

Binary Numbers

$89_{10} = 7_2$

	result	remainder
divide 89 by two	44	1
divide 44 by two	22	0
divide 22 by two	11	0
divide 11 by two	5	1
divide 5 by two	2	1
divide 2 by two	1	0
divide 1 by two	0	1

So: $89_{10} = 1011001_2$.

Check: $89_{10} =$

$(1 \times 2^6) + (0 \times 2^5) + (1 \times 2^4) + (1 \times 2^3) + (0 \times 2^2) + (0 \times 2^1) + (1 \times 2^0)$.

Binary Numbers

8 bits 1 byte

16 bits word

32 bits double word

always add one to first number in

at least sequence to make negative, add

1 byte zeros to get full byte

Machine Learning

-program adjusts itself automatically to fit data, end result is a program trained to achieve a given task

Supervised learning-given examples of input and desired outputs, predict outputs on future unseen inputs(classification, regression, time series)

Unsupervised learning-creates a new representation of the input

Reinforcement learning-learning action to maximize payoff

Types of supervised learning tasks

1. classification- predict which predefined set of classes and example belongs to

2. regression - predict a real value

2. probability estimation - estimate probability of an event

Sensitivity = fraction of positive examples predicted to be positive

$TP/(TP+FN)$

Specificity= proportion of negative examples predicted negative

$TN/(FP+TN)$

Machine Learning (cont)

False-positive rate(FPR)= negatives predicted to be positive

$FP/(FP+TN)$

Sets

Set stores an unordered set of objects, CANT BE INDEXED, no duplicates, only immutable objects contained

myset = creates a set from a list
`set()`

`len(myset)` length of the set

if x in myset: evaluates boolean condition

for element in myset: iterate through set

for set1 = elements in common to A and
A and set2 B
= B, A&B =
intersection

A | B or union of two sets
`A.union(B)`

A-B difference of sets, elements in A that are not in B

all these rules can be applied to multiple sets

Integer Sequences

`range(start, end, step)` (start default is zero, step default 1)

`range(5)` 0 1 2 3 4

`range(3,8)` 3 4 5 6 7

`range(len(seq))` sequence of index of values in seq

`range(2,12,3)` 2 5 8 11

Functions

`def funcname(arguments):` defines a function of given name with given arguments

`return` only returns a certain value or string generated by the function, doesn't print, exits at this value

`list = [[0 for i in range(ncols)] for j in range(nrows)]` creates a two dimensional list of n rows and n cols filled with zeros

Operations on Lists

`lst = []` creates empty list

`lst.append(val)` adds item to list at end

`lst.extend(seq)` add sequence of items at end

`lst.insert(idx, val)` inserts item at index

`lst.remove(val)` remove first item in the list with value val

`lst.pop(idx)` remove and return item at index

`lst.sort()/lst.reverse()` sort/reverse list in place

`lst.min()/lst.max()` finds the min/max

matplotlib.pyplot

`.plot(x,y,color)` plots the x values to x values in a certain color

`.show()` shows the graph

`.ylabel(name)` names y axis

`.xlabel(name)` names x axis

`.savefig(filename)` saves image under filename

OOP

<code>class</code>	defines attributes(information we want to keep together) and methods(operations want to be able to perform on that data)
<code>class some_class_name:</code>	defines a class of some_class_name
<code>def</code>	defines and initializes attributes
<code>__init__</code>	(self, other attributes):
<code>object.method()</code>	calls method on an object of that class

Bugs

Syntax errors	violation of a writing rule
Exceptions(runtime)	syntax is fine, some other thing is occasionally flawed:ZeroDivisionError(can't divide by zero), NameError-(can't access the variable), IndexError(When the index you are attempting to access does not exist), TypeError(operation on non-compatible type)
Logical (semantic) errors	code runs, but doesn't do what its supposed to
<code>try:</code>	does something that may cause an exception
<code>except <SomeExceptionType>:</code>	do something to handle the exception
<code>raise[exception object]</code>	raises a certain, defined type of exception

Bugs (cont)

<code>try,</code>	try something, that could cause
<code>except,</code>	the exception, if its fine, go to
<code>else</code>	else
<code>finally:</code>	adds statement that happens no matter what
<code>for a, b</code>	iterates over elements of two
<code>in zip(list 1, list 2):</code>	lists in parallel, yields a tuple with both iterations

File Input/Output

<code>f =</code>	opens the file, x=r for reading
<code>open(m yfile, 'x')</code>	only, x=w for writing only, x=a for appending, x=b for file in binary format, x=wr+ reading and writing and so on
<code>.read(-size)</code>	reads the entire file, returns a single string, size is optional number of characters
<code>.readline(-s(size))</code>	reads all lines and returns them as a list of strings
<code>.rstrip()</code>	returns a string with the end-of-line character(\n) removed from the end of the string
<code>.readline()</code>	reads single line from file, returns empty string if end of file
<code>.close()</code>	closes file
<code>gzip.open()</code>	interface to read/write compressed files, .gz extension

Operations on Dictionaries

<code>dict = {}</code>	sets up an empty dictionary
<code>dict[key] = value</code>	sets value of said at that key to value
<code>dict[key]</code>	calls the value at that key
<code>del dict[key]</code>	deletes a key from dict
<code>dict.clear()</code>	clears the dict of all keys
<code>dict.update(dict2)</code>	can update/add associations from another
<code>dict.keys()/dict.items()/dict.values()</code>	looks at either all keys, values, or all items in the dict
<code>dict.pop(key)</code>	removes element associated to that key
<code>dict.popitem()</code>	removes key, value pair and returns it as a tuple
<code>dict.get(key)</code>	returns value at that key
<code>dict.setdefault(key)</code>	either returns value of the key or creates the given key if not previously existent