

# Python I

# Introduction to Python



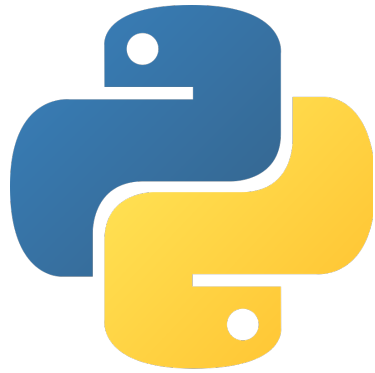
# Please log into YCRC Jupyter notebook server...

Grace OnDemand

If you can't log in, please try to  
look at the computer of someone  
sitting next to you

# Programming languages for Data Science

The two most popular languages for Data Science are:



## General purpose programming language

- Can do a lot more than data analysis
- Code is easy to read
- Easy to write larger software packages
- Good machine learning package (scikitlearn)
- Deep learning packages



## Focused on data analysis

- Better for creating pdf reports
- Easy to create interactive apps
- RStudio created a great IDE and support

# AS SEEN BY USERS OF ...

STATA



R



sas



python

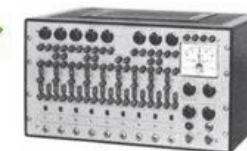
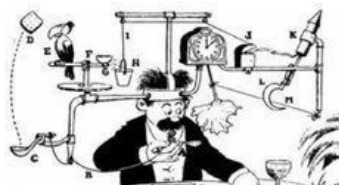


SPSS



STATA

R



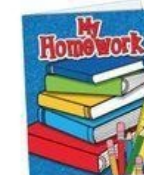
sas



python



SPSS





# Terminology: scripts, modules, and packages

A **script** is a piece of code that is run to accomplish a specific task

- E.g., one could write and run a script to download a set of files

A **module** is a piece of code that reused by different scripts and programs

- Modules are **imported** by other programs/scripts to add commonly used functionality.
- E.g., `import matplotlib.pyplot as plt`

A **package** (library) contains several related modules

Packages are an essential building block in programming. Without packages, you would waste a lot of time writing code that's already been written



Is it any good?  
Are you using it correctly?

# Jupyter notebooks

**Jupyter notebooks** allow one to create an analysis document that contains text, analysis code, and plotted results

Because one can see all the code used to generate results, it allows one to create reproduce analyses

IF you use it right...

```
[5]: import matplotlib.pyplot as plt
plt.style.use('classic')
%matplotlib inline
import numpy as np
import pandas as pd
import seaborn as sns
sns.set()
```

```
[6]: rng = np.random.RandomState(0)
x = np.linspace(0, 10, 500)
y = np.cumsum(rng.randn(500, 6), 0)
```

## Next step

Now, create a graph.

```
[7]: plt.plot(x, y)
plt.legend('ABCDEF', ncol=2, loc='upper left');
```



# Programming in Python

Understanding the language fundamentals is important

Learn through practice, not only by reading or watching but by doing

- Like learning to ride a bike

Today, we will focus on basic/fundamental data types in Python. In particular, we will focus on: Numbers (Ints and Floats), Booleans (True/False), Strings, and Lists.





# Expressions

# Expressions

*Expressions* describe how a computer should combine pieces of data

- They are evaluated to by the computer and return a value
- E.g., mathematical expressions
  - Multiplication:  $3 * 4$
  - Exponentiation:  $3 ** 4$

Operation	Operation	Example	Value
Addition	+	$2 + 3$	5
Subtraction	-	$2 - 3$	-1
Multiplication	*	$2 * 3$	6
Division	/	$7 / 3$	2.667
Remainder	%	$7 \% 3$	1
Exponentiation	**	$2 ** .05$	1.414

# Syntax

The *Syntax* of a language is its set of grammar rules for how expressions can be written

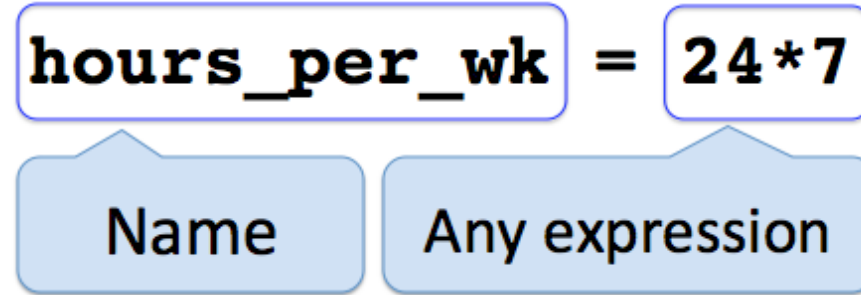
- *SyntaxError* indicates that an expression structure doesn't match any of the rules of the language.
- E.g., failed attempt at exponentiation:  $3 * * 4$

```
File "<ipython-input-2-012ea60b41dd>", line 1
  3 * * 4
    ^
SyntaxError: invalid syntax
```

Let's explore this in Jupyter!

Names

# Assignment statements



*Names* store the values (from an expression)

- i.e., they are like variables in algebra

Names are assigned values using the = symbol

- E.g., `my_number = 7`

Let's explore this in Jupyter!

# Call Expressions

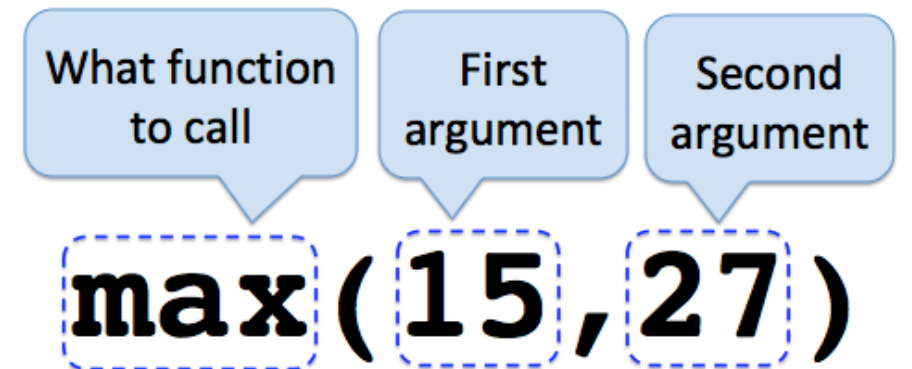
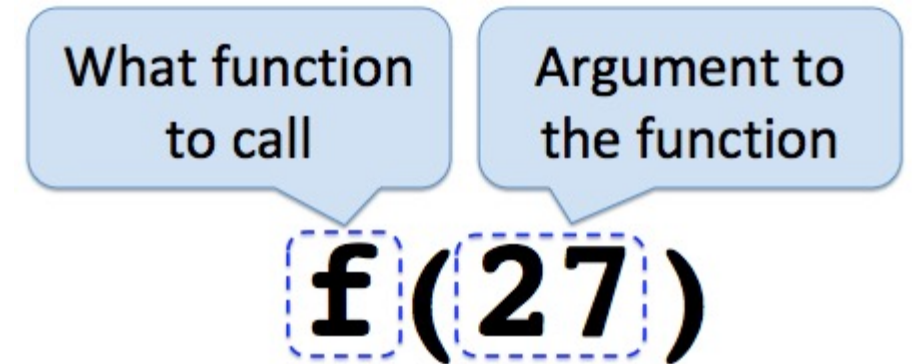


# Anatomy of a Call Expression

*Call expressions* are expressions that call functions

- Functions take in one or more values (arguments) and (usually) return another value

Example: taking the maximum value



Let's explore this in Jupyter!

Numerical data

# Arithmetic operations

Operation	Operation	Example	Value
Addition	+	$2 + 3$	5
Subtraction	-	$2 - 3$	-1
Multiplication	*	$2 * 3$	6
Division	/	$7 / 3$	2.667
Remainder	%	$7 \% 3$	1
Exponentiation	**	$2^{**.05}$	1.414

We can store the output of evaluating expression in names

- `my_result = 10 * 2`

# Numbers in Python: Ints and Floats

Python has two basic number types

- **int**: an integer of any size
- **float**: a number with an optional decimal part

An int never has a decimal point - a float always does

- 3      # int of float?
- 2.7    # int of float?

A float might be printed using scientific notation

# Notes on Floats



## Three limitations of float values:

- They have limited size (but the limit is huge)
- They have limited precision of 15 - 16 decimal places
- After arithmetic, the final few decimal places can be wrong

Let's explore this in Jupyter!

# Strings



# Text and Strings

A string value is a snippet of text of any length

- 'a'
- 'word'
- "there can be 2 sentences. Here's the second!"

Strings consisting of numbers can be converted to numbers

- int('12')
- float('1.2')

Any value can be converted to a string

- str(5)

Let's explore this in Jupyter!

Types

# Every value has a type

We've seen several types so far:

- int: `2`
- Built-in function: `abs()`
- float: `2.2`
- str: `'Red fish, blue fish'`

The type function can tell you the type of a value

- `type(2)`
- `type('Red fish')`

An expression's type is based on its value, not how it looks

- `my_text = 2`
- `type(my_text)`

Let's explore this in Jupyter!

# Conversions

Strings that contain numbers can be converted to numbers

- `int('12')`
- `float('1.2')`
- `float('one point two')`      `# Not a good idea!`

Any numeric value can be converted to a string

- `str(5)`

Numbers can be converted to other numeric types

- `float(1)`
- `int(1.2)`      `# DANGER: loses information!`

# Lists

# Lists

Lists are ways to store multiple items

We can create lists using square brackets []

- `my_list = [2, 3, 4]`

We can also access list items using square brackets []

- `my_list[2]`

Lists can contain elements of different types

- `my_list2 = [5, 6, 'seven']`

Let's explore this in Jupyter!

**TO DO LIST**  
**1. make lists**  
**2. look at lists**  
**3. PANIC!**