Algorithmic Methods of Data Mining

Computational Thinking, Basic Tools and First Practice

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Laboratory 1

Computational Thinking

Wing, J. M. 2006 Computational thinking. CACM 49, 33–35

Computational thinking is taking an approach to solving problems, designing systems and understanding human behaviour that draws on concepts fundamental to computing.

Wing, J. M. 2006 Computational thinking. CACM 49, 33–35

Computational thinking represents a universally applicable attitude and skill set everyone, not just computer scientists, would be eager to learn and use.

Wing, J. M. 2006 Computational thinking. CACM 49, 33–35

Thinking like a computer scientist means more than being able to program a computer. It requires thinking at multiple levels of abstraction.

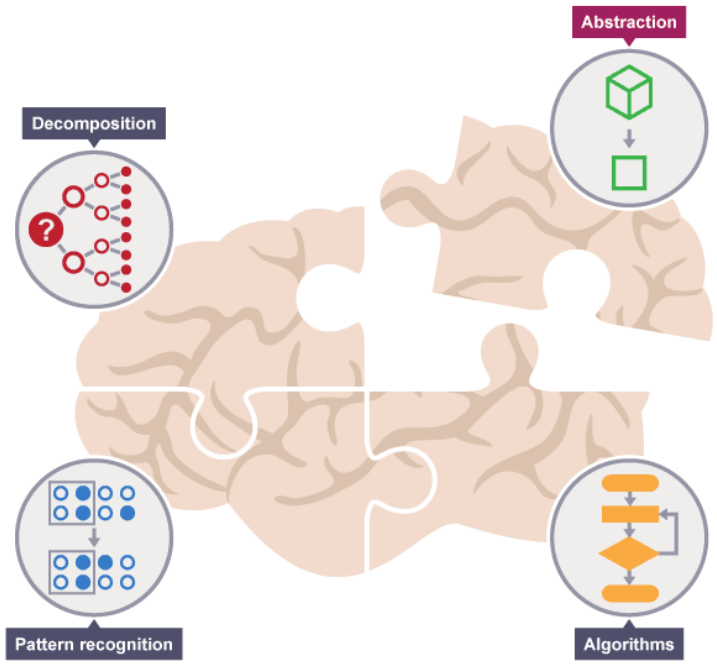
The riddle of machine intelligence

Computational thinking confronts the riddle of machine intelligence:

- What can humans do better than computers?
- What can computers do better than humans?
- What is computable?

Computational Thinking

- Computers are here to help us.
- What do we need from computers?
- What is our problem?
- Computational Thinking allows us to understand what needs to be solved.
- Four key techniques (cornerstones) to computational thinking:
  1. Decomposition – breaking down a complex problem or system into smaller, more manageable parts
  2. Pattern Recognition – looking for similarities among and within problems
  3. Abstraction – focusing on the important information only, ignoring irrelevant detail
  4. Algorithms – developing a step-by-step solution to the problem, or the rules to follow to solve the problem



Computational Thinking vs Programming

Thinking computationally is not programming.

- . . . not even thinking as a computer.
- Programming tells computer what to do / how to do it.
- Computational thinking enables us to understand what we need to tell to computers.
- . . . what to program.

Examples:

- Explain to a friend how to drive to your house
- Organize a party at the park
- Prepare your luggage
- Teach a kid addition/subtraction
- . . .

Decomposition

Turn a complex problem into one we can easily understand.

- . . . probably you already do every day.
- The smaller parts are easier to solve.
- . . . we already know/have the solutions.

Examples:

- Brushing our teeth
  Which brush? How long? How hard? What toothpaste?
- Solving a crime
  What crime? When? Where? Evidence? Witnesses? Recent similar crimes?
- . . .

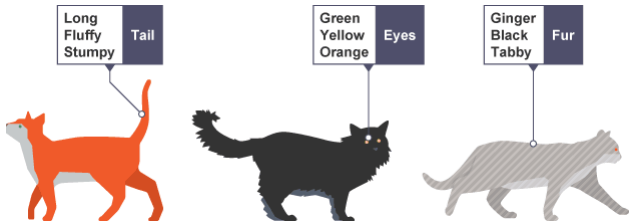
Pattern Recognition

We often find patterns among the smaller problems we examine.

- The patterns are similarities or characteristics that some of the problems share.

Example: Cats

- All cats share common characteristics.
  they all have eyes, tails and fur.
- Once we know how to describe one cat we can describe others, simply by following this pattern.



Abstraction

Hiding irrelevant details to focus on the essential features needed to understand and use a thing

- A compression process – multiple different pieces of constituent data to a single piece of abstract data.
  e.g., "cat"
- Ambiguity – multiple different references.
  e.g., "happiness", "architecture"
- Simplification – no loss of generality
  e.g., "red" - many different things can be red

Thought process wherein ideas are distanced from objects

Abstraction Example: Car vs Car Breaks

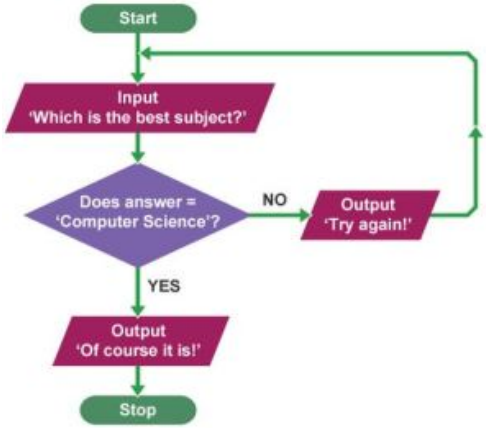
- Do we know how car breaks work?
- Do we know how to use them?

Filter out (ignore) the characteristics that we don't need in order to concentrate on those that we do.

Algorithms

A plan, a set of step-by-step instructions to solve a problem.

- In an algorithm, each instruction is identified and the order in which they should be carried out is planned.



Data Scientist's skill set

- Statistics, data analysis methods
  - Lots of data
  - High noise levels, missing values
  - #attributes $\gg$ #data points
- Programming languages
  - Scripting languages: Python, Perl, Ruby, ...
  - Extensive use of text file formats: need parsers
  - Integration of both data and tools
- Data structures, databases
  - Huge quantities of data need to be stored and indexed.
- Scientific computation packages
  - R, Matlab/Octave, ...
- Cloud computing
  - Amazon Web Services, Microsoft Azure, Google Cloud ...

Development Tools

Programming Tool

A programming tool or software development tool is a computer program that software developers use to create, debug, maintain, or otherwise support other programs and applications.

- Source Code Editor
- Debugger or Profiler
- Bug Tracking System
- Documentation Generators
- Revision Control
- Performance Analysis
- Collaborative Programming
- Cloud-based IDEs

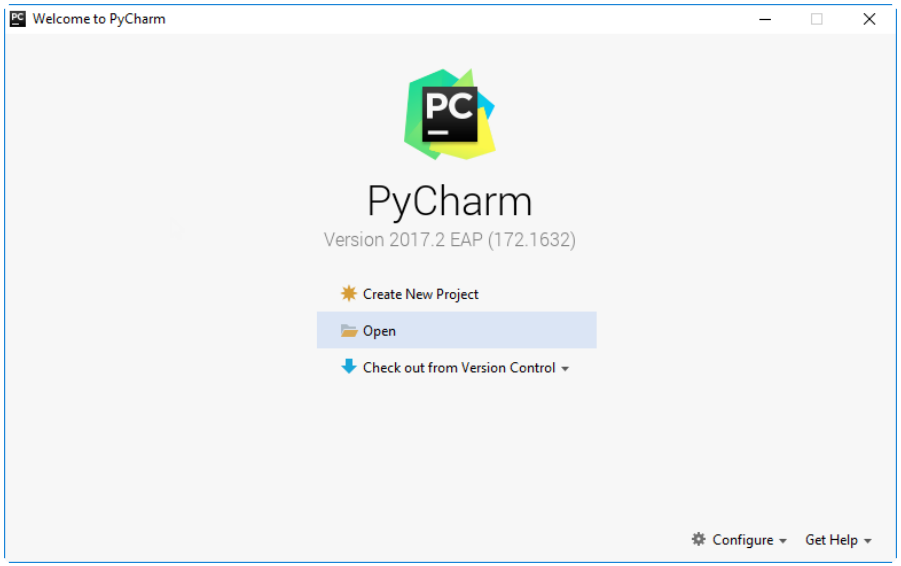
Integrated Development Environment (IDE)

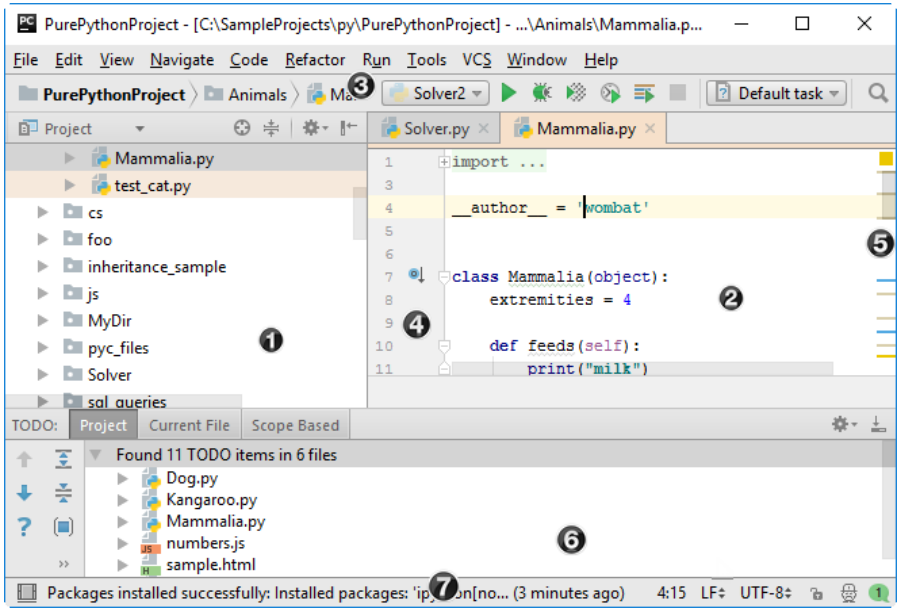
A programming tool or software development tool is a computer program that software developers use to create, debug, maintain, or otherwise support other programs and applications. The IDE is meant to make programming a more productive process.

- Organize project files
- Searching
- Source Code Editor
- Debugger
- Tasks & Annotations related to code
- Documentation Generators
- Revision Control
- Code Analysis

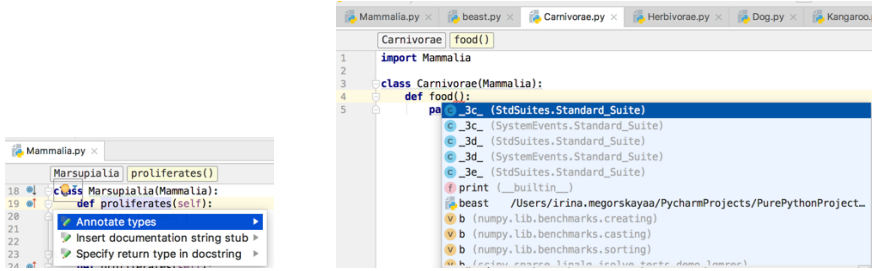
pyCharm: Python IDE for Professional Developers

- Keyboard-centric approach
- Smart assistance
- Code quality tools
- Cross technology development
- Navigation and Refactoring
- Database support
- Scientific tools



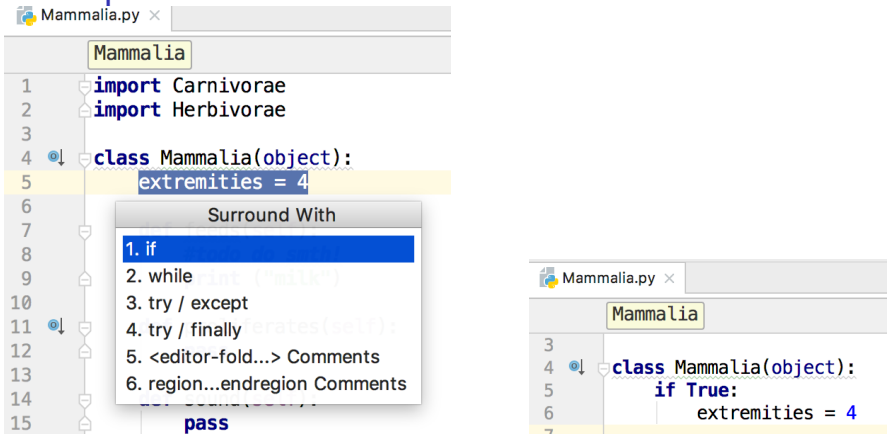


Code with smart assistance



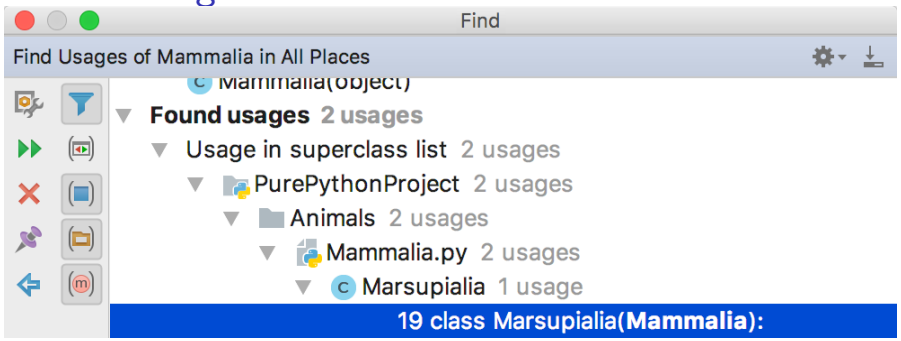
- Intention Action – indicated with a bulb ALT+Enter
  - Suggestions based on the action that you do that intend to save time.
  - Remark that the code needs to be correct for this feature to work.
- Code completion
  - Auto-complete function/variable names.

Live Templates

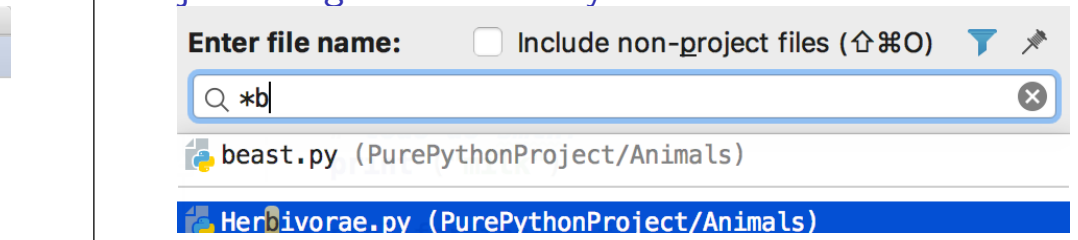


- Live Template CTRL+J produce entire code constructs.
- A library of ready-to-use templates.

Search for Usages

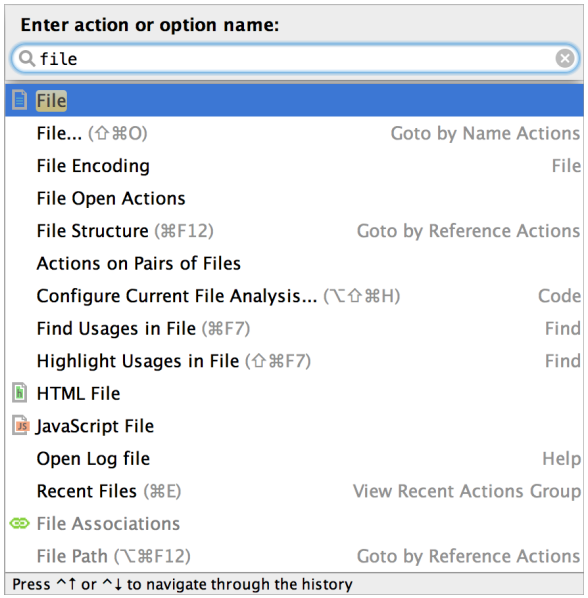


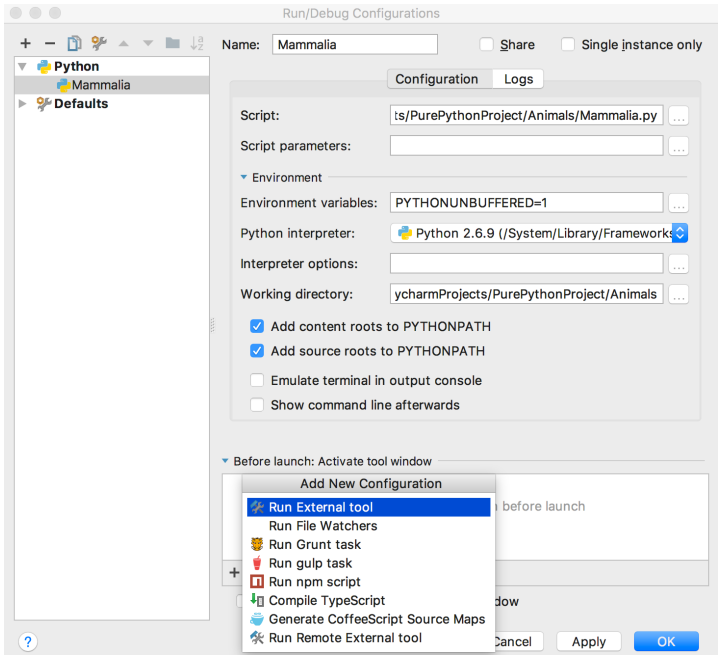
- As the project grows, or when you work with someone else's code.
- To find where a particular symbol is used, ALT+F7
  - All files are searched.

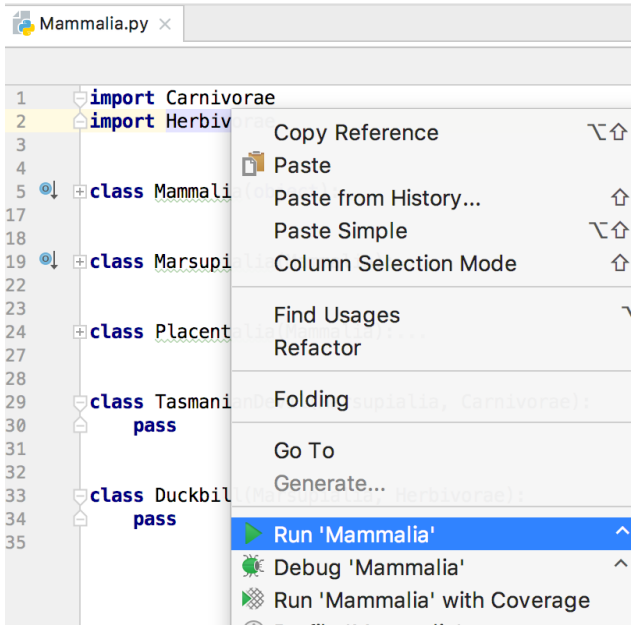


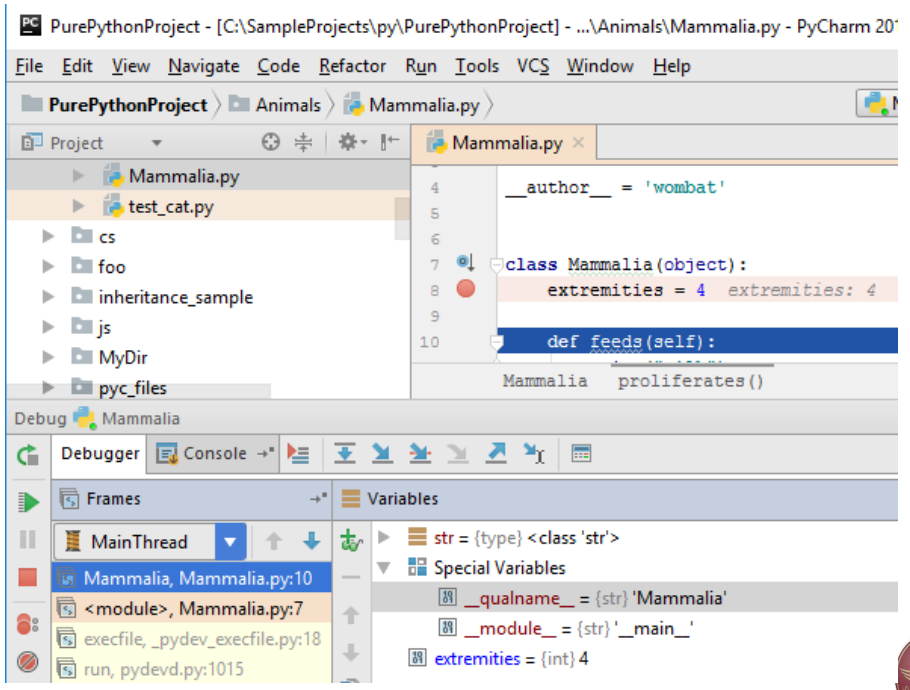
- Search only Classes by name, CTRL+N
- Search only based on filenames, CTRL+Shift+N
- Search Variable, CTRL+Shift+ALT+N
- Search Declaration, CTRL+B
- Search Class/Function, CTRL+U

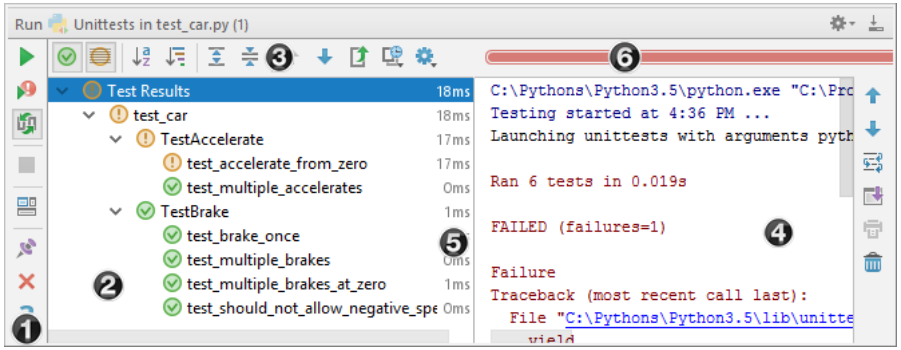
Find Action – CTRL+Shift+A

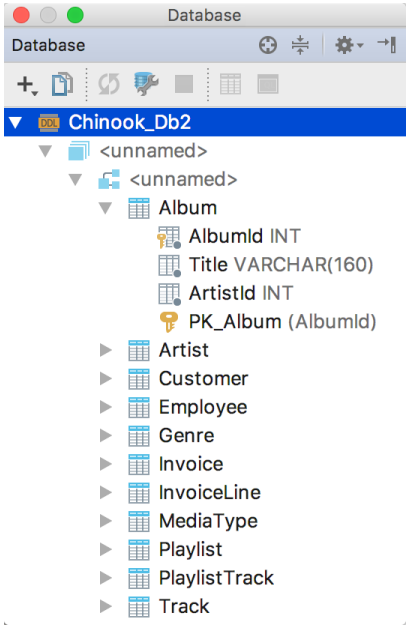





Mammalia.py
import Carnivorae
import Herbiv
class Mammali
class Marsupi
class Placent
class Tasmani
pass
class Duckbil
pass
Copy Reference
Paste
Paste from History...
Paste Simple
Column Selection Mode
Find Usages
Refactor
Folding
Go To
Generate...
Run 'Mammalia'
Debug 'Mammalia'
Run 'Mammalia' with Coverage


PurePythonProject - [C:\SampleProjects\py\PurePythonProject] - ...\Animals\Mammalia.py - PyCharm
File Edit View Navigate Code Refactor Run Tools VCS Window Help
PurePythonProject Animals Mammalia.py
Project
Mammalia.py
test_cat.py
cs
foo
inheritance_sample
js
MyDir
pyc_files
__author__ = 'wombat'
class Mammalia(object):
extremities = 4 extremities: 4
def feeds(self):
Mammalia proliferates()
Debug Mammalia
Debugger Console
Frames
Variables
MainThread
Mammalia, Mammalia.py:10
<module>, Mammalia.py:7
execfile, _pydev_execfile.py:18
run, pydevd.py:1015
str = {type} <class 'str'>
Special Variables
__qualname__ = {str} 'Mammalia'
__module__ = {str} '__main__'
extremities = {int} 4


Run Unittests in test_car.py (1)
Test Results 18ms
test_car 18ms
TestAccelerate 17ms
test_accelerate_from_zero 17ms
test_multiple_accelerates 0ms
TestBrake 1ms
test_brake_once
test_multiple_brakes
test_multiple_brakes_at_zero 1ms
test_should_not_allow_negative_spe 0ms
C:\Pythons\Python3.5\python.exe "C:\Pro
Testing started at 4:36 PM ...
Launching unittests with arguments pyth
Ran 6 tests in 0.019s
FAILED (failures=1)
Failure
Traceback (most recent call last):
File "C:\Pythons\Python3.5\lib\unitte
yield

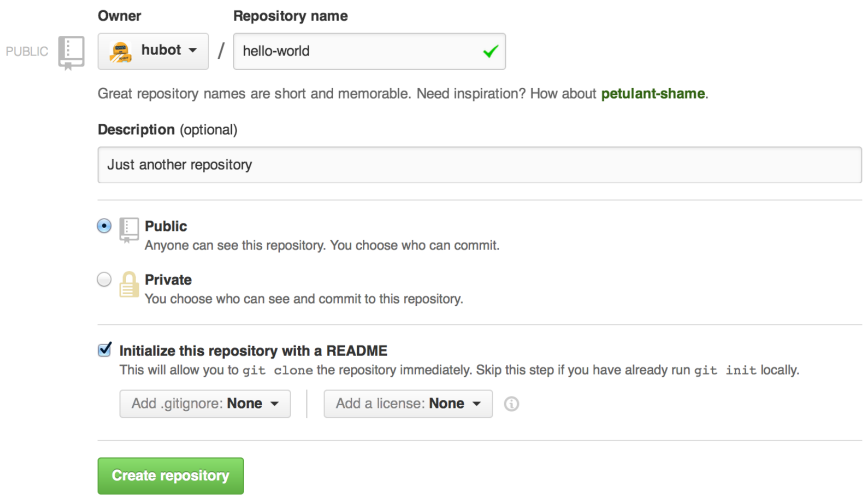

Database
Database
Chinook_Db2
<unnamed>
<unnamed>
Album
AlbumId INT
Title VARCHAR(160)
ArtistId INT
PK_Album (AlbumId)
Artist
Customer
Employee
Genre
Invoice
InvoiceLine
MediaType
Playlist
PlaylistTrack
Track

- Code Hosting Platform
  - Version Control, Bug Tracking & Todo list, Wiki, Collaboration, ...
- Public + Private Projects
- Cloud-based or Private Storage
- Alternatives:
  - BitBucket, SourceFourge, Team Foundation Server, SVN, CVS

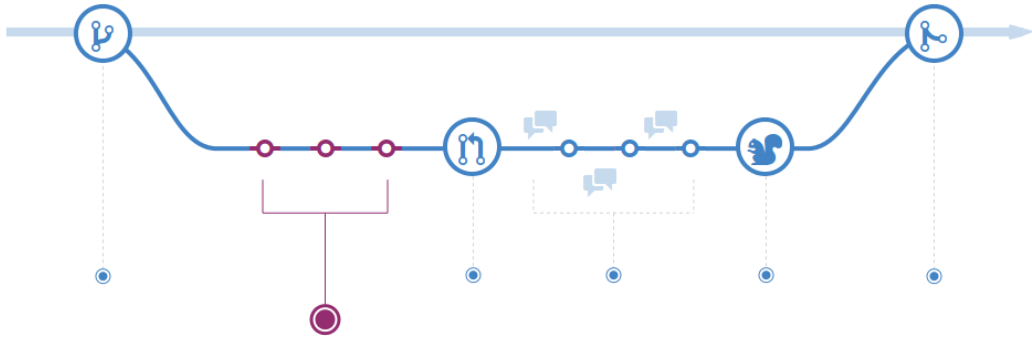
First steps on Github

- Repository-oriented Family of Services
  - Repository: group of files relevant to a specific project.
  - Not necessarily related to coding.
- Each member of the project needs a separate account.
- Repositories are owned by an account.
  - Organizations are also allowed to own repositories.
- Repositories are created via the Website.
- Repositories can be browsed/modified via the Web or via broad range of client applications.

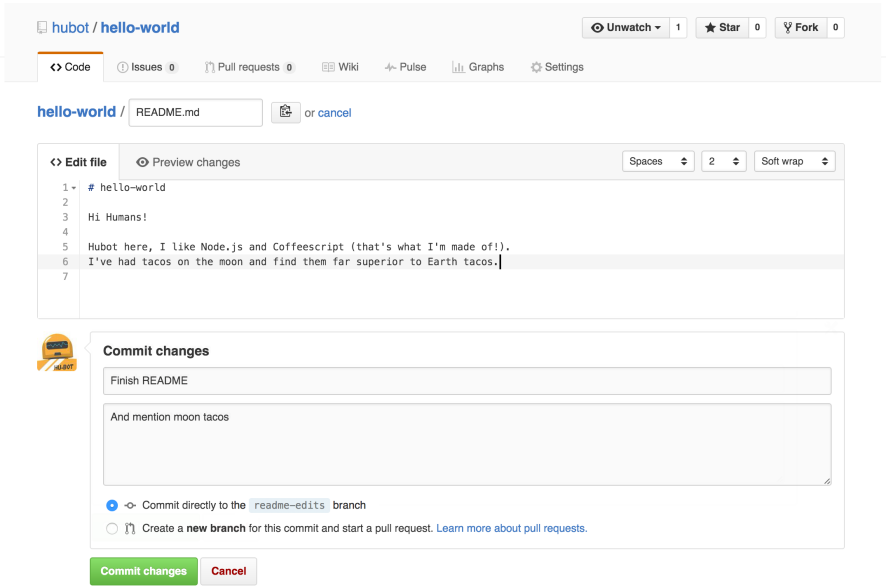
Creating a new Repository



Make and commit changes



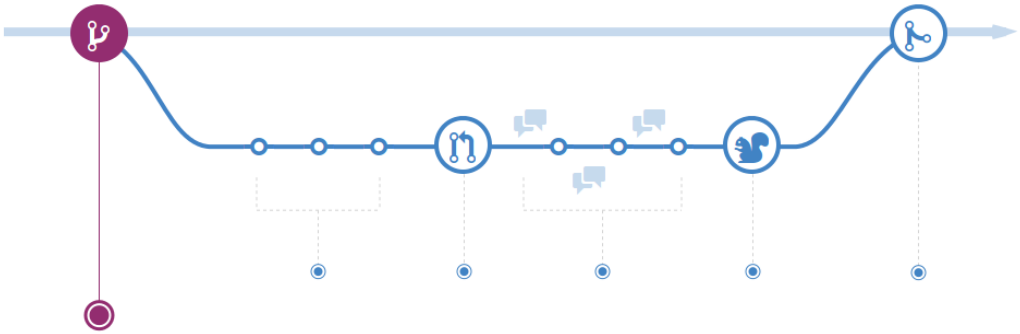
- Whenever you add, edit, delete.
- Keeps track of progress.
- Easy to roll-back to previous states.



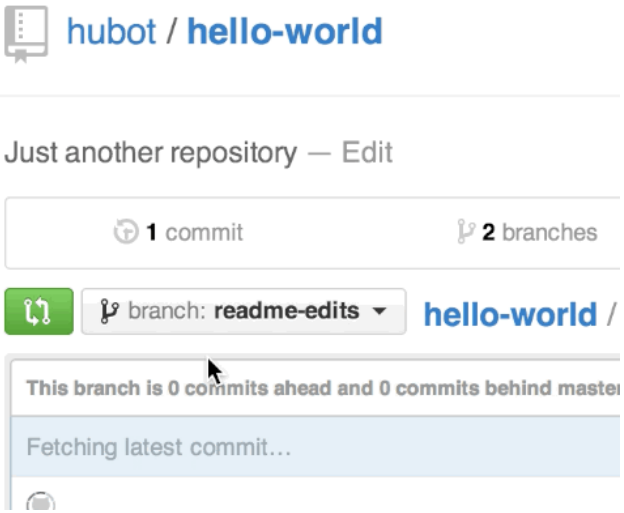
Real power of Github: Branching

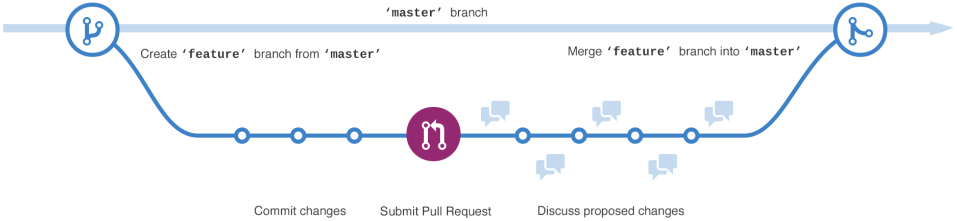
- The most over-stressed functionality.
- Branching: work on different versions of a repository at one time.
- By default each repository has 1 branch: master
- When create a new branch off the master:
  - Make a copy of all contents.
  - Changes on new repository are separated.
  - Can pull changes from master at any point.
  - Can push changes to master at any point.

Branching



- Starting from the MASTER branch.
- We create the FEATURE branch.
- The new branch progresses independently.
- Eventually, it MERGES into MASTER.





- Communicating changes to the other members of the team is done via PULL REQUESTS.
- Pull Requests are the heart of collaboration on GitHub.
- As soon as you make a commit:
  - open a pull request,
  - start a discussion!

Merge Pull Requests

- The final step of bringing changes together.
- Merging 2 brunches.
- After confirming the merge, other branches can be deleted.