

Computational Science and Scientific Computing Workshop

Data Programming - Python as a scientific computing tool

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Python

Why Python?

- ▶ It is interpreted and NOT compiled
 - E.g. of Compile languages are C/C++, FORTRAN, etc.
- ▶ It's a dynamically-typed language.
- ▶ It can be used interactively.
- ▶ Syntax is simple, elegant and easily readable.
- ▶ Free and open source.
- ▶ It's powerful due to its ecosystem of libraries.

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Python is versatile.

- ▶ Download information from a web page.
- ▶ Manipulate tests to extract and create information.
- ▶ Animate a world in 3D.
- ▶ Process huge data sets.
- ▶ Make publication-quality graphics.

Which version of Python should I use?

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 - ▶ Some packages still work **only** with 2.7
- ▶ Versions: 2.7 is deprecated
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ipython Notebook

Why ipython Notebook?

- Gives us a computational notebook with lots of inclusions
- ▶ Source code in python and other languages
- ▶ Rich text
- ▶ Equations written in Latex
- ▶ Ready output of results
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Installing Python.

- ▶ Alternate: package manager '-apt-get' on Linux or 'brew' on Mac to install python
- ▶ Anaconda

How do I run python?

```
#!/bin/(bash or zsh)
```

```
$ python
```

```
Python 3.6.7 — packaged by conda-forge — (default, Nov 6 2019, 16:03:31)
```

```
Type "help", "copyright", "credits" or "license" for more information.
```

```
>>>
```

This is mainly good for running scripts.

```
#!/bin/bash/zsh
```

```
$ ipython
```

```
Python 3.6.7 — packaged by conda-forge — (default, Nov 6 2019, 16:03:31)
```

```
Type 'copyright', 'credits' or 'license' for more information.
```

```
IPython 7.10.2 – An enhanced Interactive Python. Type '?' for help.
```

```
In 1
```

Anaconda - Conda virtual environment

- **exclusive environment**
- **reinstall anaconda**
- **package dependencies resolution**

Download anaconda via the link: <https://www.anaconda.com/distribution/> and download the installer for your respective OS [Linux , mac , windows]

Create an environment:

```
1 conda create <envname>
```

```
2 Eg.
```

```
3 conda create scim561
```

```
4
```

Connect to environment

```
1 conda activate scim561
```

```
2
```

Installing packages into an environment

```
1 conda install <package>
```

```
2 Eg.
```

```
3 conda install matplotlib
```

```
4
```

Deactivate/disconnect from present working environment:



Python Basics

print function, variables, operators

Interpreter - strings and print() function

Print functions and strings:

```
1 >>> print("Hello World")
2 Hello World
3
```

Use double outer quotes (" ") over single outer quotes (' ')

```
1 >>> print('We\'re here')
2 We're here
3
```

to avoid complications.

```
1 >>> print("We're here")
2 We're here
3
```

Interpreter - Variable assignment and Data types

Variables take on the data type of the values being assigned to them.

```
1 >>> var0 = "hello"  
2 >>> var1 = 7  
3 >>> var2 = 5.2  
4 >>> var3 = True  
5
```

String Variable:

```
1 >>> print(var0)  
2 hello  
3 >>> type(var0)  
4 <type 'str'>  
5
```

Integer Variable:

```
1 >>> print(var1)  
2 7  
3 >>> type(var1)  
4 <type 'int'>  
5  
6
```

Interpreter - Variable assignment and Data types

Variables take on the data type of the values being assigned to them.

Floating point Variable:

```
1 >>> print(var2)
2 5.2
3 >>> type(var2)
4 <type 'float'>
5
```

Boolean Variable:

```
1 >>> print(var3)
2 True
3 >>> type(var3)
4 <type 'bool'>
5
```

Python Operators

Special symbols that carry out arithmetic or logical computation.

Arithmetic Operators

```
1 + addition
2 - subtraction
3 * multiplication
4 / division
5 \% Modulos
6 // Floor division
7 ** Exponential
8
```

Logical Operators

```
1 = assignment operator
2 == Equal to
3 < less than
4 > greater
5 <= less than or equiv.
6 >= greater or equiv.
7 and
8 or
9 not
10
```


Exercises 1

Given an initial velocity, \mathbf{u} , as 10.2 ms^{-1} , an acceleration, \mathbf{a} , of 10.01 ms^2 and a time, \mathbf{t} , of 4 seconds, using the python programming language, write a code to compute the final velocity of a moving particle with the following formulation

$$\mathbf{v} = \mathbf{u} + \mathbf{a}t.$$

data storage, loops, len and range, if statements

Interpreter - List, Tuples and Dictionaries

```
1 >>> x = ["Hey", "you", 5, 8.7]
2 >>> y = ("hello", "hi", "you")
3 >>> w = {"foo": 1.0, "bar": 2.0 }
4 >>> print(type(x))
5 >>> <class 'list'>
6 >>> print(type(y))
7 >>> <class 'tuple'>
8 >>> print(type(w))
9 >>> <class 'dict'>
10
```

Empty list:

```
1 >>> x = []
2 >>> x
3 [ ]
4
```

Interpreter - List, Tuples and Dictionaries

Indexing and memory location:

Memory locations for storing data in list and tuples are indexed so that one could access data stored in a specific memory locations.

NB: By default, index locations begin from zero (0).

```
1 >>> z = [2, 3, 4, 5]
2 >>> num0 = z[0]
3 >>> print(num0)
4 2
5
```

Interpreter - List, Tuples and Loops

Loops, List and **range**:

```
1 >>> for i in z:  
2     ...     print(i)  
3     ...  
4
```

```
1 2  
2 3  
3 4  
4 5  
5
```

range & **len** intrinsic functions

```
1 >>> range(4)  
2 range(0,4)  
3 >>> len(z)  
4 4  
5
```

0 = Starting index

4 = Total no. of numbers

4 = Number of elements in list z.

Interpreter - List, Tuples and Loops

range and **len** can be combined and used in loops:

```
1 >>> for i in range(len(z)):  
2     ...     print(i)  
3     ...  
4  
5
```

```
1 0  
2 1  
3 2  
4 3  
5
```

len gives length of list z, that is, 4.

range gives 4 integers used as indexes starting from index 0.

Interpreter - While loops and Boolean

while loops, **if** statements and **boolean**

```
1 >>> a = True:
2 >>> print(a)
3 True
4 >>> res = 0
5 >>> while (a):
6 ...     res += 1
7 ...     print(res)
8 ...     if (res >= 10):
9 ...         a = False
10
11
```

```
1 1
2 2
3 3
4 4
5 ...
6
```

boolean **a** changes to False and it is used to terminate loop in the condition test section

modules

Modules - import, help, dir

There are lots of libraries in Python that can be imported to use rather than having to build your own. This makes life much easier.

E.g. **math**

```
1 >>> import math
```

```
2
```

Docs of modules can be viewed with the **help** and **dir** methods.

```
1 >>> help(< module >)
```

```
2 >>> help(math)
```

```
3 ...
```

```
4 ...
```

```
5 ...
```

```
6 >>> dir(math) or >>> print(dir(math))
```

```
7
```

help gives a comprehensive documentation of the module.

dir gives you the symbols contained in the method concerned.

Modules - import, help, dir

```
1 >>> help(math.log)
2 ...
3 ...
4 ...
```

import math place the math class in current environment.

```
1 >>> math.log(10)
2 2.3025
3 >>> math.cos(2 * math.pi)
4 1.0
5
```

Modules - More on **import**

Partial or selective importation of modules.

In the event of wanting to import only a few symbols into your namespace, the **from** statement is made use of.

```
1 >>> from math import < symbol or method >
2 >>> from math import cos
3 >>> cos(90)
4 -0.4480736161291701
5
```

Multiple methods can be imported

```
1 >>> from math import cos, pi
2 >>> cos(2 * pi)
3 1.0
4
```

Plotting - Matplotlib

Matplotlib

```
1 import matplotlib.pyplot as plt
2
3 plt.plot(X_data, Y_data)
4 plt.title("Title of plot")
5 plt.xlabel("X Axis Lable")
6 plt.ylabel("Y axis Label")
7
8 plt.savefig("NameOfFile.png")
9
10
```

Listing: Plottin with Matplotlib

functions

Functions

Functions in Python are defined by the keyword **def**

```
1 >>> def func(x):  
2 ...     res = x + 1  
3 ...     return res  
4 ...  
5 >>> d = func(4)  
6 >>> d  
7 5  
8  
9
```

Python scripts

Script

```
1 #! /usr/bin/python
2
3 print("Hello World")
4
```

Terminal

```
1 python3 hello.py
```

Exercises 2

Convert your code from Exercise 1 into a function (that returns a value), where the initial condition, **u**, and the time, **t**, are arguments.

Exercises 3 - Algorithm Development

Exercise A: Multiples of 3 & 5

If we list all the natural numbers below 10 that are multiples of 3 or 5, we get 3, 5, 6 and 9. The sum of these multiples is 23.

Implement an algorithm, with Python, to find the sum of all the multiples of 3 or 5 below 1000.

Exercise B: Fibonacci sequence

Each new term of the Fibonacci sequence is generated by adding the previous two terms. By starting with 1 and 2, the first 10 terms will be:

1, 2, 3, 5, 8, 13, 21, 34, 55, 89, ...

By considering the terms of the Fibonacci sequence whose values do not exceed four million, find the sum of the even-valued terms.

arrays and multidimensional vectors

Handling Arrays & Multidimensional Vectors

Vector Operation

$$\begin{aligned}\vec{a} \cdot \vec{b} &= \sum_{i=0}^N a_i b_i \\ &= (20 \quad -3 \quad 5) \begin{pmatrix} 15 \\ -2.249 \\ 1 \end{pmatrix} \\ &= 20(15) - 3(-2.249) + 5(1) \\ &= 300 + 6.747 + 5 \\ &= 311.747\end{aligned}$$

Handling Arrays & Multidimensional Vectors

Multidimensional Arrays

$$\begin{bmatrix} 20 & 15 & 10 & 45 \\ -3 & -2.249 & 7 & 1.751 \\ 5 & 1 & 3 & 9 \end{bmatrix} = \begin{pmatrix} 20 \\ -3 \\ 5 \end{pmatrix} \begin{pmatrix} 15 \\ -2.249 \\ 1 \end{pmatrix} \begin{pmatrix} 10 \\ 7 \\ 3 \end{pmatrix} \begin{pmatrix} 45 \\ 1.751 \\ 9 \end{pmatrix}$$

file I/O, exceptions and assertions

File I/O

keyword: **open**

```
1 >>> fh = open("demofile.txt", "a")
2 >>> fh.write("My data file \n")
3 >>> fh.write("Results: %d", res)
4 >>> fh.close
5
```

Exceptions and Assertions

This is a way to handle expected and unexpected errors.

1. Exceptions Handling
2. Assertion

```
1 try:
2     # Runs First
3     < code >
4 except:
5     # Runs if exceptions occurs in try block
6     < code >
7 else:
8     # Executes if try block succeeds.
9     < code >
10 finally:
11     # This code always runs executes.
12     < code >
13
```

Exceptions and Assertions

Exception Example

```
1 def read_file(path):  
2     """ Return the content of a file at path"""  
3     try:  
4         fh = open(path, mode="rb")  
5         data = f.read()  
6         return data  
7     except FileNotFoundError as err:  
8         raise  
9     else:  
10        fh.close  
11    finally:  
12        print("Leaving file read routine")  
13
```


Python Basics - End

End of Basics.
Questions ?
Review

Numerical and Scientific Python

Numerical and Scientific Python
Numpy and Scipy libraries

Numerical Python - NumPy

Arrays could be made from:

1. Python list or tuples
2. Using functions that are dedicated to generating numpy arrays, such as *arange*, *linspace*, etc.
3. Reading data from files

```
1 from numpy import as np
2 v = array([1,2,3,4])
3 -----
4 [1,2,3,4]
5
```

```
1 M = np.array([[1, 2], [3, 4]])
2 -----
3 array([[1, 2],
4        [3, 4]])
5
```

Exercises 4

Using the python programming language, write a code that implements the solution or finds the roots of the non-linear equation:

$$3x^2 + 2x + 1 = 0$$

using the

1. Bisection Method
2. Newton-Raphson's Method
3. Secant Method

as separate functions.

Classes

Classes in Python are defined by the keyword **class**

```
1 >>> class myfunctions:
2 ...
3 ...     def add(x):
4 ...         res = x + 2
5 ...         return res
6 >>>
7 >>> yy = myfunctions.add(7)
8 >>> yy
9 9
10
```

End of talk

Thank you