## Welcome to GS 373!

#### Quiz Section 1

#### 2019-04-04

#### About me

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My research focuses on modeling viral evolution (influenza virus) using molecular phylogenetics methods. (substitution matrices)

### Quiz Section goals

- Solidify in-class material (please ask me questions!)
- Develop understanding of programming concepts.
- Learn some basic python to write bioinformatics programs.

Attendance is not required but the material covered is required.

## Quiz section website

skhilton.github.io/genome373

# Homework policies

- Homework is assigned on Friday and is due the *following* Friday by 1:30pm. Assignments will be posted on canvas and the quiz section website.
- Grading is based on effort as well as execution.
- There are a total of **nine** homework assignments. We will drop the lowest homework grade.
- No late assignments will be accepted.
- First assignment will be posted tomorrow.

## Homework policies

- Use resources wisely. It is fine to google/work in groups but don't copy!
- Don't use python modules that are obvious "shortcuts". Rule of thumb: don't use any modules we haven't used in class.

• The course is taught in Python3. Please submit your homework in python3 (see me if you have issues)

## questions about course logistics?

### Today's goals

- 1. Review Alignments
- 2. Algorithms and programs, what and why?
- 3. Programming in Python

### 1. Alignments

### What is an alignment?

Arrangement of nucleotide (or amino acid) sequences, to identify regions of similarity that may be a consequence of functional, structural, or evolutionary relationships between the sequences.

## What are some reasons to align sequences?

- Homologs: descendants of the same ancestral gene
- Orthologs: homologs that arose via speciation. Often have the same function.
- Paralogs: homologs that arose via gene duplication. Often will have different functions or one will be non-functional.

## Score this alignment

## 2. Programming + Algorithms

# Notes on programming

This class is designed for you for you to learn how to think programmatically, use bioinformatics algorithms, and learn some basic programming skills.

# substitution matrix

	A	C	G	T
A	10	-5	0	-5
С	<b>-</b> 5	10	<b>-</b> 5	0
G	0	-5	10	-5
T	5	0	<b>-</b> 5	10

gaps = -4

Figure 1:

This means that you won't have to implement every algorithm you learn but you will have the building blocks to think through/code other algorithms in the future.

### Notes on programming

#### If you have previous programming experience:

• Great! Make sure you understand how to program well Python3 to understand class topics and complete homework assignments/tests.

#### If you have no previous programming experience:

• Great! We will start at the beginning. However, most people learn programming best by doing and we will move quickly. codeacademy.org

# Algorithms

A set of detailed instructions that solve a problem/accomplish a task

Example: Cook pasta

#### Algorithm:

- 1. Fill pot with water
- 2. Put on the stove
- 3. Turn stove to high
- 4. While water is not boiling:
- Wait
- 5. Add pasta to water stir
- 6. Wait 8 minutes

### Good algorithm properties

- Unambiguously defined series of steps
- Works for all inputs of a defined set
- Is guaranteed to produce a correct result for those inputs

Often written in "pseudocode"

### Pseudocode example

```
Given three numbers, find the largest input: ? output: ? pseudocode: ?
```

## Pseudocode example

```
Given three numbers, find the largest
input: three numbers A, B, and C
output: the largest number

current_largest = A
if B > current_largest:
    current_largest = B
if C > current_largest:
    current_largest = C
return current_largest
```

# What is a program?

A series of instructions that performs a specific task when executed by a computer Coding/implementation is translating from pseudocode to a language the computer can understand (Python).

# 3. Intro to programming in Python.

## lets write our first program!

Hello, World!

# (1) Write a script

## Open a text editor

### On Windows

Notepad++ Sublime Text

#### On Mac

 $\begin{array}{c} {\rm Atom} \\ {\rm TextWrangler} \\ {\rm Sublime\ Text} \end{array}$ 

# my\_first\_program.py

print("Hello, World!")

# (2) Command line navigation

## Command line navigation

Goal	Mac or Unix	Windows	output	location (start in "project")
- see where you are - see what's in your current directory	pwd ls	cd dir	project "data/", "script/", "README.md"	/Users/sarah/project project
- move down into a directory	cd data	cd data	no output	project/data
- move up one level	cd	cd	no output	project

# Navigation resources

### Mac / Unix

https://swcarpentry.github.io/shell-novice/02-filedir/index.html

#### Windows

https://www.cs.princeton.edu/courses/archive/spr05/cos126/cmd-prompt.html

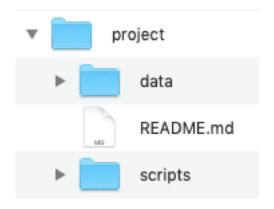


Figure 2:

# (3) Running the script

## Running script on the command line

- 1. Navigate to your file. (you should see my\_first\_program.py when you type ls)
- 2. Run. (python my\_first\_program.py)

What's the output on your screen?

## Coding basics: variables + conditionals

# Assign a value to a variable

```
x = 4 # line of code
vocab
name: x
value: 4
operator(assign): =
```

## Assign a value to a variable

x = 4

# Assign a value to a variable

$$y = 8$$
 $z = x + y$ 

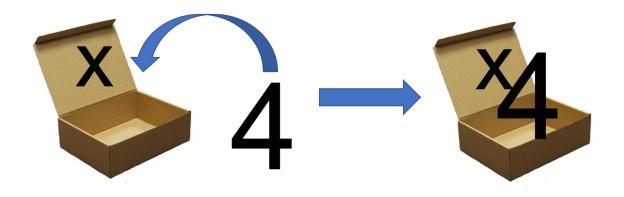


Figure 3:

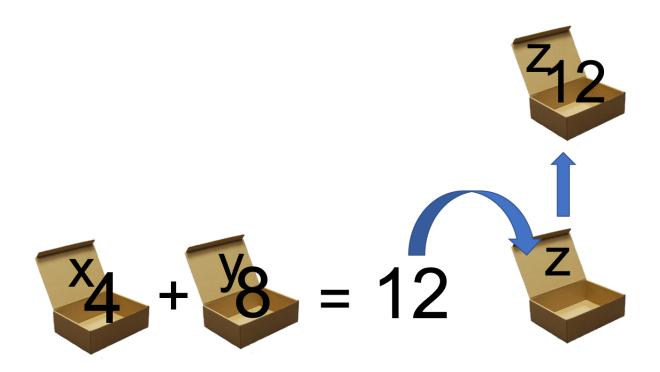


Figure 4:

### Variable types

Variable values can be

```
# integer
x = 1

# float (with decimals)
x = 1.12

# character (single character)
x = 'a'

# string (multiple characters)
x = 'abc'

# boolean (True/False)
x = True

# etc, etc, etc.
```

## Quick comments on comments

- In Python, the comment character is #
- Anything after # the computer ignores, it's for the humans
- Comments are important! Why?

## Lists: many-values-in-one

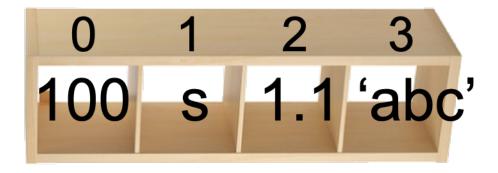


Figure 5:

```
my_list = [100, 's', 1.1, 'abc']
print(my_list[0])
print(my_list[1])
print(my_list[3])
```

### Strings: lists of characters

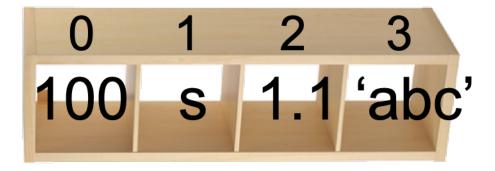


Figure 6:

```
my_string = "moo!"
print(my_string[0])
print(my_string[1])
print(my_string[3])
```

## Boolean operators + expressions

"A Boolean expression ... produces a Boolean value when evaluate, that is one of true or false." wikipedia.org/wiki/Boolean\_expression

Asks True/False questions

# Boolean operators + expressions examples

```
x = 4  # assignment! not boolean
x == 4  # True
x != 4  # False (not equals to)
x > 4  # False
x <= 4  # True</pre>
```

## Simple Boolean arthimetic: and + or

```
True and True # True
False and False # False
True and False # False
True or True # True
```

```
True or False # True
False or False # False

x = 4
x == 4 and x != 3 # True
x != 4 or x != 2 # True
```

## Conditionals: if, else, elif

Conditionals (flow control) determines which lines the computer looks at in the code. In Python: if / elif (else if) / else

## Conditionals: if, else, elif

```
x = 4
# if statement
if x == 4:
    print("x is 4")

# if / else statement
if x == 4:
    print("x is 4")
else:
    print("x is not 4")

# if / elif / else statement
if x == 4:
    print("x is 4")
elif x > 4:
    print("x is greater than 4")
else:
    print("x is less than 4")
```

### Watch out!

```
if x == 4:
    print("x is 4")
```

You must include the :. Lines "under" the conditional must be tabled (or 4 spaces) over.

## Summary

#### variables

- name, value
- assignment operator =
- lists can store many values

#### conditionals

- flow control
- use Boolean expressions (True/False)
- if / elif / else

## questions? skhilton@uw.edu

# Week 1 tips + tricks

- The biggest difference (for you) between Python2 and Python3 is how the print function works. Watch out for this! To print in Python3: print("hello, world!")
- In Python, x = 4 assigns the value 4 to the variable x. x == 4 is a boolean expression. If True then the value of x is 4, if False then the value of x is not 4.
- Python is 0 index. The first element in a list is element 0.
- White space matters! Don't mix tabs and spaces.