



UC Berkeley EECS  
Lecturer  
Michael Ball

# Computational Structures in Data Science

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## Lecture 2: Abstraction and Functions



# Computing In The News

- [How game-makers are catering to disabled players](#)

[Ars Technica, 8/29/2021](#)

According to a [recent study](#), more than 2 percent of the US population can't play video games due to poor accessibility options. This same study suggests more than 9 percent are unable to enjoy the traditional gaming experience because of visual, cognitive, or physical impairments. Additional research suggests [20 percent of the casual gaming audience](#) is disabled in some fashion.



The [Microsoft Adaptive Controller](#) is easily the most prominent example of adaptive controls. With 19 different 3.5 mm jacks, it can be mounted for players who cannot hold or manipulate standard controllers.



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## Abstraction

# Abstraction



- Detail removal  
“The act of leaving out of consideration one or more properties of a complex object so as to attend to others.”
- Generalization  
“The process of formulating general concepts by abstracting common properties of instances”
- Technical terms: Compression, Quantization, Clustering, Unsupervised Learning



Henri Matisse "Naked Blue IV"

# Experiment

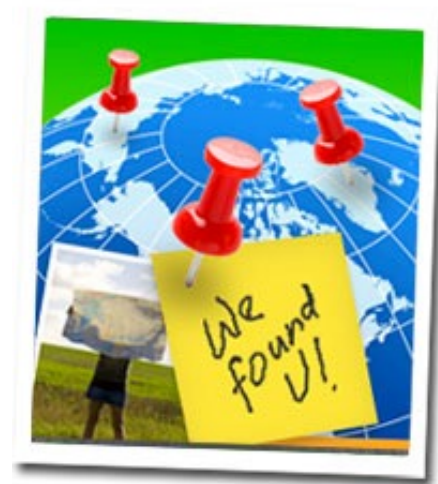




# Where are you from?

Possible Answers:

- Planet Earth
- Europe
- California
- The Bay Area
- San Mateo
- 1947 Center Street, Berkeley, CA
- $37.8693^{\circ}$  N,  $122.2696^{\circ}$  W



All correct but different levels of abstraction!





# Abstraction gone wrong!


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Raising awareness about inadvertent information sharing


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### What are people *really* saying in their tweets?

 [denislouque](#): I am currently nearby <http://maps.google.com/?q=-23.6193333333,-46.5506666667>  
1 minute ago · [Map Location](#) · [View Tweet](#) · [View Picture](#) · [Reply to denislouque](#)

 [nikosofficiel](#): I am currently nearby <http://maps.google.com/?q=48.8699833333,2.3282833333>  
5 minutes ago · [Map Location](#) · [View Tweet](#) · [View Picture](#) · [Reply to nikosofficiel](#)

 [dilmanarede](#): I am currently nearby <http://maps.google.com/?q=-15.7878333333,-47.8291666667>  
7 minutes ago · [Map Location](#) · [View Tweet](#) · [View Picture](#) · [Reply to dilmanarede](#)

 [downtownvan](#): I am currently nearby <http://maps.google.com/?q=49.2833333333,-123.1198333333>  
10 minutes ago · [Map Location](#) · [View Tweet](#) · [View Picture](#) · [Reply to downtownvan](#)

 [MommaGooseBC](#): I am currently nearby 15745 Weaver Lake Rd Maple Grove MN

### Links

- Mayhemic Labs
- PaulDotCom
- SANS ISC
- Electronic Frontier Foundation
- Center for Democracy & Technology

### How did you find me?

Did you know that a lot of smart phones encode the location of where pictures are taken? Anyone who has a copy can access this information.



# Detail Removal (in Data Science)

- You'll want to look at only the interesting data, leave out the details, zoom in/out...
- Abstraction is the idea that you focus on the essence, the cleanest way to map the messy real world to one you can build
- Experts are often brought in to know what to remove and what to keep!



The London Underground 1928 Map & the 1933 map by Harry Beck.





# The Power of Abstraction, Everywhere!

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- Examples:
  - Functions (e.g.,  $\sin x$ )
  - Hiring contractors
  - Application Programming Interfaces (APIs)
  - Technology (e.g., cars)
- Amazing things are built when these layer
  - And the abstraction layers are getting deeper by the day!

*We only need to worry about the interface, or specification, or contract NOT how (or by whom) it's built*

**Above the abstraction line**

**Abstraction Barrier (Interface)**  
(the interface, or specification, or contract)

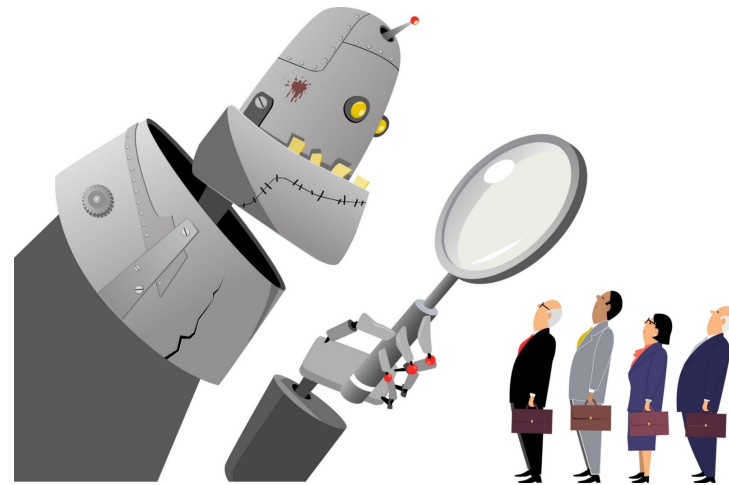
**Below the abstraction line**

*This is where / how / when / by whom it is actually built, which is done according to the interface, specification, or contract.*



# Abstraction: Pitfalls

- Abstraction is not universal without loss of information (mathematically provable). This means, in the end, the complexity can only be “moved around”
- Abstraction makes us forget how things actually work and can therefore hide bias. Example: AI and hiring decisions.
- Abstraction makes things special and that creates dependencies. Dependencies grow longer and longer over time and can become unmanageable.



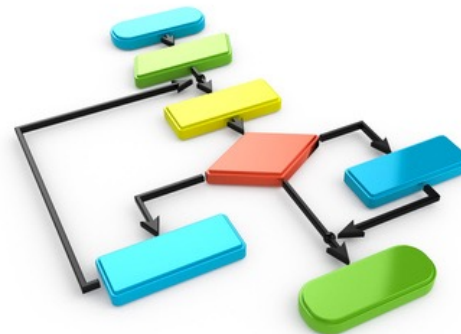


# Algorithm

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- An algorithm (pronounced AL-go-rith-um) is a procedure or formula to solve a problem.
- An algorithm is a sequence of instructions to change the state of a system. For example: A computer's memory, your brain (math), or the ingredients to prepare food (cooking recipe).

Think Data 8: Change or retrieve the content of a table.





## Algorithm: Properties

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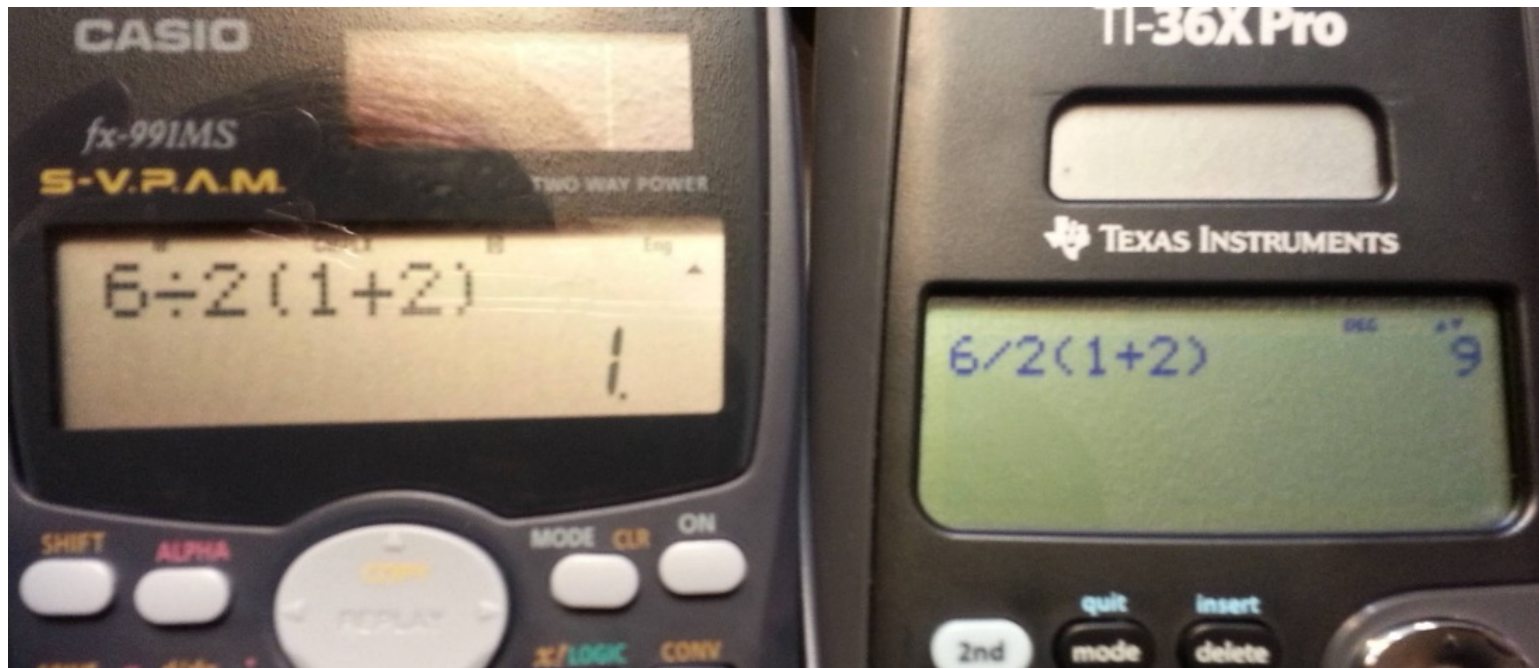
- An algorithm is a description that can be expressed within a finite amount of space and time.
- Executing the algorithm may take infinite space and/or time, e.g. ``calculate all prime numbers``.
- In CS and math, we prefer to use well-defined formal languages for defining an algorithm.

$$6 \div 2(1+2) = ?$$

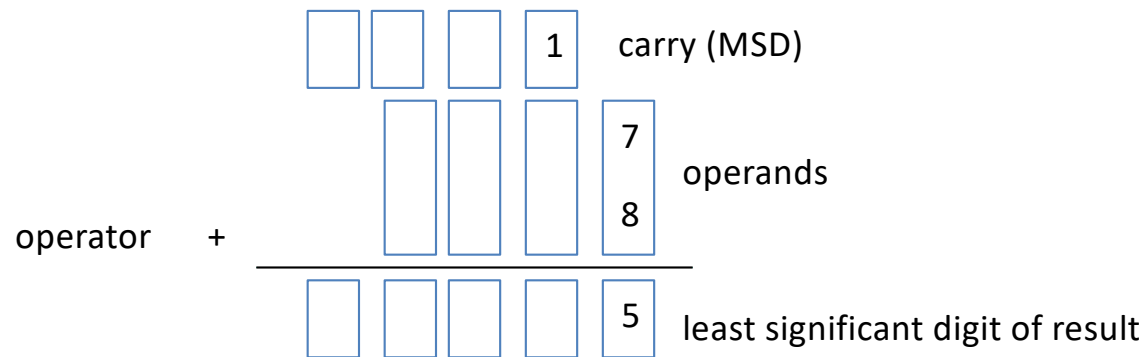
1 or 9

# Algorithm: Well-Definition

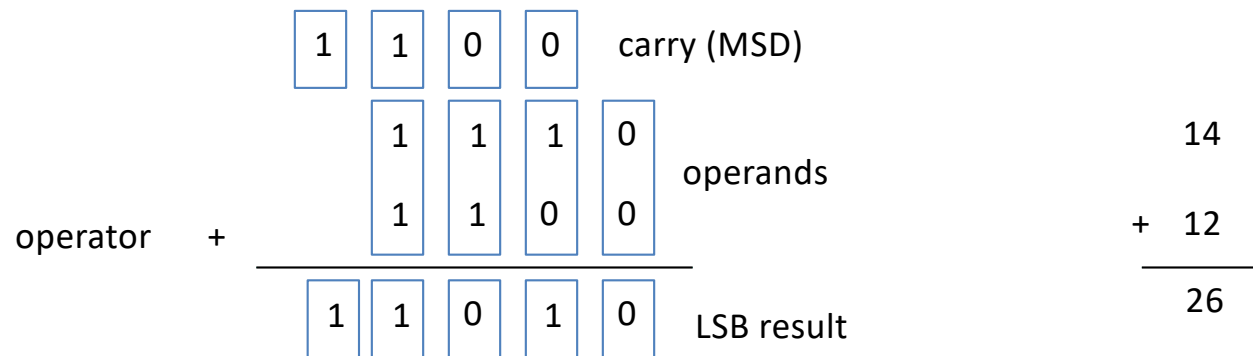
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# Algorithms Early In Life (1<sup>st</sup> Grade)



# Algorithms Early In Life (In Binary)





# More Terminology (Intuitive)

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## **Code**

A sequence of symbols used for communication between systems (brains, computers, brain-to-computer)

## **Data**

Observations

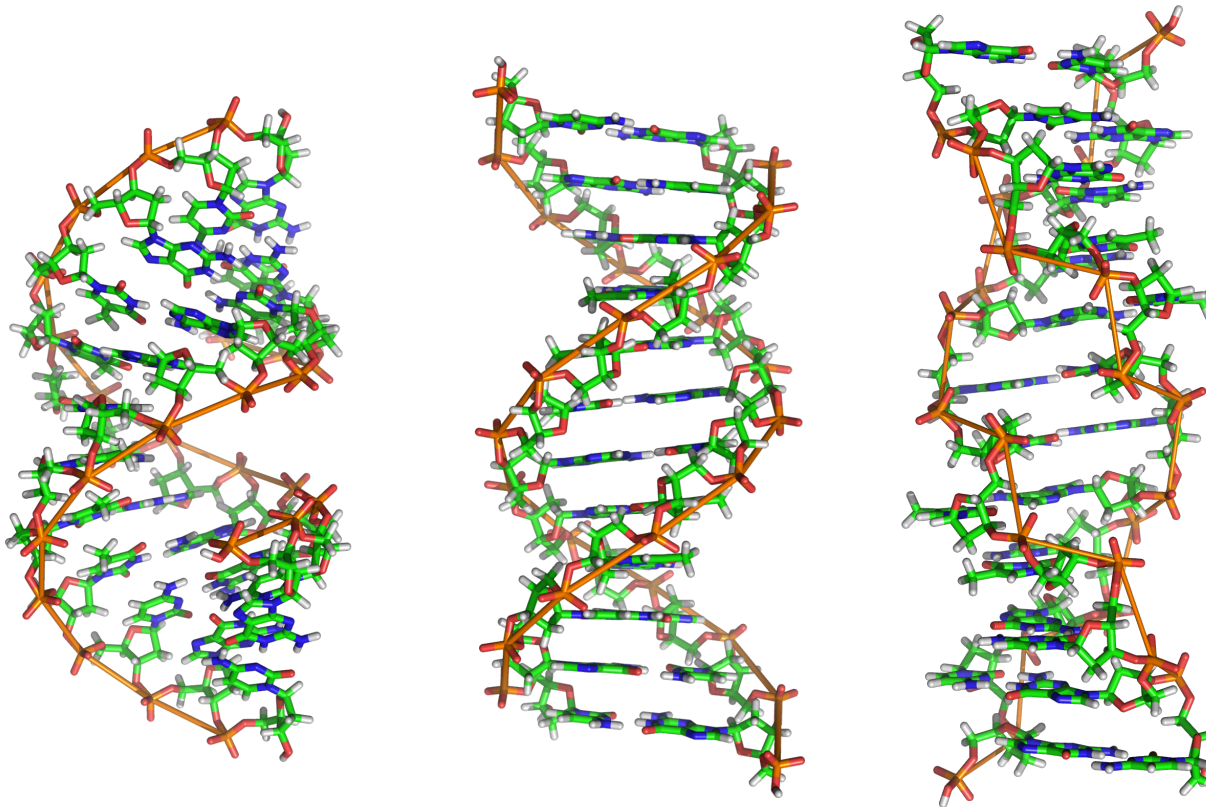
## **Information**

Reduction of uncertainty in a model (measured in bits)



# Data or Code?

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# Data or Code?

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```
00000000 10000000 01000001 10000000 00010000 00000000 10000001
01000001 10000001 00010000 00000000 10000002 01000001 10000002
00010000 00000000 10000003 01000001 10000003 00010000 00000000
10022133 01000001 10022133 00010000 00000000 10000000 01000001
20000000 00010000 00000000 10000001 01000100 20000001 00010000
00000000 10000001 01000100 10000000 00010000 00000000 10031212
01000001 10031212 00010000 00000000 10031212 01000100 10031213
00010000 00000000 10000002 01001001 10000001 00010000 00000000
10000001 01001001 10000001 00010000 00000000 10000101 01001001
10000001 00010000 00000000 10011111 01001001 10011111 00010000
00000000 10100220 01001001 10011111 00010000 00000000 10000001
```



# Data or Code?

Here is some information!

**Integer**

```
00000000 10000000 01000001 10000000 00010000 00000000 10000001
01000001 10000001 00010000 00000000 10000002 01000001 10000002
00010000 00000000 10000003 01000001 10000003 00010000 00000000
10022133 01000001 10022133 00010000 00000000 10000000 01000001
20000000 00010000 00000000 10000001 01000100 20000001 00010000
00000000 10000001 01000100 10000000 00010000 00000000 10031212
01000001 10031212 00010000 00000000 10031212 01000100 10031213
00010000 00000000 10000002 01001001 10000001 00010000 00000000
10000001 01001001 10000001 00010000 00000000 10000101 01001001
10000001 00010000 00000000 10011111 01001001 10011111 00010000
00000000 100100220 01001001 10011111 00010000 00000000 10000001
```

**Instruction**

**String**



# Data or Code? Abstraction!

Human-readable code  
(programming language)

```
def add5(x):  
    return x+5  
  
def dotwrite(ast):  
    nodename = getNodename()  
    label=symbol.sym_name.get(int(ast[0]),ast[0])  
    print ' %s [label="%s' % (nodename, label),  
    if isinstance(ast[1], str):  
        if ast[1].strip():  
            print '= %s";' % ast[1]  
        else:  
            print "]"  
    else:  
        print "];"  
        children = []  
        for n, child in enumerate(ast[1:]):  
            children.append(dotwrite(child))  
    print ' %s -> {' % nodename,  
    for name in children:  
        print '%s' % name,
```

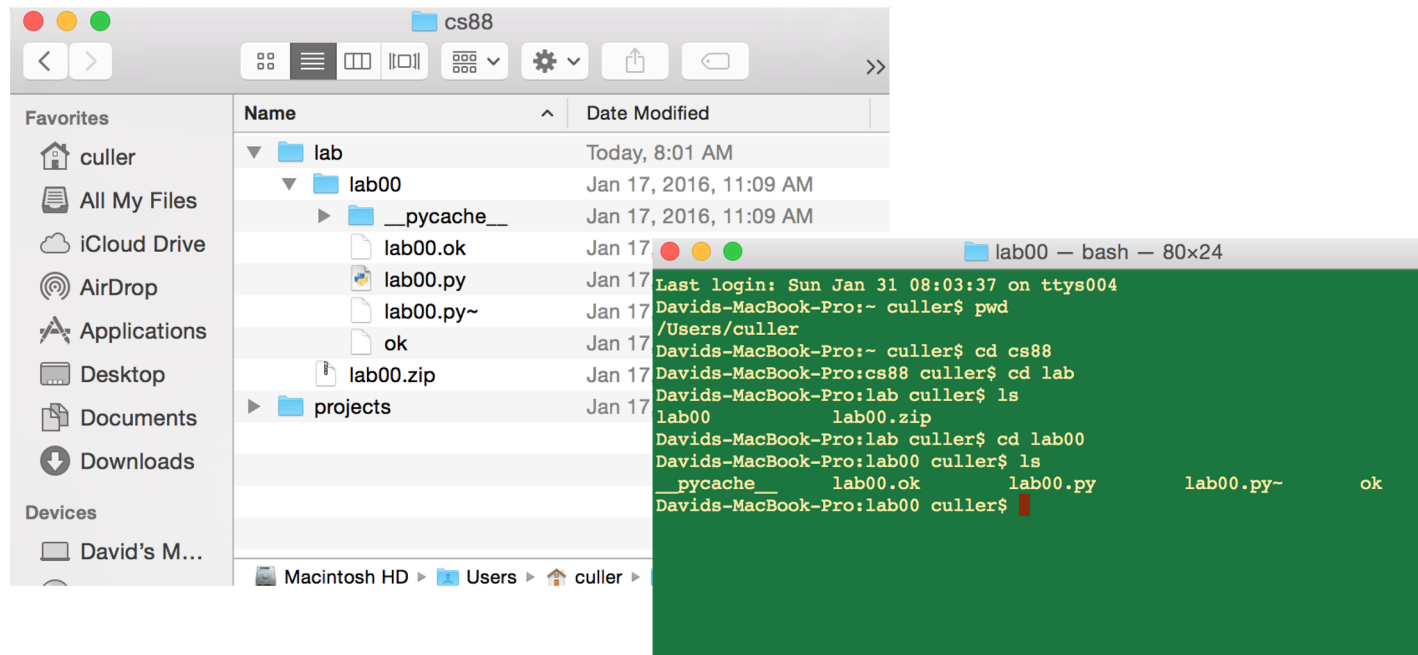
Machine-executable  
instructions (byte code)

```
011100111100010011011000010001110100010011111011000111  
101110110000001111110111100110000111111111111011110  
11111111100111101000110101001100011100010010111001000  
1111000110101011001111011011110010011110111111111111  
11001111111001100000000011011111010010110011111101111  
1111111000001100011100011111001110000000110101111110  
000011101001110010011111011111000011111001100110001011  
1001111000011000110011010111100111100010111010111111  
10010011111111001110111100011111100011011111000111110  
1101111011101011101110011111100111111001111000100111  
11111000100101111000110001111100011111111111111110111  
111011111110000111000001011110011111110000000111001100  
10100000111001111110111111111110000000110001000011000  
111001110110111011111111100101111101110111000000111111  
110011001100010000100011111110001111100100000100001000  
000011111011100100111000011111101111111111111000100111  
100001100110010111001000110001001101111000011000111111  
0011110011111001111100111100110110111111110010111111  
11100111111101111000100111111101111111111111111110000  
0101101101111011011111111010011010101010111111110100010
```

Compiler or Interpreter  
Here: Python



# Code or GUI: More Abstraction!



- Big Idea: Layers of Abstraction
  - The GUI look and feel is built out of files, directories, system code, etc.



## Review:

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- Abstraction:
  - Detail Removal or Generalizations
- Code:
  - Is an abstraction!
  - Can be instructions or information

Computer Science is the study of abstraction



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## Python: Statements and Functions



# Learning Objectives

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- Evaluate Python Expressions
- Call Functions in Python
- Assign data to Variables





# Let's talk Python

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- Expression `3.1 * 2.6`
- Call expression `max(0, x)`
- Variables `my_name`
- Assignment Statement `x = <expression>`
- Define Statement: `def <function name> (<argument list>) :`
- Control Statements:
  - `if ...`
  - `for ...`
  - `while ...`
  - `list comprehension`



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## Python: Definitions and Control



# Learning Objectives

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- Create your own functions.
- Use if and else to control the flow of code.



# Conditional Statement

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- Do some statements, conditional on a *predicate* expression

```
if <predicate>:  
    <>true statements>  
else:  
    <>false statements>
```

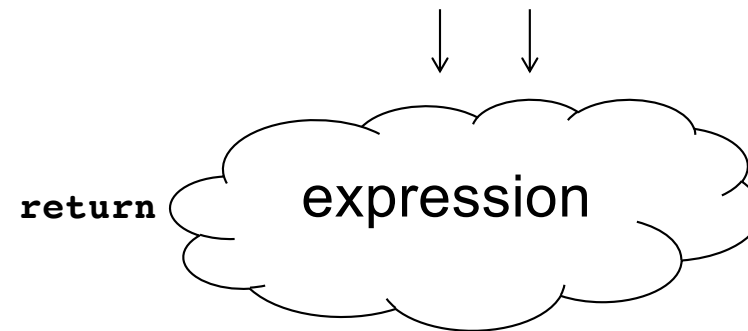
- Example:

```
if (temperature>37.2):  
    print("fever!")  
else:  
    print("no fever")
```

# Defining Functions



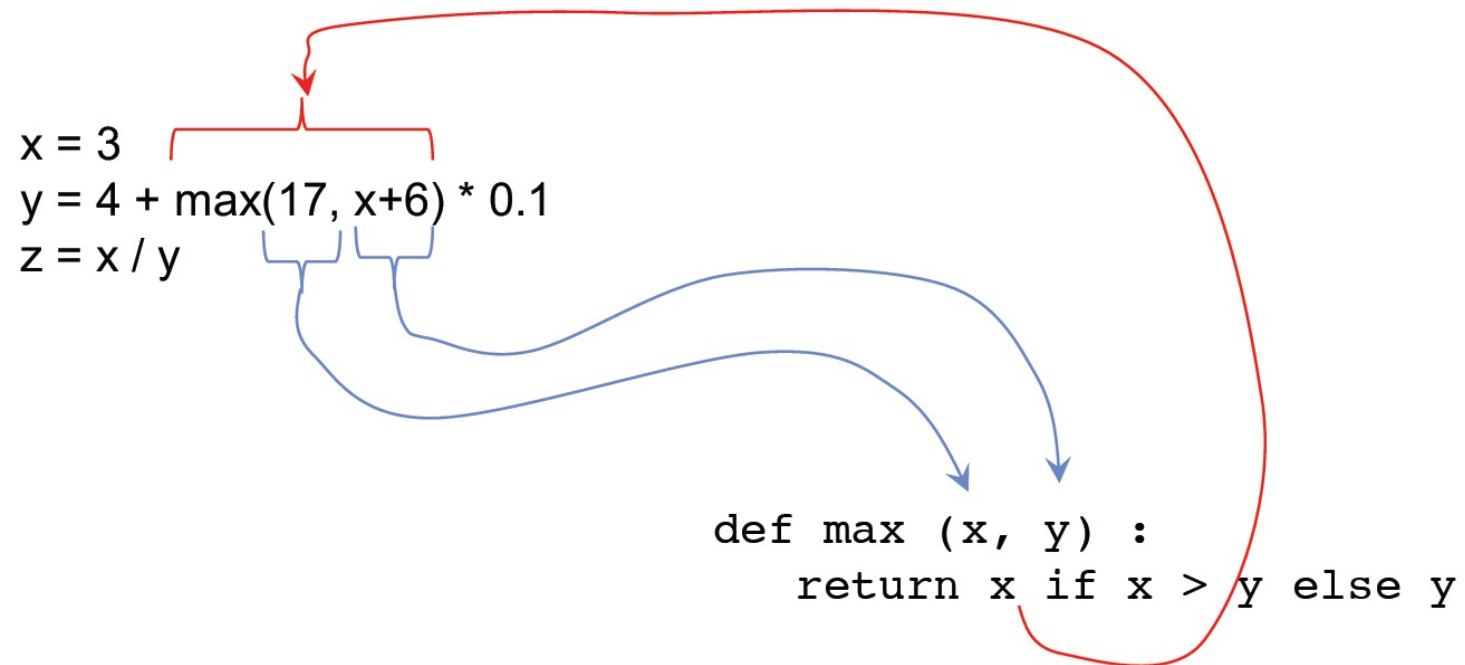
```
def <function name> (<argument list>) :
```



- Abstracts an expression or set of statements to apply to lots of instances of the problem
- A function should *do one thing well*



# Functions: Example





# How to Write a Good Function

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- Give a descriptive name
  - Function names should be lowercase. If necessary, separate words by underscores to improve readability. Names are extremely suggestive!
- Chose meaningful parameter names
  - Again, names are extremely suggestive.
- Write the docstring to explain *what* it does
  - What does the function return? What are corner cases for parameters?  
Python Style Guide: <https://www.python.org/dev/peps/pep-0008>
- Write doctest to show what it should do
  - Before you write the implementation.



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## Functions and Environments





# Functions: Calling and Returning Results

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## Python Tutor

```
def max(x, y):  
    return x if x > y else y
```

```
x = 3
```

```
y = 4 + max(17, x + 6) * 0.1
```

```
z = x / y
```



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## Iteration With While Loops



# Learning Objectives

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- Write functions that call functions
- Learn How to use while loops.



# while Statement – Iteration Control

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- Repeat a block of statements until a predicate expression is satisfied

```
<initialization statements>
```

```
while <predicate expression>:
```

```
    <body statements>
```

```
<rest of the program>
```