

Computational Science and Scientific Computing Workshop

Data Programming - Python as a scientific computing tool

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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.