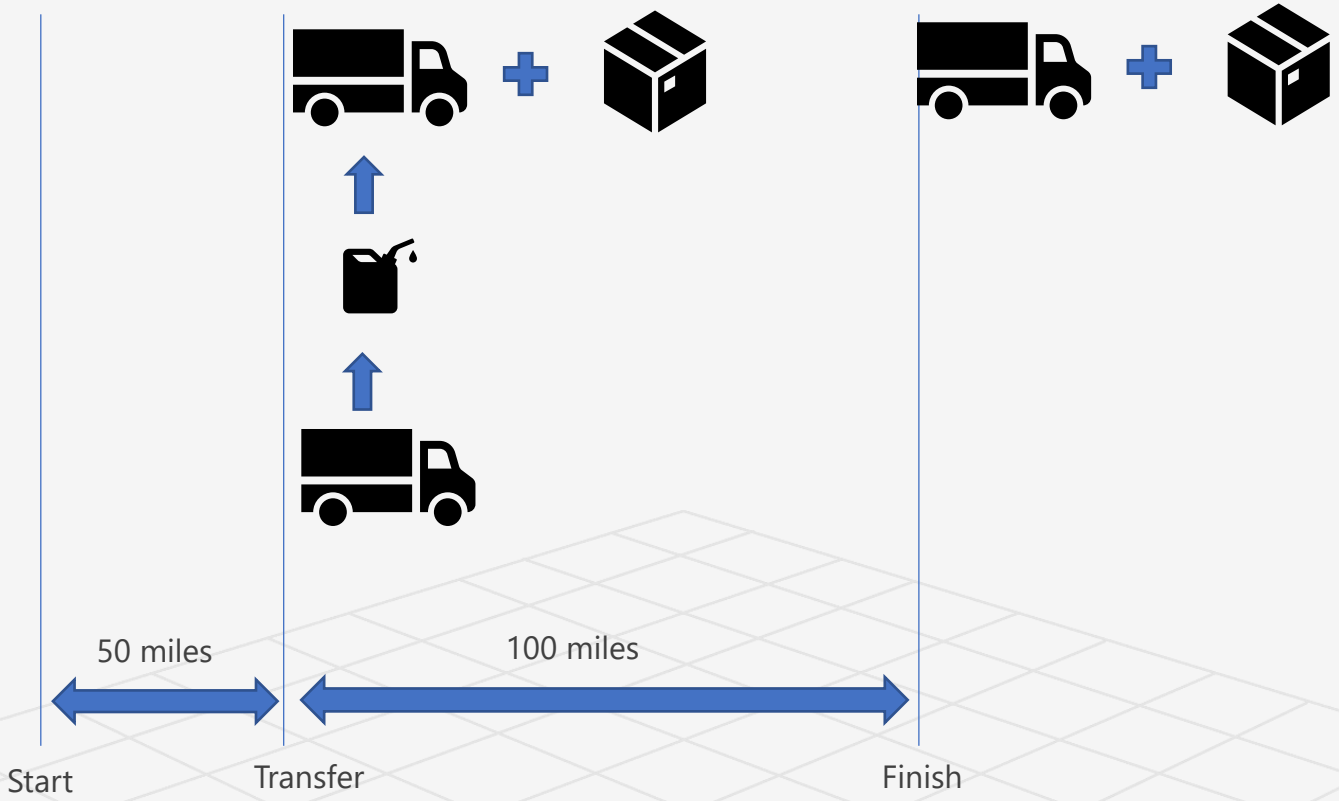
Goal is to transport a package to the farthest distance possible

Operations Allowed: At any point in time any number of trucks can stop and transfer gas between them

Truck and Package problem

TIPS:

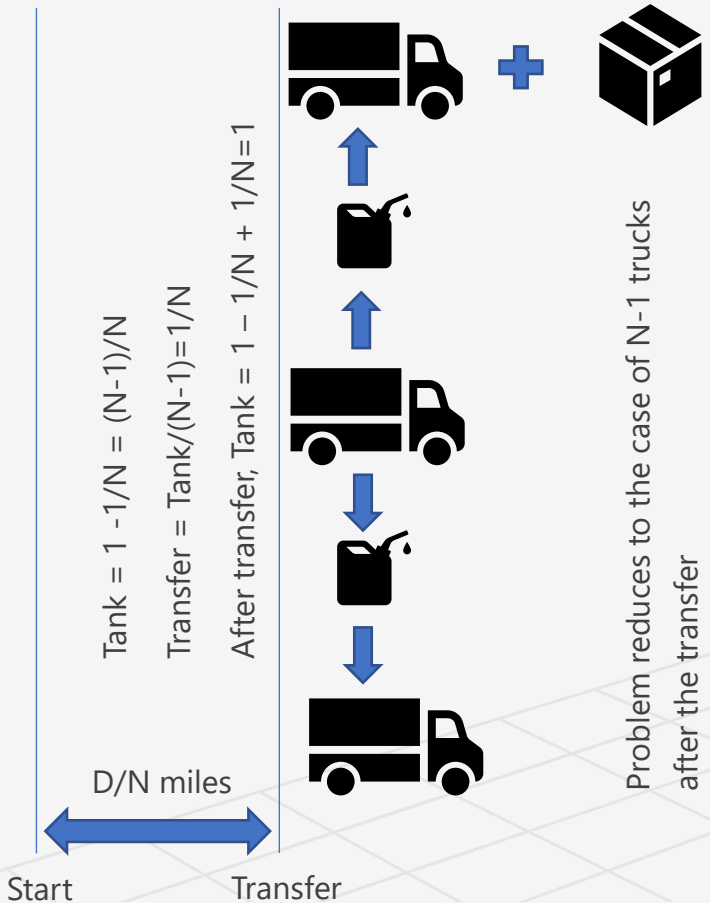
- Always try to solve a smaller problem first, 1 truck case (maximum = 100 miles), 2 truck case (150 miles)



Truck and Package problem

TIPS:

- Reduce problem for N trucks to the problem for N-1 trucks



$$L(N) = \frac{D}{N} + L(N-1)$$

$$L(N) = \frac{D}{N} + \frac{D}{N-1} + \frac{D}{N-2} + \cdots + D$$

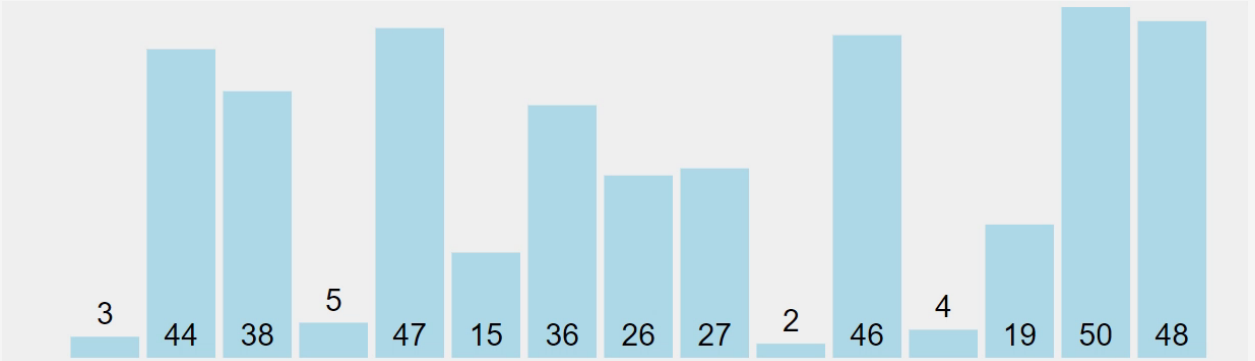
$$\approx D(\log(N) + \frac{1}{2N} + \gamma)$$

Maximum Distance = 518.74 miles

Sort Complexities

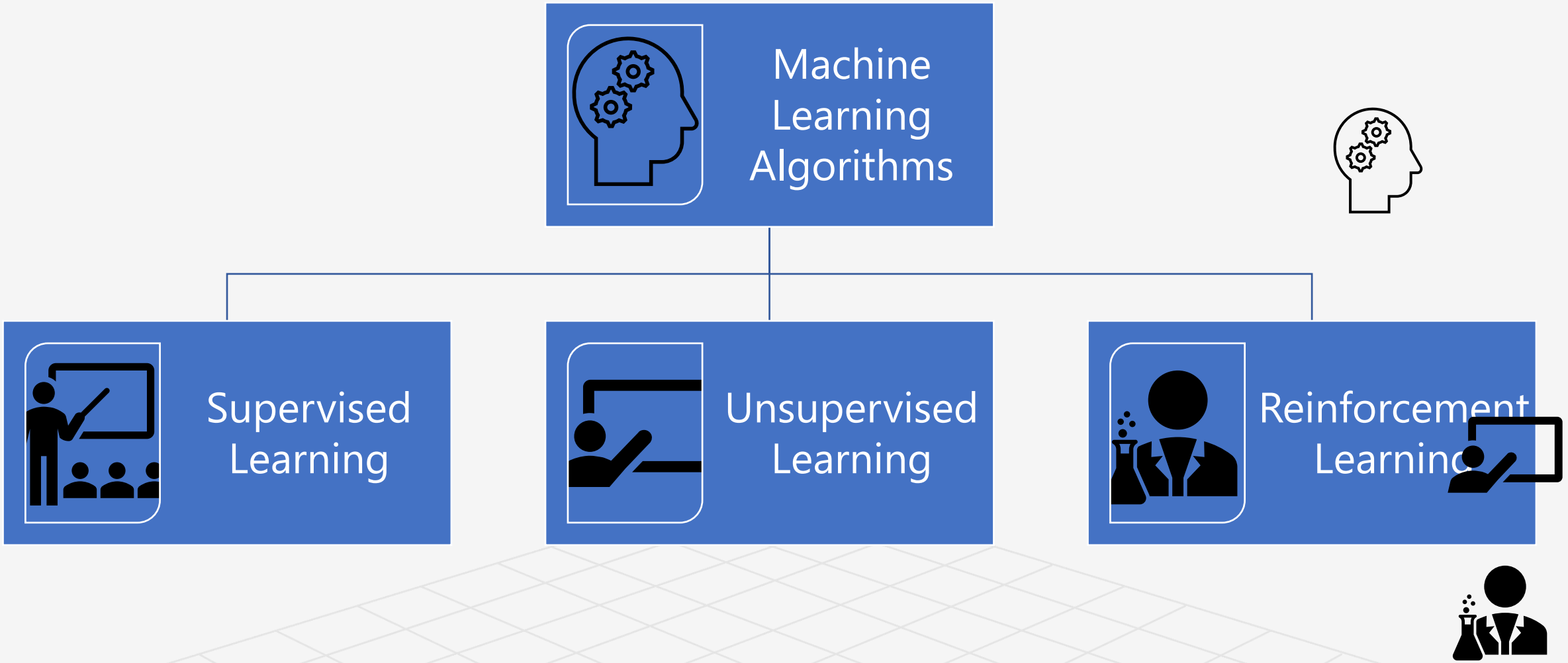
Algorithm	Best case	Average case	Worst case	Remarks
Selection sort	$\frac{1}{2} n^2$	$\frac{1}{2} n^2$	$\frac{1}{2} n^2$	n exchanges, quadratic is the best case
Insertion sort	n	$\frac{1}{4} n^2$	$\frac{1}{2} n^2$	Used for small or partial-sorted arrays
Bubble sort	n	$\frac{1}{2} n^2$	$\frac{1}{2} n^2$	Rarely useful, Insertion sort can be used instead
Shell sort	$n \log n$		$c\, n^{3/2}$	Tight code, Sub quadratic
Merge sort	$\frac{1}{2} n \log n$	$n \log n$	$n \lg n$	$n \log n$ guarantee; stable
Quick sort	$n \log n$	$2 n \log n$	$\frac{1}{2} n^2$	$n \log n$ probabilistic guarantee; fastest in practice
Heap sort	n	$2 n \log n$	$2 n \log n$	$n \log n$ guarantee; in place

QuickSort Animation



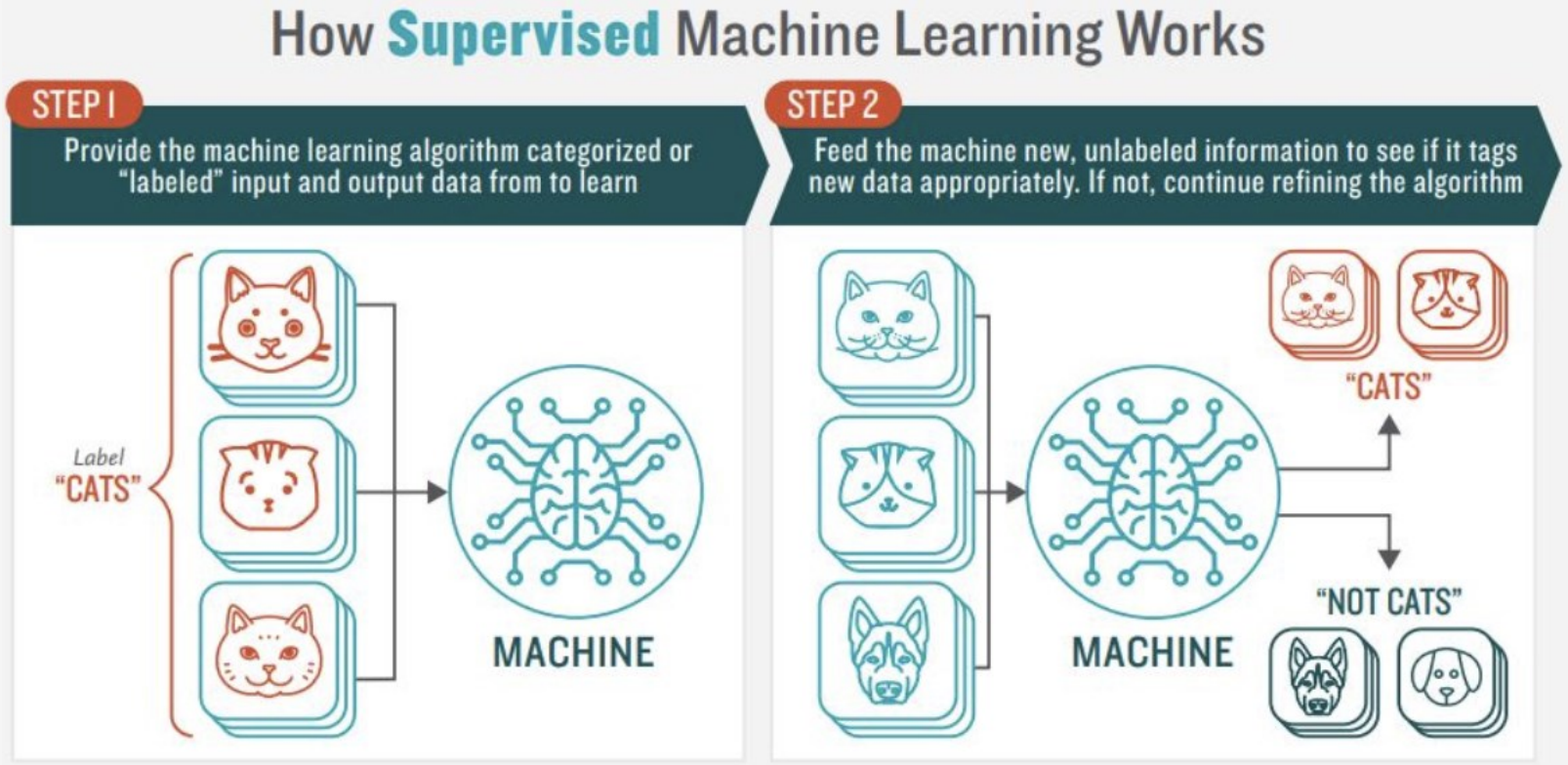

```
for each (unsorted) partition
set first element as pivot
  storeIndex = pivotIndex + 1
  for i = pivotIndex + 1 to rightmostIndex
    if element[i] < element[pivot]
      swap(i, storeIndex); storeIndex++
  swap(pivot, storeIndex - 1)
```

Machine Learning 101

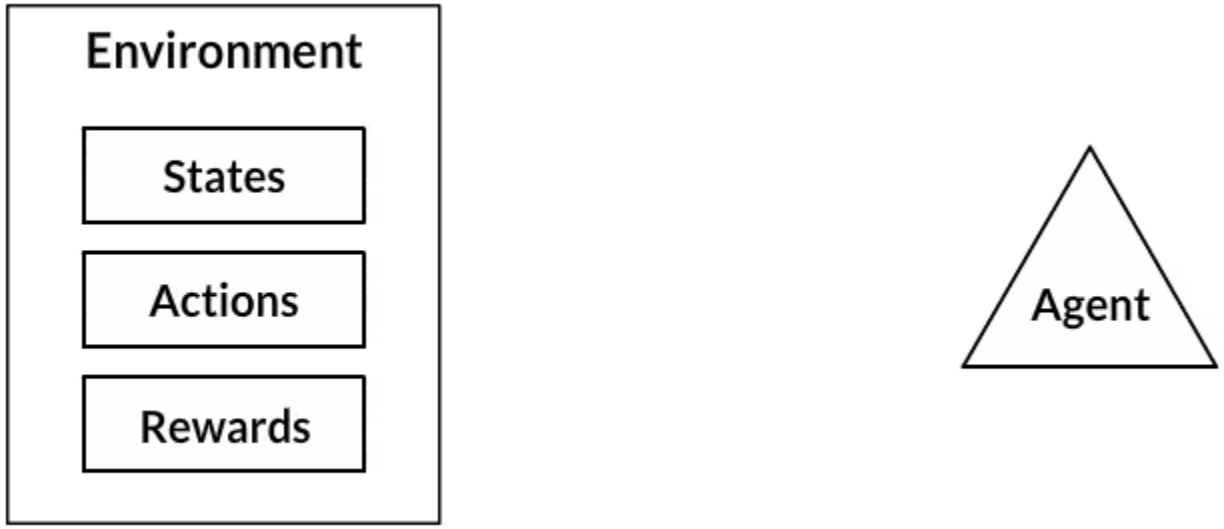


Supervised Learning

- Labelled Training Data set needed (X, Y)
- Fit model (f(X)) to training data :
  - Minimize |Y – f(X)|
- Check out of sample error
  - |Y – f(X)|
- Choose best model
- Types:
  - KNN
  - Linear Regression
  - Non-Linear (SVM, Logistic)
  - Hierarchial (Decision Tree, Rand. Forest)
  - Neural Nets.



Reinforcement Learning



Source: https://en.wikipedia.org/wiki/Q-learning

$$Q^{new}(s_t, a_t) \leftarrow (1-\alpha) \cdot \underbrace{Q(s_t, a_t)}_{\text{old value}} + \underbrace{\alpha}_{\text{learning rate}} \cdot \overbrace{\left(\underbrace{r_t}_{\text{reward}} + \underbrace{\gamma}_{\text{discount factor}} \cdot \underbrace{\max_a Q(s_{t+1}, a)}_{\text{estimate of optimal future value}} \right)}^{\text{learned value}}$$