

Programming Principles in Python (CSCI 503/490)

Review

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Tasks Machine Learning can Help With

- Identifying the zip code from handwritten digits on an envelope

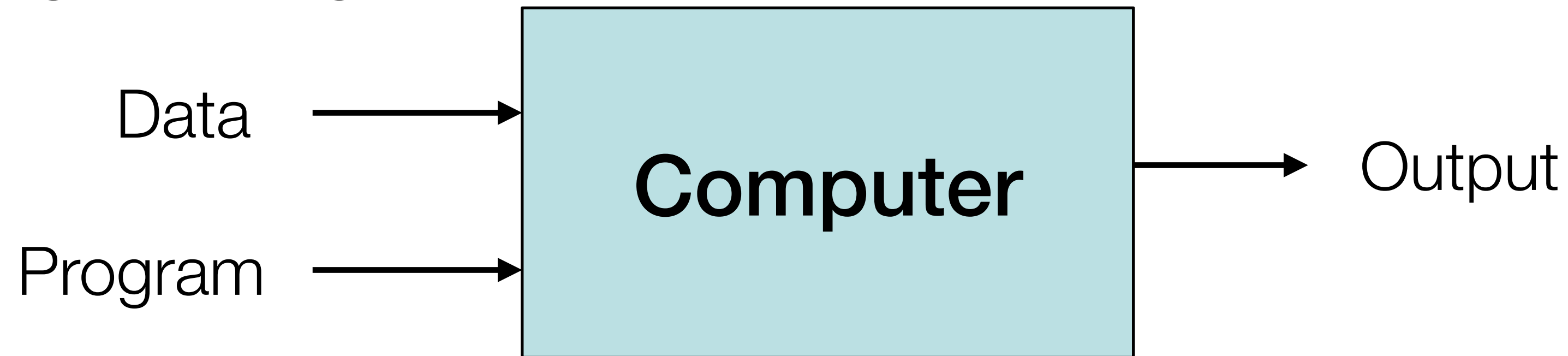


- Detecting fraudulent activity in credit card transactions
- Identifying topics in a set of blog posts
- Grouping customers with similar preferences

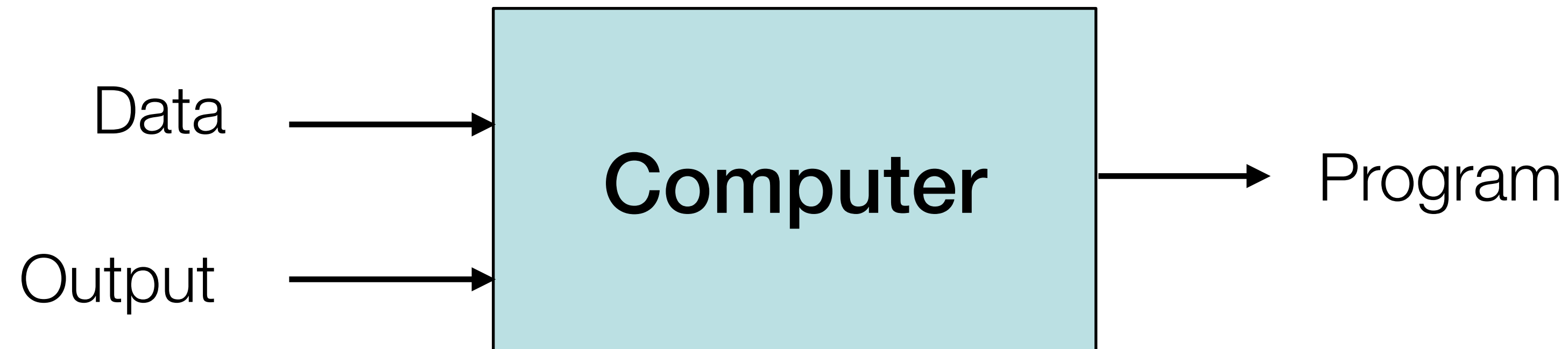
[A. Müller & S. Guido, Introduction to Machine Learning with Python, J. Steppan (MNIST image)]

Machine Learning

- Traditional Programming



- Machine Learning



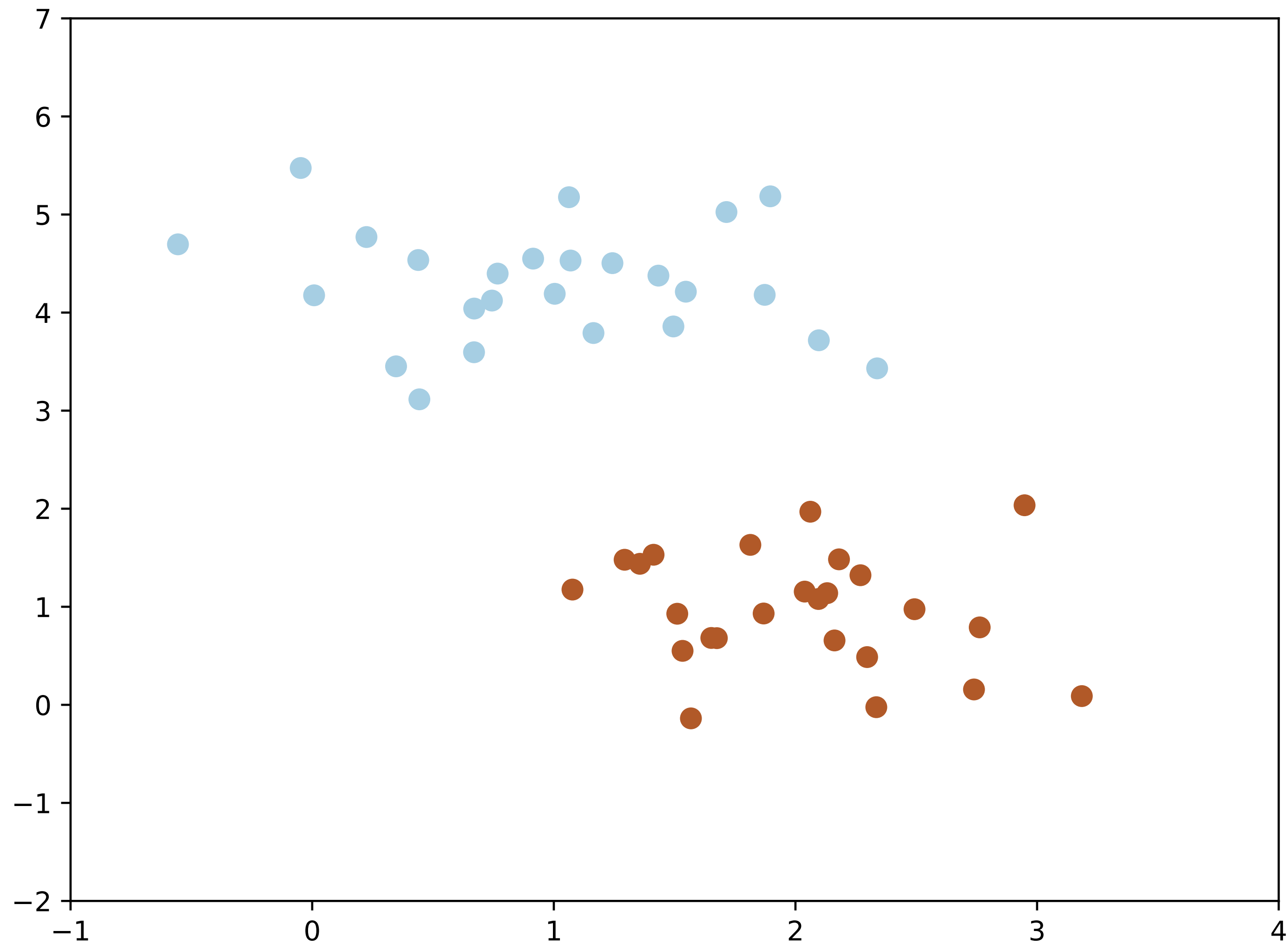
[P. Domingos]

Types of Learning

- Supervised (inductive) learning
 - Training data includes desired outputs
- Unsupervised learning
 - Training data does not include desired outputs
- Semi-supervised learning
 - Training data includes a few desired outputs
- Reinforcement learning
 - Rewards from sequence of actions

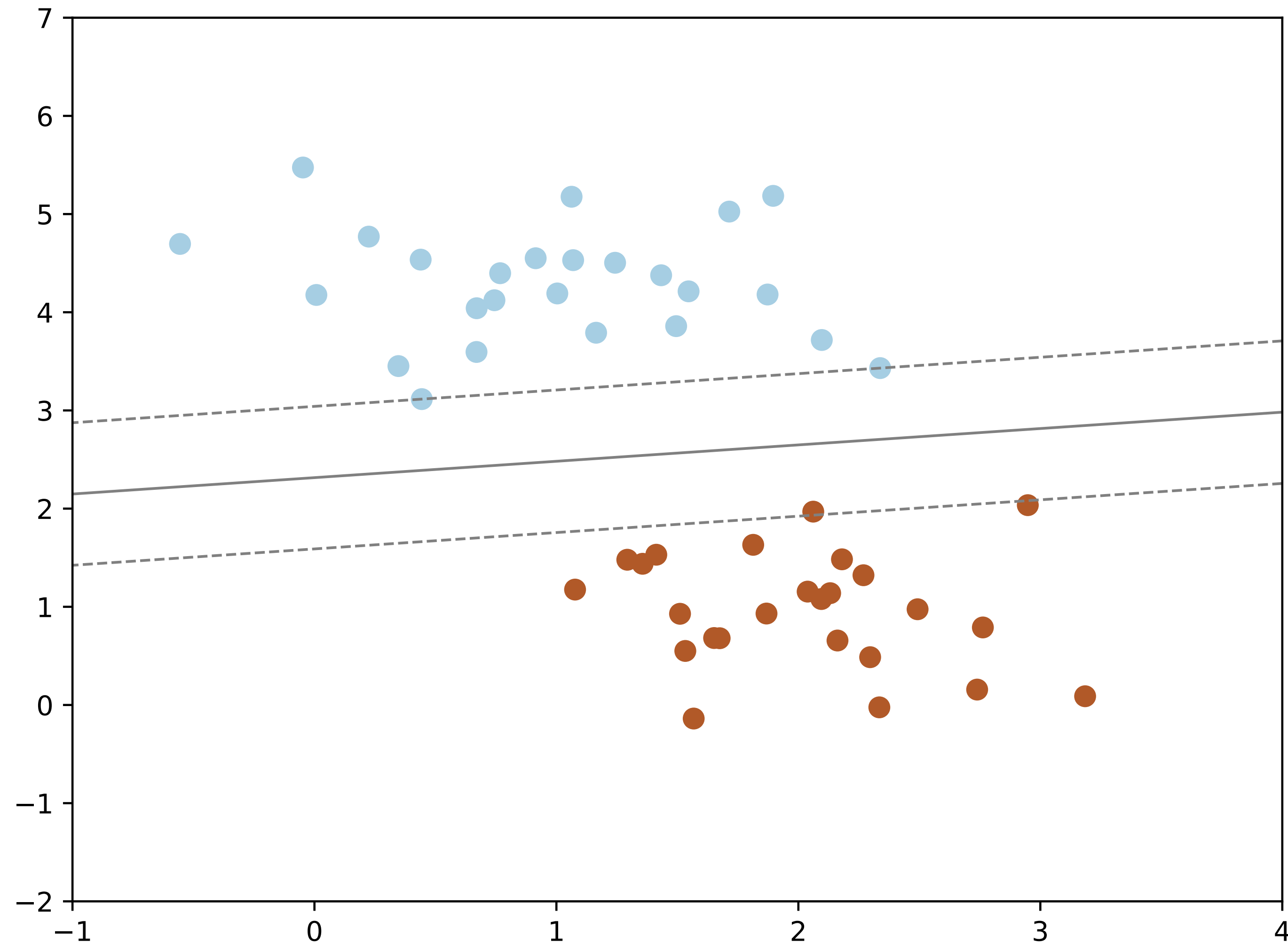
[P. Domingos]

Supervised Learning



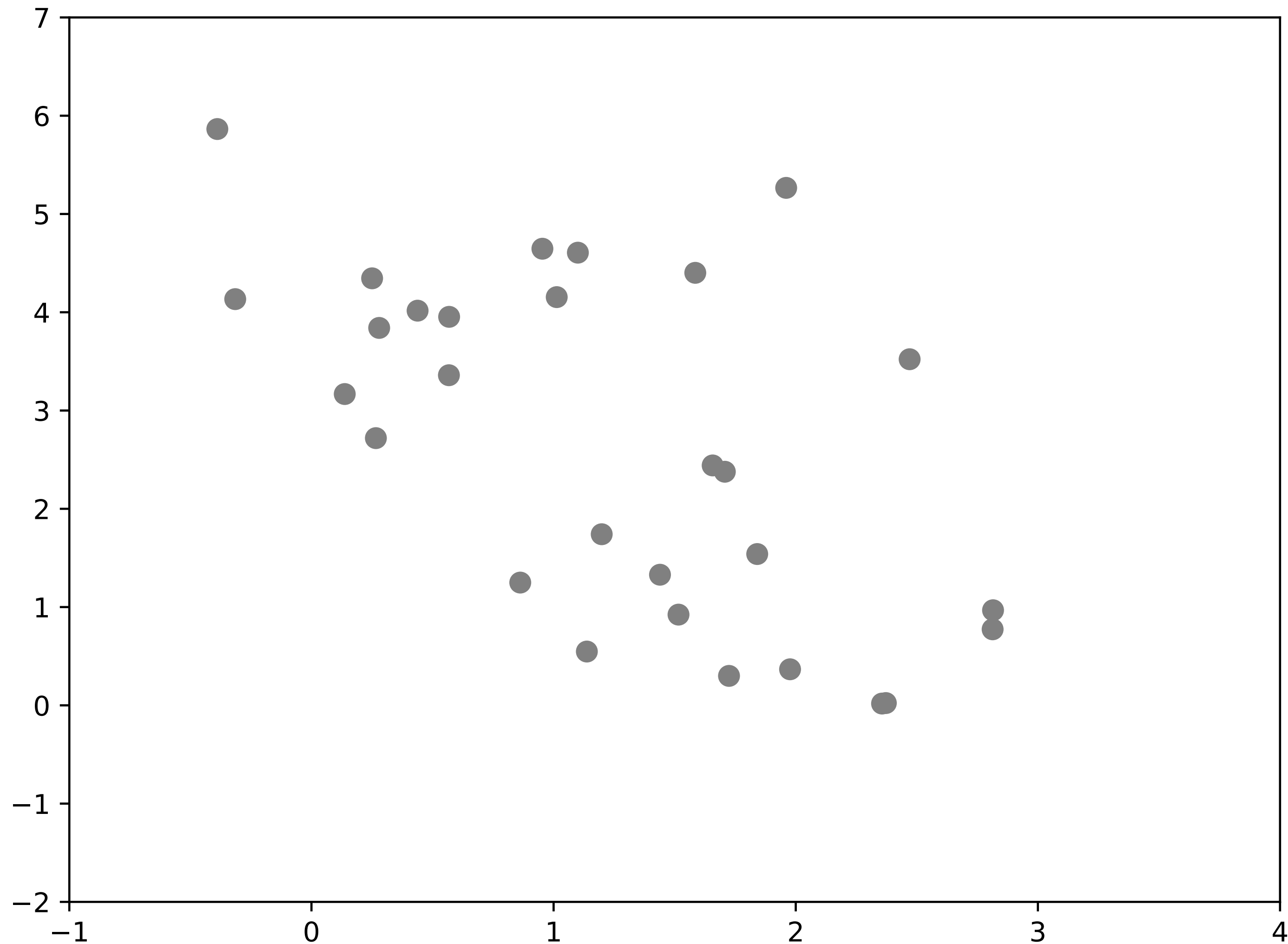
[J. VanderPlas]

Supervised Learning: Learned Algorithm (Fit)



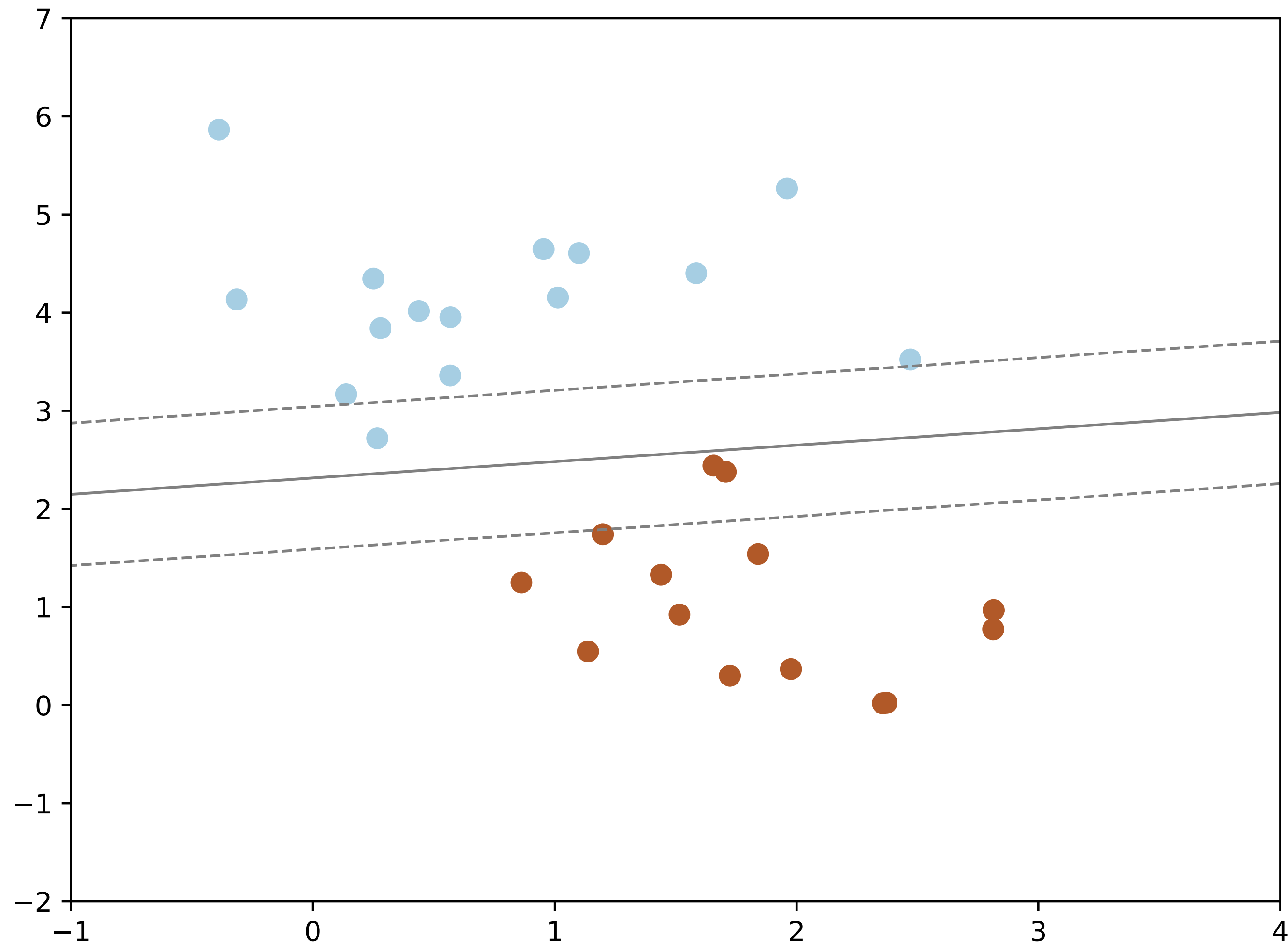
[J. VanderPlas]

Supervised Learning: Prediction



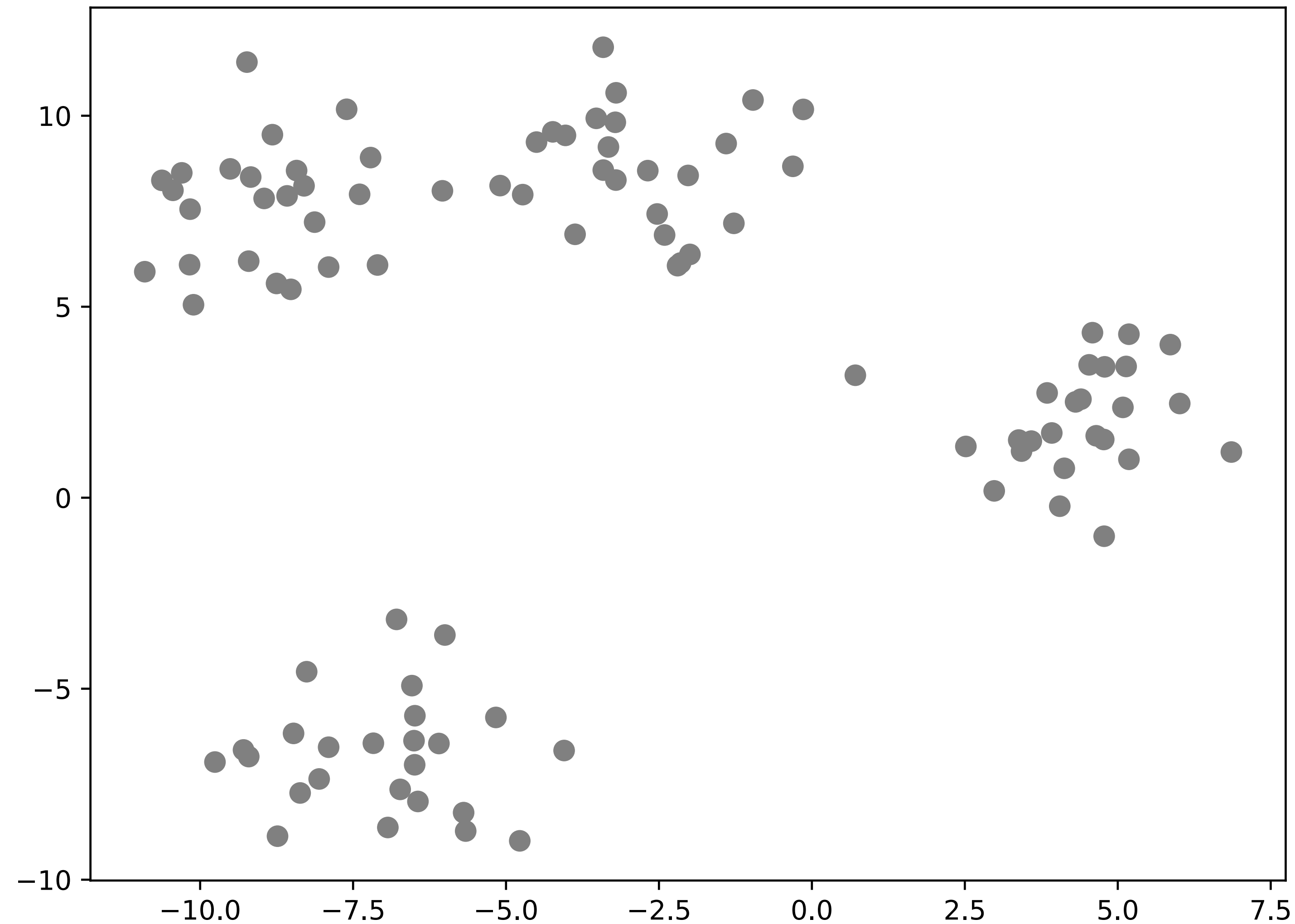
[J. VanderPlas]

Supervised Learning: Prediction



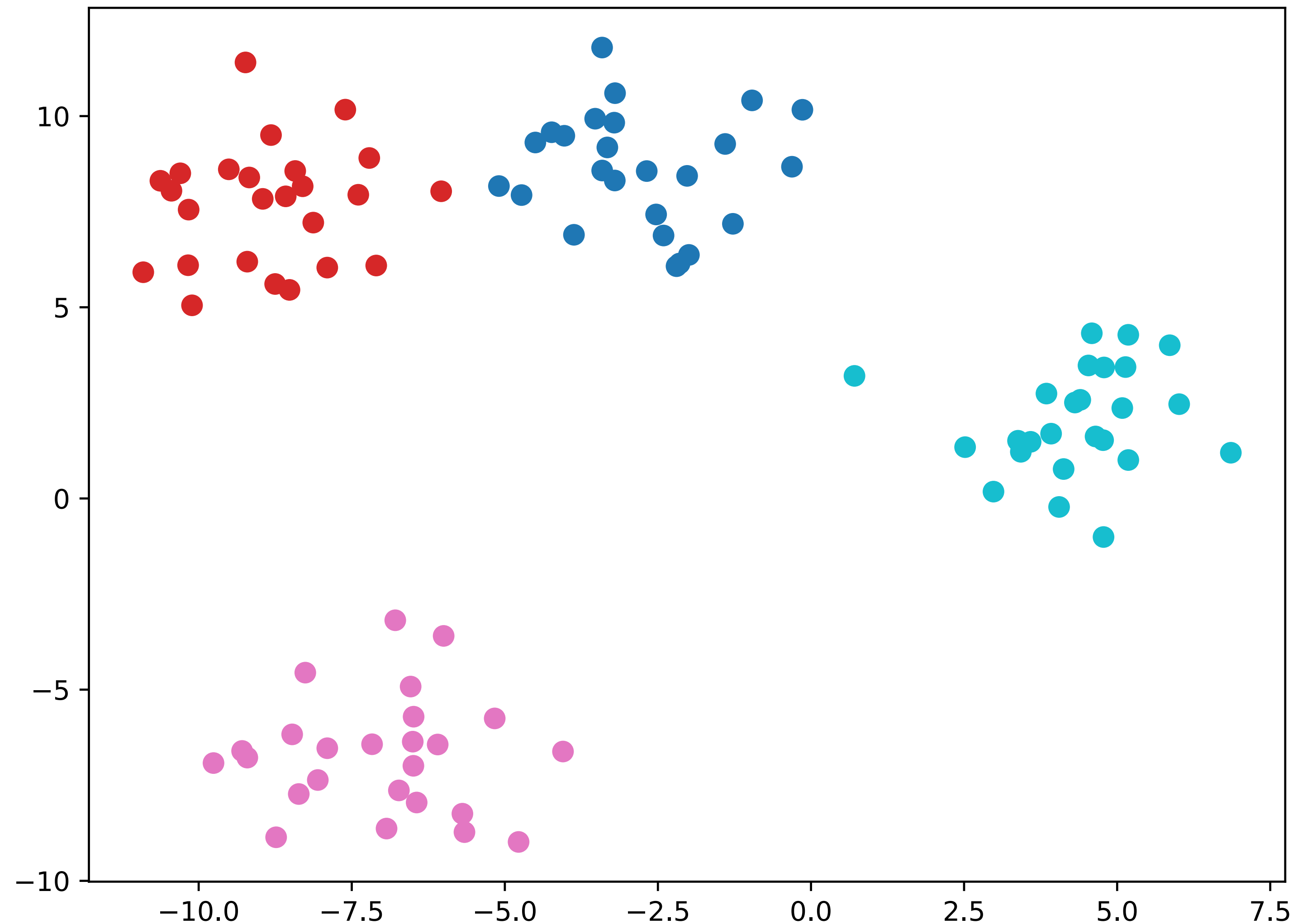
[J. VanderPlas]

Unsupervised Learning: Input



[J. VanderPlas]

Unsupervised Learning: Output



[J. VanderPlas]

scikit-learn entities

- Data: numpy matrices (also pandas series, data frames), process batches
- Estimator: all supervised & unsupervised algs implement **common** interface
 - estimator initialization does not do learning, only attaches parameters
 - `fit` does the learning, learned parameters exposed with trailing underscore
- Predictor: extends estimator with `predict` method
 - also provides `score` method to return value indicating prediction quality
- Transformer: help modify or filter data before learning
 - Preprocessing, feature selection, feature extraction, and dimensionality reduction via `transform` method
 - Can combine `fit` and `transform` via `fit_transform`

[L. Buitinck et al.]

scikit-learn Template

1. Choose model class
2. Instantiate model
3. Fit model to data
4. Predict on new data

```
from sklearn.naive_bayes import GaussianNB
model = GaussianNB()
model.fit(Xtrain, ytrain)
y_model = model.predict(Xtest)
```

5. (Check accuracy)

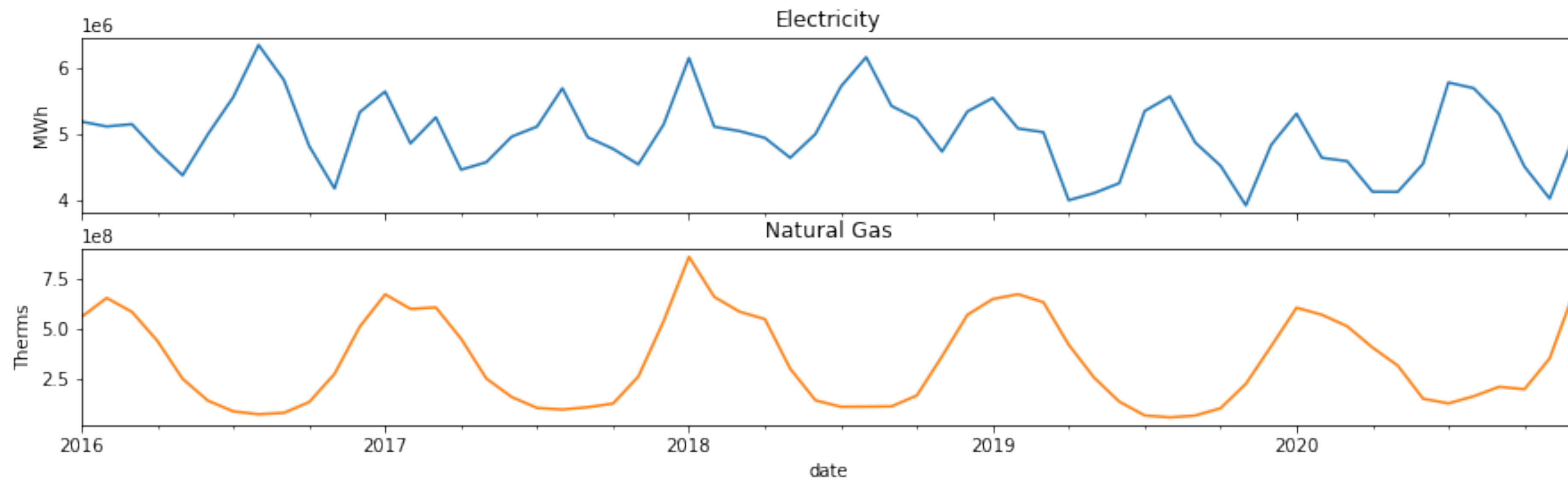
```
from sklearn.metrics import accuracy_score
accuracy_score(ytest, y_model)
```

Deep Learning

- Deep learning is tied to neural networks, attempting to mimic how human neurons work together
- Hierarchical with multiple layers
- Usually takes advantage of GPUs
- Frameworks:
 - pytorch
 - TensorFlow
 - keras
 - theano

Assignment 8

- Energy Data
- Data Manipulation using pandas
- Visualization using matplotlib and altair



Final Exam

- Tuesday, December 7 at **12:00pm**-1:50pm in PM 153
- **More** comprehensive than Test 2
- Expect questions from topics covered on Test 1 and 2
- Expect questions from the last four weeks of class (concurrency, data, visualization, machine learning)
- Similar format

Questions?

Why Python?

- High-level, readable
- Productivity
- Large standard library
- Libraries, Libraries, Libraries
- What about Speed?
 - What speed are we measuring?
 - Time to code vs. time to execute

Principles: Explicit Code

- Complex code isn't necessarily bad, but make sure you can't make it clearer

- Bad:

```
def make_complex(*args):  
    x, y = args  
    return dict(**locals())
```

- Good

```
def make_complex(x, y):  
    return {'x': x, 'y': y}
```

Principles: Don't Repeat Yourself

- "Two or more, use a for" [Dijkstra]
- Rule of Three: [Roberts]
 - Don't copy-and-paste more than once
 - Refactor into methods
- Repeated code is harder to maintain

- Bad

```
f1 = load_file('f1.dat')
r1 = get_cost(f1)
f2 = load_file('f2.dat')
r2 = get_cost(f2)
f3 = load_file('f3.dat')
r3 = get_cost(f3)
```

- Good

```
for i in range(1,4):
    f = load_file(f'f{i}.dat')
    r = get_cost(f)
```

Expression Rules

- Involve
 - Literals (1, "abc"),
 - Variables (a, my_height), and
 - Operators (+, -, *, /, //, **)
- Spaces are **irrelevant** within an expression
 - a + 34 # ok
- Standard precedence rules
 - Parentheses, exponentiation, mult/div, add/sub
 - **Left to right** at each level
- Also **boolean** expressions

Identifiers

- A sequence of letters, digits, or underscores, but...
- Also includes unicode "letters", spacing marks, and decimals (e.g. Σ)
- Must begin with a letter or underscore (`_`)
- Why not a number?
- Case sensitive (`a` is different from `A`)
- Conventions:
 - Identifiers beginning with an underscore (`_`) are reserved for system use
 - Use underscores (`a_long_variable`), **not** camel-case (`aLongVariable`)
 - Keep identifier names less than 80 characters
- Cannot be reserved words

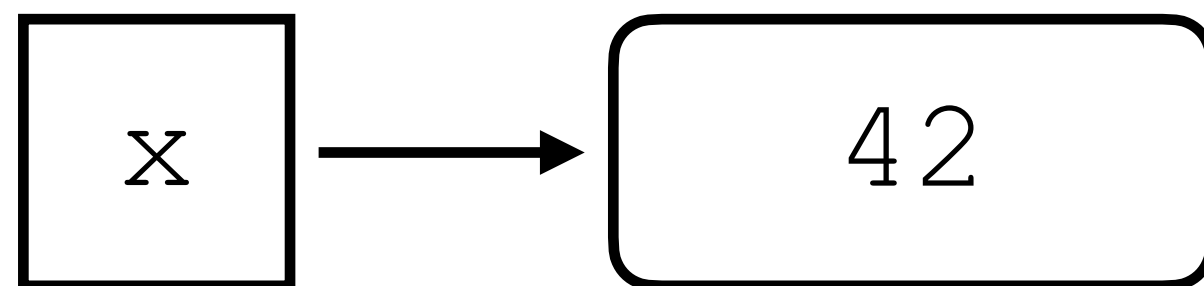
Types

- Don't worry about types, but think about types
- Variables can "change types"
 - `a = 0`
`a = "abc"`
`a = 3.14159`
- Actually, the name is being moved to a different value
- You can find out the type of the value stored at a variable `v` using `type(v)`
- Some literal types are determined by subtle differences
 - `1` vs `1.` (integer vs. float)
 - `1.43` vs `1.43j` (float vs. imaginary)
 - `'234'` vs `b'234'` (string vs. byte string)

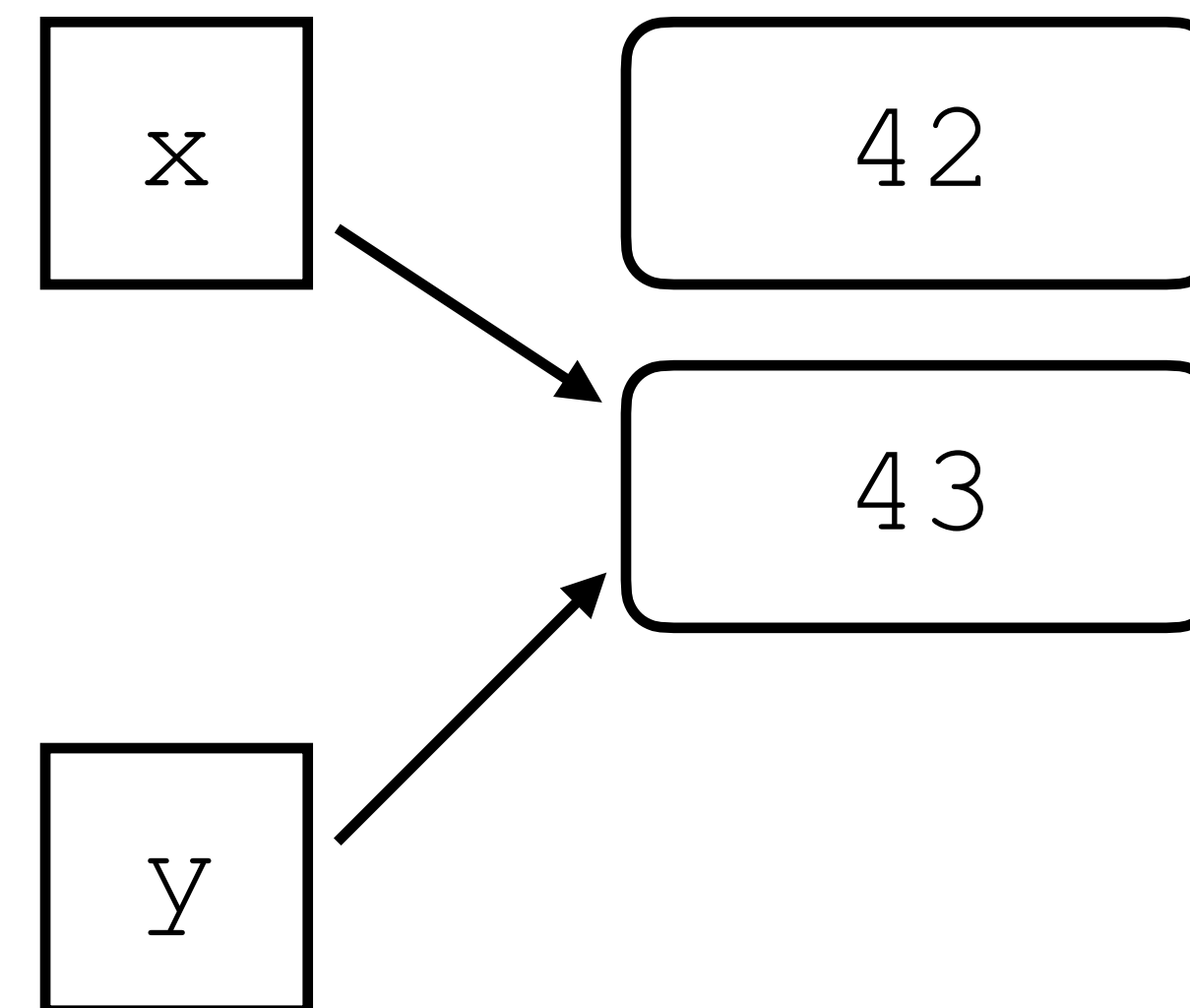
Assignment

- The = operator: `a = 34; c = (a + b) ** 2`
- Python variables are actually **pointers** to objects
- Also, augmented assignment: `+=`, `-=`, `*=`, `/=`, `//=`, `**=`

`x = 42`



`x = x + 1`
`y = x`



Boolean Expressions

- Type `bool`: `True` or `False`
- Note **capitalization!**
- Comparison Operators: `<`, `<=`, `>`, `>=`, `==`, `!=`
 - Double equals (`==`) checks for equal values,
 - Assignment (`=`) assigns values to variables
- Boolean operators: `not`, `and`, `or`
 - Different from many other languages (`!`, `&&`, `||`)
- More:
 - `is`: exact same object (usually `a_variable is None`)
 - `in`: checks if a value is in a collection (`34 in my_list`)

if, else, elif, pass

- ```
if a < 10:
 print("Small")
else:
 if a < 100:
 print("Medium")
 else:
 if a < 1000:
 print("Large")
 else:
 print("X-Large")
```

- ```
if a < 10:
    print("Small")
elif a < 100:
    print("Medium")
elif a < 1000:
    print("Large")
else:
    print("X-Large")
```

- Indentation is critical so else-if branches can become unwieldy (elif helps)
- Remember colons and indentation
- `pass` can be used for an empty block

Loop Styles

- Loop-and-a-Half

```
d = get_data() # priming rd
while check(d):
    # do stuff
    d = get_data()
```

- Infinite-Loop-Break

```
while True:
    d = get_data()
    if check(d):
        break
    # do stuff
```

- Assignment Expression (Walrus)

```
while check(d := get_data()):
    # do stuff
```

Functions

- Use `return` to return a value
- `def <function-name> (<parameter-names>) :`
 `# do stuff`
 `return res`
- Can return more than one value using commas
- `def <function-name> (<parameter-names>) :`
 `# do stuff`
 `return res1, res2`
- Use **simultaneous assignment** when calling:
 - `a, b = do_something(1, 2, 5)`
- If there is no return value, the function returns `None` (a special value)

Positional & Keyword Arguments

- Generally, any argument can be passed as a keyword argument
- ```
def f(alpha, beta, gamma=1, delta=7, epsilon=8, zeta=2,
 eta=0.3, theta=0.5, iota=0.24, kappa=0.134):
 # ...
```
- `f(5, 6)`
- `f(alpha=7, beta=12, iota=0.7)`

# Pass by object reference

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- AKA passing object references by value
- Python doesn't allocate space for a variable, it just links identifier to a value
- **Mutability** of the object determines whether other references see the change
- Any immutable object will act like pass by value
- Any mutable object acts like pass by reference unless it is reassigned to a new value

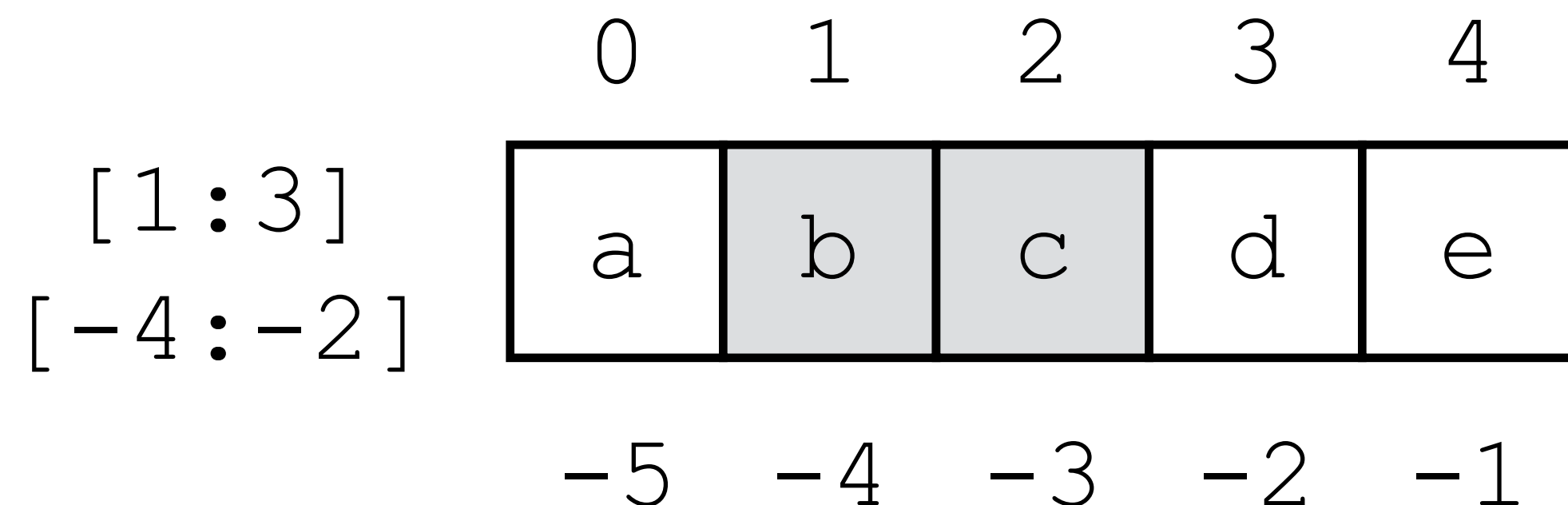
# Sequences

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- Strings "abcde", Lists [1, 2, 3, 4, 5], and Tuples (1, 2, 3, 4, 5)
- Defining a list: `my_list = [0, 1, 2, 3, 4]`
- But lists can store different types:
  - `my_list = [0, "a", 1.34]`
- Including other lists:
  - `my_list = [0, "a", 1.34, [1, 2, 3]]`
- Others are similar: tuples use parenthesis, strings are delineated by quotes (single or double)

# Indexing & Slicing

- Positive or negative indices can be used at any step
- `my_str = "abcde"; my_str[1] + my_str[-4] # "bb"`
- `my_list = [1,2,3,4,5]; my_list[3:-1] # [4]`
- Implicit indices
  - `my_tuple = (1,2,3,4,5); my_tuple[-2:] # (4,5)`
  - `my_tuple[:3] # (1,2,3)`



# Tuples

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- Tuples are immutable sequences
- We've actually seen tuples a few times already
  - Simultaneous Assignment
  - Returning Multiple Values from a Function
- Python allows us to omit parentheses when it's clear
  - `b, a = a, b`                      # same as `(b, a) = (a, b)`
  - `t1 = a, b`                        # don't normally do this
  - `c, d = f(2, 5, 8)`                # same as `(c, d) = f(2, 5, 8)`
  - `t2 = f(2, 5, 8)`                # don't normally do this





# List Comprehension

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- `output = []`  
  `for d in range(5):`  
    `output.append(d ** 2 - 1)`
- Rewrite as a map:
  - `output = [d ** 2 - 1 for d in range(5)]`
- Can also filter:
  - `output = [d for d in range(5) if d % 2 == 1]`
- Combine map & filter:
  - `output = [d ** 2 - 1 for d in range(5) if d % 2 == 1]`











































































