



DS 100 – Intro to Data Science

Lecture 2 – Data Types

01/23/2025

Adam Poliak



Announcements

HW 00

- Due Wednesday (01/29)

Lab 00

- Due Friday (01/24)



Labs

Labs help solidify the concepts

Completing labs will help you master the course material

Grade for labs will be based on Gradescope

How'd lab00 go?



Python



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Python

Popular for data science & software development

Focus on mastering language fundamentals

Learn through practice and doing

Follow along in the demos

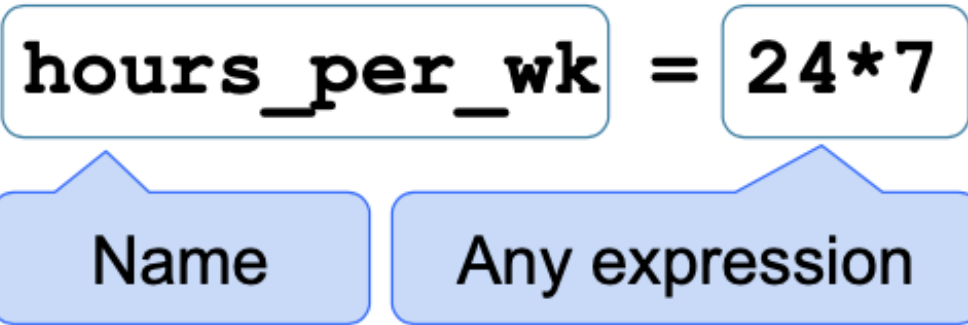
Names



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Assignment Statements



Statements perform an action
don't have a value

Assignment statement changes the meaning of the name to the left of the = symbol

The name is bound to a value

Functions



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Anatomy of a Call Expression

What
function
to call

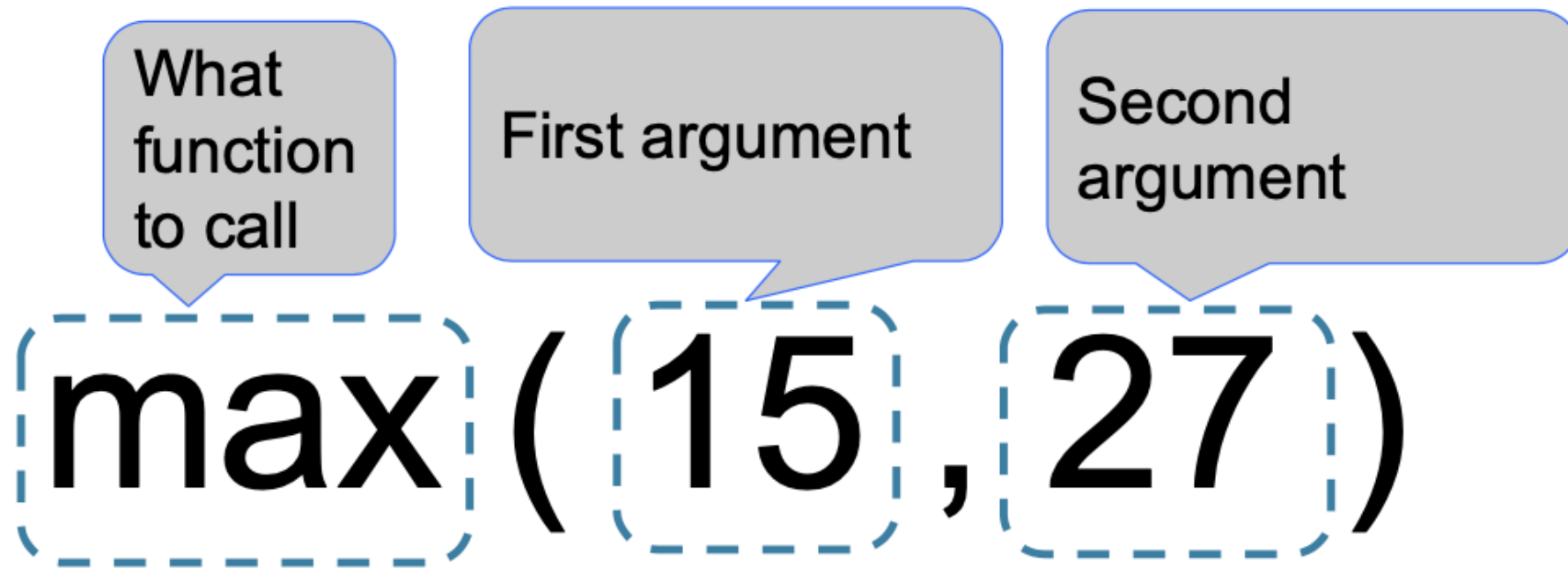
Argument to the
function

f (**27**)

"Call f on 27."



Anatomy of a Call Expression



Numbers



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Numbers – integers and floats

Two real number types in Python

int: an integer of any size

float: a number with an optional fractional part

An **int** never has a decimal point; a **float** does

A **float** might be printed using scientific notation



Float limitations

Floats have limited size (the limit is huge)

Floats have limited precision of 15-16 decimal places

After arithmetic, the final few decimal places can be wrong



Strings



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Strings

A string value is a snippet of text of any length

- 'a'
- 'word'
- "there can be 2 sentences. Here's the second!"

Strings consisting of numbers can be converted to numbers

`int('12'), float('1.2')`

Any value can be converted to a string

`str(5)` becomes "5"



Discussion Questions

Assume you have run the following statements:

$x = 3$

$y = '4'$

$z = '5.6'$

What is the source of the error in each example?

A. $x + y$

B. $x + \text{int}(y + z)$

C. $\text{str}(x) + \text{int}(y)$

D. $y + \text{float}(z)$



Types – every value has a type

We've seen 5 types so far:

- int: 2
- float: 2.2
- str: 'Red fish, blue fish'
- builtin_function_or_method: abs, max, min



Types – every value has a type

The `type` function tells you the type of a value

- `type(2)`
- `type(2+2)`

An expression's “type” is based on its value

- `x = 2`
- `type(x) = ???`



Conversion

Strings that contain numbers can be converted to numbers

- `int("1 2")`
- `float("1.2")`
- `float("one point two")` `# Not a good idea`



Conversion

Any value can be converted to a string

- `str(6)`

Numbers can be converted to other numeric types

- `float(1)`
- `int(2.3)`. # DANGER: why is this a bad idea



Tables



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Table Structure

A **Table** is a sequence of labeled columns

Row: represents one individual

Column: represents one attribute of the individuals

Name	Code	Area (m2)
California	CA	163696
Nevada	NV	110567



Creating a Table

`Table.read_table(filename)` – reads a table from a spreadsheet

`Table()` – an empty table



Table methods

Creating and extending tables:

- `Table().with_column` and `Table.read_table`

Finding the size:

- `num_rows` , `num_columns`

Referring to columns: labels, relabeling and indices

- `labels` and `relabelled`; column indices start at 0



Some Table operations

`t.select(label)` – constructs a new table with just the specified columns

`t.drop(label)` – constructs a new table in which the specified columns are omitted

`t.sort(label)` – constructs a new table with rows sorted by the specified column

`t.where(label, condition)` – constructs a new table with just the rows that match the condition

These operations create a new table

Some Table operations

Accessing data in a column

- **Column** takes a label or index and returns an array

Using array methods to work with data in columns

- **item, sum, min, max**, and so on

Creating new tables containing some of the original columns

- **select, drop**

