## Essential Computing for Bioinformatics

## Lecture 4

High-level Programming with Python

Controlling the flow of your program

MARC: Developing Bioinformatics Programs
July 2009

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## Essential Computing for Bioinformatics

-The following material is the result of a curriculum development effort to provide a set of courses to support bioinformatics efforts involving students from the biological sciences, computer science, and mathematics departments. They have been developed as a part of the NIH funded project "Assisting Bioinformatics Efforts at Minority Schools" (2T36 GM008789). The people involved with the curriculum development effort include:
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-Most recent versions of these presentations can be found at http://marc.psc.edu/
-Basics of Functions
-Decision statements
-Recursion
-Iteration statements

## Built-in Functions

```
>>> import math
>>> decibel = math.log10 (17.0)
>>> angle = 1.5
>>> height = math.sin(angle)
>>> degrees = 45
>>> angle = degrees * 2 * math.pi / 360.0
>>> math.sin(angle)
0.707106781187
```

Can you avoid having to write the formula to convert degrees to radians every time? <STATEMENTS>

```
import math
def radians(degrees):
    result = degrees * 2 * math.pi / 360.0
    return(result)
```

```
>>> def radians(degrees):
... result=degrees * 2 * math.pi / 360.0
... return(result)
...
>>> radians(45)
0.78539816339744828
>>> radians(180)
3.1415926535897931
```


## Monolithic Code

```
From string import *
cds = "atgagtgaacgtctgagcattaccccgctggggccgtatatc"
gc = float(count(cds, 'g') + count(cds, 'c'))/ len(cds)
print gc
```

def gcCount(sequence):
gc = float(count(sequence, 'g') + count(sequence, 'c'))/ len(sequence) print gc

```
>>> gcCount("actgaccgggat")
```



- Save script in a file
- Re-load when you want to use the functions
- No need to retype your functions
- Keep a single group of related functions and declarations in each file

[^0]-Powerful mechanism for creating building blocks
-Code reuse
-Modularity
-Abstraction (i.e. hide (or forget) irrelevant detail)

## Function Design Guidelines

-Should have a single well defined 'contract'
-E.g. Return the gc-value of a sequence
-Contract should be easy to understand and remember
-Should be as general as possible
-Should be as efficient as possible
-Should not mix calculations with I/O

```
def gcCount(sequence):
    gc = float(count(sequence, 'g') + count(sequence, 'c'))/ len(sequence)
    print gc
```

What can be improved?
def gcCount(sequence):
$\mathrm{gc}=$ float(count(sequence, 'g' + count(sequence, 'c'))/ len(sequence)
return gc
Why is this better?

- More reusable function
- Can call it to get the gcCount and then decide what to do with the value
- May not have to print the value
- Function has ONE well-defined objective or CONTRACT


## Outline

$\checkmark$ Basics of Functions
-Decision statements
-Recursion
-Iteration statements

## Decision statements

Indentation has meaning
in Python $\left\{\begin{array}{r}\text { if }<\text { be }_{1}>: \\ <\text { block }_{1}> \\ \text { elif }^{<\text {be }_{2}>:} \\ <\text { block }_{2}> \\ \ldots \\ \ldots \\ \text { else: } \\ <\text { block }_{n+1}>\end{array}\right.$

- Each <be ${ }_{i>}$ is a BOOLEAN expressions
- Each <block $>$ >is a sequence of statements
- Level of indentation determines what's inside each block

```
def complementBase(base):
    if (base == 'a'):
        return 't'
    elif (base == 't'):
            return 'a'
    elif (base == 'c'):
            return 'g'
    elif (base == 'g'):
        return 'c'
```

How can we improve this function?

## Boolean Expressions

-Expressions that yield True of False values
-Ways to yield a Boolean value
-Boolean constants: True and False
-Comparison operators (>, <, ==, >=, <=)
-Logical Operators (and, or, not)
-Boolean functions
-0 (means False)
"Empty string " (means False)

## Some Useful Boolean Laws

-Lets assume that $b, a$ are Boolean values:
-(b and True) = b
-(b or True) = True
-(b and False) = False
-(b or False) = b
"not $(\mathrm{a}$ and b$)=($ not a$)$ or (not b) $\}$ De Morgan's Laws
-not (a or b) = (not a) and (not b)

## A strange Boolean function

```
def test(x):
    if }x\mathrm{ :
    return True
    else:
        return False
```

What can you use this function for?
What types of values can it accept?

## Outline

$\checkmark$ Basics of Functions
$\checkmark$ Decision statements
-Recursion
-Iteration statements

## Recursive Functions

## A classic!

```
def fact(n):
    if (n==0):
        return 1
    else:
        return n * fact(n - 1)
```

```
>>> fact(5)
120
>>> fact(10)
3628800
>>> fact(100)
93326215443944152681699238856266700490715968264381621468592963895217599993
22991560894146397615651828625369792082722375825118521091686400000000000000
0000000000L
>>>
```


## Recursion Basics

```
def fact(n):
    if (n==0):
        return 1
    else:
        return n * fact(n - 1)
```

    fact(3)
    $\mathrm{n}=0$
$\mathrm{n}=2$
$\mathrm{n}=3$

Interpreter keeps a stack of activation records

## Beware of Infinite Recursions!

```
def fact(n):
    if (n==0):
        return 1
    else:
        return n * fact(n - 1)
```

What if you call fact 5.5? Explain

When using recursion always think about how will it stop or converge

Write recursive Python functions to satisfy the following specifications:
-Compute the reverse of a sequence
-Compute the molecular mass of a sequence
-Compute the reverse complement of a sequence
-Determine if two sequences are complement of each other
-Compute the number of stop codons in a sequence
-Determine if a sequence has a subsequence of length greater than n surrounded by stop codons
-Return the starting position of the subsequence identified in exercise 6

## Reversing a sequence recursively

```
def reverse(sequence):
    'Returns the reverse string of the argument sequence'
    if (len(sequence)>1):
        return reverse(sequence[1:])+sequence[0]
    else:
        return sequence
```

```
def fact(n):
    if (n==0):
        return 1
    else:
        return n * fact(n - 1)
```

- How 'fast' is this function?
- Can we come up with a more efficient version?
- How can we measure 'efficiency'
- Can we compare algorithms independently from a specific implementation, software or hardware?


## Big Idea

Measure the number of steps taken by the algorithm as an asymptotic function of the size of its input

- What is a step?
- How can we measure the size of an input?
- Answer in both cases: YOU CAN DEFINE THESE!
- A 'step' is a function call to fact
- The size of an input value n is n itself

```
def fact(n):
    if (n==0):
        return 1
    else:
        return n * fact(n - 1)
```

Step 1: Count the number of steps for input $n$

$$
\begin{gathered}
T(0)=0 \\
T(n)=T(n-1)+1=(T(n-2)+1)+1=\ldots=T(n-n)+n=T(0)+n=0+n=n
\end{gathered}
$$

Step 2: Find the asymptotic function

$\checkmark$ Basics of Functions
$\checkmark$ Decision statements
$\checkmark$ Recursion

- Iteration statements


## Iteration



```
SYNTAX = FORMAT
SEMANTICS = MEANING
```


## Iterative Factorial

```
def iterFact(n):
    result = 1
    while(n>0):
    result = result * n
    n = n - 1
    return result
```

Work out the runtime complexity:
$\square$

## <format> \% <values>

```
>>> '%s is %d years old' % ('John', 12)
'John is 12 years old'
>>>
```

- <format> is a string
- <values> is a list of values $n$ parenthesis (a.k.a. a tuple)
- \% produces a string replacing each \%x with a correding value from the tuple

For more details visit: http://docs.python.org/lib/typesseq-strings.htm|


```
def iterFact2(n):
    result = 1
    for i in xrange(1,n+1):
        result = result * i
    return result
```

xrange(start,end,step) generates a sequence of values :

- start = first value
- end = value right after last one
- step = increment


## Revisiting code from Lecture

```
seq="ACTGTCGTAT"
print seq
Acount= seq.count('A')
Ccount= seq.count('C')
Gcount= seq.count('G')
Tcount= seq.count('T')
Total = float(len(seq))
APct = int((Acount/Total) * 100)
print 'A percent = %d ' % APct
CPct = int((Ccount/Total) * 100)
print 'C percent = %d ' % CPct
GPct = int((Gcount/Total) * 100)
print 'G percent = %d ' % GPct
TPct = int((Tcount/Total) * 100)
print 'T percent = %d ' % TPct
```

Can we reduce the amount of repetitive code?

## Approach: Use For Loop

```
bases = ['A', 'C', 'T', 'G']
sequence = "ACTGTCGTAT"
for base in bases:
    nextPercent = 100 * sequence.count(base)/float(len(sequence))
    print 'Percent %s: %d' % (base, nextPercent)
```

How many functions would you refactor this code into?

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Write iterative Python functions to satisfy the following specifications:

1. Compute the reverse of a sequence
2. Compute the molecular mass of a sequence
3. Compute the reverse complement of a sequence
4. Determine if two sequences are complement of each other
5. Compute the number of stop codons in a sequence
6. Determine if a sequence has a subsequence of length greater than $n$ surrounded by stop codons
7. Return the starting position of the subsequence identified in exercise 6
```
from string import *
def searchPattern(dna, pattern):
    'print all start positions of a pattern string inside a target string'
    site = find (dna, pattern)
    while site != -1:
    print 'pattern %s found at position %d' % (pattern, site)
    site = find (dna, pattern, site + 1)
```

```
>>> searchPattern("acgctaggct","gc")
pattern gc at position 2
pattern gc at position 7
>>>
```

Example from: Pasteur Institute Bioinformatics Using Python

- Extend searchPattern to handle unknown residues


[^0]:    These matergals were developed with funding from the US National Institutes of Health grant \#2T36 GM008789 to the Pittsburgh Supercomputing Center

