

Python Setup

<https://www.python.org/downloads>

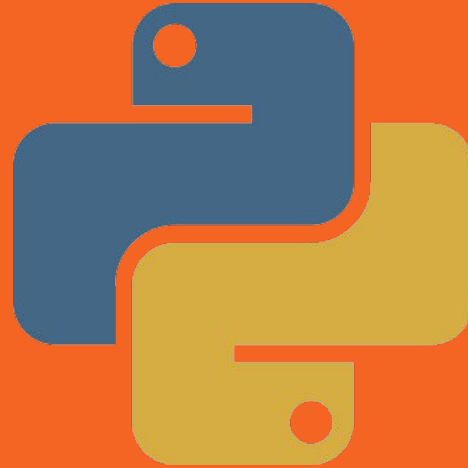
(install Python 3.5, not 2.7)

(check version with **python --version**)

github.com/samueltanka/train2/

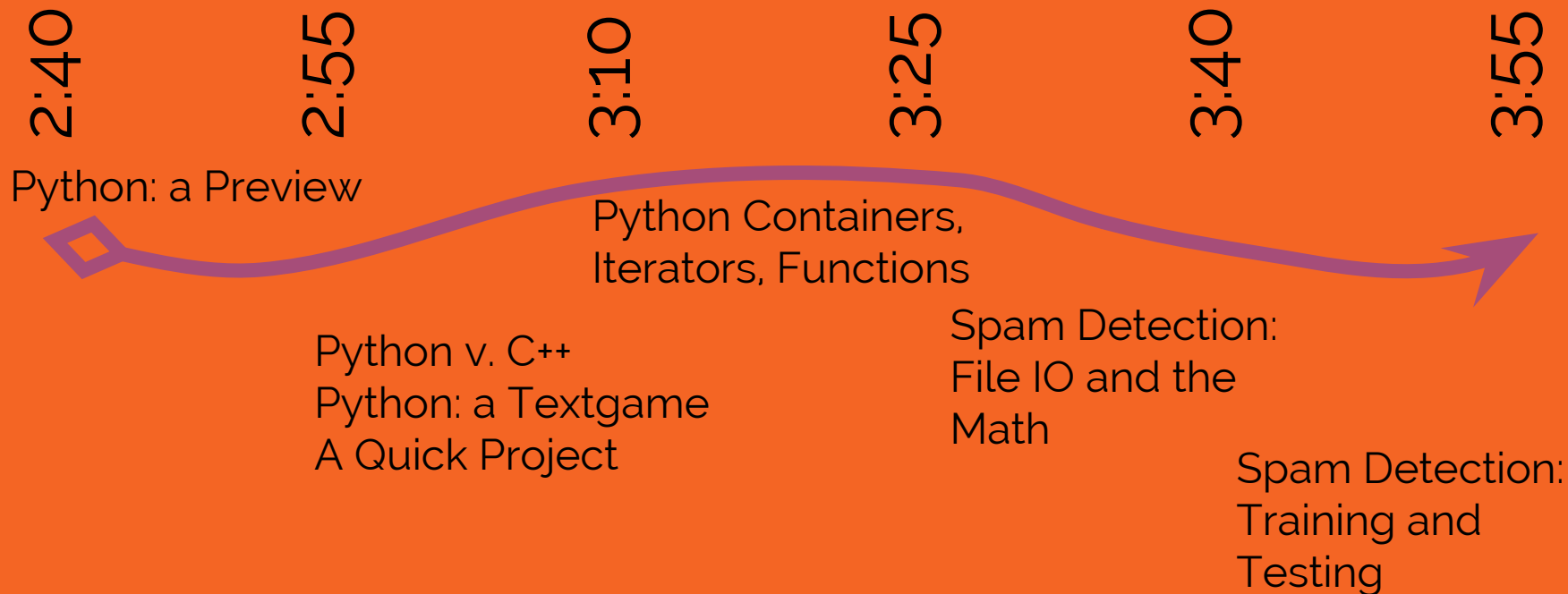
(download example files for spam detection)

Introduction to Python



Michigan Hackers

Python Roadmap



What is Python?

- Interpreted
- Dynamically typed
- Versatile and Easy!
- Many common applications, including:
 - Text processing
 - Web development
 - Scientific programming
 - Machine Learning
 - Prototyping

Python: Two Ways to Code

Interact directly with Interpreter

- Best for small computations
- Does not require an entire executable file
- Fast and simple

Create .py file

- Best for larger scale projects
- Saves into .py file for later
- Can even be compiled

**For now, let's use the standard IDE ---
it's called IDLE**

How Do I Write Python?

Python: First Program

```
print("Hello World!")
```

Python: a Preview

```
print("Hello World!")
```

Python's interpreted ---
try entering the above code
into IDLE

Python: a Preview

```
print("Hello World!")
```

Python's interpreted ---
try entering the above code
into IDLE

```
Python 3.5.0 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win
32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
```

Python: a Preview

```
print("Hello World!")
```

Python's interpreted ---
try entering the above code
into IDLE

```
Python 3.5.0 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win
32
Type "help", "copyright", "credits" or "license" for more information.
>>> print("Hello world!")
```

Python: a Preview

```
print("Hello World!")
```

Python's interpreted ---
try entering the above code
into IDLE

```
Python 3.5.0 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win
32
Type "help", "copyright", "credits" or "license" for more information.
>>> print("Hello world!")
Hello world!
>>>
```

Python: a Preview

4+5

We can also do arithmetic...

```
Python 3.5.0 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win
32
Type "help", "copyright", "credits" or "license" for more information.
>>> 4+5
```

Python: a Preview

4+5

We can also do arithmetic...

```
Python 3.5.0 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win
32
Type "help", "copyright", "credits" or "license" for more information.
>>> 4+5
9
>>>
```

Python: a Preview

```
1024**1024
```

We can also do arithmetic
that C++ can't do...

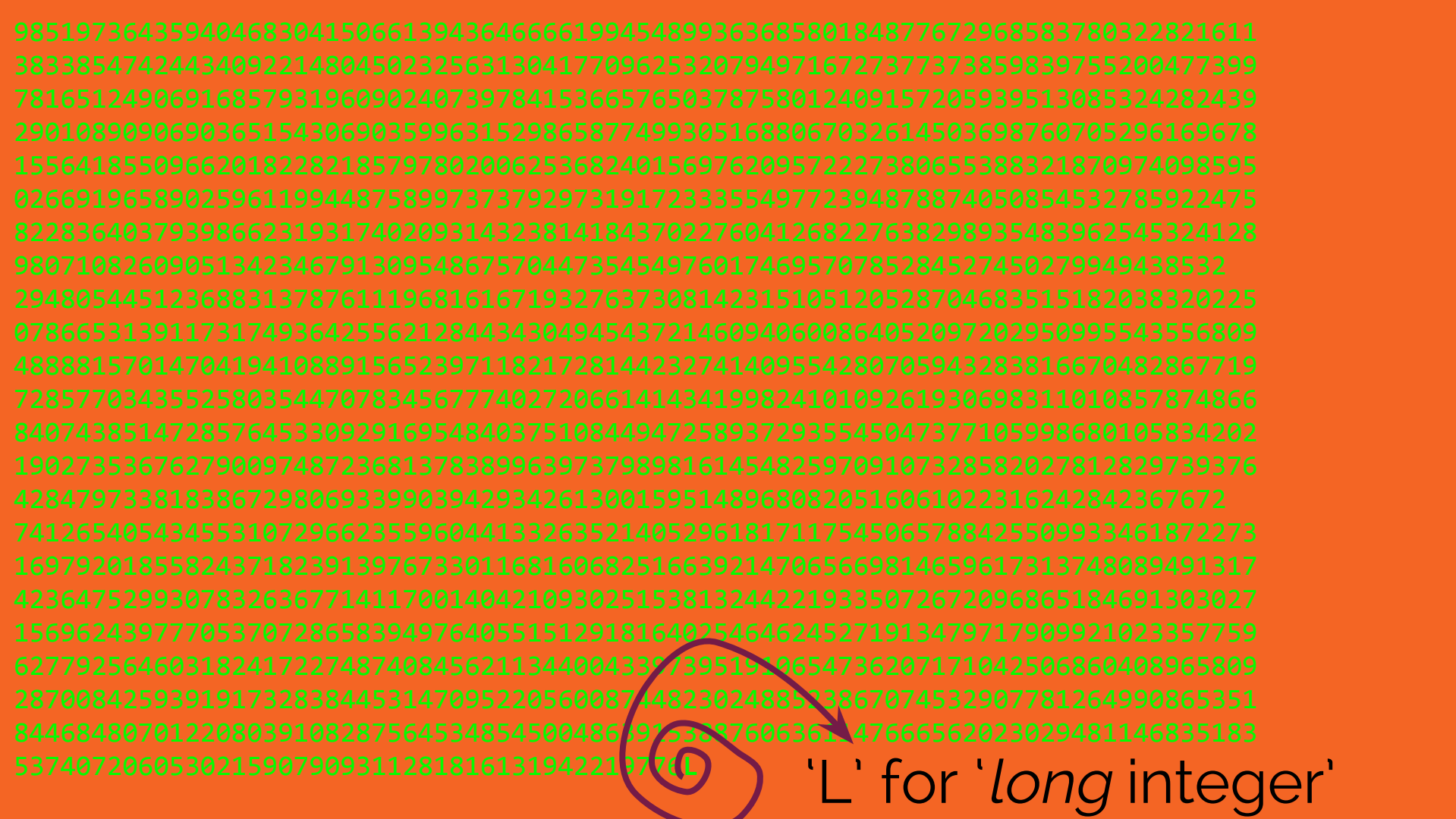
```
Python 3.5.0 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win
32
Type "help", "copyright", "credits" or "license" for more information.
>>> 1024**1024
```

Python: a Preview

```
1024**1024
```

We can also do arithmetic
that C++ can't do...

```
Python 3.5.0 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win
32
Type "help", "copyright", "credits" or "license" for more information.
>>> 1024**1024
35249714121083826571348148398002815464391421343966471060391382605731070276854749
36504833029647366386245696815539529837397325904947594311361988833867311613366681
47068707652710076562056460186082600855587312676702217200210386228222818801026201
```

98519736435940468304150661394364666619945489936368580184877672968583780322821611
38338547424434092214804502325631304177096253207949716727377373859839755200477399
78165124906916857931960902407397841536657650378758012409157205939513085324282439
29010890906903651543069035996315298658774993051688067032614503698760705296169678
15564185509662018228218579780200625368240156976209572227380655388321870974098595
02669196589025961199448758997373792973191723335549772394878874050854532785922475
82283640379398662319317402093143238141843702276041268227638298935483962545324128
980710826090513423467913095486757044735454976017469570785284527450279949438532
29480544512368831378761119681616719327637308142315105120528704683515182038320225
07866531391173174936425562128443430494543721460940600864052097202950995543556809
48888157014704194108891565239711821728144232741409554280705943283816670482867719
72857703435525803544707834567774027206614143419982410109261930698311010857874866
84074385147285764533092916954840375108449472589372935545047377105998680105834202
19027353676279009748723681378389963973798981614548259709107328582027812829739376
428479733818386729806933990394293426130015951489680820516061022316242842367672
74126540543455310729662355960441332635214052961817117545065788425509933461872273
16979201855824371823913976733011681606825166392147065669814659617313748089491317
42364752993078326367714117001404210930251538132442219335072672096865184691303027
15696243977705370728658394976405515129181640254646245271913479717909921023357759
62779256460318241722748740845621134400433873951910654736207171042506860408965809
28700842593919173283844531470952205600874482302488523867074532907781264990865351
84468480701220803910828756453485450048639153887606361147666562023029481146835183
5374072060530215907909311281816131942219776L

'L' for '*long* integer'

Python: a Preview

```
pws2 = [2**i for i in range(10)]
```

We can make variables.

Any guesses what this does?

Python: a Preview

```
pws2 = [2**i for i in range(10)]
```

Here, we're finding
the first 10 powers of 2

```
Python 3.5.0 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win  
32  
Type "help", "copyright", "credits" or "license" for more information.  
>>> pws2 = [2**i for i in range(10)]
```

Python: a Preview

```
pws2 = [2**i for i in range(10)]
```

We can make variables.

Here, we're finding
the first 10 powers of 2

```
Python 3.5.0 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win
32
Type "help", "copyright", "credits" or "license" for more information.
>>> pws2 = [2**i for i in range(10)]
>>>
```

Python: a Preview

```
pws2 = [2**i for i in range(10)]
```

We can make variables.

Type the var. name to print:

```
pws2
```

```
Python 3.5.0 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win
32
Type "help", "copyright", "credits" or "license" for more information.
>>> pws2 = [2**i for i in range(10)]
>>>
```

Python: a Preview

```
pws2 = [2**i for i in range(10)]
```

We can make variables.

Type the var. name to print:

```
pws2
```

```
Python 3.5.0 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win
32
Type "help", "copyright", "credits" or "license" for more information.
>>> pws2 = [2**i for i in range(10)]
>>> pws2
```

Python: a Preview

```
pws2 = [2**i for i in range(10)]
```

We can make variables.

Type the var. name to print:

```
pws2
```

```
Python 3.5.0 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win
32
Type "help", "copyright", "credits" or "license" for more information.
>>> pws2 = [2**i for i in range(10)]
>>> pws2
[1, 2, 4, 8, 16, 32, 64, 128, 256, 512]
```


Python: a Preview

```
pws2 = [2**i for i in range(50)]  
digs = [int(str(p)[0]) for p in pws2]  
{d:digs.count(d) for d in range(10)}
```

Last example before we start learning this stuff systematically.

What do you think the 3 lines do? Try them!

Python: a Preview

```
pws2 = [2**i for i in range(50)]  
digs = [int(str(p)[0]) for p in pws2]  
{d:digs.count(d) for d in range(10)}
```

Line 1: finds the first 50 powers of 2

Line 2: finds those powers' first digits

Line 3: counts those digits' frequencies

Python: a Preview

**woahh, >30% of the
powers of 2 start with the digit
'1'!!!!**

```
pws2 = [2**i for i in range(50)]  
digs = [int(str(p)[0]) for p in pws2]  
{d:digs.count(d) for d in range(10)}
```

Python 3.5.0 (default, Jun 30 2014, 16:08:48) [MSC v.1500 64 bit (AMD64)] on win32

Type "help()", "copyright", "credits" or "license()" for more information.

```
>>> pws2 = [2**i for i in range(50)]
```

```
>>> digs = [int(str(p)[0]) for p in pws2]
```

```
>>> {d:digs.count(d) for d in range(10)}
```

```
{0: 0, 1: 30, 2: 17, 3: 12, 4: 9, 5: 7, 6: 6, 7: 5, 8: 4, 9: 3}
```

```
>>>
```

C++ ↔ Python

Python

```
print("Hello World!")
```

v. C++

```
#include<iostream>
int main(int argc, char** argv) {
    std::cout<<"Hello World!\n";
}
```

Python

```
print("Hello World!")
```

v. C++

```
#include<iostream>
int main(int argc, char** argv) {
    std::cout<<"Hello World!\n";
}
```

Python

```
print("Hello World!")
```

v. C++

```
#include<iostream>
int main(int argc, char** argv) {
    std::cout<<"Hello World!\n";
}
```

Python

```
print("Hello World!")
```

v. C++

```
#include<iostream>
int main(int argc, char** argv) {
    std::cout<<"Hello World!\n";
}
```


Python

Quickly **read**, **write**, and **debug** code

Programmer Friendly

v. C++

Quickly **run** code;

User Friendly

C++



Python

```
auto x = blah();
```



```
x = blah()
```

Variable Initialization

```
std::cout << "hey\n";
```



```
print("hey")
```

User Input/Output

```
std::cin >> mystring;
```



```
mystring = input()
```

```
if(b)
```



```
if b:
```

Flow Control

```
while(b)
```



```
while b:
```

```
for(int i=0; i<5; ++i)
```



```
for i in range(5):
```

```
for(auto x: xs)
```



```
for x in xs:
```

```
FLOW CONTROL {
```



```
FLOW CONTROL:
```

```
    // stuff
```

```
    # stuff
```

```
}
```

Python: A Textgame

```
print("Hi, who are you?")
name = input()
if name == "Sam":
    print("You win!")
while 'y' in input("Crawl left?"):
    print("You hurt your toe.")
print(name, "falls into a hole.")
```

Python: A Textgame

```
print("Hi, who are you?")
```

Python: A Textgame

```
print("Hi, who are you?")
```

```
name = input()
```

← input() returns user input
(everything you type until
pressing ENTER).

Python: A Textgame

```
print("Hi, who are you?")
```

```
name = input()
```




no declaration needed; just initialization.

variables *are* typed --- in this case, "name" is a string.

but types are figured out at runtime.

Python: A Textgame

```
print("Hi, who are you?")  
name = input()  
if name == "Sam":  
    print("You win!")
```



if condition:
action

Python: A Textgame

```
print("Hi, who are you?")
```

```
name = input()
```

```
if name == "Sam":
```



```
    print("You win!")
```

← if condition:
 action

notice **colon** at end of line;
no braces, parentheses (or
semicolons).
Instead, code is organized by
indentation!

Python: A Textgame

```
print("Hi, who are you?")
```

```
name = input()
```

```
if name == "Sam":
```

```
    print("You win!")
```

```
while 'y' in input("Crawl left?"):
```



```
    print("You hurt your toe.")
```

while condition:
action

Again, **colon** and
indentation.

What's the condition here?



Python: A Textgame

```
print("Hi, who are you?")
name = input()
if name == "Sam":
    print("You win!")
while 'y' in input("Crawl left?"):
    print("You hurt your toe.")
```

input(stuff) prints stuff,
then fetches user input.
We then check whether the
string 'y' was in that user input.
('y' for 'yes', 'yeah', 'yess!', etc.)



Python: A Textgame

```
print("Hi, who are you?")
name = input()
if name == "Sam":
    print("You win!")
while 'y' in input("Crawl left?"):
    print("You hurt your toe.")
print(name, "falls into a hole.")
```

Demo

Now It's Your Turn!

Some Ideas (based on what you have learned thus far) :

Write a Chatbot:

```
q_responses = ['yes', 'probably?', 'eww.']  
from random import choice  
if '?' in what_user_said:  
    print(choice(q_responses))
```

Write a Find-the-Treasure Text Game:

```
x, y = 0, 0  
if input('where to?') == 'west':  
    x -= 1  
if (x, y) == (4, 2):  
    # they won! print stuff and exit()
```

Container Types

Python Containers

```
mytuple = (1, 2, '3')
```

```
mylist = [1, 2, '3', '3']
```

```
myset = {1, 2, '3'}
```

```
mydict = {'one':1, 'two':2, 'three':3}
```


Python Containers

```
mytuple = (1, 2, '3')  
mylist = [1, 2, '3', '3']  
myset = {1, 2, '3'}  
mydict = {'one':1, 'two':2, 'three':3}
```

Lists are ordered containers.
Random-access.

Python Containers

```
mytuple = (1, 2, '3')  
mylist = [1, 2, '3', '3']  
myset = {1, 2, '3'}  
mydict = {'one':1, 'two':2, 'three':3}
```

Tuples are immutable, ordered containers.
Random-access. Like a const list.

Python Containers

```
mytuple = (1, 2, '3')  
mylist = [1, 2, '3', '3']  
myset = {1, 2, '3'}  
mydict = {'one':1, 'two':2, 'three':3}
```

Sets are unordered collections of unique objects. Hash-based.

Python Containers

```
mytuple = (1, 2, '3')  
mylist = [1, 2, '3', '3']  
myset = {1, 2, '3'}  
mydict = {'one':1, 'two':2, 'three':3}
```

Dictionaries are unordered collections of key-value pairs. Hash-based. Like a set of x:y pairs, each x corresponding to one y.

Python Containers

```
mydict = {'one':1, 'two':2, 'three':3}  
mydict['one']==1 #true statement
```

Dictionaries are unordered collections of key-value pairs. Hash-based. Like a set of x:y pairs, each x corresponding to one y.

Python Containers

```
mydict = {'one':1, 'two':2, 'three':3}  
mydict['one']==1 #true statement  
mydict['newkey']==1 #runtime error
```

Dictionaries are unordered collections of key-value pairs. Hash-based. Like a set of x:y pairs, each x corresponding to one y.

Python Containers

```
mydict = {'one':1, 'two':2, 'three':3}  
mydict['one']==1 #true statement  
mydict['newkey']==1 #runtime error  
mydict['newkey'] = 0
```

Dictionaries are unordered collections of key-value pairs. Hash-based. Like a set of x:y pairs, each x corresponding to one y.

Python Containers

```
mydict = {'one':1, 'two':2, 'three':3}
mydict['one']==1 #true statement
mydict['newkey']==1 #runtime error
mydict['newkey'] = 0
mydict['newkey']==1 #false statement
```

Dictionaries are unordered collections of key-value pairs. Hash-based. Like a set of x:y pairs, each x corresponding to one y.

C++



Python

<code>const std::vector<void*> c = {&a, &b, &c};</code>	<code>x = tuple(a, b, c)</code>	Initialization
<code>std::string x;</code>	<code>x = str()</code>	
<code>std::vector<void*> x;</code>	<code>x = list()</code>	
<code>std::unordered_set<void*> x;</code>	<code>x = set()</code>	
<code>std::unordered_map<void*> x;</code>	<code>x = dict()</code>	

<code>*(x[key])</code>	<code>x[key]</code>	Indexing
<code>*(x[x.size()-index])</code>	<code>x[-index]</code>	
<code>//get all elements from i to j</code>	<code>x[i:j]</code>	

<code>std::find(x.begin(), x.end(), o)</code>	<code>x.find(o)</code>	Finding Value
<code>std::find(x.begin(), x.end(), o) != x.end()</code>	<code>o in x</code>	

<code>x.push_back(o);</code>	<code>x.append(o)</code>	Inserting Value
<code>x.insert(o);</code>	<code>x.add(o)</code>	
<code>x.insert(std::pair<kt,vt>(key, o));</code>	<code>x[key] = o</code>	

Python: Iteration

```
mylist = []  
for i in range(10):  
    mylist.append(i*i)
```

Python: Iteration

```
mylist = []  
for i in range(10):  
    mylist.append(i*i)  
#the following are true:  
mylist==[0,1,4,9,16,25,36,49,64,81]  
mylist[5]==25
```

Python: Iteration

```
mylist = []  
for i in range(10):  
    mylist.append(i*i)  
#the following are true:  
mylist==[0,1,4,9,16,25,36,49,64,81]  
mylist[5]==25  
64 in mylist  
65 not in mylist
```

Python: Iteration

```
mylist = []  
for i in range(10):  
    mylist.append(i*i)
```

is the same as:

```
mylist = [i*i for i in range(10)]
```

“List comprehensions”

Python: Iteration

```
mylist = []  
for i in range(10):  
    mylist.append(i*i)
```

is the same as:

```
mylist = [i*i for i in range(10)]
```

“List comprehensions”: Cleaner, more idiomatic.

Python: Iteration

```
mydict = {}  
for i in range(10):  
    mydict[i] = i*i
```

is the same as:

```
mydict = {i:i*i for i in range(10)}
```

“Dictionary comprehensions”

Python: Iteration

```
myset = set([])
for i in range(10):
    myset.add(i*i)
```

is the same as:

```
myset = set(i*i for i in range(10))
```

“Set comprehensions”

Python: Iteration

```
mytup = tuple([])  
for i in range(10):  
    mytup.append(i*i) #bad code! (why?)
```

is the same as:

```
mytup = tuple(i*i for i in range(10))
```

“Tuple comprehensions”

Questions?

Let's Create a More Complex Program: Spam Filter

SPAM

Dear Mr. samtenka01 Tenka:

I'm like a Nigerian Prince. I've run into some trouble with the Nigerian Princesses, and as a result, I have the privilege of transferring \$47,500,000 to your bank account. If you find this proposal acceptable, please send us your:

- Bank Account Number

- Facebook Username and Password

- Class Schedule

- A \$50 processing fee.

Regards,
Prince Howgul Abul Arhu

VALID EMAIL

Dear Sam,

Attached is the paper we were discussing about Spam Detection --- let me know if you have any more questions.

Cheers,
Professor Lenhart

SPAM ...



Dear Sam,

Attached is the paper we were discussing about Spam Detection --- let me know if you have any more questions.

Cheers,
Professor Lenhart

SPAM ...

OR HAM?



Spam: Overview

```
## FILE IO
print("training...")
labels = ('spam', 'ham')
def uniq_words(filename):
    with open(filename) as myfile:
        return set(myfile.read().split())
bags = [1:uniq_words(1+str(i)+'.txt')
        for i in range(5)]
for l in labels}
```

Read Training
Samples

```
## COMPUTE WORD ASSOCIATIONS
print("word...")
def compute_freqs(baglist):
    freqs={}
    for bag in baglist:
        for word in bag:
            if word not in freqs:
                freqs[word] = 0.0
            freqs[word] += 1.0/len(baglist)
    return freqs
class WordCounter:
    def __init__(self, freqs, num_docs):
        self.freqs = freqs
        self.num_docs = num_docs
    def __getitem__(self, word):
        if word not in self.freqs:
            self.freqs[word] = 0.0
        return (1.0+self.freqs[word]) / (1.0+self.num_docs)
freqs = {1:WordCounter(compute_freqs(bags[1]), len(bags[1]))
        for l in labels}
def words_given_label(wordset, label):
    product = 1.0
    for word in wordset:
        product *= freqs[label][word]
    return product
def label_given_words(wordset, label, prior):
    ps={1:words_given_label(wordset, l) for l in labels}
    total = sum(ps[l] for l in labels)
    return (ps[label]/total) * prior
```

Compute Word
Associations

```
## CLASSIFICATION
print("ready!...")
while True:
    wset = uniq_words(raw_input("filename?"))
    prob_spam = label_given_words(wset, 'spam', 0.25)
    if prob_spam > 0.1:
        print("SPAM!", prob_spam)
    else:
        print("ham.", prob_spam)
```

Interactively
Classify!

Spam Filter Part 1:

Reading a Text File (File IO)

Spam: Read Training Samples

```
with open('spamle.txt') as myfile:  
    text = myfile.read()
```

Spam: Read Training Samples

```
with open('spamle.txt') as myfile:  
    text = myfile.read()
```

```
text == "Dear Mr. blah blah blah --- Dr. Mear"
```

Spam: Read Training Samples

```
with open('spamle.txt') as myfile:  
    text = myfile.read()  
    words = text.split()
```

text == "Dear Mr. blah blah blah --- Dr. Mear"

words == ['Dear', 'Mr.', 'blah', 'blah', 'blah', '---', 'Dr.', 'Mear']

Spam: Read Training Samples

```
with open('spamle.txt') as myfile:  
    text = myfile.read()  
    words = text.split()  
    uniq_words = set(words)
```

text == "Dear Mr. blah blah blah --- Dr. Mear"

words == ['Dear', 'Mr.', 'blah', 'blah', 'blah', '---', 'Dr.', 'Mear']

uniq_words == {'Dear', 'Mr.', 'blah', '---', 'Dr.', 'Mear'}

Spam: Read Training Samples

```
with open('spamle.txt') as myfile:  
    uniq_words = set(myfile.read().split())
```

Spam: Read Training Samples

```
with open('spamle0.txt') as myfile:  
    uniq_words0=set(myfile.read().split())  
with open('spamle1.txt') as myfile:  
    uniq_words1=set(myfile.read().split())  
with open('spamle2.txt') as myfile:  
    uniq_words2=set(myfile.read().split())  
...
```

Spam: Read Training Samples

```
with open('spamle0.txt') as myfile:  
    uniq_words0=set(myfile.read().split())  
with open('spamle1.txt') as myfile:  
    uniq_words1=set(myfile.read().split())  
with open('spamle2.txt') as myfile:  
    uniq_words2=set(myfile.read().split())
```

...

what do you do to repeated code?

Spam: Read Training Samples

```
def uniq_words(filename):  
    with open(filename) as myfile:  
        return set(myfile.read().split())  
uw0 = uniq_words('spamle0.txt')  
uw1 = uniq_words('spamle1.txt')  
uw2 = uniq_words('spamle2.txt')  
...
```


Spam: Read Training Samples

```
def uniq_words(filename):  
    with open(filename) as myfile:  
        return set(myfile.read().split())  
uw0 = uniq_words('spam0.txt')  
uw1 = uniq_words('spam1.txt')  
uw2 = uniq_words('spam2.txt')  
...
```

what do you do to repeated code?

Spam: Read Training Samples

```
def uniq_words(filename):  
    with open(filename) as myfile:  
        return set(myfile.read().split())  
  
uws = []  
for i in range(5):  
    filename = 'spamle'+str(i)+'.txt'  
    uws.append(uniq_words(filename))
```

Spam: Read Training Samples

```
def uniq_words(filename):  
    with open(filename) as myfile:  
        return set(myfile.read().split())  
uws =[uniq_words('spamle'+str(i)+'.txt')  
        for i in range(5)]
```

Spam: Read Training Samples

```
def uniq_words(filename):  
    with open(filename) as myfile:  
        return set(myfile.read().split())  
uws =[uniq_words('spamle'+str(i)+'.txt')  
        for i in range(5)]
```

```
uws == [{ 'Dear', 'Mr.', ..., 'Foreign', 'Ambassador', ... 'Nigeria', ... },  
        { 'Hello', 'samtenka01', ... 'take', ..., 'short', 'survey', ... },  
        { 'Attention!', ..., 'buy', 'our', ... }  
        ...  
    ]
```

Spam: Read Training Samples

```
def uniq_words(filename):  
    with open(filename) as myfile:  
        return set(myfile.read().split())  
spambags=[uniq_words('spamle'+str(i)+  
                    '.txt') for i in range(5)]  
hambags=[uniq_words('hample'+str(i)+  
                    '.txt') for i in range(5)]
```

Spam: Read Training Samples

```
def uniq_words(filename):  
    with open(filename) as myfile:  
        return set(myfile.read().split())  
spambags=[uniq_words('spamle'+str(i)+  
                    '.txt') for i in range(5)]  
hambags=[uniq_words('hample'+str(i)+  
                    '.txt') for i in range(5)]
```

what do you do to repeated code?

Spam: Read Training Samples

```
def uws(filename):  
    with open(filename) as myfile:  
        return set(myfile.read().split())  
bags = {label: [uws(label+str(i)+'.txt')  
                for i in range(5)]  
        for label in ('spamle', 'hample')}
```

Spam: Read Training Samples

```
def uws(filename):  
    with open(filename) as myfile:  
        return set(myfile.read().split())  
bags = {label: [uws(label+str(i)+'.txt')  
                for i in range(5)]  
        for label in ('spamle', 'hample')}
```

```
bags == {'spamle': [{ 'Dear', 'Mr.', ..., 'Foreign', 'Ambassador', ..., 'Nigeria', ...}  
                    { ..., 'Piazza' ... }, { ..., 'Perl' ... }, ... ],  
        'hample': [{ 'Hey', 'Sam', ..., 'I', 'liked', 'your', 'slides', ..., '---', 'Guido'  
                    { ..., ... }, { ..., ... }, ... ]  
        }
```


Spam Filter Part 2:

Training the Program

Spam: Word Associations

```
freqs = {} #will contain number of word occurrences:
for wordset in list_of_wordsets:
    for word in wordset:
        if word not in freqs:
            freqs[word] = 0.0
        freqs[word] += 1.0
for word in freqs: #normalize so everything adds to 1.0
    freq[word] /= len(list_of_wordsets)
```

Spam: Word Associations

```
def compute_freqs(list_of_wordsets):  
    freqs = {}  
    for wordset in list_of_wordsets:  
        for word in wordset:  
            if word not in freqs:  
                freqs[word] = 0.0  
            freqs[word] += 1.0  
    for word in freqs:  
        freq[word] /= len(list_of_wordsets)  
    return freqs
```

```
freqs = {label: compute_freqs(bags[label])  
         for label in ('spamle', 'hample')}
```

Spam: Word Associations

```
freqs = {label:compute_freqs(bags[label])  
         for label in ('spamle', 'hample')}
```

what do you do to repeated code?

Spam: Word Associations

```
labels = ('spamle', 'hample')  
freqs = {l:compute_freqs(bags[l])  
         for l in labels}
```

Spam: Math

$$\text{Prob}(\text{spam}|\text{words}) = \frac{\text{Prob}(\text{words}|\text{spam})}{\text{Prob}(\text{words}|\text{spam}) + \text{Prob}(\text{words}|\text{ham})} \bullet \text{Prob}(\text{spam})$$

$$\text{Prob}(\text{words}|\text{label}) = \text{Prob}(\text{word 1}|\text{label}) \bullet \text{Prob}(\text{word 2}|\text{label}) \bullet \dots \bullet \text{Prob}(\text{word n}|\text{label})$$

$$\text{Prob}(\text{word}|\text{label}) = \frac{\text{\#docs of type label containing word}}{\text{\#docs of type label, total}}$$

Spam: Math

$$\text{Prob}(\text{spam}|\text{words}) = \frac{\text{Prob}(\text{words}|\text{spam})}{\text{Prob}(\text{words}|\text{spam}) + \text{Prob}(\text{words}|\text{ham})} \bullet \text{Prob}(\text{words}|\text{spam})$$

$$\text{Prob}(\text{words}|\text{label}) = \text{Prob}(\text{word 1}|\text{label}) \bullet \text{Prob}(\text{word 2}|\text{label}) \bullet \dots \bullet \text{Prob}(\text{word n}|\text{label})$$

$$\text{Prob}(\text{word}|\text{label}) = \frac{1 + \text{\#docs of type label containing word}}{1 + \text{\#docs of type label, total}}$$


“Laplace Smoothing”: “expect the unexpected”:
handles words not present in our training examples.

Spam Filter Part 3: Determining if File is Spam

Spam: Classification

```
def words_given_label(wordset, label):  
    product = 1.0  
    for word in wordset:  
        product *= freqs[label][word]  
    return product
```

Spam: Classification

```
def words_given_label(wordset, label):  
    product = 1.0  
    for word in wordset:  
        product *= freqs[label][word]  
    return product
```

Problem: what if **word** is not a key of **freqs**
[label]?

Spam: *Classification*

```
class WordCounter:
    def __init__(self, freqs, num_docs):
        self.freqs = freqs
        self.num_docs = num_docs
    def __getitem__(self, word): #<--comment
        if word not in self.freqs:
            self.freqs[word] = 0.0
        return (1.0+self.freqs[word]) / (1.0+self.num_docs)
```

Let's wrap the dictionary class in our very own "WordCounter" class. It'll automatically handle unknown keys and Laplace Smoothing

Spam: Classification

```
class WordCounter:
    def __init__(self, freqs, num_docs):
        self.freqs = freqs
        self.num_docs = num_docs
    def __getitem__(self, word): #<--comment
        if word not in self.freqs:
            self.freqs[word] = 0.0
        return (1.0+self.freqs[word]) / (1.0+self.num_docs)
```

Constructor

operator[] overload

First argument is always the class-instance the method belongs to. But when calling a method, specify other arguments only.

Spam: *Classification*

```
freqs = {l:compute_freqs(bags[l])  
         for l in labels}
```

CHANGE



```
freqs = {l:WordCounter(compute_freqs(bags[l]),  
                        len(bags[l])),  
         for l in labels}
```

Spam: Classification

```
def label_given_words(wordset, label, prior):  
    ps={label:words_given_label(wordset, l)  
        for l in labels}  
    total = sum(ps[l] for l in labels)  
    return (ps[label]/total) * prior
```

Spam: Classification

```
while True:
```

```
    wset = uniq_words(input("filename?"))
```

```
    prob_spam = label_given_words(wset, 'spam', 0.25)
```

```
    if prob_spam > 0.1:
```

```
        print("SPAM!", prob_spam)
```

```
    else:
```

```
        print("ham.", prob_spam)
```

Voila!
The Spam Filter is Done!

Voila!
The Spam Filter is Done!

Let's test...

```
training...
```

```
training...  
word...  
ready!...  
filename?
```

```
training...  
word...  
ready!...  
filename?hample0.txt
```

```
training...  
word...  
ready!...  
filename?hample0.txt  
( 'ham.', 0.015944418748105663)  
filename?
```

```
training...
```

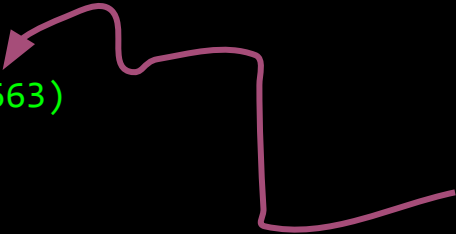
```
word...
```

```
ready!...
```

```
filename?hample0.txt
```

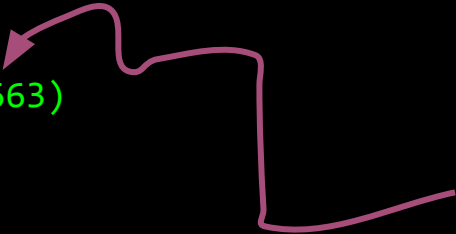
```
('ham.', 0.015944418748105663)
```

```
filename?
```



probability that
it's spam.

```
training...  
word...  
ready!...  
filename?hample0.txt  
( 'ham.', 0.015944418748105663)  
filename?
```



probability that
it's spam.



guessed label
(here, it's correct!)

```
training...  
word...  
ready!...  
filename?hample0.txt  
( 'ham.', 0.015944418748105663)  
filename?hample1.txt  
( 'ham.', 0.06140548064196085)  
filename?
```



```
training...
word...
ready!...
filename?hample0.txt
('ham.', 0.015944418748105663)
filename?hample1.txt
('ham.', 0.06140548064196085)
filename?spample0.txt
('SPAM!', 0.2481797348775029)
filename?spample1.txt
('SPAM!', 0.2499866019220224)
filename?spample2.txt
('SPAM!', 0.2499866019220224)
filename?spample3.txt
('SPAM!', 0.24941626613843196)
filename?spample4.txt
('SPAM!', 0.24611646865081693)
filename?
```

all of these are correct!

```
training...
word...
ready!...
filename?hample0.txt
('ham.', 0.015944418748105663)
filename?hample1.txt
('ham.', 0.06140548064196085)
filename?spample0.txt
('SPAM!', 0.2481797348775029)
filename?spample1.txt
('SPAM!', 0.2499866019220224)
filename?spample2.txt
('SPAM!', 0.2499866019220224)
filename?spample3.txt
('SPAM!', 0.24941626613843196)
filename?spample4.txt
('SPAM!', 0.24611646865081693)
filename?
```

but we cheated: we're
testing on the same
examples as we trained
on.

```
training...
word...
ready!...
filename?hample0.txt
('ham.', 0.015944418748105663)
filename?hample1.txt
('ham.', 0.06140548064196085)
filename?spample0.txt
('SPAM!', 0.2481797348775029)
filename?spample1.txt
('SPAM!', 0.2499866019220224)
filename?spample2.txt
('SPAM!', 0.2499866019220224)
filename?spample3.txt
('SPAM!', 0.24941626613843196)
filename?spample4.txt
('SPAM!', 0.24611646865081693)
filename?
```

but we cheated: we're
testing on the same
examples as we trained
on. Can our program
generalize?

spamtest.txt

Dear Mr. samtenka01 Tenka:

I'm like a Nigerian Prince. I've run into some trouble with the Nigerian Princesses, and as a result, I have the privilege of transferring \$47,500,000 to your bank account. If you find this proposal acceptable, please send us your:

- Bank Account Number

- Facebook Username and Password

- Class Schedule

- A \$50 processing fee.

Regards,
Prince Howgul Abul Arhu

hamtest.txt

Dear Sam,

Attached is the paper we were discussing about Spam Detection --- let me know if you have any more questions.

Cheers,
Professor Lenhart

```
training...  
word...  
ready!...  
filename?
```

```
training...  
word...  
ready!...  
filename?hamtest.txt
```

```
training...  
word...  
ready!...  
filename?hamtest.txt  
( 'ham.', 0.12195121951219512)  
filename?
```

```
training...  
word...  
ready!...  
filename?hamtest.txt  
( 'ham.', 0.12195121951219512)  
filename?spamtest.txt
```



```
training...
word...
ready!...
filename?hamtest.txt
('ham.', 0.12195121951219512)
filename?spamtest.txt
('SPAM!', 0.20886942974562844)
filename?
```

Voila!

The Spam Filter Works*!

*

Of course, we still cheated: a real machine-learning application would train and test on 1000's of real-world examples. Our examples were hand-written to ensure success, not culled from my (surprisingly empty) spambox. The point was to demonstrate Python; but if you guys are interested in Machine Learning, I can highly recommend: Michigan's [MSAIL Tutorials](#), and perhaps a future Machine Learning learn-to-hack! (a learning experience both for programmer and program!)

Questions?

Python: More Resources

Official Documentation: <https://docs.python.org/3/>

Python Wiki, example code: <https://wiki.python.org/moin/SimplePrograms>

Python Packages:

--- Standard Library: <https://docs.python.org/3/library/index.html>

--- For Science! <http://www.scipy.org/>

--- For Games! <http://www.pygame.org/download.shtml>

--- For WebDev! <https://www.djangoproject.com/> or
<https://pypi.python.org/pypi/Flask>

--- For Machine Learning! <http://scikit-learn.org/stable/>

--- More! <http://goo.gl/OB0LM2>

Wisdom from the BDFL: <https://www.python.org/~guido/>

Some cool tricks: <http://goo.gl/pqT4pG>

Python: More Stuff... ?



Classes

Python: More Stuff... ?



Classes



Functions

Python: More Stuff... ?



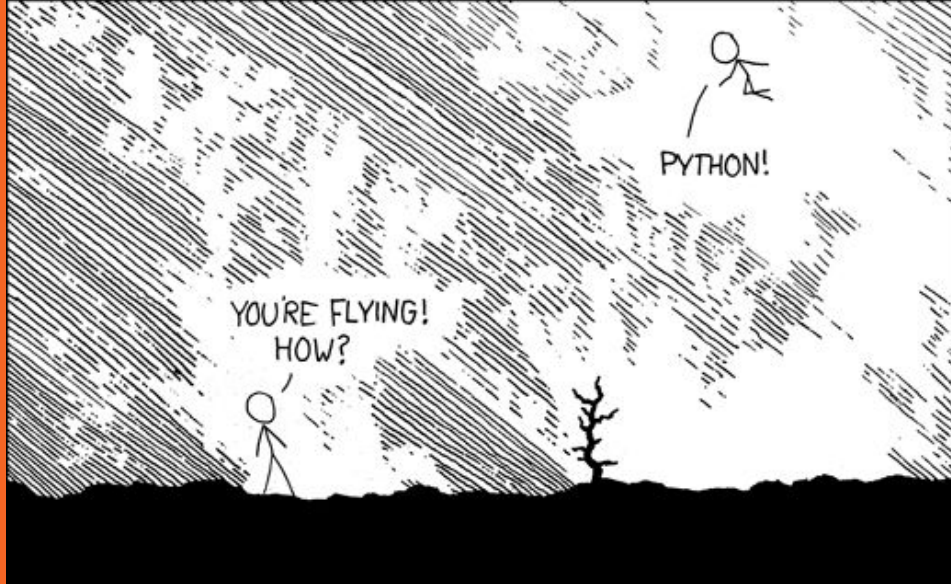
Classes



Functions



Regular
Expressions



I LEARNED IT LAST
NIGHT! EVERYTHING
IS SO SIMPLE!
HELLO WORLD IS JUST
print "Hello, world!"

A stick figure is flying in the sky, looking down at the ground.

I DUNNO...
DYNAMIC TYPING?
WHITESPACE?

COME JOIN US!
PROGRAMMING
IS FUN AGAIN!
IT'S A WHOLE
NEW WORLD
UP HERE!

BUT HOW ARE
YOU FLYING?

A stick figure is standing on the ground, looking up at the flying figure.

I JUST TYPED
import antigravity

THAT'S IT?

... I ALSO SAMPLED
EVERYTHING IN THE
MEDICINE CABINET
FOR COMPARISON.

BUT I THINK THIS
IS THE PYTHON.

A stick figure is standing on the ground, looking up at the flying figure.