

Advanced School in Artificial Intelligence

Introduction to Python

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**Università
degli Studi
di Ferrara**

Outline

- Introduction to Python
- Introduction to Neural Networks
- Convolutional NN
- Recurrent NN
- Autoencoders and self supervised learning

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Operators

- $+$ sum
 - $-$ subtraction
 - $*$ multiplication
 - $/$ division ($59/60 = 0.9833$, while $59/60.0 = 0.9833$)
 - $//$ integer division ($2.5//2 = 1.0$)
 - $**$ exponentiation
 - $\%$ module ($10\%3 = 1$)
-
- Python follows the following precedence:
1. parentheses, 2. exponentiation, 3. multiplication and division, 4. addition and subtraction

Boolean Operators

- `==` equal
- `!=` different
- `<` lower than
- `<=` lower or equal than
- `>` greater than
- `>=` greater or equal than

They all return a Boolean

- `and`
- `or`
- `not`

In Python `0`, `""` (empty string), `False` and `None` are considered false. Everything else is considered true. Function `bool` returns the Boolean value of an object.

Operators with strings, comments and assignments

- `+` concatenation
 - `'Hello' + ' World' = 'Hello World'`
- `*` repetition
 - `'Hi'*3 = 'HiHiHi' = 'Hi' + 'Hi' + 'Hi'`
 - `'Ba' + 'na'*2 = 'Banana'`
- `#` in-line comment
 - `x = 10 # this is an assignment`
- `=` assignment, can be multiple
 - `x = 10 # this is an assignment`
 - `x, y, z = 10, 20, 30 # this is a multiple assignment`

Multiline comments

```
#This is a long comment  
#and it extends  
#to multiple lines
```

Another way of doing this is to use triple quotes, either `'''` or `"""`.

```
"""This is also a  
perfect example of  
multi-line comments"""
```

Type conversion

- **int(a, base)** : converts any data type to integer. 'base' specifies the base in which string is if the data type is a string, for example `int('1101', 2)`
- **float()** : converts any data type to a floating point number
- **str()** : converts an integer into a string.
- **ord()** : converts a character to (integer) unicode representation.
- **hex()** : converts an integer to a hexadecimal string.
- **oct()** : converts an integer to an octal string
- **tuple()** : converts to a tuple.
- **set()** : returns the type after converting to set.
- **list()** : converts any data type to a list type.
- **dict()** : converts a tuple (key,value) into a dictionary.
- **complex(real, imag)** : converts two real numbers to a complex number.



Functions

- Like in every programming language, functions are a sequence of statements executable by using the name of the function and that possibly returns a value.
- We have already seen many functions: input, print, type, ...
- Functions accept 0 or more arguments and can be used with objects of different types, using the syntax **function(arguments)**

Functions

- Functions accept 0 or more arguments and can be used with objects of different types, using the syntax **function(arguments)**

```
>>> len("Python") # with a string
```

```
6
```

```
>>> len([1,2,3]) # with an array
```

```
3
```

```
>>> len({'a':3, 'b':5}) # with a dictionary
```

```
2
```

Methods

- Methods are similar to functions but are linked to the type of object.
- They can be called on objects via the dot notation.

```
>>> s = "Python"
>>> s.upper() # this methods returns "PYTHON"
>>> s.lower() # this method returns "python"
```

Strings

- To declare a string is sufficient to assign a text enclosed in quotation marks to a new variable.
 - It is possible to use single quotation marks (character ') or double quotation marks (character ").
 - One can always use [escape characters](#)
 - `"This is Riccardo's string" = 'This is Riccardo\'s string'`
 - Long strings can be divided on more lines using **triple quotation**
 - One can also compare strings using relational operators.

Strings

- **Indexing:** use of an index to indicate a character of a string. Index must be integer

```
>>> s = 'Python'
>>> s[0]    # element in pos 0 (first)
'P'
>>> s[5]    # element in pos 5 (sixth)
'n'
>>> s[-1]   # element in pos -1 (last)
'n'
>>> s[-4]   # element in pos -4 (fourth to last)
't'
```

Strings

- **Slicing**: the possibility to obtain sub-strings by means of indexing

```
>>> s = 'Python'
>>> s[0:2]    # substring with elements from 0 (included) to 2 (excluded)
'Py'
>>> s[:2]     # from the beginning to 2 (excluded)
'Py'
>>> s[3:5]    # from index 3 (incl.) to 5 (excl.)
'ho'
>>> s[4:]     # from index 4 (incl.) to the last
'on'
>>> s[-2:]    # from index -2 (incl.) to the last
'on'
```

Strings

- **Test of inclusion:** by means of operators `in` and `not in`

```
>>> s = 'Python'
>>> 'P' in s # checks if character 'P' is in the string s
True
>>> 'x' in s # character 'x' is not in s, returns False
False
>>> 'x' not in s # "not" to perform inverse of inclusion test
True
>>> 'Py' in s # checks if substring 'Py' is in string s
True
>>> 'py' in s # the check is case-sensitive
False
```


Strings

- **Length of a string:** use of the function `len`

```
>>> len("Python")
```

```
6
```

```
>>> s = "string"
```

```
>>> len(s)
```

```
6
```

Strings

- The operator + can be used to concatenate strings

```
"Python" + " is a string of " + str(6) + "characters"
```

Remember to convert
other types to string

Strings

- Other interesting methods:
 - **find(substring)**: gives the index of the first character in a matching of the substring from the left or -1 if no such character exists.
 - **rfind(substring)**: same as above, but from the right.
 - **find(substring, i, j)**: same as **find()**, but looks only in **string[i:j]**.
 - **split()**: divides a string into a list of substrings according to white spaces or a string passed as argument.

Lists

- Lists are denoted by:

`list_name = [e10, e11, ..., e1n]`

- Indexing works like in strings:

- Index goes from 0 to the length of the list – 1

`list_name[0], list_name[1], list_name[2],
list_name[3]`

- Lists are **mutable**

Lists

- You can also have an empty list: `[]`.
- You can index into lists from the back.
 - `list_name[-i]` returns the *i*th element from the back.
- Lists are **heterogeneous**:
 - The elements in a list can be of different types, can have integers and strings.
 - Can even have lists themselves.

Lists: Functions

- Lists come with lots of useful functions and methods.
 - **`len(list_name)`**, as with strings, returns the length of the list.
 - **`min(list_name)`** and **`max(list_name)`** return the min and max so long as they are well defined.
 - **`sum(list_name)`** returns the sum of elements so long as they're numbers.
 - **Not** defined for lists of strings.

Lists: Methods

- **append(value)** – adds value to the end of the list.
- **sort()** - sorts the list so long as this is well defined. (need consistent notions of $>$ and $==$)
- **insert(index, value)** – inserts the element value at the index specified.
- **remove(value)** – removes the first instance of value.
- **count(value)** – counts the number of instances of value in the list.
- **index(value)** – Return zero-based index in the list of the first item equals to value. Raises a ValueError if there is no such item.

List slicing

- Slicing works like in strings.
- `y=x[i:j]` gives us a list `y` with the elements from `i` to `j-1` inclusive.
 - `x[:]` makes a list that contains all the elements of the original → **copy of a list!**
 - `x[i:]` makes a list that contains the elements from `i` to the end.
 - `x[:j]` makes a list that contains the elements from the beginning to `j-1`.
- `y` is a **new list**, so that it is not aliased with `x`.

Lists



- As lists are mutable, nested lists can cause situations in which aliasing is non-obvious.
- Be wary of slicing lists that contain mutable elements.
- While the slicing creates new lists, the items in the list are aliases to the original elements.
- So you might be changing both lists when you think you're only changing one.

If statement

```
if a == 10:  
    # statements  
elif a < 0:  
    # statements  
elif a > 10:  
    # statements  
else:  
    # statements
```

- Every elif and else are optional.
- The code must be indented. Python does not use parentheses to enclose statements but uses indentation by means of tabulation (or spaces, usually 4)

Loops

- **While loop**

```
while condition:  
    # statements
```

- There is also **for loop** but it is quite different than what seen in other languages. Let's see first arrays and lists.

Looping over Lists: for loop

- We want to perform a similar operation to every element of a list.
- Python allows us to do this using for loops

```
for item in list:  
    # statements
```

- This is equivalent to:

```
item = list[0]  
block  
item = list[1]  
block  
...
```

Do you remember the
for(element : list)
of Java?

For loop and lists

- **ATTENTION!**

```
for item in list:
```

```
    # statements
```

- Here, `item` is **immutable**, so we **can't** alter the **list** elements.
- If we want to alter the list elements, we need to refer to the **indices** of the list.

For loop with indices

- To do that, we use the `range()` function.
- `range(i)` returns an ordered list of integers ranging from 0 to i-1.
- `range(i, j)` returns an ordered list of ints ranging from i to j-1 inclusive.
- `range(i, j, k)` returns a list of integers ranging from i to j-1 with a step of k between ints.
 - So `range(i, k) == range(i, k, 1)`
- To modify a list element by element we use:

```
for i in range(len(list)) :  
    # statements
```


More about range()

- The function range returns an **immutable** sequence of numbers.
- It can be used to initialize a list, but not directly: `lst = range(10)` does not create a list so we cannot assign values to `lst` → `lst[2] = 2` will rise an error
- We must use constructors

```
lst = list(range(10))
```

Nested Lists

- Because lists are heterogeneous, we can have **lists of lists**.
- This is useful if we want matrices, or to represent a grid or higher dimensional space.
- We then reference elements by **`list_name[i][j]`** if we want the **`j`**th element of the **`i`**th list.
- So then naturally, if we wish to loop over all the elements we need nested loops:

```
for item in list:  
    for item2 in item:  
        # statements
```

Tuples

- If we need **immutable lists** we can resort to **tuples**

```
tuple_name=(item0,item1,item2,...)
```

- Note the different use of paratheses!
- Items can be referenced as in lists

```
tuple_name[0], tuple_name[1],...
```

- Single element tuple must be defined using a comma to avoid ambiguity
(8+3) vs. (8+3,)

Strings

- Strings can be considered tuples of individual characters since they are immutable.
- We have:
 - Indexing and slicing
 - Strings are not heterogenous, they can only contain characters.
 - Functions **min()** and **max()** defined on strings, but **sum()** is not.

Sets

- Python also includes a data type for **sets**.
- A set is an **unordered collection** with **no duplicate elements**.
- Basic uses include membership testing and eliminating duplicate entries.
- Set objects also support mathematical operations like union, intersection, difference, and symmetric difference.
- Curly braces or the **set()** function can be used to create sets.
- Note: to create an empty set you have to use `set()`, not `{}`; the latter creates an empty **dictionary** (we will see it in a couple of slides).

Sets

```
>>> basket = {'apple', 'orange', 'apple', 'pear', 'orange',  
'banana'}  
  
>>> print(basket) # show that duplicates have been removed  
{'orange', 'banana', 'pear', 'apple'}  
  
>>> 'orange' in basket # fast membership testing  
True  
  
>>> 'crabgrass' in basket  
False
```



Sets

```
>>> a = set('abracadabra')
>>> b = set('alacazam')
>>> a          # unique letters in a
{'a', 'r', 'b', 'c', 'd'}
>>> a - b      # letters in a but not in b
{'r', 'd', 'b'}
>>> a | b      # letters in a or b or both
{'a', 'c', 'r', 'd', 'b', 'm', 'z', 'l'}
>>> a & b      # letters in both a and b
{'a', 'c'}
>>> a ^ b      # letters in a or b but not both
{'r', 'd', 'b', 'm', 'z', 'l'}
```



Dictionaries

- Lists can be only accessed using the index.
- Sometimes it is useful to access data indexed by meaningful information instead of an integer index.
 - Remember maps in Java
- In one sentence, dictionaries are (key, value) pairs. Sometimes they are called, as in Java, maps.

```
{key0 : val0, key1 : val1, ..., keyn : valn}
```

- Dictionaries are of type `dict`. Since they have a type, they can be assigned to a variable.
- To refer to a value associated with a key in a dictionary we use `dictionary_name[key]`

Dictionaries

- Dictionaries are **unsorted**.
- Dictionary **keys must be immutable**, but the values can be anything.
- Cannot be **None**.
- Once you've created a dictionary you can add key-value pairs by assigning the value to the key.

`dictionary_name[key] = value`

- Keys must be unique.

Dictionary methods

- `len(dict_name)` works in the same way as it does for strings and lists.
- `+` and `*` are **not** defined for dictionaries.
- `dict.keys()` - returns the keys in some order.
- `dict.values()` - returns the values in some order.
- `dict.items()` - returns the (key, value) pairs in some order.

Dictionary methods

- **key in dict** - returns **True** iff the dictionary has the key in it.
- **dict.get(key)** – returns the value that is paired with the key, or **None** if no such key exists.
 - The function is defined as **get(key, d=None)** it returns **d** rather than **None** (if given) if no such key exists → **get(key, 0)** returns 0 if **key** is not found
- **dict.clear()** - removes all the key-value pairs from the dictionary.

Dictionary methods

- `dict.copy()` - copy the entire dictionary.
 - Be wary if the dictionary has mutable objects.
 - Can have the same issue as with nested lists.
- `dict.update(dict_name)` - adds the key-value pairs in `dict_name` to `dict`.
- `dict.pop(key)` – removes and returns the key-value pair indexed by the key.
- `dict.popitem()` – removes and returns one `(key, value)` pair.
- To remove items from a dictionary one can use the **del function** or **del directive**
`del(dict_name[key])`

`del` `dict_name[key]`
Attention: `del dict_name` will delete the variable which cannot be further called until a new declaration.

Looping over dictionaries.

```
for key in d:  
    print(key, d[key])
```

```
for val in d.values():  
    print(val)
```

```
for key, val in d.items():  
    print(key, val)
```

- However, the order is still arbitrary.
- How can we make the loop ordered?

Looping over dictionaries

How can we make the loop ordered?

```
dict_keys = dict_name.keys()
```

```
dict_keys.sort()
```

```
for key in dict_keys:  
    print(key, dict_name[key])
```