COMPSCI 590N Lecture 1: Python Basics

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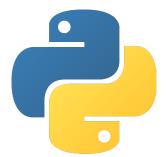
College of Information and Computer Sciences University of Massachusetts Amherst

Outline

- 1 Course Overview
- 2 Using Python
- 3 Python Basics

What is Python?

Python is an interpreted programming language designed to be readable, compact, and scalable.



Python has a number of features that make it particular well suited for research and numerical computing:

Clear, readable syntax

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- Interactive mode

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- Flexible code time vs. run time tradeoff
- A commonly used, well-documented set of numerical libraries

The goal of this course is to give the students necessary programming and algorithmic knowledge to be able to write effective numerical programs in Python of the type used in CS 589, 585, etc. Topics we will cover include:

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- How numbers are represented in a computer and how to work with them.

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- How numbers are represented in a computer and how to work with them.
- Algorithms underlying many basic numerical functions:
 - linear algebra
 - probability
- Documentation, testing, and debugging in Python.

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- The course will be taught so that students can take it concurrently with other CICS data science courses.

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Readings will be posted to Moodle and are intended to be completed before class.

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- Fast Lane to Python: A quick, sensible route to the joys of Python coding. Norm Matloff. http://heather.cs.ucdavis.edu/ matlof-f/Python/PLN/FastLanePython.pdf

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Recommendation: **Anaconda** is a complete data science environment that ships with all of the above.

(https://www.continuum.io/downloads)



The Read-Eval-Print Loop

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- (5) Print
- (6) Repeat (1) (5)

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This process is extremely flexible and powerful, but can be slow if you are not careful.



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DEMO

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```
>>> x = 1
>>> x
>>> y = float(x)
>>> y
1.0
>>> z = bool(y)
>>> z
True
```

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```
>>> 2.0 + 3.0

5.0

>>> 3.0**2.0

9.0

>>> 10.0 % 3.0

1.0

>>> x = 5

>>> x += 3

>>> x
```

Mixing Types

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```
>>> a = 2.0

>>> b = 3.0

>>> a > b

False

>>> not a > b

True

>>> (a > b) or (b == 3.0)

True
```

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```
>>> "abc" + "de"
'abcde'
>>> 2*"abc"
'abcabc'
>>> "abc" == 'abc'
True
>>> "a" < "b"
True
```

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```
>>> a = [1,2,'a','b'] # Lists use []
>>> a
[1, 2, 'a', 'b']
>>> b = (1,2,a,'string') # Tuples use ()
>>> b
(1, 2, [1, 2, 'a', 'b'], 'string')
>>> len(b) # Length of a sequence
4
```

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```
>>> a = [1,2,'a','b']
>>> a[0] # Indexing is zero based
1
>>> a[2]
'a'
>>> a[1:4] # Returns positions 1 to 3
[2,'a','b']
>>> a[-1]
'b'
```

■ Dictionaries store key/value pairs.

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```
>>> a = {'one':1,'two':2,'three':3}
>>> a['two']
2
>>> a.keys()
['three', 'two', 'one']
>>> a.values()
[3, 2, 1]
>>>
```

■ A Python variable can be though as a name for an object.

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- Multiple names may refer to the same object.

Code	Variables	Memory
>>> a = [1,2,3]	(a)—	→ [1,2,3]
>>> b = a	(a) (b)	[1,2,3]
>>> b = "new"	(a)— (b)—	(1,2,3] "new"

DEMO

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