

Genome Sciences 373

Genome Informatics

Quiz Section #1

March 31, 2015

About me, course logistics, etc.

Matthew's contact info

Email: mwsnyder@uw.edu

Phone: 206-685-3720

Office hours: Mondays 2:00-3:00pm

Foege building, room S110

...or by appointment



About me, course logistics, etc.

Homework policy:

No late homework accepted without
PRIOR arrangements

Grading is equally about your **effort**
and your **execution**

First homework assigned tomorrow

About me, course logistics, etc.

What is the quiz section all about?

not a “how-to” homework session

mostly we will learn Python and
review in-class material

*attendance is not required, but the
material covered in section is required*

Questions about
course logistics?

What is an algorithm?

Formally: an exact *procedure*, or set of instructions, to achieve a predictable final result from a given input

Colloquially: a thorough method for solving a problem according to step-by-step instructions

Some key features of algorithms

Typically written in “pseudocode” or similar

Inputs and outputs specified at the outset

Often designed to achieve some goal in the “best” way possible

- fastest
- least memory
- most accurate

Example of an algorithm: smallest number

Find the smallest of three numbers

Algorithm FindSmallestNumber

Input: three numbers A, B, and C

Output: the largest number

Example of an algorithm: smallest number

Find the smallest of three numbers

Algorithm FindSmallestNumber

Input: three numbers A, B, and C

Output: the largest number

```
current_smallest ← A
if B < current_smallest:
    current_smallest ← B
else:
    [do nothing]
if C < current_smallest:
    current_smallest ← C    [... else: do nothing]
return current_smallest
```

Example of an algorithm: smallest number

Find the smallest of three numbers

Algorithm FindSmallestNumber

Input: three numbers A, B, and C

Output: the largest number

current_smallest \leftarrow A

if B < current_smallest:

 current_smallest \leftarrow B

else:

 [do nothing]

if C < current_smallest:

 current_smallest \leftarrow C [... else: do nothing]

return current_smallest

Another example: Euclid's algorithm

Find the greatest common divisor of two numbers

If $A > B$, and A & B have greatest common divisor G , then G is also the GCD of A and $(A - B)$

Example: $A = 63$, $B = 18$

- What is the GCD?
- Can we generalize this process as a set of rules or steps to follow to ALWAYS find the GCD?

Another example: Euclid's algorithm

Find the greatest common divisor of two numbers

Algorithm EuclidGCD

Input: two numbers: A and B

Output: the GCD of A and B

Another example: Euclid's algorithm

Find the greatest common divisor of two numbers

Algorithm EuclidGCD

Input: two numbers: A and B

Output: the GCD of A and B

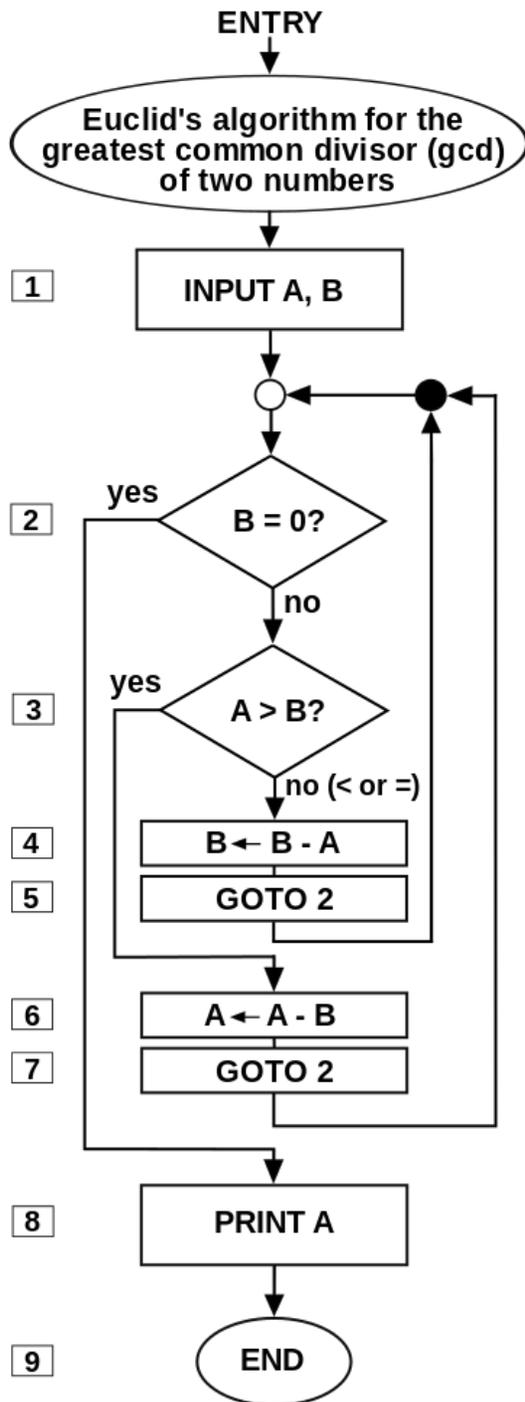
start:

if $B = 0$ then output A (*else: keep going*)

if $A > B$ then $A \leftarrow A - B$

else $B \leftarrow B - A$

go to *start*



Often we can draw an algorithm as a flowchart

What's the problem with this flowchart?

How could we improve it?

Common pitfalls and issues to consider

What if I enter a zero?

What if I enter a negative number?

What if I enter a fraction?

Is my algorithm guaranteed to ever finish?

In class example: algorithm for factorial

Recall: for any positive integer k ,

$$k! = k * (k - 1) * (k - 2) * \dots * 1$$

What is an algorithm for calculating the factorial?

Algorithms are not the same as
computer code!

But, algorithms can be *implemented*
in programming languages

You have already done hard work!



Why do we program?

Get Stuff Done.

- Automate repeated tasks
- Extract information from huge amounts of data
- Manipulate or convert data to get it in the right format

What tools do we need to write a program?

Technical stuff

Variables

Flow control

Syntax

Grammar

Important stuff

Patience

Practice

Comments

Internet

What tools do we need to write a program?

Technical stuff

Variables

Flow control

Syntax

Grammar

Important stuff

Patience

Practice

Comments

Internet

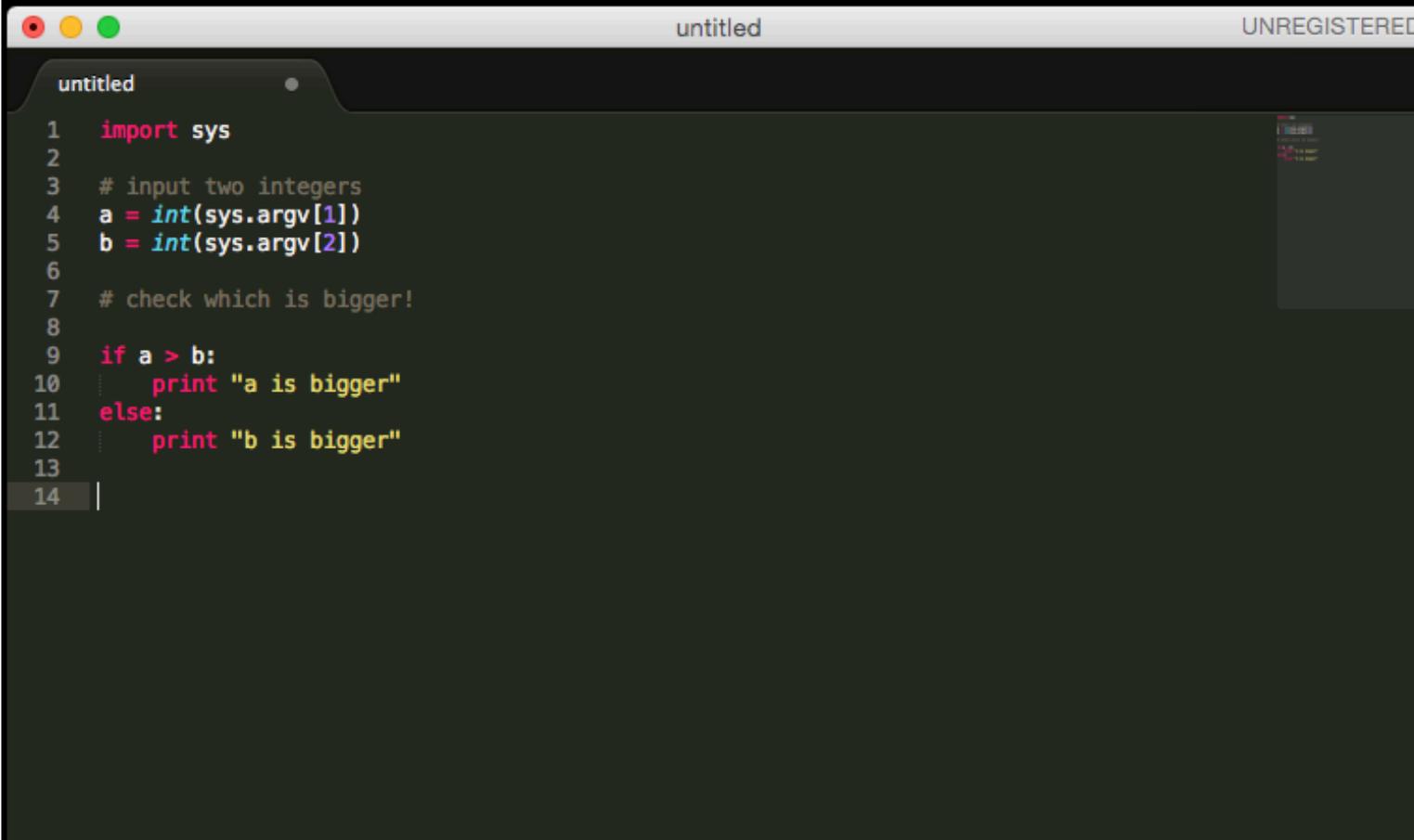
Practical stuff

Editor

Interpreter

Today: focus on editor & interpreter

Python Editors: too many choices!



The image shows a screenshot of a code editor window. The window title bar contains three colored buttons (red, yellow, green) on the left, the text "untitled" in the center, and "UNREGISTERED" on the right. The editor area has a tab labeled "untitled" and contains the following Python code:

```
1  import sys
2
3  # input two integers
4  a = int(sys.argv[1])
5  b = int(sys.argv[2])
6
7  # check which is bigger!
8
9  if a > b:
10     print "a is bigger"
11 else:
12     print "b is bigger"
13
14 |
```

SublimeText: <http://www.sublimetext.com/>

PyCharm: <https://www.jetbrains.com/pycharm/download/>

The Python Interpreter

```
0330 18:32 adityas:~%  
0330 18:32 adityas:~%  
0330 18:32 adityas:~% python -V  
Python 2.7.6  
0330 18:32 adityas:~% python --version  
Python 2.7.6  
0330 18:32 adityas:~% █
```

```
0330 18:32 adityas:~%  
0330 18:33 adityas:~%  
0330 18:33 adityas:~% python  
Python 2.7.6 (default, Sep  9 2014, 15:04:36)  
[GCC 4.2.1 Compatible Apple LLVM 6.0 (clang-600.0.39)] on darwin  
Type "help", "copyright", "credits" or "license" for more information.  
>>> import sys  
>>> my_name = "Matthew"  
>>> my_zip = 98107  
>>> print my_name, my_zip  
Matthew 98107  
>>>  
>>> print my_phone  
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
NameError: name 'my_phone' is not defined  
>>> █
```

**Typing your script line-by-line:
not a good plan**

The Python Interpreter

```
0330 18:37 adityas:~% python max_of_two.py 4 8
b is bigger
0330 18:37 adityas:~% python max_of_two.py 15 2
a is bigger
0330 18:37 adityas:~%
0330 18:37 adityas:~%
0330 18:37 adityas:~% python max_of_two.py 15
Traceback (most recent call last):
  File "max_of_two.py", line 5, in <module>
    b = int(sys.argv[2])
IndexError: list index out of range
0330 18:37 adityas:~% █
```

**Write your script in an editor,
and then “call” it or “run” it
from the command line**

In-class example: Hello, world!

And now, a few comments about comments

What is a comment in code?

A comment is a line, or part of a line, that is skipped by the interpreter.

In other words, it's not interpreted. It's just there.

In python, comments start with the pound sign (“#”)

```
0330 18:59 adityas:~% python
Python 2.7.6 (default, Sep  9 2014, 15:04:36)
[GCC 4.2.1 Compatible Apple LLVM 6.0 (clang-600.0.39)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> a = 1
>>> b = 2
>>> # I can type whatever I want if I put the pound sign at the beginning of this line
...
>>> I cannot type whatever I want if I forget to do that!
  File "<stdin>", line 1
    I cannot type whatever I want if I forget to do that!
        ^
SyntaxError: invalid syntax
>>> █
```

Why do we comment our code?

Help yourself remember what you were thinking

Help other people understand what you were thinking

Help your grader figure out what you were trying to do, and what went wrong!

Commenting for beginners

Your homework **MUST HAVE COMMENTS**

It's OK to “over-comment”

Usually you put comments just above / before the part of the program you're referring to

