

Lab No. 1

Language Processing and Python

Preparing Development Environment for Learning NLP

- Install Python
- After installation go to CMD and install following Python libraries using pip command.
 - NumPy
 - Pandas
 - Matplotlib
 - Seaborn
 - Scikit-learn or SKLearn
 - Jupyter
 - NLTK
 - Download all NLTK resources

Basics of Python

- Fastest growing language
 - Number of developers
 - Number of Libraries
 - Number of companies
 - Area where it is used for implementation
 - Image Classification
 - NLP
 - Text Classification
 - Video Classification
 - Spatial data mining
- General purpose language
 - ML
 - Software development
 - Web development
 - GUI

Basics of Python

- Interpreted language
- High level language
- It supports procedural and Object Oriented programming
- Why it is famous?
 - Not new
 - Java 1995
 - Python 1989
 - Java was used for enterprise application and it was so popular
 - Java time-consuming in writing code
 - Scientists need easy language for data analysis and ML
- Several companies use python now:
 - Google, Yahoo, YouTube, Dropbox, NASA

Basics of Python

- **Why named as python?**
- Author of Python (**Guido van Rossum**) was good fan of British comedy movie



Basics of Python

- Very easy, can be coded by non programmers easily
- Python helps those who don't know how to code
- Even great for children to learn
- Different versions
 - Python 1.0 (1994)
 - Python 2.0 (2000)
 - Python 3.0 (2008)
- No backward compatibility with previous version
- That's why 2.0 still running in market and will have a support till 2020

Basics of Python- Installation

- Need python interpreter to run the python code
- Do we have python interpreter in windows?
 - No
- To install latest version (Python 3.7.2)
 - <https://www.python.org/downloads/>
- To some thing big, you also need IDE for python
 - PyCharm (developed by Jet Brains: who developed IntelliJ)
- Other Python IDEs include:
 - Spyder, Eclipse + PyDev, IDLE, Atom, Jupyter Notebook
 - Jupyter is not IDE. Jupyter allows for programming in over 40 languages, including Python

Basics of Python- Installation

- Open cmd and type python
- If it is not working then set following paths in system variables
- MyPC --> Properties --> Advanced System Settings --> System Variables --> Path --> Edit (Add here new paths)
- Path1 = C:\Users\YourUser\AppData\Local\Programs\Python\Python35-32
- Path2 = C:\Users\YourUser\AppData\Local\Programs\Python\Python35-32\Scripts
- Restart CMD and type python
- It should work now
- Also check the pip --version

Basics of Python- Basic Datatypes

C Type	Python Type	Min. size in bytes
signed char	int	1
unsigned char	int	1
Py_UNICODE	Unicode character	2
signed short	int	2
unsigned short	int	2
signed int	int	2
unsigned int	int	2
signed long	int	4
unsigned long	int	4
float	float	4
double	float	8

Basics of Python- Integers & Floats

Python

```
>>> type(10)
<class 'int'>
>>> type(0o10)
<class 'int'>
>>> type(0x10)
<class 'int'>
```

```
>>> 4.2
4.2
>>> x = 4.5
>>> x
4.5
>>> type (4.5)
<class 'float'>
```

Basics of Python- Boolean & String

```
>>> flag = True
>>> flag
True
>>> flag = False
>>> flag
False
>>> type (True)
<class 'bool'>
```

```
>>> name = 'Mujtaba'
>>> name
'Mujtaba'
>>> name = "Mujtaba"
>>> name
'Mujtaba'
>>> type ('Mujtaba')
<class 'str'>
```

Basics of Python- Built-in Functions

Math

Function	Description
<code>abs()</code>	Returns absolute value of a number
<code>divmod()</code>	Returns quotient and remainder of integer division
<code>max()</code>	Returns the largest of the given arguments or items in an iterable
<code>min()</code>	Returns the smallest of the given arguments or items in an iterable
<code>pow()</code>	Raises a number to a power
<code>round()</code>	Rounds a floating-point value
<code>sum()</code>	Sums the items of an iterable

Basics of Python- User Input

```
x = input ("Enter  
first value : ")  
num1 = int (x)
```

```
y = input ("Enter second  
value : ")  
num2 = int (y)
```

```
result = num1 + num2
```

```
print (result)
```

Math Function

```
Import math
```

```
X = math.sqrt (25)
```

```
Print (math.floor (3.5))
```

```
Import math as m (Alias)
```

```
X = m.sqrt (25)
```

```
From math import sqrt, pow
```

```
Help ('math')
```

User input

```
x = input ("Enter first value : ")
```

```
num1 = int (x)
```

```
y = input ("Enter second value : ")
```

```
num2 = int (y)
```

```
result = num1 + num2
```

```
print (result)
```

Operators in Python

1. Arithmetic Operators

Perform mathematical operations:

Operator	Description	Example	Result
<code>+</code>	Addition	<code>3 + 2</code>	<code>5</code>
<code>-</code>	Subtraction	<code>5 - 2</code>	<code>3</code>
<code>*</code>	Multiplication	<code>4 * 3</code>	<code>12</code>
<code>/</code>	Division (float)	<code>10 / 2</code>	<code>5.0</code>
<code>//</code>	Floor division	<code>10 // 3</code>	<code>3</code>
<code>%</code>	Modulus (remainder)	<code>10 % 3</code>	<code>1</code>
<code>**</code>	Exponentiation	<code>2 ** 3</code>	<code>8</code>

2. Comparison (Relational) Operators

Compare two values and return a boolean result:

Operator	Description	Example	Result
<code>==</code>	Equal to	<code>5 == 5</code>	True
<code>!=</code>	Not equal to	<code>5 != 3</code>	True
<code>></code>	Greater than	<code>5 > 3</code>	True
<code><</code>	Less than	<code>3 < 5</code>	True
<code>>=</code>	Greater than or equal to	<code>5 >= 3</code>	True
<code><=</code>	Less than or equal to	<code>3 <= 5</code>	True

3. Logical Operators

Used to combine conditional statements:

Operator	Description	Example	Result
<code>and</code>	Logical AND	<code>True and False</code>	<code>False</code>
<code>or</code>	Logical OR	<code>True or False</code>	<code>True</code>
<code>not</code>	Logical NOT	<code>not True</code>	<code>False</code>

4. Assignment Operators

Used to assign values to variables:

Operator	Description	Example	Equivalent To
<code>=</code>	Assign	<code>x = 5</code>	-
<code>+=</code>	Add and assign	<code>x += 3</code>	<code>x = x + 3</code>
<code>-=</code>	Subtract and assign	<code>x -= 2</code>	<code>x = x - 2</code>
<code>*=</code>	Multiply and assign	<code>x *= 3</code>	<code>x = x * 3</code>
<code>/=</code>	Divide and assign	<code>x /= 2</code>	<code>x = x / 2</code>
<code>//=</code>	Floor divide and assign	<code>x //= 3</code>	<code>x = x // 3</code>
<code>%=</code>	Modulus and assign	<code>x %= 3</code>	<code>x = x % 3</code>
<code>**=</code>	Exponent and assign	<code>x **= 2</code>	<code>x = x ** 2</code>

6. Membership Operators

Check for membership in a sequence:

Operator	Description	Example	Result
<code>in</code>	Element is in sequence	<code>'a' in 'apple'</code>	<code>True</code>
<code>not in</code>	Element not in sequence	<code>'x' not in 'apple'</code>	<code>True</code>

7. Identity Operators

Check object identity:

Operator	Description	Example	Result
<code>is</code>	Same object	<code>x is y</code>	<code>True / False</code>
<code>is not</code>	Different object	<code>x is not y</code>	<code>True / False</code>

Conditions- Simple If else

```
x = 7
```

```
r = x % 2
```

```
if r == 0:
```

```
    print ("Even")
```

```
else:
```

```
    print ("Odd")
```

Conditions- Elif

```
x = 1
if x == 1:
    print ("One")
elif x == 2:
    print ("Two")
elif x == 3:
    print ("Three")
else:
    print ("No match")
```

```
x = 8
```

```
r = x % 2
```

```
if r == 0:
```

```
    print ("Even")
```

```
if x > 10:
```

```
    print ("Great")
```

```
else:
```

```
    print ("Not great")
```

```
else:
```

```
    print ("Odd")
```

```
print ("Bye")
```

Conditions- Nested If

for Loop

```
nums = [1,2,3,4,5]
name = "Pyhton"
for i in name:
    if (i == 'o'):
        break
    print (i)
for i in range (10,0,-2):
    print (i)
```


for Loop

```
languages = ['R', 'Python', 'Scala', 'Java', 'Julia']  
  
for index in range(len(languages)):  
    print('Current language:', languages[index])
```

```
Current language: R  
Current language: Python  
Current language: Scala  
Current language: Java  
Current language: Julia
```

While Loop

```
i = 1
```

```
while i <= 5:
```

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

```
    i = i + 1
```

```
i = 1
while (i <=10):
    #print ("I =" + str (i))
    #print ("%s%s" % ("I = " , i))
    print ("{}{}".format("I = " , i))
    i = i + 1
```

Nested Loop

```
>>> for i in range (4):  
    for j in range (4):  
        print ("#", end = "  ")  
    print ()
```

```
#  #  #  #  
#  #  #  #  
#  #  #  #  
#  #  #  #
```

By default python's print() function ends with a newline. A programmer with C/C++ background may wonder how to print without newline.

Python's print() function comes with a parameter called 'end'. By default, the value of this parameter is '\n', i.e. the new line character. You can end a print statement with any character/string using this parameter.

Python Collections

- ❑ There are four collection data types in the Python programming language:
- ❑ List is a collection which is ordered and changeable. Allows duplicate members.
- ❑ Tuple is a collection which is ordered and unchangeable. Allows duplicate members.
- ❑ Set is a collection which is unordered and unindexed. No duplicate members.
- ❑ **Dictionary** is a collection which is ordered and changeable. No duplicate members.
- ❑ When choosing a collection type, it is useful to understand the properties of that type. Choosing the right type for a particular data set could mean retention of meaning, and, it could mean an increase in efficiency or security.

Lists

```
>>> nums = [10,20,30]
>>> nums
[10, 20, 30]
>>> nums [0]
10
>>> nums[1:3]
[20, 30]
>>> nums [1:]
[20, 30]
>>> nums [-1]
30
>>> names = ['Ahmad' , 'Abbas' , 'Hasnain' , 'Ali']
>>> names
['Ahmad', 'Abbas', 'Hasnain', 'Ali']
>>> values = ['Ahmad' , 'Male' , 25 , 1.5]
>>> mil = [nums, names, values]
>>> mil
[[10, 20, 30], ['Ahmad', 'Abbas', 'Hasnain', 'Ali'], ['Ahmad', 'Male', 25, 1.5]]
```

Lists

```
>>> nums
[10, 20, 30, 40]
>>> mins (nums)
Traceback (most recent call last):
  File "<pyshell#172>", line 1, in <module>
    mins (nums)
NameError: name 'mins' is not defined
>>> min (nums)
10
>>> sum (nums)
100
>>> max (nums)
40
>>> nums.sort()
>>> nums
[10, 20, 30, 40]
```

Tuple

- Same as list
- The difference is tuples are immutable while list are mutable
- Lists use []
- Tuples use ()
- Iteration in tuple is faster than list because of immutability
- Tuples supports only two functions namely count and index
- Count tells the number of occurrences of any element inside the tuple while index returns the index of any given number

Set

- Collection of unique element
- Same as list and tuple
- When you print set it will print in sorted order automatically and will show the occurrence of each element once
- The sorting may be in ascending sort or descending sort by default because of hashing concept
- In set indexing is not supported because we don't have proper sequence
- It uses with {}

Tuple and Set

```
>>> tup = (10,20,30)
```

```
>>> tup
```

```
(10, 20, 30)
```

```
>>> tup [0]
```

```
10
```

```
>>> tup [0] = 50
```

```
Traceback (most recent call last):
```

```
  File "<pyshell#3>", line 1, in <module>
```

```
    tup [0] = 50
```

```
TypeError: 'tuple' object does not support item assignment
```

Tuple and Set

```
>>> s = {5, 2, 3, 1, 2, 4}
```

```
>>> s
```

```
{1, 2, 3, 4, 5}
```

```
>>> |
```

Tuple and Set

```
#input set
set1 = {1, 2, 3, 4, 5}

# a list of numbers to add
list_to_add = [6, 7, 8]

# add all elements of list to the set
set1.update(list_to_add)

print('Updated set after adding elements: ', set1)
```

Tuple and Set

```
# input set
set1 = {11, 12, 13, 14}

# 3 lists of numbers
list1 = [15, 16, 17]
list2 = [18, 19]
list3 = [30, 31, 19, 17]

# Add multiple lists
set1.update(list1, list2, list3)

#updated list
print('Updated Set: ', set1)
```

Tuple and Set

```
#original set
set1 = {1, 2, 3, 4, 5}

#list of numbers to add
list1 = [6, 7]

# convert list to set and get union of both the sets using |
set1 |= set(list1)

#updated set
print('Updated Set: ', set1)
```

Add all
Elements of a
List to the
Set using "|"
Operator

Tuple and Set

```
# input set
set1 = {1, 2, 3, 4, 5}

# list of numbers to add
list1 = [6, 7]

# Iterate over all elements of list and
for ele in list1:
    # add each element to the set
    set1.add(ele)

#prints updated set
print('Updated Set after addition: ', set1)
```

**Add all Items of a List
using For Loop to a Set**

Lists versus Tuple versus Set

	Mutable	Ordered	Indexing / Slicing	Duplicate Elements
List	✓	✓	✓	✓
Tuple	✗	✓	✓	✓
Set	✓	✗	✗	✗

Lists versus Tuple versus Set

```
text = "Hello World!"

print(list(text))
['H', 'e', 'l', 'l', 'o', ' ', 'W', 'o', 'r', 'l', 'd', '!']

print(set(text))
{'H', 'W', 'o', ' ', 'l', 'r', '!', 'e', 'd'}
```

The differences in the resulting list and set objects:

- The list contains all the characters whereas the set only contains unique characters.
- The list is ordered based on the order of the characters in the string. There is no order associated with the items in the set.

Lists versus Tuple versus Set

```
text = "Hello World!"

list_a = list(text)
print(list_a[:2])
['H', 'e']

set_a = set(text)
print(set_a[:2])
TypeError: 'set' object is not subscriptable
```

Slicing or indexing on sets raise a `TypeError` because it is an issue related to a property of set object type.

Lists versus Tuple versus Set

```
list_a = [1,2,3,4]
list_a.append(5)
print(list_a)
[1,2,3,4,5]
```

```
tuple_a = (1,2,3,4)
tuple_a.append(5)
AttributeError: 'tuple' object has no attribute 'append'
```

The functions that changes a collection (e.g. append, remove, extend, pop) are not applicable to tuples.

Python Dictionary

- ❑ Dictionaries are used to store data values in key:value pairs.
- ❑ A dictionary is a collection which is ordered*, changeable and does not allow duplicates.
- ❑ As of Python version 3.7, dictionaries are *ordered*. In Python 3.6 and earlier, dictionaries are *unordered*.
- ❑ Dictionaries are written with curly brackets, and have keys and values:

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
print(thisdict)
```

```
{'brand': 'Ford', 'model': 'Mustang', 'year': 1964}
```

Python Dictionary

- ❑ Dictionary items are ordered, changeable, and does not allow duplicates.
- ❑ Dictionary items are presented in key:value pairs, and can be referred to by using the key name.

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
print(thisdict["brand"])
```

Ford

Python Dictionary

- ❑ When we say that dictionaries are ordered, it means that the items have a defined order, and that order will not change.
- ❑ Unordered means that the items does not have a defined order, you cannot refer to an item by using an index.
- ❑ Dictionaries are changeable, meaning that we can change, add or remove items after the dictionary has been created.
- ❑ Dictionaries cannot have two items with the same key
- ❑ To determine how many items a dictionary has, use the len() function.

```
print(len(thisdict))
```

```
3
```

```
print(type(thisdict))
```

```
<class 'dict'>
```

What is a Text | Lists

- At one level, it is a sequence of symbols on a page / slide such as this one.
- At another level, it is a sequence of chapters, made up of a sequence of sections, where each section is a sequence of paragraphs, and so on.
- However, for our purposes, we will think of a text as nothing more than a sequence of words and punctuation.
- Here's how we represent text in Python
 - `>>> sent1 = ['Call', 'me', 'Ishmael', '.']`
 - This is also called the list of words and punctuations.

What is a Text | Lists

```
>>> sent1 ❶  
['Call', 'me', 'Ishmael', '.']  
>>> len(sent1) ❷  
4
```

```
>>> sent1.append("Some")  
>>> sent1  
['Call', 'me', 'Ishmael', '.', 'Some']  
>>>
```

```
>>> sent2  
['The', 'family', 'of', 'Dashwood', 'had', 'long',  
'been', 'settled', 'in', 'Sussex', '.']  
>>> sent3  
['In', 'the', 'beginning', 'God', 'created', 'the',  
'heaven', 'and', 'the', 'earth', '.']  
>>>
```

A pleasant surprise is that we can use Python's addition operator on lists. Adding two lists ❶ creates a new list

```
>>> ['Monty', 'Python'] + ['and', 'the', 'Holy', 'Grail'] ❶  
['Monty', 'Python', 'and', 'the', 'Holy', 'Grail']  
>>>
```

What is a Text | Lists

```
sent1 = ['Call', 'me', 'Ishmael', '.']  
sent1
```

```
['Call', 'me', 'Ishmael', '.']
```

```
sent1[1]
```

```
'me'
```

```
sent1.index('me')
```

```
1
```


What is a Text | Lists

```
sent = ['word1', 'word2', 'word3', 'word4', 'word5',  
...     'word6', 'word7', 'word8', 'word9', 'word10']
```

```
sent[0]
```

```
'word1'
```

```
sent[9]
```

```
'word10'
```

```
sent[10]
```

IndexError

Traceback (most recent call last)

Input In [46], in <cell line: 1>()

----> 1 sent[10]

IndexError: list index out of range

What is a Text | Lists

```
>>> sent[5:8]
['word6', 'word7', 'word8']
>>> sent[5]
'word6'
>>> sent[6]
'word7'
>>> sent[7]
'word8'
>>>
```

```
>>> sent[:3] ❶
['word1', 'word2', 'word3']
```

What is a Text | Lists

```
text = ['my' , 'name' , 'is' , 'Blacky' , 'and' , 'my' , 'color' , 'is' , 'black']  
text
```

```
['my', 'name', 'is', 'Blacky', 'and', 'my', 'color', 'is', 'black']
```

```
vocab = set(text)  
vocab
```

```
{'Blacky', 'and', 'black', 'color', 'is', 'my', 'name'}
```

```
vocab_size = len(vocab)  
vocab_size
```

What is a Text | Lists

```
| sent7  
['Pierre', 'Vinken', ',', '61', 'years', 'old', ',', 'will', 'join', 'the',  
'board', 'as', 'a', 'nonexecutive', 'director', 'Nov.', '29', '.']  
[w for w in sent7 if len(w) < 4]
```

```
[',', '61', 'old', ',', 'the', 'as', 'a', '29', '.']
```

```
| [w for w in sent7 if len(w) <= 4]
```

```
[',', '61', 'old', ',', 'will', 'join', 'the', 'as', 'a', 'Nov.', '29', '.']
```

```
| [w for w in sent7 if len(w) == 4]
```

```
['will', 'join', 'Nov.']
```

```
| [w for w in sent7 if len(w) != 4]
```

What is a Text | Word Comparison Methods

Some Word Comparison Operators

Function	Meaning
<code>s.startswith(t)</code>	test if <code>s</code> starts with <code>t</code>
<code>s.endswith(t)</code>	test if <code>s</code> ends with <code>t</code>
<code>t in s</code>	test if <code>t</code> is a substring of <code>s</code>
<code>s.islower()</code>	test if <code>s</code> contains cased characters and all are lowercase
<code>s.isupper()</code>	test if <code>s</code> contains cased characters and all are uppercase
<code>s.isalpha()</code>	test if <code>s</code> is non-empty and all characters in <code>s</code> are alphabetic
<code>s.isalnum()</code>	test if <code>s</code> is non-empty and all characters in <code>s</code> are alphanumeric
<code>s.isdigit()</code>	test if <code>s</code> is non-empty and all characters in <code>s</code> are digits
<code>s.istitle()</code>	test if <code>s</code> contains cased characters and is titlecased (i.e. all words in <code>s</code> have initial capitals)

What is a Text | Word Comparison Methods

```
>>> sorted(w for w in set(text1) if w.endswith('ableness'))
['comfortableness', 'honourableness', 'immutableness', 'indispensableness', ...]
>>> sorted(term for term in set(text4) if 'gnt' in term)
['Sovereignty', 'sovereignties', 'sovereignty']
>>> sorted(item for item in set(text6) if item.istitle())
['A', 'Aaaaaaaaah', 'Aaaaaaaaah', 'Aaaaaah', 'Aaaah', 'Aaaaugh', 'Aaagh', ...]
>>> sorted(item for item in set(sent7) if item.isdigit())
['29', '61']
>>>
```

What is a Text | Loops & Conditions

```
>>> sent1 = ['Call', 'me', 'Ishmael', '.']
>>> for xyzzzy in sent1:
...     if xyzzzy.endswith('l'):
...         print(xyzzzy)
...
Call
Ishmael
>>>
```

What is a Text | Loops & Conditions

```
>>> for token in sent1:
...     if token.islower():
...         print(token, 'is a lowercase word')
...     elif token.istitle():
...         print(token, 'is a titlecase word')
...     else:
...         print(token, 'is punctuation')
...
Call is a titlecase word
me is a lowercase word
Ishmael is a titlecase word
. is punctuation
>>>
```


What is a Text | Loops & Conditions

```
>>> tricky = sorted(w for w in set(text2) if 'cie' in w or 'cei' in w)
>>> for word in tricky:
...     print(word, end=' ')
ancient ceiling conceit conceited conceive conscience
conscientious conscientiously deceitful deceive ...
>>>
```

Exploring Brown Corpus from NLTK Module

- Use the `'nlp_week1_notebook'` Jupyter notebook available on course page.