

efl Data Science Course

Introduction

The efl



Industry-academic partnership

Universities



Sponsors



Who we are



Original Mission:

- Investigate and co-shape Digital Finance 2.0
 - Web-based selfservices of customers
- Research was performed in three different Layers:
 - Customers in E-Finance
 - E-Financial Markets and Market Infrastructures
 - IT Infrastructures: Service Systems in E-Finance

New Mission (Since 2019):

- Use expertise in Data Science to deliver cutting edge research in the fields of
 - Financial Services
 - Retail & Marketing
 - Health
 - Law
 - General, cross-sectional research

Lecturers



Dr. Nicolas Pfeuffer

Research Assistant

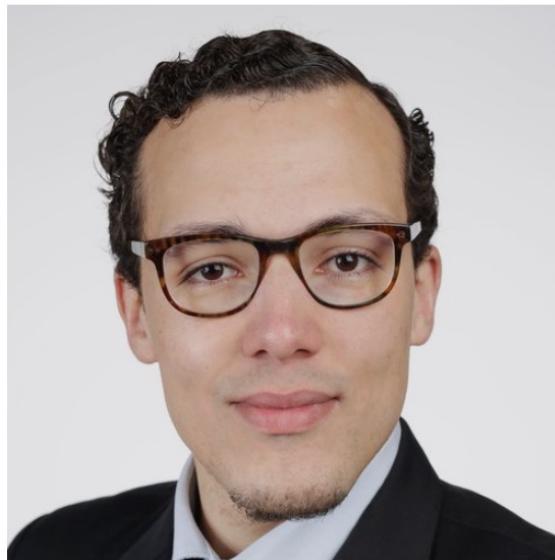
Nicolas Pfeuffer studied Business Informatics at the Goethe-Universität Frankfurt (M.Sc.). During his master's program,...



M.Sc. Tino Cestonaro

Research Assistant

Tino Cestonaro joined the team in April 2020. His research focuses on Market Microstructure, Financial Machine Learning,...



Dr. Benjamin M. Abdel-Karim

Research Assistant

Since March 2018, Benjamin M. Abdel-Karim is a research assistant of Prof. Dr. Oliver Hinz at the Chair of Information...



Dr. Jens Lausen

Postdoctoral Researcher

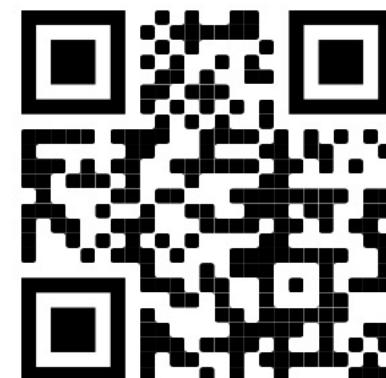
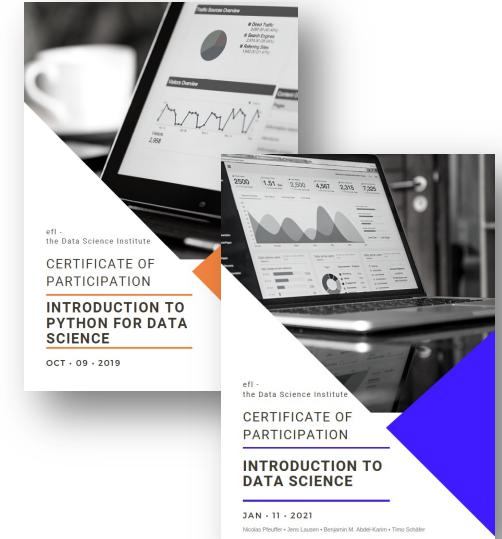
Jens Lausen is a postdoctoral researcher at the efl and part of the "Data Science for Financial Services" research...



Agenda

Introduction to Python	
Day 1 (Python Course) (20.12.2021)	
9:00 - 10:30 Uhr	
Python Basics	
Introduction and Primitive Data Types	
10:40 - 12:10 Uhr	
Data Structures	
Lists, Sets, Dictionaries	
13:30 - 15:00 Uhr	
Control Structures	
Loops (for, while), case distinction (if, else)	
15:15 - 16:45 Uhr	
Functions	
Structure of Functions and Application	
Day 2 (Python Course) (21.12.2021)	
9:00 - 10:30 Uhr	
Helpful functions for data processing	
Libraries: os, re, csv	
10:40 - 12:10 Uhr	
Data types and data structures	
Libraries: numpy, pandas	
13:30 - 15:00 Uhr	
Data import and visualization	
Libraries: csv (cont'd), matplotlib	
15:15 - 16:45 Uhr	
Outlook: Data Science	
Exemplary implementation of a KDD process	
Day 3 (Data Science) (22.12.2021)	
9:00 - 10:30 Uhr	
Introduction to Data Science	
Terminology and basic concepts	
10:40 - 12:10 Uhr	
Working with Data	
Preprocessing, explorative data analysis	
13:30 - 15:00 Uhr	
Data Analysis I	
Classification	
15:15 - 16:45 Uhr	
Data Analysis II	
Neural Networks	

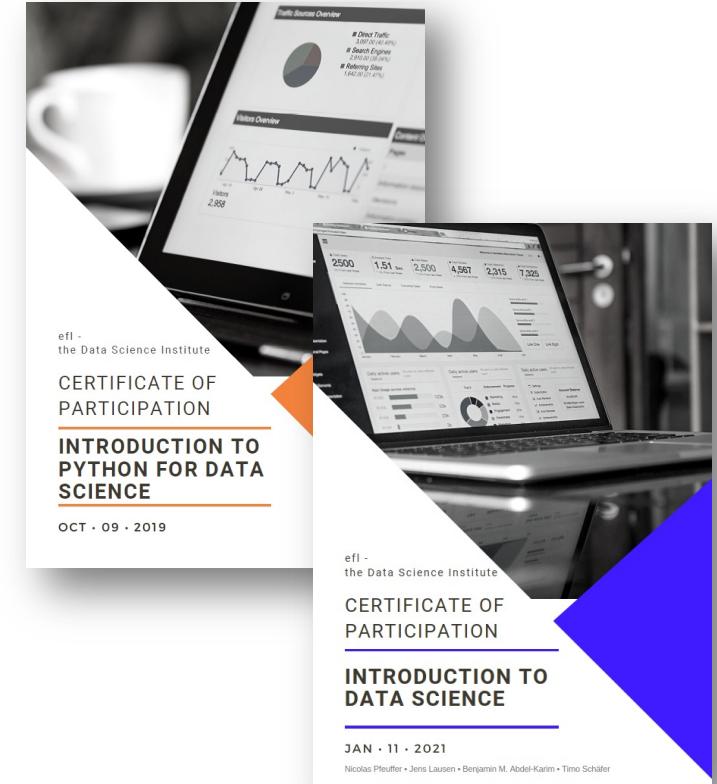
<https://www.eflab.de/teaching>



Certificates

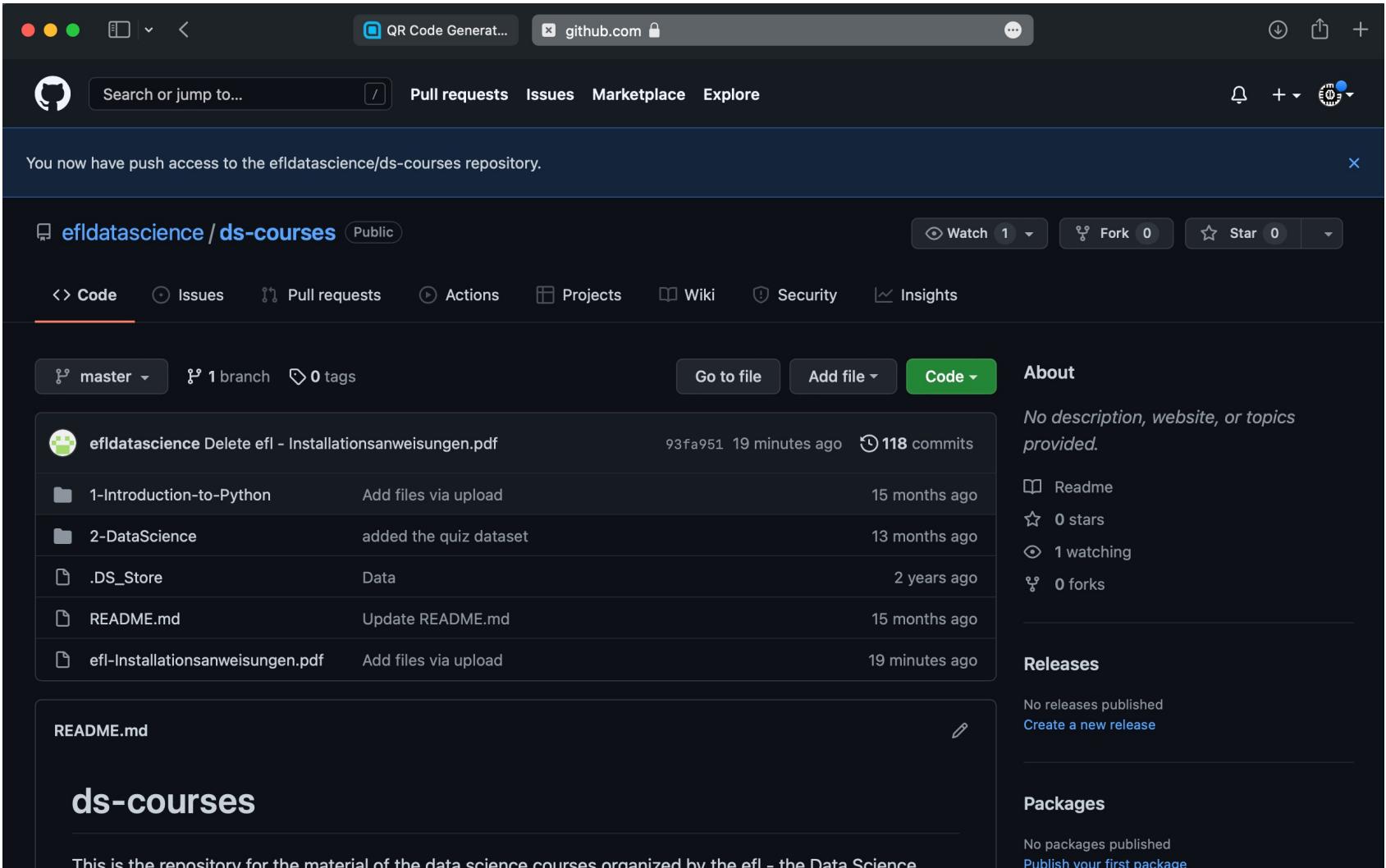
Introduction to Python	
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Introduction to Data Science	
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9:00 - 10:30 Uhr Introduction to Data Science Terminology and basic concepts	
10:40 - 12:10 Uhr Working with Data Preprocessing, explorative data analysis	
13:30 - 15:00 Uhr Data Analysis I Classification	
15:15 - 16:45 Uhr Data Analysis II Neural Networks	



- Completion of tasks from the last class
- Submission: Description of how the tasks were solved
- Formalities:
 - Min. 2 pages (Arial 11, 1.5 Line spacing , 3 CM Correction margin)
 - Code must be delivered separately (code folder)

Course Material?



The screenshot shows a GitHub repository page for 'efldatascience / ds-courses'. The repository is public and has push access granted. It contains one branch ('master') and no tags. The repository has 118 commits, with the most recent being a file upload of 'efl - Installationsanweisungen.pdf' by 'efldatascience' 19 minutes ago. Other commits include adding files via upload for '1-Introduction-to-Python', '2-DataScience', and 'efl-Installationsanweisungen.pdf', and updating 'README.md'. The repository has 0 stars, 0 forks, and 1 person watching it. There are no releases or packages published.

You now have push access to the efldatascience/ds-courses repository.

efldatascience / ds-courses Public

Code Issues Pull requests Actions Projects Wiki Security Insights

master 1 branch 0 tags Go to file Add file Code About

No description, website, or topics provided.

Readme 0 stars 1 watching 0 forks

Releases No releases published Create a new release

Packages No packages published Publish your first package

README.md

ds-courses

This is the repository for the material of the data science courses organized by the efl - the Data Science

<https://github.com/efldatascience/ds-courses>



Why you are here

Kenntnis in Python und anderen Softwareprogrammen werden auf dem heutigen **Arbeits- und Praktikumsmarkt oft vorausgesetzt**. Um auch über die in den Vorlesung vermittelten Inhalte hinaus etwas über statistische Softwareprogramme zulernen, möchte ich an dem Kurs teilnehmen.

Ich möchte mich in diesem Bereich fortbilden, um bei einer Bachelor-Arbeit Daten auszuwerten und zu visualisieren. Darüberhinaus möchte ich wahrscheinlich **einen quantitativ-orientierten Master belegen und halte es daher für sinnvoll einen ersten Python-Kurs zu belegen.**

Auffrischen von Python, neue Einblicke in Software

Bei meiner aktuellen Werksstudentenstelle merke ich immer wieder, wie Entscheidungen sehr oft datengetrieben werden und welche Rolle gut aufgearbeitete Daten spielen. Daher würde ich gerne, um mich beruflich und persönlich weiterzubilden, gerne an dem Kurs teilnehmen.

Why Coding?



NACH ABSCHLUSS IN ...
**INFORMATIK, MATHEMATIK,
WIRTSCHAFTSINFORMATIK**

TOP BERUFSTITEL*

IT Manager
92.275 €

IT-Projektmanager/in
86.695 €

Senior Developer
78.635 €

Analyst
74.469 €

Software-Architekt/in
74.152 €

TOP BRANCHE

Banken
85.067 €

Chemie- und Erdöl-
verarbeitende Industrie
84.033 €

Konsum- und
Gebrauchsgüter
82.586 €

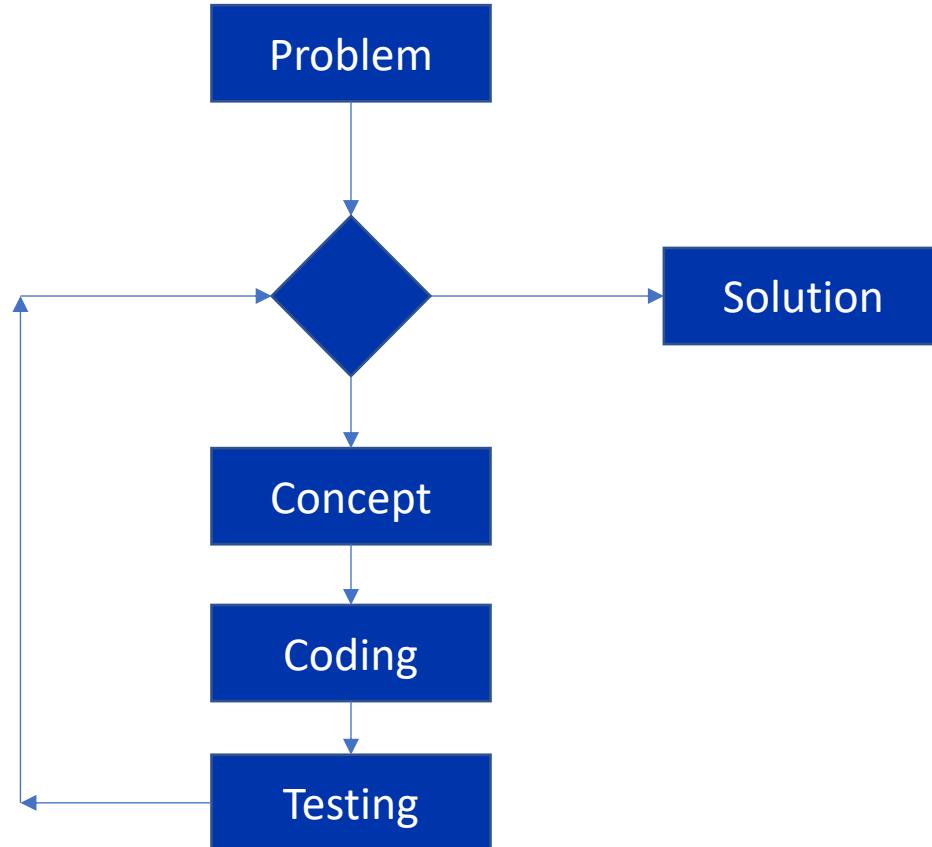
Unternehmensberatung,
Wirtschaftsprüfung und Recht
82.336 €

Finanzdienstleister
81.331 €



*Berufstitel ohne Management- & Personalverantwortung
Bruttodurchschnittsgehalt (inkl. variabler Bezüge), Mittelwert

What is coding?



Why Python?

- Released in 1991 by Guido van Rossum
- With the explosive growth of ‘big data’ in disciplines such as bioinformatics, neuroscience and astronomy, programming know-how is becoming ever more crucial (Perkel 2015, p. 125).



[2]



[3]



[6]



[4]



[8]



[7]

The elementary basics in Python

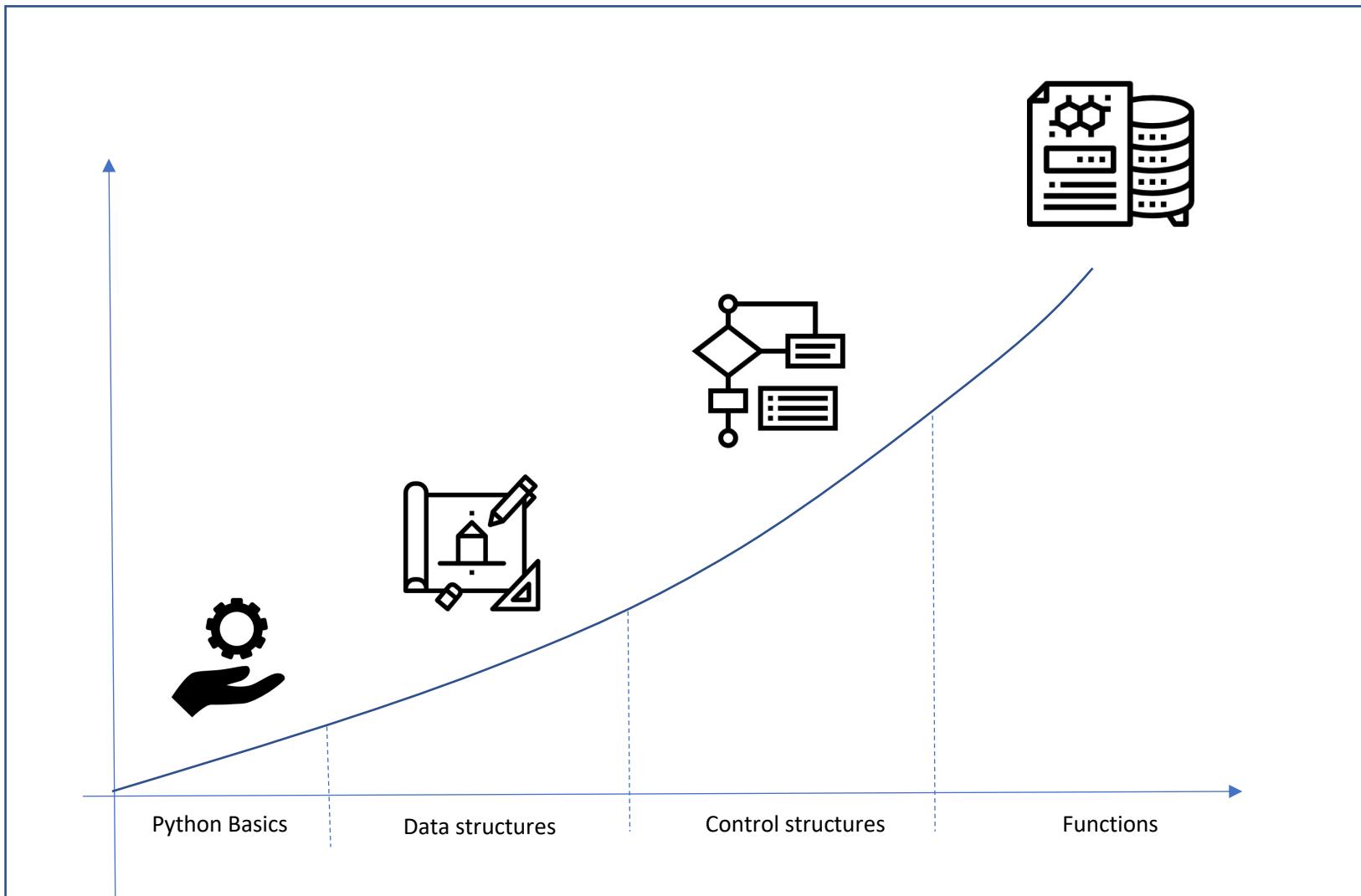
- Philosophy and difference to conventional programming languages
 - Higher programming language
 - It's simple
 - Fast to read
 - Structuring by indenting
 - No {} or ; => Faster to Code
 - Data types are managed dynamically. There is no static type check like in java
 - Widespread in science
 - Extensive Support Libraries (important data science, math and many more)
 - Integration Feature
 - Productivity (Many Frameworks such as unit testing)

Introduction Goals



- Introduction to programming
- For beginners
- The module is interactive! Use your computer
- **We develop the solutions together!**
- Please be on time
- There are no dumb questions
- Nobody knows everything
- Copying solutions is plagiarism

Learning Curve for Today



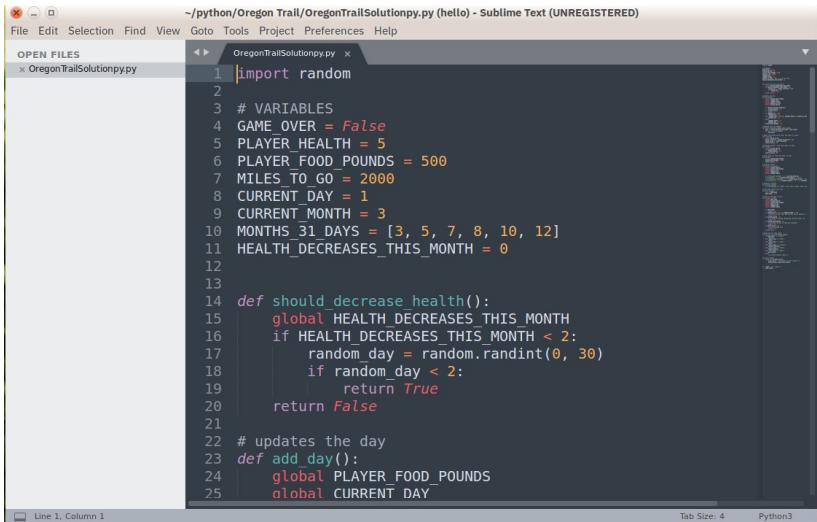
Python Basics

Data structures

Control structures

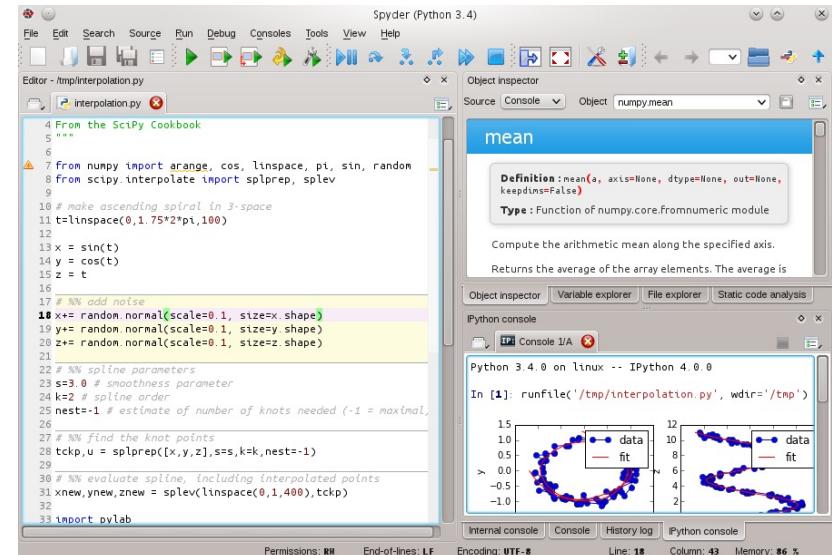
Functions

IDE a deeper look? The Problem of Choice



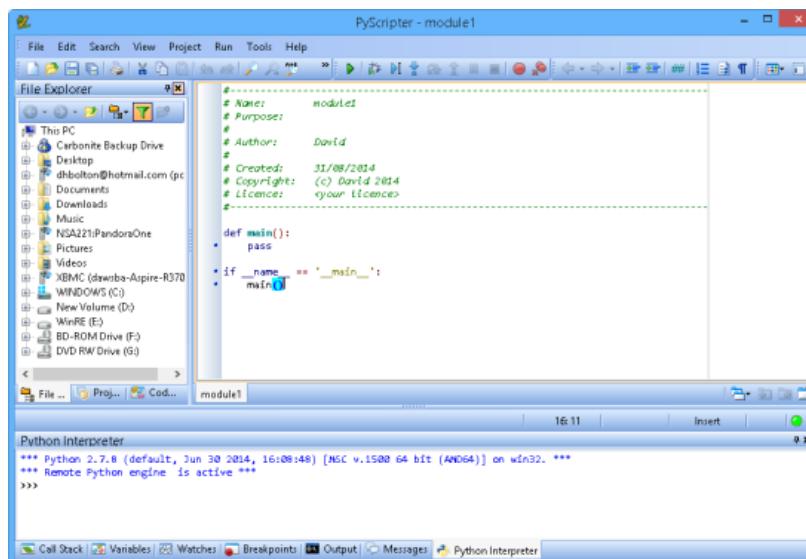
A screenshot of Sublime Text showing a Python script named `OregonTrailSolution.py`. The code defines variables like `GAME_OVER`, `PLAYER_HEALTH`, and `PLAYER_FOOD_POUNDS`. It includes a function `should_decrease_health` that checks if the player's health decreases this month. The code uses global variables and the `random` module.

```
1 import random
2
3 # VARIABLES
4 GAME_OVER = False
5 PLAYER_HEALTH = 5
6 PLAYER_FOOD_POUNDS = 500
7 MILES_TO_GO = 2000
8 CURRENT_DAY = 1
9 CURRENT_MONTH = 3
10 MONTHS_31_DAYS = [3, 5, 7, 8, 10, 12]
11 HEALTH_DECREASES_THIS_MONTH = 0
12
13
14 def should_decrease_health():
15     global HEALTH_DECREASES_THIS_MONTH
16     if HEALTH_DECREASES_THIS_MONTH < 2:
17         random_day = random.randint(0, 30)
18         if random_day < 2:
19             return True
20     return False
21
22 # updates the day
23 def add_day():
24     global PLAYER_FOOD_POUNDS
25     global CURRENT_DAY
```



A screenshot of Spyder showing a Python script `interpolation.py` and its execution in an IPython console. The script generates data points, fits a spline to them, and plots the result. The IPython console shows the command `In [1]: runfile('/tmp/interpolation.py', wdir='/tmp')` and the resulting plot.

```
4 From the SciPy Cookbook
5 ***
6
7 from numpy import arange, cos, linspace, pi, sin, random
8 from scipy.interpolate import splprep, splev
9
10 # make ascending spiral in 3-space
11 t=linspace(0,1.75*2*pi,100)
12
13 x = sin(t)
14 y = cos(t)
15 z = t
16
17 # %% add noise
18 x+= random.normal(scale=0.1, size=x.shape)
19 y+= random.normal(scale=0.1, size=y.shape)
20 z+= random.normal(scale=0.1, size=z.shape)
21
22 # %% spline parameters
23 s=3.0 # smoothness parameter
24 k=2 # spline order
25 nest=-1 # estimate of number of knots needed (-1 = maximal,
26 nest)
27 # %% find the knot points
28 tckp,u = splprep([x,y,z],s=s,k=k,nest=-1)
29
30 # %% evaluate spline, including interpolated points
31 xnew,ynew,znew = splev(linspace(0,1.400),tckp)
32
33 import pylab
```



A screenshot of PyScripter showing a Python module named `module1`. The code includes a docstring with author information and a `main` function. Below the editor is a Python Interpreter window showing the Python version and a prompt.

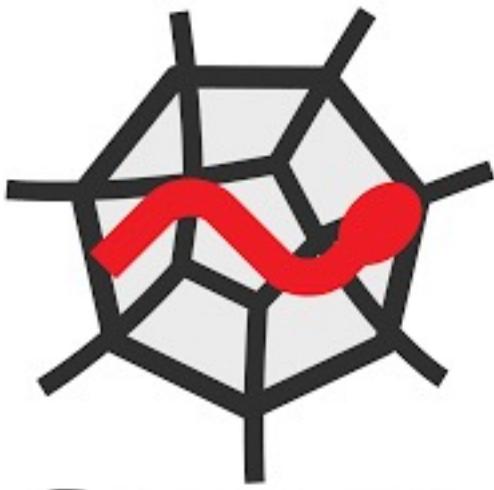
```
# Name: modules
# Purpose:
# Author: David
# Created: 31/08/2014
# Copyright: (c) David 2014
# Licence: your Licence

def main():
    pass

if __name__ == '__main__':
    main()

Python Interpreter
*** Python 2.7.8 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win32 ***
*** Remote Python engine is active ***
```

What We Use for This Course



SPYDER

C:\Users\A. M. Gerlach\Documents\dev\TempPackage\temp.py

```
File Edit Search Source Run Debug Consoles Projects Tools View Help
```

C:\Users\A. M. Gerlach\Documents\dev\TempPackage\temp.py

C:\Users\A. M. Gerlach\Documents\dev\SpdyerDev\spdyer\spdyer\config\base.py

Source Editor Object

array

Definition: array object dtype None copy True order 'K' subok False ndmin 0

Create an array.

Parameters

object : array_like

An array, or any object exposing the array interface, an object whose `_array_` method returns an array, or any (nested) sequence.

dtype : data-type, optional

The data type to use for the array. If not given, then the type will be determined as the minimum type required to hold the objects in the sequence. This argument can only be used to upcast the array. For downcasting, use the `asdtype()` method.

copy : bool, optional

If False (the default), then the object is copied. Otherwise, a copy will only be made if `array_` returns a copy, if obj is a nested sequence, or if a copy is needed to satisfy any of the other requirements (`dtype`, `order`, etc.).

order : {'C', 'F', 'A', 'K'}, optional

Specify the memory layout of the array. If object is not an array, the newly created array will be in C order (row major) unless F is specified, in which case it will be in Fortran order (column major). If copy is an array the following holds:

order	no copy	copy=True
'K'	unchanged	F & C order preserved, otherwise most similar order
'A'	unchanged	F order if not F and not C, otherwise C order

Variable explorer Help Plot File Find Breakpoints Code Analysis

Console 2/A Console 13/A

In [3]: runfile('C:/Users/A. M. Gerlach/Documents/dev/TestPackage/temp.py')

[C:\Users\A. M. Gerlach\Documents\dev\TestPackage\temp.py]

Traceback (most recent call last):

File "C:/Users/A. M. Gerlach/Documents/dev/TestPackage/temp.py", line 1, in <module>

runfile("C:/Users/C. A. M. Gerlach/Documents/dev/TestPackage/temp.py")

File "C:\Users\A. M. Gerlach\Documents\dev\SpdyerDev\spdyer\spdyer\config\base.py", line 1, in runfile

execfile(filename, namespace)

File "C:\Users\A. M. Gerlach\Documents\dev\SpdyerDev\spdyer\spdyer\config\base.py", line 1, in execfile

exec(compile(f.read(), filename, 'exec'), namespace)

File "C:/Users/A. M. Gerlach/Documents/dev/TestPackage/temp.py", line 35, in <module>

raise Exception()

Exception

In [3]:

In [3]: runcell('Test Cell Name', 'C:/Users/C. A. M. Gerlach/Documents/dev/TestPackage/temp.py')

In [4]: df = pd.DataFrame({'col1':[1,2,3], 'col2':['a','b','c']})

...

Internal console IPython console History

P master [42] Line 16, Col 1 UTF-8 CR/LF I6 Mem 42% CPU 32%

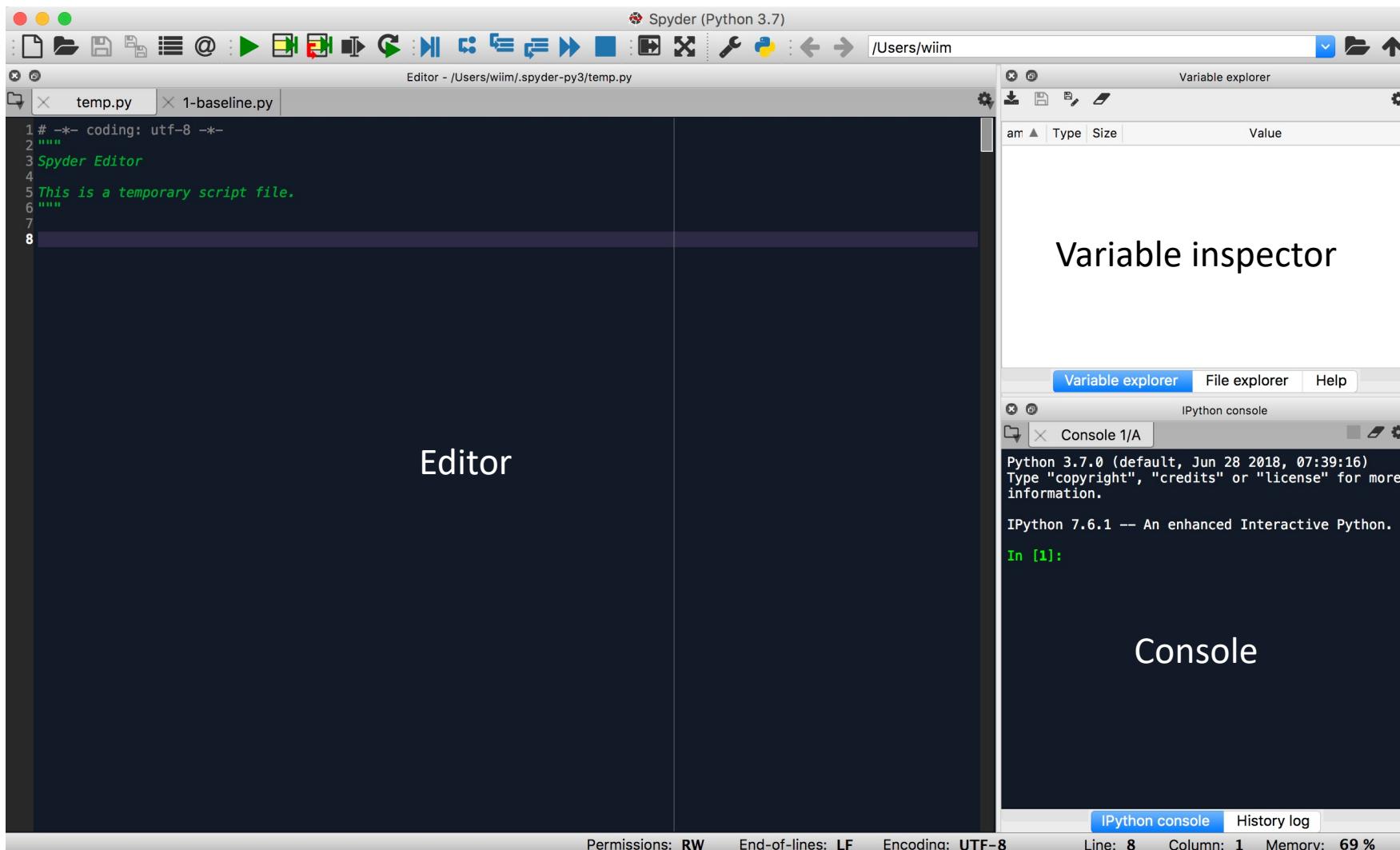
Practice and Questions

Take your computer and let's get started!

Create a Folder 'Day 1' on our Desktop

Launch Spyder and select the folder

Our Tool



Hello World

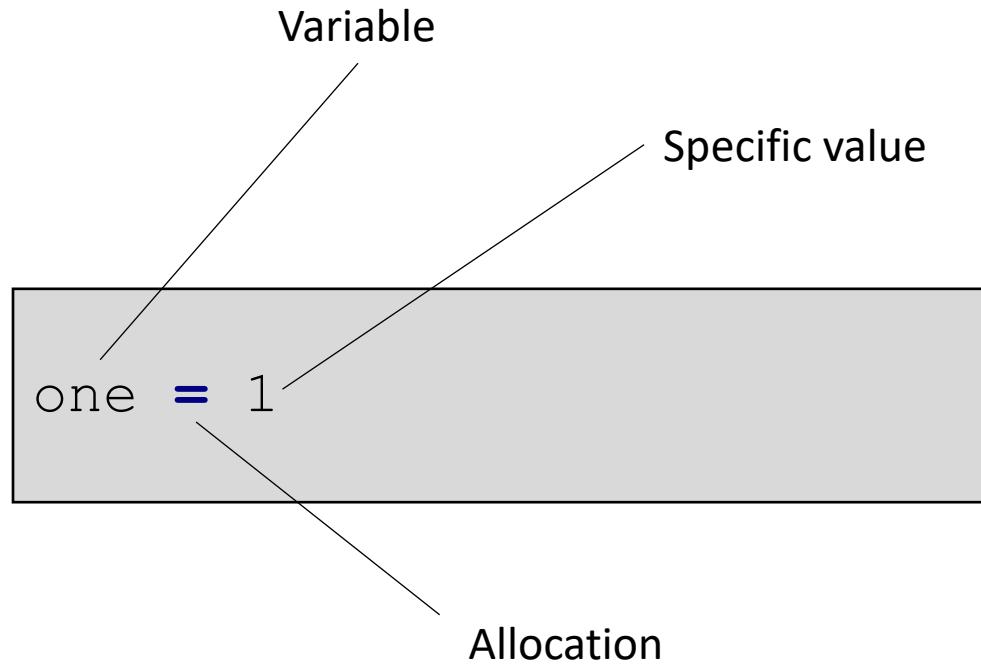
- Hello World
- Let's try our first example!
- Display "Hello World" on the console

Hello World

```
print('Hello World')
```

Abstraction (Computer Science)

The first step - The concept of variable



We assign the value 1 to the variable 'one'.

Now we can continue working with the variable 'one'.

Advantage: We are independent of concrete value

The essence of abstractions is preserving information that is relevant in a given context, and forgetting information that is irrelevant in that context.

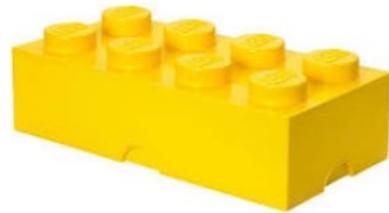
– John V. Guttag



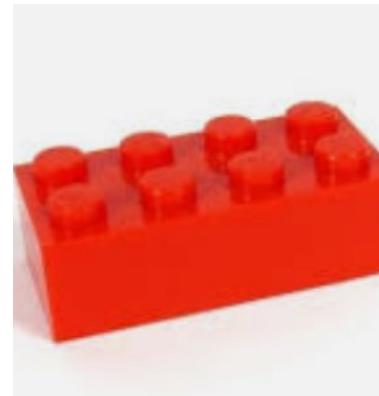
Different Building Blocks



Integer



Float



Strings



Boolean

Numbers in Python



Integer:

- int (signed integers) – They are often just called integers or ints, are positive or negative whole numbers with no decimal point.

```
iOne = 1
```

Integer:

- Create two variables 'iOne' and 'iTTwo'. Assign the values 2 and 5 to each of these variables.
- Perform the following operations with the variables:
 - iMulti is the multiplication of the two variables.
 - iAdd is the addition of the two variables.
 - iSub is the subtraction of the two variables. Started with iOne.
 - iDiff is the division of iOne by iTTwo.

Integer Action

```
iMulti = iOne * iTwo  
print(iMulti)
```

```
#iAdd is the addition of the two variables.  
iAdd = iOne + iTwo  
print(iAdd)
```

```
# iSub is the subtraction of the two variables. Started with iOne.  
iSub = iOne - iTwo  
print(iSub)
```

```
# iDiff is the division of iOne by iTwo.  
iDiff = iOne / iTwo  
print(iDiff)
```

Introduction to Primitive Data Types

Float:

- Float (floating point real values, **double**) – Also called floats, they represent real numbers and are written with a decimal point dividing the integer and fractional parts. Floats may also be in scientific notation, with E or e indicating the power of 10.
- Lets see how we can use float in python code.

```
dNumber = 1.0
```

Integer:

- Create two variable 'dOne' and 'dTwo'. Assign the values 2.5 and 5.5 to each of these variables.
- Perform the following operations with the variables:
 - dMulti is the multiplication of the two variables.
 - dAdd is the addition of the two variables.
 - dSub is the subtraction of the two variables. Started with dOne.
 - dDiff is the division of dOne by dTwo.

Float Action

```
# dMulti is the multiplication of the two variables.  
dMulti = dOne * dTwo  
print(dMulti)  
  
#dAdd is the addition of the two variables.  
dAdd = dOne + dTwo  
print(dAdd)  
  
# dSub is the subtraction of the two variables. Started with dOne.  
dSub = dOne - dTwo  
print(dSub)  
  
# dDiff is the division of dOne by dTwo.  
dDiff = dOne / dTwo  
print(dDiff)
```



Symbols in Python



Chars (in Python == Strings)

Char:

- Chars are symbols!
- Char is short for character.
- All characters in all languages can be represented. This representation is in the **Unicode** format.
- Unicode is a computer encoding methodology that assigns a unique number for every character. It doesn't matter what language or computer platform it's on.
- Lets look at a new script!

Unicode code point	character	UTF-8 (dec.)	name
U+0000		0	<<control>
U+0001	1	1	<<control>
U+0002	2	2	<<control>
U+0003	3	3	<<control>
U+0004	4	4	<<control>
U+0005	5	5	<<control>
U+0006	6	6	<<control>
U+0007	7	7	<<control>
U+0008	8	8	<<control>
U+0009	9	9	<<control>
U+000A	10	10	<<control>
U+000B	11	11	<<control>
U+000C	12	12	<<control>
U+000D	13	13	<<control>
U+000E	14	14	<<control>
U+000F	15	15	<<control>
U+0010	16	16	<<control>
U+0011	17	17	<<control>
U+0012	18	18	<<control>
U+0013	19	19	<<control>
U+0014	20	20	<<control>
U+0015	21	21	<<control>
U+0016	22	22	<<control>
U+0017	23	23	<<control>
U+0018	24	24	<<control>
U+0019	25	25	<<control>
U+001A	26	26	<<control>
U+001B	27	27	<<control>
U+001C	28	28	<<control>
U+001D	29	29	<<control>
U+001E	30	30	<<control>
U+001F	31	31	<<control>
U+0020	32	32	SPACE
U+0021	!	33	EXCLAMATION MARK
U+0022	*	34	QUOTATION MARK
U+0023	#	35	NUMBER SIGN
U+0024	\$	36	DOLLAR SIGN
U+0025	%	37	PERCENT SIGN
U+0026	&	38	AMPERSAND
U+0027	'	39	APOSTROPHE
U+0028	(40	LEFT PARENTHESIS
U+0029)	41	RIGHT PARENTHESIS
U+002A	*	42	ASTERISK
U+002B	+	43	PLUS SIGN
U+002C	.	44	COMMA
U+002D	-	45	HYPHEN-MINUS
U+002E	.	46	FULL STOP
U+002F	/	47	SOLIDUS
U+0030	0	48	DIGIT ZERO
U+0031	1	49	DIGIT ONE
U+0032	2	50	DIGIT TWO
U+0033	3	51	DIGIT THREE
U+0034	4	52	DIGIT FOUR
U+0035	5	53	DIGIT FIVE
U+0036	6	54	DIGIT SIX
U+0037	7	55	DIGIT SEVEN
U+0038	8	56	DIGIT EIGHT
U+0039	9	57	DIGIT NINE
U+003A	:	58	COLON

A unique number for every character.

- Try to get the unique number of ‘A’ as Unicode.

A unique number for every character.

- Try to get the unique number of ‘A’ as Unicode.

```
print(ord(char))
```

From Chars to Strings

- Strings are a sequence of chars.
- We can create them simply by enclosing characters in quotes. “Hello World” is a String!
- Therefore strings in Python are bytes representing Unicode characters.
- **In Detail:** Python does not have a character data type, a single character is simply a string with a length of 1.

Create two string variables

- Create two string variables:
 - `sWordOne = 'I Love'`
 - `sWordTwo = 'data'`
- Let's try to build a sentence with these two variables

Concatenated string

```
# Concatenated string
sWordOne = 'I Love'
sWordTwo = 'data'
sStatement = sWordOne + ' ' + sWordTwo
print(sStatement)
```

Built-in String Methods

- Python has a set of built-in methods that you can use on strings.
- How often does the word love appear in this sentence?

Note:

All string methods returns new values.
They do not change the original string.

Outlook: What functions are we will learn later in detail!

Here are just a few useful string operations for now!

Built-in String Methods – Count()

```
iCountSubStrings = sStatement.count('Love')  
print(iCountSubStrings)
```

Lower Case

- I would like to write everything in lower case
- Do I have to rewrite everything now?
- No, thanks to Built-in Methods

Built-in String Methods – lower()

```
sStatementLower = sStatement.lower()  
print(sStatementLower)
```

\circ	$\neg_3 p$	p	$\neg_3^* p$	\wedge_3	W	U	λ
W	F	W	F	W	W	U	F
U	U	U	F	U	U	U	F
F	W	F	W	F	F	F	F

\vee_3	W	U	F
W	W	W	W
U	W	U	U
F	W	U	F

\rightarrow_3	W	U	F
W	W	U	F
U	W	U	U
F	W	W	W

	W	U	F
W	U	F	
U	U		
W			W

	W	U
W	W	U
U	F	
F		

Boolean



Boolean and logical operators

- Boolean variable
- In computer science, the Boolean data type is a data type that has one of two possible values
- They are used to represent truth values (false or true).
- They are helpful for logical operations.

```
bBoolean = True
```

Logical operations

- We can perform logical operations with True and False
- Let's try it: Execute all combinations with True and False with **and-operation**
- Tip: 2^2 possible combinations

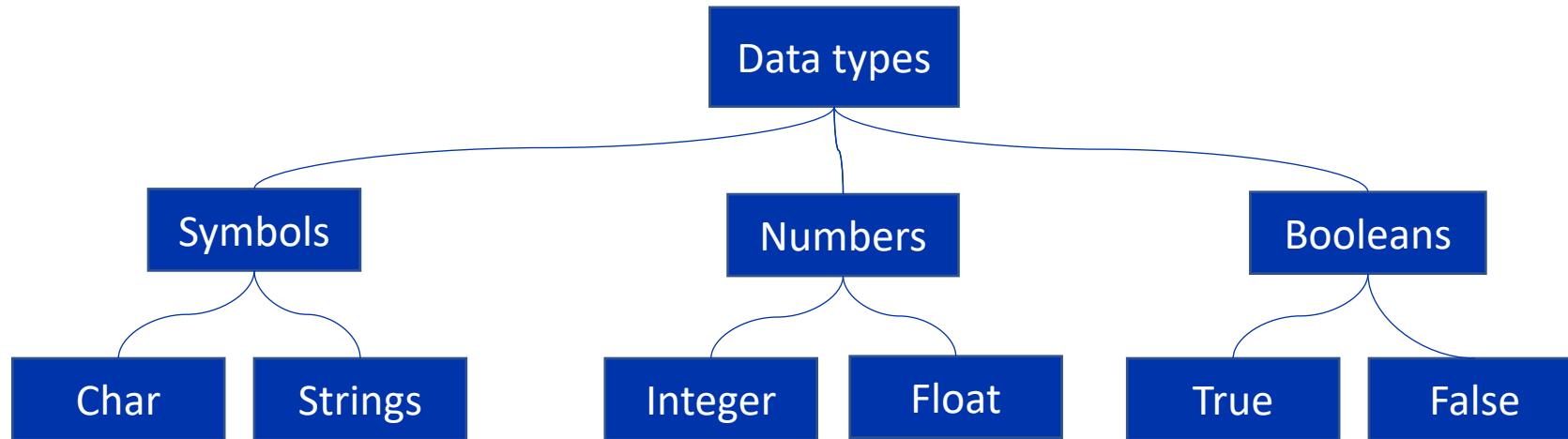
Logical operations

```
bTrue = True  
bFalse = False  
print(bTrue)  
print('True and True is:', bTrue and bTrue)  
print('False and False is:', bFalse and bFalse)  
print('True and False is:', bTrue and bFalse)  
print('True and False is:', bTrue and bFalse)
```

* For the sake of completeness: or is also a operator for True and False.

Introduction to Primitive Data Types

- Systematization of primitive data types





Formalities



- Source Code Documentation
- @author: name
- @since: first implementation date
- @version: date of last update
- @source: if you using links etc.
- @code: special code note
- @param: if special parameter is used or you have to describe.

```
# I am a comment
@author: unknown
@since: 2021-12-20
@version: beta1
print('Hello World')
```

Naming convention

- Names of attributes, variables, methods start with a small letter
 - may use letters without ß or similar
 - which points to the data type like i, s or l
- This is standard in professional software development
- Camel Case: Compound words are written in programming language. Every new word is capitalized
 - Name = Is the name of...
 - bScriptName = Simple code file that does something
 - CName = Class (later more)
 - dName = Variable that saves a floating point (double)
 - iName = Variable that saves an integer value
 - sName = Variable that saves a string value
 - bName = Boolean for true or false values
 - LName = Object from type list
 - fName = Self-written function

Naming convention and comments

- Names of attributes, variables, methods start with a small letter
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<https://www.python.org/dev/peps/pep-0008/>

Naming convention, but python ...

▲ for everything related to Python's style guide: i'd recommend you read [PEP8](#).

175 To answer your question:

▼ Function names should be lowercase, with words separated by underscores as necessary to improve readability.

[12]



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

Code is some kind of Art. Therefore...



These are all approaches. Find your own style!