

DSCI 222: Python Code Collaboration, List Comprehension and Memory Management

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Collaboration while writing Python code

One of the most important features of Google Colab is the ability to share your work with others in real-time. You can collaborate with your team members, colleagues, or friends by sharing your Google Colab notebook with them.

Sometimes you may need to share a Google Drive with all the members of Google Colab, especially if you are working on a group project where data needs to be shared among team members.

SaturnCloud

Other tools: Visual Studio Live Share, Code With Me (JetBrains), CodeTogether, GitLive, Github (Code versions), and much more...



+ Code + Text

✓ RAM
Disk



This code is an example of Python **Collaboration** through Google Colab

{x}

✓
0s



```
# I am S. Harvey  
print('Let me tell you a mathematical fact:')  
print('From 0 to 1000, the only number that has the letter \'A\' in its spelling is 1000.')
```



Let me tell you a mathematical fact:
From 0 to 1000, the only number that has the letter 'A' in its spelling is 1000.

Share "My_Friend.ipynb"



Add people and groups

People with access



Ignacio Segovia Dominguez (you)
is00041@mix.wvu.edu

Owner

General access



Restricted ▼

Only people with access can open with the link

 Copy link

Done

← Share "My_Friend.ipynb"



Editor ▼

☒ Notify people

Message

Do you want to help me with this project?



Cancel

Send



+ Code + Text



RAM

Disk



This code is an example of Python **Collaboration** through Google Colab

{x}



I am S. Harvey

print('Let me tell you a mathematical fact:')

print('From 0 to 1000, the only number that has the letter \'A\' in its spelling is 1000.')

Let me tell you a mathematical fact:

From 0 to 1000, the only number that has the letter 'A' in its spelling is 1000.



+ Code + Text

✓ RAM
Disk 

This code is an example of Python **Collaboration** through Google Colab

{x}



```
[ ] # I am S. Harvey
    print('Let me tell you a mathematical fact:')
    print('From 0 to 1000, the only number that has the letter \'A\' in its spelling is 1000.')
```

Let me tell you a mathematical fact:

From 0 to 1000, the only number that has the letter 'A' in its spelling is 1000.



```
# I am J. Garner
print('Well, I do know another fact:')
print('Did you know that every odd number contains the letter E?')
```



+ Code + Text

✓ RAM
Disk 

This code is an example of Python **Collaboration** through Google Colab

{x}



```
[ ] # I am S. Harvey  
    print('Let me tell you a mathematical fact:')  
    print('From 0 to 1000, the only number that has the letter \'A\' in its spelling is 1000.')
```

Let me tell you a mathematical fact:

From 0 to 1000, the only number that has the letter 'A' in its spelling is 1000.

✓
0s

```
# I am J. Garner  
print('Well, I do know another fact:')  
print('Did you know that every odd number contains the letter E?')
```

Well, I do know another fact:

Did you know that every odd number contains the letter E?



Collaboration while writing Python code

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SaturnCloud

Other tools: Visual Studio Live Share, Code With Me (JetBrains), CodeTogether, GitLive, Github (Code versions), and much more...

Let's move to another subject...

Any ideas to solve this problem?

Create a **list** of 10 numbers and compute their square value:

1, 2, 3, 4, 5, 6, 7, 8, 9, 10

The screenshot shows a Google Colab notebook titled "Simple_LC.ipynb". The interface includes a top menu bar with "File", "Edit", "View", "Insert", "Runtime", "Tools", and "Help". On the right, there are buttons for "Comment", "Share", and a settings icon, along with a green circular profile icon. Below the menu bar, there are tabs for "+ Code" and "+ Text". On the far right, there are RAM and Disk usage indicators. The notebook contains two code cells. The left cell has a toolbar with various formatting icons (bold, italic, code, link, image, list, etc.). The text in the left cell is: "Create a ****list**** of 10 numbers and compute their square value:", "1, 2, 3, 4, 5, 6, 7, 8, 9, 10", and "In other words, for each value \$x\$ please compute \$y=x^2\$". The right cell contains the same text in plain text: "Create a **list** of 10 numbers and compute their square value:", "1, 2, 3, 4, 5, 6, 7, 8, 9, 10", and "In other words, for each value x please compute $y = x^2$ ".

Note that Google Colab, GitHub and other platforms uses Markdown code for texts formatting.

https://colab.research.google.com/notebooks/markdown_guide.ipynb#scrollTo=Lhfnlq1Surtk

<https://docs.github.com/en/get-started/writing-on-github/getting-started-with-writing-and-formatting-on-github/basic-writing-and-formatting-syntax>



+ Code + Text



Create a **list** of 10 numbers and compute their square value:

1, 2, 3, 4, 5, 6, 7, 8, 9, 10

In other words, for each value x please compute $y = x^2$

```
[1] # The artless approach
```

```
numbers = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
```

```
squared = []
```

```
for x in numbers:
    squared.append(x**2)
```

```
print(squared)
```

```
[1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
```

List Comprehension

List comprehensions offer a succinct way to *create lists* based on existing lists. When using list comprehensions, lists can be built by leveraging *any iterable*, including strings and tuples.

Syntactically, list comprehensions consist of an iterable containing an **expression** followed by a **for** clause. This can be followed by *additional* **for** or **if** clauses, so familiarity with for loops and conditional statements will help you understand list comprehensions better.

List comprehensions provide an alternative syntax to creating lists and other sequential data types. While other methods of iteration, such as for loops, can also be used to create lists, list comprehensions may be preferred because they can limit the number of lines used in your program.

List Comprehension

Python List comprehension provides a much more short syntax for creating a new list based on the values of an existing list.

Syntax: *newList = [expression(element) for element in oldList if condition]*

Parameter:

- **expression:** Represents the operation you want to execute on every item within the iterable.
- **element:** The term “variable” refers to each value taken from the iterable.
- **iterable:** specify the sequence of elements you want to iterate through.(e.g., a list, tuple, or string).
- **condition:** (Optional) A filter helps decide whether or not an element should be added to the new list.

Return: The return value of a list comprehension is a new list containing the modified elements that satisfy the given criteria.



+ Code + Text



Create a **list** of 10 numbers and compute their square value:

1, 2, 3, 4, 5, 6, 7, 8, 9, 10

In other words, for each value x please compute $y = x^2$



[3] # The approach via List Comprehension

```
numbers = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
```

```
squared = [x**2 for x in numbers]
```

```
print(squared)
```

```
[1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
```

List Comprehension

**Let's explore more
sophisticated
constructions...**



+ Code + Text



RAM

Disk



{x}



▼ To add conditional statements

Create a list with all the **even** numbers between -1 and 21.

AS a gently reminder, an even number is an integer of the form $n = 2k$, where k is an integer. Since the even numbers are integrally divisible by two, the congruence $n \equiv (\text{mod}2)$ holds for even n .



+ Code + Text



RAM



Disk



▼ To add conditional statements

{x}

Create a list with all the **even** numbers between -1 and 21.

AS a gently reminder, an even number is an integer of the form $n = 2k$, where k is an integer. Since the even numbers are integrally divisible by two, the congruence $n \equiv (\text{mod}2)$ holds for even n .





+ Code + Text

✓ RAM
Disk 

▼ To add conditional statements

Create a list with all the **even** numbers between -1 and 21.

AS a gently reminder, an even number is an integer of the form $n = 2k$, where k is an integer. Since the even numbers are integrally divisible by two, the congruence $n \equiv (\text{mod}2)$ holds for even n .

```
[5] even_number = [x for x in range(0, 21) if x % 2 == 0]  
    print(even_number)
```

```
[0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20]
```



+ Code + Text

✓ RAM
Disk 

▼ To add conditional statements

Create a list with all the **even** numbers between -1 and 21.

AS a gently reminder, an even number is an integer of the form $n = 2k$, where k is an integer. Since the even numbers are integrally divisible by two, the congruence $n \equiv (\text{mod}2)$ holds for even n .

```
[5] even_number = [x for x in range(0, 21) if x % 2 == 0]  
     print(even_number)
```

```
[0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20]
```

✓
0s

```
[8] list(range(0, 21))
```

```
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20]
```



+ Code + Text



RAM



Disk



▼ Nested IF Statements

{x}

Create a list of numbers that are both, divisible by 3 and divisible by 5.



Save in the list all the numbers between 0 and 100 that meet both conditions.



+ Code + Text



RAM



Disk



▼ Nested IF Statements

{x}

Create a list of numbers that are both, divisible by 3 and divisible by 5.

Save in the list all the numbers between 0 and 100 that meet both conditions.



```
[9] number_conditions = [x for x in range(-1, 100) if x % 3 == 0 if x % 5 == 0]  
    print(number_conditions)
```

```
[0, 15, 30, 45, 60, 75, 90]
```



+ Code + Text

✓ RAM
Disk 

{x}



▼ Nested IF Statements

Create a list of numbers that are both, divisible by 3 and divisible by 5.

Save in the list all the numbers between 0 and 100 that meet both conditions.

```
✓ [9] number_conditions = [x for x in range(-1, 100) if x % 3 == 0 if x % 5 == 0]  
0s print(number_conditions)
```

```
[0, 15, 30, 45, 60, 75, 90]
```

```
✓ [12] 47%3  
0s
```

```
2
```



+ Code + Text



RAM



Disk



▼ Dealing with Tuples

{x}

Given a tuple of words, create a new tuple only including words that **does not** contain the letter 'o'



+ Code + Text



RAM

Disk



▼ Dealing with Tuples

Given a tuple of words, create a new tuple only including words that **does not** contain the letter 'o'

```
fish_tuple = ('blowfish', 'shark', 'clownfish', 'catfish', 'octopus')
```

```
fish_list = [fish for fish in fish_tuple if 'o' not in fish]  
print(fish_list)
```

```
['shark', 'catfish']
```

+ Code

+ Text



+ Code + Text

✓ RAM
Disk 

▼ Dealing with Tuples

Given a tuple of words, create a new tuple only including words that **does not** contain the letter 'o'

```
fish_tuple = ('blowfish', 'shark', 'clownfish', 'catfish', 'octopus')

fish_list = [fish for fish in fish_tuple if 'o' not in fish]
print(fish_list)
```

```
['shark', 'catfish']
```

+ Code

+ Text

```
[29] a = 'The world is yours'
      print('you' in a)
      print('you' not in a)
```

```
True
```

```
False
```



+ Code + Text



RAM

Disk



▼ Nested Loops

{x}



Given two list of numbers, $A = \{a_1, a_2, a_3\}$ and $B = \{b_1, b_2, b_3\}$, perform all pairwise multiplications $a_i * b_k | i, k = \{1, 2, 3\}$.



+ Code + Text



RAM

Disk



▼ Nested Loops

{x}



Given two list of numbers, $A = \{a_1, a_2, a_3\}$ and $B = \{b_1, b_2, b_3\}$, perform all pairwise multiplications $a_i * b_k | i, k = \{1, 2, 3\}$.



0s



The artless approach

```
my_list = []

for x in [20, 40, 60]:
    for y in [2, 4, 6]:
        my_list.append(x * y)

print(my_list)
```

```
[40, 80, 120, 80, 160, 240, 120, 240, 360]
```



+ Code + Text

RAM
Disk

▼ Nested Loops

{x}



Given two list of numbers, $A = \{a_1, a_2, a_3\}$ and $B = \{b_1, b_2, b_3\}$, perform all pairwise multiplications $a_i * b_k | i, k = \{1, 2, 3\}$.

✓
0s

The artless approach

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my_list = []

for x in [20, 40, 60]:
    for y in [2, 4, 6]:
        my_list.append(x * y)

print(my_list)
```

```
[40, 80, 120, 80, 160, 240, 120, 240, 360]
```

✓
0s

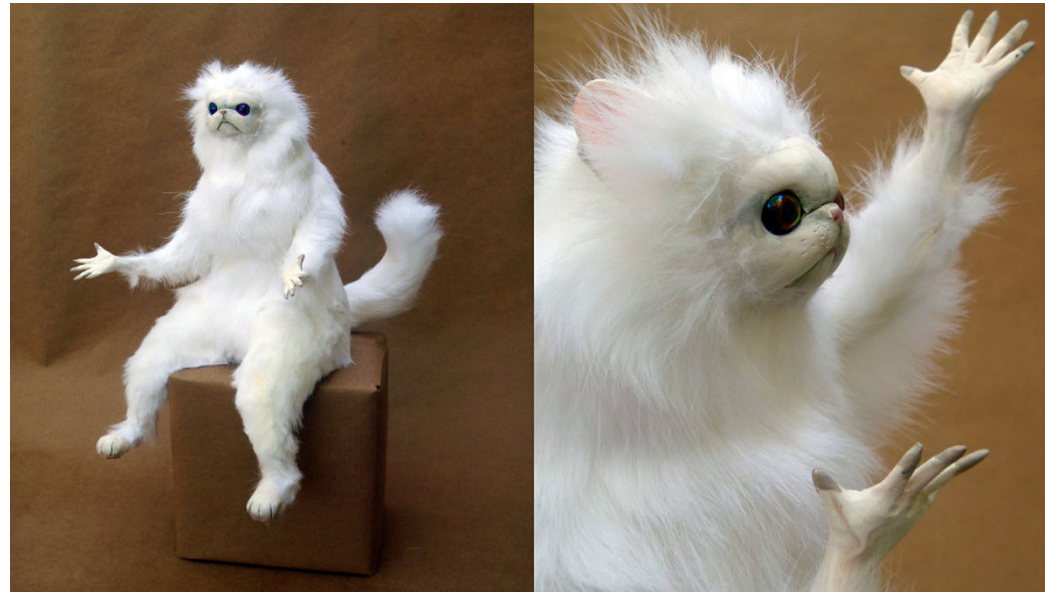
[31] # Using List Comprehension

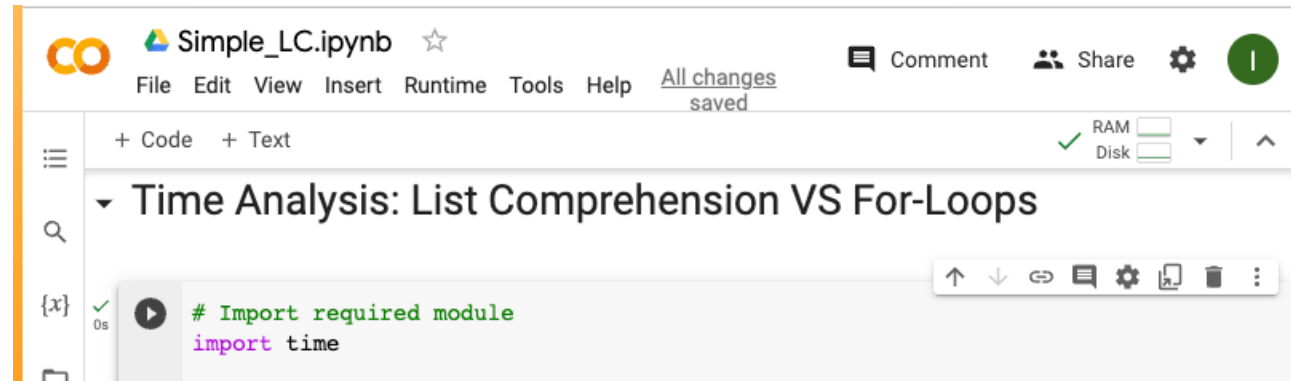
```
my_list = [x * y for x in [20, 40, 60] for y in [2, 4, 6]]
print(my_list)
```

```
[40, 80, 120, 80, 160, 240, 120, 240, 360]
```

List Comprehension

Why do we care about writing code via List Comprehension if at the end we got the same answer? right?





The screenshot shows a Jupyter Notebook interface. At the top, the file name is "Simple_LC.ipynb". Below the file name is a menu bar with options: File, Edit, View, Insert, Runtime, Tools, Help. To the right of the menu bar are buttons for Comment, Share, and a settings gear icon. Below the menu bar, there is a status bar showing "All changes saved". On the left side, there is a sidebar with a search icon and a list of cells. The main area displays a code cell with the following content:

```
# Import required module
import time
```

The code cell has a play button icon and a status indicator showing a green checkmark and "0s". To the right of the code cell, there is a toolbar with icons for undo, redo, link, comment, settings, download, delete, and a menu icon.

For the Unix system,
January 1, 1970, 00:00:00
at **UTC** is epoch.



+ Code + Text

RAM
Disk

▼ Time Analysis: List Comprehension VS For-Loops

{x}



0s



Import required module

import time

Function to compute it via for-loop

def for_loop(n):

result = []

for i in range(n):

result.append(i**2)

return result

Function to compute it via list-comprehension

def list_comprehension(n):

return [i**2 for i in range(n)]



+ Code + Text

✓ RAM
Disk

Time Analysis: List Comprehension VS For-Loops

{x}

✓

0s



Import required module

import time

Function to compute it via for-loop

def for_loop(n):

result = []

for i in range(n):

result.append(i**2)

return result

Function to compute it via list-comprehension

def list_comprehension(n):

return [i**2 for i in range(n)]

Calculate the time taken by for_loop()

begin = time.time()

for_loop(10**6)

end = time.time()

Display time taken by for_loop()

print('Time taken -> for_loop:', round(end-begin, 2))

Calculate the time taken by list_comprehension()

begin = time.time()

list_comprehension(10**6)

end = time.time()

Display time taken by for_loop()

print('Time taken -> list_comprehension:', round(end-begin, 2))



+ Code + Text

RAM
Disk

Time Analysis: List Comprehension VS For-Loops

{x}

✓

0s



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Calculate the time taken by list_comprehension()

begin = time.time()

list_comprehension(10**6)

end = time.time()

Display time taken by list_comprehension()

print('Time taken -> list_comprehension:', round(end-begin, 2))

<>

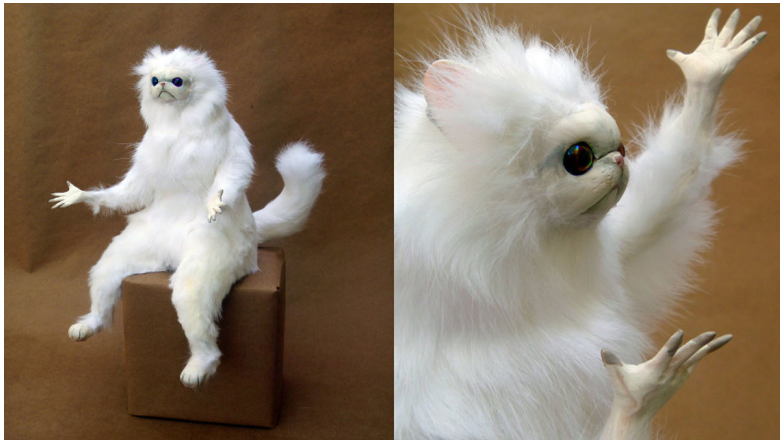


Time taken -> for_loop: 0.41

Time taken -> list_comprehension: 0.35

List Comprehension

Why do we care about writing code via List Comprehension if at the end we got the same answer? right?



In general, list comprehensions are faster than for-loops.

Let's move to another subject...

How data-storage is managed while working on Python?

As Data Scientist, we care about writing efficient code that runs fast.

But also...

writing efficient code means writing a ***memory-efficient*** code

Memory Management in Python

Memory management in Python involves a private heap containing all Python objects and data structures. The management of this private heap is ensured internally by the Python memory manager. The Python memory manager has different components which deal with various dynamic storage management aspects, like sharing, segmentation, preallocation or caching.

At the lowest level, a raw memory allocator ensures that there is enough room in the private heap for storing all Python-related data by interacting with the memory manager of the operating system. On top of the raw memory allocator, several object-specific allocators operate on the same heap and implement distinct memory management policies adapted to the peculiarities of every object type. For example, integer objects are managed differently within the heap than strings, tuples or dictionaries because integers imply different storage requirements and speed/space tradeoffs. The Python memory manager thus delegates some of the work to the object-specific allocators, but ensures that the latter operate within the bounds of the private heap.

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This topic is very technical...



Python.org

Memory Management in Python

Key points:

- Garbage collection is a process in which the interpreter frees up the memory when not in use to make it available for other objects.
- Reference counting works by counting the number of times an object is referenced by other objects in the system. When references to an object are removed, the reference count for an object is decremented. When the reference count becomes zero, the object is deallocated.
- CPython is the default and most widely used implementation of the Python language. Since CPython is the reference implementation, all new rules and specifications of the Python language are first implemented by CPython.

Memory Management in Python

Key points:

- It's important to note that there are implementations other than CPython. IronPython compiles down to run on Microsoft's Common Language Runtime. Jython compiles down to Java bytecode to run on the Java Virtual Machine. PyPy claims to run faster for particular applications.
- Each object has its own object-specific memory allocator that knows how to get the memory to store that object. Each object also has an object-specific memory deallocator that “frees” the memory once it's no longer needed.
- The Global Interpreter Lock (GIL) performs a single global lock on the interpreter when a thread is interacting with shared resources. In other words, only one thread can write at a time.

If you want to get deep into memory management in Python:

<https://docs.python.org/3/c-api/memory.html>

<https://www.honeybadger.io/blog/memory-management-in-python/>

Memory Management in Python

How Python make efficient use of memory allocation?

Let's remember the Python function `id()`

Python `id()` function returns the “identity” of the object. The identity of an object is an integer, which is guaranteed to be unique and constant for this object during its lifetime. Two objects with non-overlapping lifetimes may have the same `id()` value.

In CPython implementation, this is the address of the object in memory.



+ Code + Text



RAM

Disk



▼ Python ID

✓
0s

[2] # The identity/address of 4 integers/objects

`a = 10``b = 10``c = 11``d = 12``print(id(a))``print(id(b))``print(id(c))``print(id(d))`



+ Code + Text

✓ RAM
Disk 

▼ Python ID

✓
0s

[2] # The identity/address of 4 integers/objects

`a = 10``b = 10``c = 11``d = 12``print(id(a))``print(id(b))``print(id(c))``print(id(d))`

133584008266256

133584008266256

133584008266288

133584008266320



+ Code + Text

✓ RAM
Disk 

{x}

✓
0s

```
x = 10  
y = x
```

```
if id(x) == id(y):  
    print("x and y refer to the same object")  
else:  
    print("x and y do not refer to the same object")
```





+ Code + Text

✓ RAM
Disk 

{x}

✓
0s

▼ Same or different identity/reference



```
x = 10  
y = x
```

```
if id(x) == id(y):  
    print("x and y refer to the same object")  
else:  
    print("x and y do not refer to the same object")
```

```
x and y refer to the same object
```



+ Code + Text

✓ RAM
Disk

{x}

✓
0s

```
x = 10  
y = x
```

```
if id(x) == id(y):  
    print("x and y refer to the same object")  
else:  
    print("x and y do not refer to the same object")
```

x and y refer to the same object

✓
0s

```
# Modifying the value of 'x'
```

```
x = 10  
y = x  
x += 1
```

```
if id(x) == id(y):  
    print("x and y refer to the same object")  
else:  
    print("x and y do not refer to the same object")
```



+ Code + Text



RAM

Disk



▼ Same or different identity/reference



{x}

✓
0s

```
x = 10  
y = x
```

```
if id(x) == id(y):  
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else:  
    print("x and y do not refer to the same object")
```

x and y refer to the same object

✓
0s

```
# Modifying the value of 'x'  
x = 10  
y = x  
x += 1
```

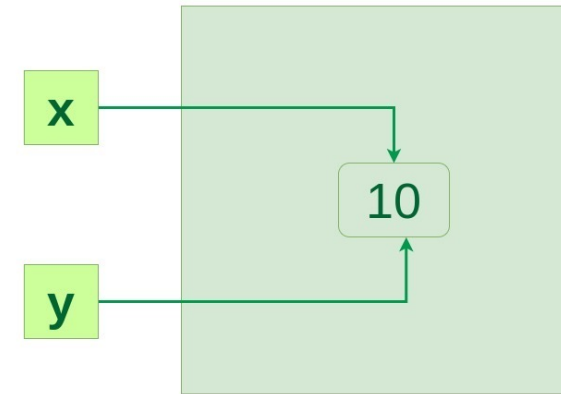
```
if id(x) == id(y):  
    print("x and y refer to the same object")  
else:  
    print("x and y do not refer to the same object")
```

☞ x and y do not refer to the same object

```
▶ x = 10
  y = x

  if id(x) == id(y):
    print("x and y refer to the same object")
  else:
    print("x and y do not refer to the same object")
```

x and y refer to the same object

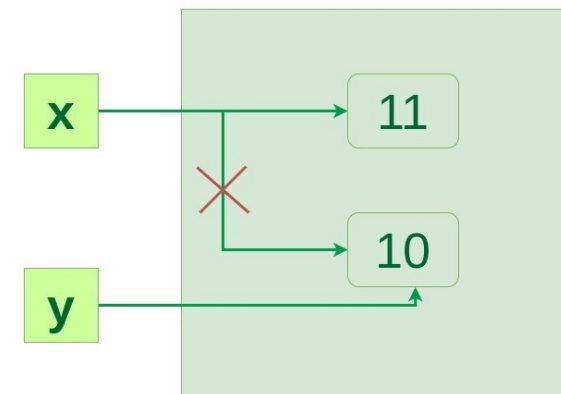


GG

```
▶ # Modifying the value of 'x'
  x = 10
  y = x
  x += 1

  if id(x) == id(y):
    print("x and y refer to the same object")
  else:
    print("x and y do not refer to the same object")
```

☞ x and y do not refer to the same object



GG



+ Code + Text

RAM
Disk

0s



Do we get the same behaviour when using string and tuples?

Strings

print('Strings: ')

s1 = 'ABC'

s2 = 'ABC'

print(id(s1))

print(id(s2))

Tuples

print('Tuples: ')

tu1 = ['A', 'B']

tu2 = ['A', 'B']

tu3 = tu1

print(id(tu1))

print(id(tu2))

print(id(tu3))

tu4 = tu3

tu4.append('C')

print(id(tu4))

tu4[0] = 'D'

print(id(tu4))



+ Code + Text

RAM
Disk

▼ Behaviour with String and Tuples

Do we get the same behaviour when using string and tuples?

```
# Strings
print('Strings: ')
s1 = 'ABC'
s2 = 'ABC'
print(id(s1))
print(id(s2))

# Tuples
print('Tuples: ')
tu1 = ['A', 'B']
tu2 = ['A', 'B']
tu3 = tu1
print(id(tu1))
print(id(tu2))
print(id(tu3))
tu4 = tu3
tu4.append('C')
print(id(tu4))
tu4[0] = 'D'
print(id(tu4))
```

```
Strings:
133584007093552
133584007093552
Tuples:
133583817816832
133583228411712
133583817816832
133583817816832
133583817816832
```

Summary

- Code collaboration in real-time among data scientists is crucial to speed-up results and to be part of an efficient teamwork.
- Techniques, such as list comprehension, help us to write faster code.
- Understanding memory allocation and management help us to write efficient code.

Stay Safe & Healthy

