# ECE 20875

# Python for Data Science

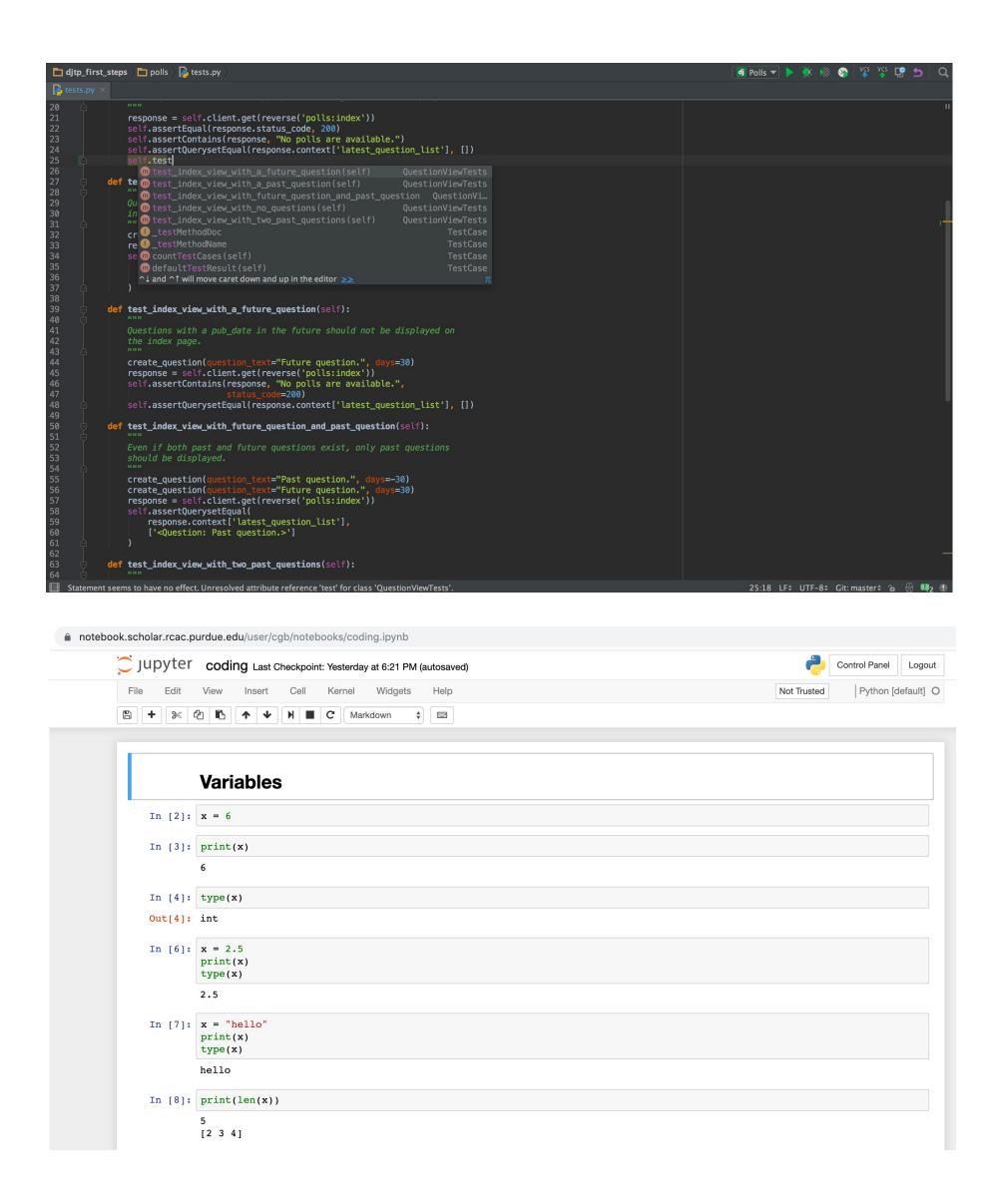
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(Adapted from material developed by Profs. Milind Kulkarni, Stanley Chan, Chris Brinton, David Inouye, and Qiang Qiu)

# python basics

# coding in python

- Standard Integrated Development Environments (IDEs)
  - IDLE: Python's own, basic IDE
  - PyCharm: Code completion, unit tests, integration with git, many advanced development features (<a href="https://www.jetbrains.com/pycharm/">https://www.jetbrains.com/pycharm/</a>)
  - Spyder: Less plugins than PyCharm (not always a bad thing)
  - Many more!
- Jupyter Notebook (<a href="https://jupyter.org/">https://jupyter.org/</a>)
  - Contains both computer code and rich text elements (paragraphs, figures, ...)
  - Supports several dozen programming languages
  - Very useful for data science development!
  - You can download the notebook app or use Jupyter Hub available on RCAC (<a href="https://www.rcac.purdue.edu/compute/scholar">https://www.rcac.purdue.edu/compute/scholar</a>)
- Anaconda package manager (<a href="https://www.anaconda.com/">https://www.anaconda.com/</a>)



#### basic variables

- No "declaration" command as in other programming languages
  - Variable is created when a value is assigned to it
  - Can change type after they have been set
- Few rules on naming: Can make them very descriptive!
  - Must start with a letter or underscore
  - Case-sensitive (purdue & Purdue are different)
- Combinations (+) work on all types

"xyz" + "abc" = "xyz abc" 
$$3.2 + 1 = 4.2$$

### operators and control statements

Comparison operators:

```
a == b, a != b, a < b,
a <= b, a > b, a >= b
```

• If statement:

```
if r < 3:
    print("x")</pre>
```

• If, elif, else (multiline blocks):

```
if b > a:
    print("b is greater than a")
elif a == b:
    print("a and b are equal")
else:
    print("a is greater than b")
```

• Arithmetic operators:

Assignment operators:

• Logical operators:

```
(a and b), (a or b),
not(a), not(a or b)
```

#### lists

- One of the four collection data types
  - Also tuples, sets, and dictionaries
- Lists are ordered, changeable, and allow duplicate members

 Can pass in an integer index, or a range of indexes

```
thislist[0] => "apple"
thislist[-1] => "cherry"
thislist[1:3] => ["banana", "apple"]
```

- Length using len() method print(len(thislist))
- Adding items to a list thislist.append("orange") thislist.insert(1, "orange")
- Removing items from a list thislist.remove("banana")
   thislist.pop(1)
- Defining lists with shorthand new\_list = 5 \* [0] new\_list = list(range(5))

# loops (more control statements)

while loop: Execute while condition is true

```
i = 1
while i < 6:
    print(i)
    i += 1</pre>
```

for loop: Iterate over a sequence

```
for x in "banana":
   print(x)
```

• range() operator can be a useful loop iterator:

```
for x in range(5,10):
    y = x % 2
    print(y)
```

- break: Stop a loop where it is and exit
- continue: Move to next iteration of loop

```
for val in "sammy_the_dog":
    if val == "h":
        break
    print(val)
```

### lists in for loops

- In other programming languages, for loop variables are integers
- In Python, can use any 'iterable' object
  fruits = ["apple", "banana", "cherry"]
  for x in fruits:
   if x == "banana":
   continue
   print(x)
- Nested loops can be used too

```
adj = ["red", "big", "tasty"]
fruits = ["apple", "banana", "cherry"]
for x in adj:
    for y in fruits:
        print(x, y)
```

- Can also iterate through a list of lists data\_list = [[1,2],[2,6],[5,7]]
   for point in data\_list:
   [x,y] = point
   z = x \*\* 2
   print(x,y,z)
- Can use the range function to iterate through integers

```
for x in range(2, 30, 3):
    print(x)
```

• Can use a list to index another list

```
ind = [1, 3, 5, 7]
values = [0] * 8
for i in ind:
  values[i] = i / 2
```

#### functions

- Block of code which runs when called
- Defined using def keyword def my\_function(): print("Hello from a function")
- Call a function using its name my\_function()
- Parameters can be passed as input to functions

```
def my_function(country):
    print("I am from " + country)
```

• To return a value, use the return statement

```
def my_function(x):
    return 5 * x

print(my_function(3))
print(my_function(5))
```

• For multiple arguments, can use keywords to specify order

```
def arithmetic(x,y,z):
    return (x+y)/z

print(arithmetic(z=3,x=2,y=4))
```

# tuples

- Another of the four collection data types
- Tuples are ordered,
   unchangeable, and allow
   duplicate members
   thistuple =
   ("apple", "banana", "apple", "cherry")

- Once a tuple is created, items cannot be added or changed
  - Workaround: Change to list, back to tuple
- Check if item exists
   if "apple" in thistuple:
   print("Yes, 'apple' is in the
   fruits tuple")
- Tuple with one item needs comma thistuple = ("apple",) #Tuple thistuple = ("apple") #Not a tuple
- Built-in functions thistuple.count("apple") thistuple.index("apple")

#### sets

- Collection which is unordered, (half) changeable, and does not allow duplicates
- Written with curly brackets thisset = {"apple", "banana", "cherry"}
- Cannot access items by index, but can loop through and check for items

```
for x in thisset:
    print(x)

print("banana" in thisset)
```

 Cannot change existing items, but can add and remove items

 Also have set operations just like mathematical objects

```
set1 = {"a", "b", "c"}
set2 = {1, "b", 3}
```

```
set1.union(set2) #Union
set1.intersection(set2) #Intersection
set1.difference(set2) #set1 \ set2
set1.issubset(set2) #Testing if subset
```

#### dictionaries

- Collection which is ordered (as of recent Python versions), changeable, and indexed
- Also written with curly brackets, but have keys and values

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

 Access/change/add values of items by referring to the key name

```
thisdict["model"]
thisdict["year"] = 2019
thisdict["color"] = "red"
```

 Can iterate through the keys, values, or both for x in thisdict:

```
print(thisdict[x])

for x in thisdict.values():
    print(x)

for x, y in thisdict.items():
    print(x, y)
```

Like other collections, can create a dictionary of dictionaries

• Use the copy method (not direct assignment) to make a copy of a dictionary

```
mydict = thisdict.copy()
```

#### version control

#### command line and bash

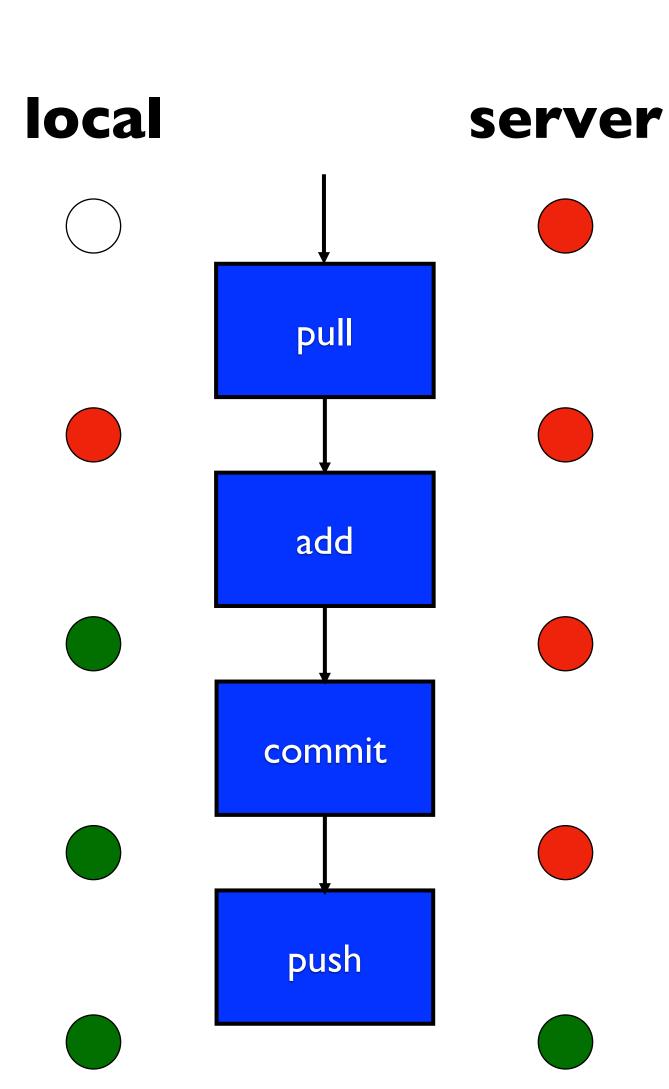
- Command Line Interface (CLI) for interacting with your operating system (OS)
- Unix shell: Available by default on Linux and macOS
  - Windows users:

     https://www.howtogeek.com/2499
     66/how-to-install-and-use-the-linux-bash-shell-on-windows-10/
- Bash script: Sequence of commands, typically saved as .sh file

```
#! /bin/bash
#07/06/18 A BASH script to collect EXIF metadata
#07/06/18 create metadata directory, create text file output for each file, append basename, place output in metadata directory #07/06/18 create script.log to verify processing of files and place in metadata directory
#07/06/18 Author: Sandy Lynn Ortiz - Stanford University Libraries - Born Digital Forensics Lab
###### testing codeblock, clean up last run #####
echo -ne "\\n metadata directory cleaned! \\n\\n"
###### testing codeblock, clean up last run #####
#create variable current working directory
#create directory and create variable META to store path, create LOGFILE in META directory
    mkdir metadata
   cd metadata
   META=$(pwd)
    LOGFILE="$META/script.log"
    echo -ne "\n Current working directory is: \\n" $CWD "\\n"
#create variable EXCL to exclude script file from processing
    echo -ne "\\n Exclude Script file from processing: " $EXCL "\\n\\n"
#search for jpg files in curr dir/subdir, ignore case, pipe(send output from cmd1 to cmd2) to chain of commands
#create EXIF text files in META dir (redirect output)
    echo -ne "\\n Processing EXIF metadata now... \\n\\n'
   find $(cd "$CWD") -depth -iname "*.jpg" | while read filename; do exiftool "$filename" > "$META"/"$(basename "$filename")" "exif.txt"; done
#TEST - create EXIF text files in META dir(redirect), print file STDOUT redirect/append to LOGFILE - TEST
    #echo -ne "\\n Processing EXIF metadata now... \\n\\n"
    #find $(cd "$CWD") -depth -iname "*.jpg" | while read filename; do exiftool "$filename" > "$META"/"$(basename "$filename")" "exif.txt"
    #printf "\\n $filename" >> "$LOGFILE"; done
    echo -ne "\\n\\n Processing is finished! \\n\\n"
```

#### overview of version control

- Automatically keep old versions of code and/or documentation
  - Can revert back to old versions
  - Can see differences ("diffs") between versions
- Typically through maintenance of repository on a server
  - Can sync up code between different machines
  - Can share code updates across many people
- "git": One of the most popular version control systems
  - Each "project" goes into a different "repository"
  - Repositories can be public (e.g., homework assignments) or private (e.g., homework solutions prior to the due date :D)
  - We will use GitHub to manage assignments in this course



## git illustration

**Local Repository Working Directory** Staging Nothing Nothing Nothing git clone <repository url> Version A Files from Version B Nothing Version B

Remote repository (GitHub)

- Version A
- Version B

- Version A
- Version B

## git illustration

Remote repository **Local Repository Working Directory** Staging (GitHub) [Modify files] Modified files from Version A Version A Nothing Version B Version B Version B git add <filename1> <filename2> Modified files from Modified files from Version A Version A Version B Version B Version B Version B git commit -m 'A commit message' Version A Version A Files from Version C Nothing Version B Version B Version C git push Version A Version A Files from Version C Nothing Version B Version B Version C Version C