

# Lecture08 - “Fun” with indices

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# Outline

Lecture08 - "Fun"  
with indices

**Kevin Bonham,  
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Final Project Details

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Details

Indices vs values

Indices vs values

Writing code in notebooks

Writing code in  
notebooks

Lab08 == Lab07

Lab08 == Lab07

# Final project: Code + analysis

## Final Contents

- ▶ Code repository with reusable functions (largely built from labs and assignments)
  - ▶ including documentation
  - ▶ including test suite
- ▶ Analysis repository with details, descriptions of code, and plots
- ▶ Default project: sequence analysis of Sars-CoV genomes

## Earlier components

- ▶ If proposing alternate project: Analysis proposal
- ▶ Analysis plan
- ▶ First draft
  - ▶ Code, tests, docs should be complete
  - ▶ Analysis should be complete

## School Deadlines

- ▶ Summer Term Final Projects Due: July 23
- ▶ Grades Due: July 30

## Project Deadlines

- ▶ Proposals for alternate projects Due: July 9
- ▶ Analysis plans Due: July 12
- ▶ First drafts code / notebooks Due: July 16

Missing these deadlines will have grading consequences

# Confusion between “location” and “thing”

```
julia> myvec = [1.2, 2.3, 3.4]
```

```
3-element Vector{Float64}:
```

```
1.2
```

```
2.3
```

```
3.4
```

```
julia> x = myvec[2]; # 2 is the index
```

```
julia> x # this is the value stored at index 2
```

```
2.3
```

# Indices must be integers, values can be anything

```
julia> myvec[1]  
1.2
```

```
julia> myvec[1.2]  
ERROR: ArgumentError: invalid index: 1.2 of type Float64  
#...
```

```
julia> othervec = ["something", 'A', 2.2];
```

```
julia> map(typeof, othervec)  
3-element Vector{DataType}:  
String  
Char  
Float64
```

# Specialized functions can find things inside vectors

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```
julia> newvec = rand(5)
5-element Vector{Float64}:
 0.516023786589465
 0.4465775523061499
 0.21788789287837185
 0.08900106348786951
 0.7016481961587768
```

```
julia> findfirst(<(0.5), newvec)
2
```

```
julia> findall(<(0.5), newvec)
3-element Vector{Int64}:
 2
 3
 4
```

```
julia> newvec[findall(<(0.5), newvec)] # index based on result of f
3-element Vector{Float64}:
 0.4465775523061499
```

# Mixing code, results, and descriptions

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- ▶ can use comments, but they have limited expressiveness
- ▶ using “notebook” environments allows including results “inline”
- ▶ Many options for notebooks,
  - ▶ markdown (R Markdown, Weave.jl)
  - ▶ Jupyter notebooks
  - ▶ Pluto.jl



# For scientific coding, code is usually ad-hoc

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- ▶ Can't write unit tests for a specific plot
- ▶ But you *can* for the plot function itself
- ▶ Functions, packages, etc, are like “protocols”
- ▶ Use code notebooks for “experiments”

# Alignment tracing for NW and SW

- ▶ start from  $M_{(i,j)}$  where  $i$  and  $j$  are
  - ▶ the last indices in 1st and 2nd dimension for NW
  - ▶ the indices for the matrix with the maximum score in SW
- ▶ Check the score from
  1.  $M_{(i,j-1)}$  (cell to the left), a gap score
  2.  $M_{(i-1,j)}$  (cell above), a gap score
  3.  $M_{(i-1,j-1)}$  (cell from diagonal), a match or mismatch
- ▶ If any match your current cell, push correct characters to alignments
  1. push gap to seq1, character at  $j$  to seq2
  2. push character at  $i$  to seq1, gap to seq2
  3. push character at  $i$  to seq1, character at  $j$  to seq2
- ▶ update indices

# Special considerations

- ▶ Be mindful of what happens when you hit the first row or first column
  - ▶  $i - 1$  or  $j - 1$  may throw bounds error
- ▶ When should your loop stop?
  - ▶ It will be different for Needleman-Wunsch than for Smith-Waterman