

# Introduction to Python and Webscraping

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May 29, 2014

# Class Objectives

- Programming is hard

`http://techcrunch.com/2014/05/24/`

`dont-believe-anyone-who-tells-you-learning-to-code-is-easy/`

- Introduce basic python and webscraping
- Provide skills & knowledge not in online tutorials
- Tools that can be used with any programming language

# Plan

- 9 - 9:15: Setup issues
- 9:15 - 9:30 Python in Scientific Computing
- 9:30 - 9:45 Anaconda & Spyder
- 9:45 - 10:30 Command line basics
- 10:30 - 12:00 Python Basics
- 12:00 - 12:30 Lunch
- 12:30 - 3:00 Python Webscraping
- 3:00 - 4:30 Practice with your own site
- 4:30 - 5:00 Other Tools, Development Environment

# Abbreviated/Opinionated History of Programming Languages

- C, C++
- Awk, Sed & shell scripts
- Practical Extraction and Reporting (perl)
- S (R precursor)
- Java
- Ruby (perl 2.0)
- R
- Python
- Julia (R 2.0)

# Python and Stats

# Python and Jobs

# Python Considerations

## Support For

- Readability & Consistency (pythonic)
- Fairly fast
- Not Java
- Used in biz ops & domains

## Support Against

- Backward compatibility
- Fragile package dependencies
- Fragmentation
- Complementary Assets for Science

# The many faces and versions of Python

- Cython (main)
- IronPython (.net)
- PyPy (JIT)
- Jython (compiles to java)
- Ipython (scientific and interactive)



# Version 2 vs 3

# Interactive Python (IPYTHON)

- Designed for interactive work & scientists
- Lots of useful features
  - Tab completion
  - `object?`, `object??`
  - `%run scriptname`
  - press up shows last command
  - `%who` shows all variables
  - `!cmd` lets you run terminal commands
- Terminal friendly

# Anaconda and Spyder

- Anaconda is a pre-packaged python distribution for scientists
- Spyder is an IDE (Integrated Development Environment)
- Open a terminal or click spyder

```
1 anaconda/bin/spyder
```

- Open terminal within spyder

# Why Terminals and Command Line Programs?

- Troubleshooting python programs
- Managing programs and files
- Right tool for some jobs

# Shells vs Terminals

- Shells are programs (like python) that help you interact computer.
  - csh (c shell, mostly seen on older servers)
  - bash (most common)
  - zsh (most convenient)
- Terminals are wrappers around shells (iterm2 for macs)
- .bashrc, .cshrc, .zshrc are configuration files for shells

# Paths

- One of the biggest causes of angst
- Exists at system and user levels
- Order matters; best set in configuration

```
1 #in bash , zsh
2 export PATH="$PATH:/usr/local/bin/python" and press Enter.
3 #in windows (dos)
4 path %path%;C:\Python
```

# CD - Change Directory

```
1 pwd #your current path or %pwd
2
3 mkdir test_dir #create directory
4
5 ls -laG #Show all files in directory
6
7 cd test_dir #folder = directory
8
9 cd ../../ #move up two directories
10
11 cd - #move back to last directory
12
13 cd #move to home directory
14
15 cd ~/test_dir #move to folder relative to home directory
16
17 touch test_dir/test_file.txt
18
19 rmdir test_dir #must be empty, so fails
20
21 rm -rf test_dir #-rf = recursive and force — dangerous
```

# Open files in text editor

- Mac

```
1 open -t filename.ext #default editor for extension
2 open -a TextEdit filename.ext #forces textedit
3 #alias textedit='open -a TextEdit' For .bashrc
```

- Windows

```
1 notepad filename.txt
```

- Terminal Viewer (useful for super large files)

```
1 less -SN filename.txt
```



# Find

```
http://www.tecmint.com/  
35-practical-examples-of-linux-find-command/
```

# Finding programs and scripts

- Depends on operating system

```
1 where python
2 whereis python
3 which python
```

# Programming Concepts

- Types (int, strings)
- Data Structures
- Variables
- Flow structures
- Function, Objects and Modules
- Scripting and Programs

# Hello World

## Version 2 - Print Statement

```
1 print "hello world"
```

## Version 3 - Print Function

```
1 print("hello world")
```

hello world

2014-05-29

# Introduction to Python and Webscraping

Python

Basics

Hello World

Hello World

Version 2 - Print Statement

```
print "hello world"
```

Version 3 - Print Function

```
print("hello world")
```

hello world

## Note

- stuff and stuff

# Comments in Python

```
1 # This is a single line comment
2 print "stuff" # This is also a comment
3
4 '''
5 Multiline comments
6 Are surround by triple-quoted strings
7 '''
```

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# Introduction to Python and Webscraping

Python

Basics

Comments in Python

Comments in Python

```
1 # This is a single line comment
2 print "stuff" # This is also a comment
3
4 ...
5 Multiline comments
6 Are surrounded by triple-quoted strings
7 '''
```

Notes:

- stuff and stuff2

# Simple Scripts

- Open a terminal.

```
1 echo "print 'hello world'" > test.py
2 python test.py
3
4 #Or make it an executable script
5 echo "#!/usr/bin/python \n print 'hello world'" > test.py
6 chmod +x test.py
7 ./test.py
```



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# Introduction to Python and Webscraping

Python

Basics

Simple Scripts

Simple Scripts

• Open a terminal.

```
1 echo "print 'hello world'" > test.py
2 python test.py
3
4 #Or make it an executable script
5 echo "#!/usr/bin/python\n\n print 'hello world'" > test.py
6 chmod +x test.py
7 ./test.py
```

Notes:

# Basic Types

- Numeric: int, float, long, complex
- Sequence: str, unicode, list, tuple, bytearray, buffer, xrange

```
1 var1 = "test strings"
2 var2 = 3
3 type(var1)
4 type(var2)
5 var3 = str(3) # conversion is possible, sometimes
6 type(var3)
```

```
1 <type 'str'>
2 <type 'int'>
3 <type 'str'>
```

# Data Structures

- Often considered "types" or "compound types"
- Base python has
  - lists = ['apples',44, 'peaches']
  - tuples = read-only lists = ('apples',44,'peaches')
  - dictionaries = key:value pairs = {'firstname':'tom','lastname':'selleck'}

# Lists: Slicing

- lists are flexible. They can be nested, shrunk, combined ...
- Indexed starting with 0
- Limitation: searching for elements when you don't know index #

```
1 ls = [1, "a", 2, "b", 1]
2 ls[0]
3 ls[0:2]
4 ls[:]
5 ls[1:]
6 ls[1:4:2] #last element in step. Easy way to get odd
```

```
1 1
2 [1, 'a']
3 [1, 'a', 2, 'b', 1]
4 ['a', 2, 'b', 1]
5 ['a', 'b']
```

# Lists: Adding and Removing Elements

```
1 ls # pre
2 ls.append("add to end")
3 ls.insert(1,"after second element")
4 ls.insert(-1, "after second to last")
5 ls.remove('a') # by value, not index
6 ls # post
7 ls.index('b')
8 ls.count(1)
```

```
1 [1, 'a', 2, 'b', 1]
2 >>> >>> >>> >>> [1, 'after second element', 2, 'b', 1, 'after
   second to last', 'add to end']
3 3
4 2
```

# Lists: Whole List Operations

```
1 # Concatenate two lists
2 ls.extend(["newlist added to old"])
3 ls.sort()
4 ls
5 ls.reverse()
6 ls
```

```
1 [1, 1, 2, 'add to end', 'after second element', 'after second to
   last', 'b', 'newlist added to old']
2 ['newlist added to old', 'b', 'after second to last', 'after
   second element', 'add to end', 2, 1, 1]
```

# Lists: List Comprehensions

- Functions on list elements, like loops
- Not recommended for complex scenarios

```
1 ls2 = [str(x) for x in ls]
2 ls2
3 ## nested loop, += concat for strings
4 [[x+y for x in ls2] for y in ls2]
```

```
1 ['1', 'a', '2', 'b', '1']
2 [[ '11', 'a1', '21', 'b1', '11'], [ '1a', 'aa', '2a', 'ba', '1a'],
   [ '12', 'a2', '22', 'b2', '12'], [ '1b', 'ab', '2b', 'bb',
   '1b'], [ '11', 'a1', '21', 'b1', '11']]
```

# Sets

- Set are like lists, but must contain unique data and can't be nested
- Allows operations such a union and intersections

```
1 ls_dupes = [1,2,3,4,4,3]
2 st = set(ls_dupes)
3 print st
4 st2 = {1,2,3,5}
5 print st | st2 # union
6 print st & st2 # intersection
7 lss = list(st & st2) # convert back
```

```
1 >>> set([1, 2, 3, 4])
2 >>> set([1, 2, 3, 4, 5])
3 set([1, 2, 3])
4 >>> <type 'list'>
```



# Tuples

- Tuples are like lists, but they are immutable
- Memory efficient because python knows how much memory to allocate

```
1 tp = () # empty tuple
2 tp1 = (1,) #tuple with one element (comma required)
3 tp2 = (1,2,3)
4 tp
5 tp1
6 tp2
7 tp2[2] #slicing uses [] not ()
```

```
1 ()
2 (1,)
3 (1, 2, 3)
4 3
```

# Dictionaries

- Represented by key:value pairs. Known as hashes, maps, associative collections
- Key can be numbers or strings, but must be unique.
- Value can be mutable or not, can be combined with tuples
- Useful when you need a fast lookup based on custom key.

```
1 dct = {'first':1, 'second':2, 'third':3}
2 dct['second']
3 del(dct['third'])
4 dct.keys()
5 dct.values()
```

```
1 2
2 ['second', 'first']
3 [2, 1]
```

# Operators

# Control structures

# Strings

## Strings vs Numbers

```
1 string = "123456"  
2 number = 123456  
3 string is number  
4 int(string) is number # different "objects"  
5 int(string)==number # testing equality of value
```

```
1 False  
2 False  
3 True
```

## Strings vs lists of strings

```
1 a = [string]  
2 b = [string]  
3 a == b # compares equality  
4 a is b # compares whether objects
```

# Objects, Methods and Functions

- Methods are function that operate on objects
- Object: dog Method: eat
- Functions

<http://stackoverflow.com/questions/8108688/in-python-when-should-i-use-a-function-instead-of-a-method>

```
1 var1.capitalize() # method on object
2 len(var1) # also method, but functional looking
```

```
1 'Test strings'
2 12
```

# Modules

# Dates



# Functions

- parameter order matters, unless name=paramater
- anonymous functions use lambda keyword
- return statements without value return nothing
- Variables within function have local scope

```
1 def printnum( x, y ):  
2     """This passes a parameter to the print statement"""  
3     print x, y  
4     return  
5  
6 printnum(y=3, x="printing this:")  
7 printnum("positional ordering matter if not named", 4)
```

```
1 printing this: 3  
2 positional ordering matter is not named 4
```

# Files I/O

# CSV files - Basic

```
1 echo -e "header1 , header2\n1,2\n3,4" > test.csv
```

```
1 import csv
2 fl = list(csv.reader(open("test.csv")))
3 header, values = fl[0], fl[1:]
4 header
5 values
6 fl
```

```
1 ['head1', 'head2']
2 [['1', '2'], ['3', '4']]
3 [['head1', 'head2'], ['1', '2'], ['3', '4']]
```

# CSV files - Custom

```
1 class customcsv(csv.Dialect):  
2     lineterminator = '\n'  
3     delimiter = ','  
4     quoting = csv.QUOTE_NONE  
5  
6 fl.csv = csv.reader("test.csv", dialect=customcsv)  
7 fl.csv
```

# CSV files - Pandas - read<sub>csv</sub>

```
1 import pandas as pd
2 # header=None if not in file
3 # or read_table + sep(delimiter)
4 fldf = pd.read_csv("test.csv")
5 type(fldf) #type is different
6 fldf
```

```
1 <class 'pandas.core.frame.DataFrame'>
2      head1  head2
3  0         1      2
4  1         3      4
5
6 [2 rows x 2 columns]
```

# CSV files - Pandas - More Options

- `nrow=5` => read 5 rows
- `na_rep='NULL'` => set null to NULL else empty
- `index=False` => no indices in output
- `cols=['header1','header2']` => specify columns
- For all options:

[http://pandas.pydata.org/pandas-docs/version/0.13.1/generated/pandas.io.parsers.read\\_csv.html](http://pandas.pydata.org/pandas-docs/version/0.13.1/generated/pandas.io.parsers.read_csv.html)

# CSV files - Pandas - to\_csv

- Many of the same options as read<sub>csv</sub>

[http://pandas.pydata.org/pandas-docs/version/0.13.1/generated/pandas.DataFrame.to\\_csv.html](http://pandas.pydata.org/pandas-docs/version/0.13.1/generated/pandas.DataFrame.to_csv.html)

```
1 import os #to see directory contents
2 fldf
3 fldf.to_csv("files/test_out.csv")
4 os.listdir('files')
```

```
1 head1  head2
2 0      1      2
3 1      3      4
4
5 [2 rows x 2 columns]
6 >>> ['test_out.csv']
```

# Getting Help

- `help(function)` gets you the "docstring"

```
1 help(len)
```

```
1 Help on built-in function len in module __builtin__:
2
3 len(...)
4     len(object) -> integer
5
6     Return the number of items of a sequence or mapping.
```



# Regular Expression

# Expressions

# Classes/Objects

# Common Packages

## Scientific

- Numpy: N-dimensional arrays, C integration, linear algebra
- SciPy: Numerical integration, optimization, depends on Numpy
- Matplotlib: 2d plotting
- Pandas: Approximates R/Stata, data cleaning, dataframes
- Statsmodels: For statistical models

## Webscraping

- BeautifulSoup

# HTML/XML/JSON

- HTML is an implementation of XML (a meta language)
- JavaScript Object Notation (JSON) is replacing xml for speed and readability (api)

# Firebug

- Firebug is tool that allow you to inspect the elements of a webpage directly.

# XPATH SQL for HTML/XML

- Xpath is a language that allows you to select "nodes" from xml
- Note: xpath 2.0 not implemented in all cases though many examples online
- Xpath 1.0 Tutorial

[http://www.zvon.org/comp/r/tut-XPath\\_1.html#Pages~List\\_of\\_XPath](http://www.zvon.org/comp/r/tut-XPath_1.html#Pages~List_of_XPath)

- Full reference

<http://www.w3.org/TR/xpath/>

# XML - Loading

```
1 xml = """
2     <root>
3         <name type="superhero">Batman</name>
4         <sidekick>Batty</sidekick>
5         <contact type="email">riseup@batman.com</contact>
6         <contact type="phone">555-1212</contact>
7     </root>
8     """
9
10 from lxml import objectify
11 root = objectify.fromstring(xml) #use parse from file
12
13 print root.tag
14 print root.text
15 print root.attrib
16
17 print root.name.tag
18 print root.name.text
19 print root.name.attrib
20
21 for con in root.contact:
22     print con.text
23     print con.attrib
```

[view source](#)



# JSON - Loading

```
1 jsn = """
2     {"name": "batman",
3      "hobbies": ["fast cars", "fast planes", "spending money"],
4      "buddy": "robin",
5      "enemies": [{"name": "The Joker"},
6                  {"name": "The People of Gotham"}]}
7 """
8
9 import json
10 #NOTE: loads for strings, load for files
11 rslt = json.loads(jsn) #put this into a form for python
12 print rslt
13 jsn_again = json.dumps(rslt) #back to json
```

```
1 {u'buddy': u'robin', u'enemies': [{u'name': u'The Joker'},
   {u'name': u'The People of Gotham'}], u'name': u'batman',
  u'hobbies': [u'fast cars', u'fast planes', u'spending money']}
```

# JSON - Converting to DataFrames

```
1 enemies = pd.DataFrame(rslt['enemies'], columns=['name'])
2 enemies
```

```
1      name
2  0      The Joker
3  1  The People of Gotham
4
5 [2 rows x 1 columns]
```

# JSON - Converting to DataFrames

```
1 enemies = pd.DataFrame(rslt['enemies'], columns=['name'])  
2 enemies
```

```
1      name  
2 0      The Joker  
3 1  The People of Gotham  
4  
5 [2 rows x 1 columns]
```

# JSON - Example

```
1 import json
2 import urllib2
3 import pprint
4 import pandas as pd
5
6 prefix="http://maps.googleapis.com/maps/api/geocode/json?address="
7 suffix="&sensor=false"
8 address="165%20Whitney%20Avenue,%20New%20Haven,%20CT"
9 url = prefix+address+suffix
10 j = urllib2.urlopen(url)
11 js = json.load(j)
12 type(js) #if in doubt, check type
13
14 #pprint(js)
15
16 #notice nested list, so use index to get into it
17 rstadd = js['results'][0]['address_components']
18
19 for rs in rstadd:
20     print rs['short_name'], rs['types']
21
22 import pandas as pd
23 pd.DataFrame(rstadd)
```

[view source](#)

# Regular Expressions (Regex)

- Regex came from perl, used to find text patterns
- Too fragile for webscraping, but important complement

stuff  
Stuff

# Git

`http://wildlyinaccurate.com/a-hackers-guide-to-git`

# Operators



# Setting Up Your Development Environment

# Top Aligned Blocks

## Code

Cool Lots of Stuf  
To talk  
about

## Result

pretty nice!

# Beamer: Animated Bullets

- Trouble Shooting

# Beamer: Animated Bullets

- Trouble Shooting
- A framework for thinking about programming

# Beamer Columns

## Stuff

- Truth is ephemeral
  - What is right?
  - What is Wrong?

## setting python paths

:Setting environment variables (like PYTHONPATH)

:Create an emacs-lisp code block that looks like this:

```
:#+BEGIN_SRC emacs-lisp
```

```
:(setenv "PYTHONPATH" "/Users/neilsen/Development/obswatch-trun
```

```
:#+END_SRC
```

:Execute it, and it changes the environment accordingly.

:Note that you can also append to environment variables like th

```
:#+BEGIN_SRC emacs-lisp
```

```
:(setenv "PYTHONPATH" (concat (getenv "PYTHONPATH") ":" (getenv
```

```
:#+END_SRC
```

```
:#+END_SRC
```

# How to use virtualenv & pip

```
1 ## run this on the command line
2 ## assuming you are in your projects folder , create a new folder
3 mkdir projects1
4
5 cd projects1
6
7 ## now create your virtualenv environment
8 ## this will create a folder called "env".
9 ## this will house a local version of python.
10 virtualenv env
11
12 ## IMPORTANT.
13 ## Now you need to activate your environment.
14 source env/bin/activate
15
16 ## now you will be using a local version of python instead of your
17 ## system's python
18
19 ## to deactivate , simply type
20 deactivate
```

# How to Share Ipython Notebooks



# How to share your vagrant box

# Testing Python Output

```
1 a = ('b', 200)
2 b = ('x', 10)
3 c = ('q', -42)
4 return (a, b, c)
```

# Python Output

```
1 a = ( 'b', 200)
2 b = ( 'x', 10)
3 c = ( 'q', -42)
4 return (a, b, c)
```

By removing the :exports both, you can export just the code and not the output. By replacing it with :exports results, you can export the output without the source.

# Using pip once virtualenv is activated

```
1 ## again, these should be run on the command line.
2 ## first, let's activate your virtual environment, if you haven't
3 ## already
4 source env/bin/activate
5
6 ## first, let's inspect what command are available in pip
7 pip help
8
9 ## from this, we see that there are a number of commands we will
10 ## find useful
11 pip list # this shows what programs are already installed
12 pip search numpy # this searches for packages named "numpy"
13 pip install numpy # this installs the numpy package.
14
15 ## if you have many packages you want to install, you can
16 ## create a requirements list
17 ## this will create a file with a list of modules to install
18 ## you can use your editor of choice to install this.
19 echo "numpy\nbeautifulsoup" > requirements.txt
20
21 ## this will install all the packages in the text file.
22 ## NOTE: you can specify the versions of module too. Sometimes
23 ## this is important.
24 pip install -r requirements.txt
25
26 ## now let's confirm that they installed correctly
27 pip list
28
29 ## now if you are done with virtualenv remember to deactivate it
30 deactivate
```

# Operators

Operator	Description	Example
+	Addition - Adds values on either side of the operator	$a + b$ will give 30
-	Subtraction - Subtracts right hand operand from left hand operand	$a - b$ will give -10
*	Multiplication - Multiplies values on either side of the operator	$a * b$ will give 200
%	Modulus - Divides left hand operand by right hand operand and returns remainder	$b \% a$ will give 0
**	Exponent - Performs exponential (power) calculation on operators	$a ** b$ will give 10 to the power 20
//	Floor Division - The division of operands where the result is the quotient in which the digits after the decimal point are removed.	$9 // 2$ is equal to 4 and $9.0 // 2.0$ is equal to 4.0