

Intermediate Python

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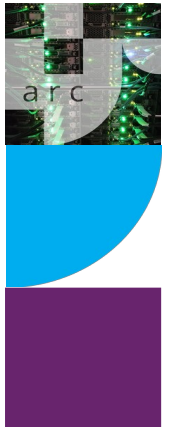
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Welcome and icebreaker

- Thank you for joining!
- 2-hours course (10am-12pm); a coffee-break for 10 minutes
- Icebreaker introduction
- Link to the exercises for today: [Exercises link](#)



Course structure

- 'Beginners Python' recap
 - variables, lists, control flow statements, and functions
- 'Pythonic' concepts
 - List comprehension, ternary expressions, *args and **kwargs
 - Lambda functions
- More advanced string manipulation
- Introduction to libraries and modules
- Data structures and containers
 - Mutability
- Brief introduction to classes

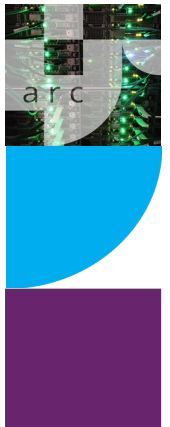


Python Setup

- In this lesson, we will be using Python 3
- As an interactive computing environment to run Python exercises, there are several options:
 - a web-based interactive environment: *jupyter notebook*
 - the standard interactive shell: *python*
 - an enhanced interactive shell: *ipython*

```
dmitry@dmitry-Latitude-5430:~$ ipython3
Python 3.8.10 (default, Mar 13 2023, 10:26:41)
Type 'copyright', 'credits' or 'license' for more information
IPython 7.13.0 -- An enhanced Interactive Python. Type '?' for help

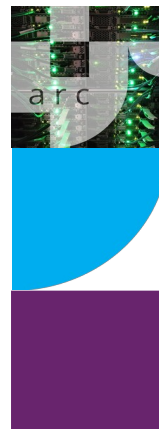
In [1]:
```



Recap(a): Python fundamentals

- **Variables:** a name for a value (`[A-Za-z0-9_]`, case-sensitive)
 - *# this is a comment*
- **Basic data types:** integers, floating-point numbers, strings, bool
 - *pi = 3.14, n = 5, name = "John"*
 - *n = n + 1, n += 1*
 - *str(37), float('3.14'), int(pi)*
 - Expressions and operators: `+`, `-`, `*`, `/`, `//`, `%`, `**`
 - Assignment statements:
 - *degreesC = 5/9*(degreesF - 32)*
 - *w = x = y = z = 0 # chain assignment*
 - *x, y, z = 100, -45, 0 # tuple assignment*
- **Built-in functions:** *type, print, input, eval, int, float, str, len, range, ...*
 - *print(type(str(1.234)))*
 - *value1 = eval(input('Please enter a number: '))*

$$^{\circ}\text{C} = \frac{5}{9} \times (^{\circ}\text{F} - 32)$$



Recap(b): Lists

- **List:** a mutable sequence type
- Holds a collection of objects in a defined order (indexed by integers)
- A user-friendly data container to store objects of any type, even a mix of types
- Dynamic type system:
 - no need to declare the type of a variable explicitly

```
random_stuff = [1, 'apples', 3.14, ['Mars', 'Venus', 'Pluto']]
print(random_stuff[3][2])
```

Pluto

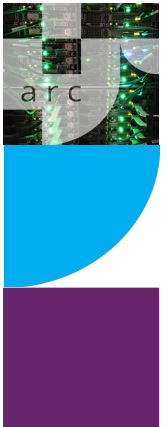
```
L = [1, 2, 3, 4, 5]
print(type(L))

<class 'list'>
```

Appending to lists:

```
chem_elements = ["oxygen"]
for i in range(2):
    chem_elements.append("hydrogen")
print(chem_elements)
```

- Easy to process lists in *for* loops (in the next slides)



Recap(b): Lists (cont.), similarities to strings

- `len` function: the number of items in a list/string
- `in` operator: tells if a list/string contains something
- `+` and `*` operators: concatenating and repeating
- **Indexing**: simple to “grab” an item/character in a list/string if you know where it sits:

```
[7,8]+[3,4,5]
```

```
[7, 8, 3, 4, 5]
```

```
[0]*5
```

```
[0, 0, 0, 0, 0]
```

```
L = ['a','b','c','d','e','f','g','h','i','j']  
print(L[4])
```

e

- **Slicing**: use `:` to “grab” a range defined subsection of a list/string:
- **Looping**:

```
for i in range(len(L)):  
    print(L[i])
```

```
for item in L:  
    print(item)
```

```
L = "abcdefghij"  
print(L[4])
```

e

```
start=3  
stop=7
```

```
print(L[start:stop]) # items start to stop-1
```

```
['d', 'e', 'f', 'g']
```

```
print(L[start:]) # items start to the end of list
```

```
['d', 'e', 'f', 'g', 'h', 'i', 'j']
```

```
print(L[:stop]) # items from beginning of list to stop-1
```

```
['a', 'b', 'c', 'd', 'e', 'f', 'g']
```

```
print(L[:]) # whole list
```

```
['a', 'b', 'c', 'd', 'e', 'f', 'g', 'h', 'i', 'j']
```

The `:stop` value represents the first value not in the slice



Recap(c): Control Flow

- Conditional statements:
if, elif, else

```
grade = eval(input( ' Enter your score: ' ))
if grade>=90:
    print('A')
elif grade>=80:
    print('B')
else:
    print('C')
```

- Loop control statements:
break, continue

```
a = ['Mary', 'had', 'a', 'little', 'lamb', '.']
for i in range(len(a)+2):
    if(i < len(a)):
        print(i, a[i])
    elif (i == len(a)):
        print("The sentence has ended,")
        continue #break
    else:
        print("The end.")
```

- Loop statements: *for, while*

```
for i in range(10):
    print(i)
```

```
i=0
while i<10:
    print(i)
    i=i+1
```

- Nested loops

```
for x_axis in range(2):
    for y_axis in range(2):
        print('(' + str(x_axis) + ',' + str(y_axis) + ')')
```

- Range objects:

range(stop), range(start, stop[, step])

```
range(5)
```

```
range(0, 5)
```

```
list(range(5))
```

```
[0, 1, 2, 3, 4]
```

```
list(range(1,10,2))
```

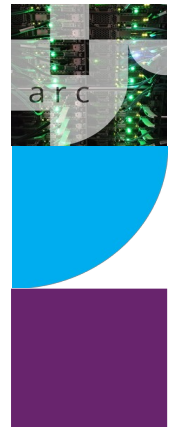
```
[1, 3, 5, 7, 9]
```

```
len(range(5))
```

```
5
```

```
len(random_stuff)
```

```
4
```



Recap(c): Control Flow (cont.), iterators

But what is the *for* loop doing under the hood?

1. *iter()* is called on the container object returning an iterator object
2. The iterator object defines a `__next__()` function which facilitates access to elements one at a time
3. `__next__()` tells for loop when there are no more elements raising *StopIteration* exception

```
uni = 'Durham'  
it = iter(uni)  
it
```

```
<str_iterator at 0x7f1208f38f70>
```

```
next(it)
```

```
'D'
```

```
next(it)
```

```
'u'
```

```
next(it)
```

```
'r'
```

```
next(it)
```

```
'h'
```

```
next(it)
```

```
'a'
```

```
next(it)
```

```
'm'
```

```
next(it)
```

```
-----  
StopIteration                                Traceback (most recent call last)  
<ipython-input-31-bclab118995a> in <module>  
----> 1 next(it)
```

```
StopIteration:
```



Recap(d): Functions

- Principle of encapsulation
 - Enables maintainability and readability alongside complexity
 - Reusable code
- Important parts of **function** definition:

- **Name**
- **Parameters**
- **Body**
- **Indentation**

`def` **name** (*parameter list*):
block

Why to write functions:

- It is difficult to write correctly
- It is difficult to debug
- It is difficult to extend

```
# function definition
def increment(number):
    number += 1
    new_number = number
    return new_number

# function invocation
print("4+1 =", increment(4))
```

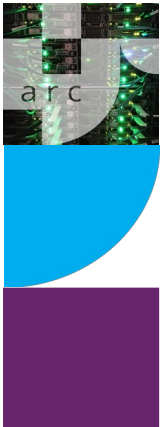
4+1 = 5

```
# only function invocation
from math import sqrt
print(sqrt(16.0))
```

4.0



- Every Python function has two aspects:
 - 1) Function definition
 - 2) Function invocation



Building on the above(a): **args* and ***kwargs*

- Collecting an arbitrary number of arguments into a tuple, when number of arguments is unknown, **args*:

```
def product(*nums):  
    prod = 1  
    for i in nums:  
        prod *= i  
    return prod  
print(product(3,4), product(2,3,4), sep=' ')
```

12 24

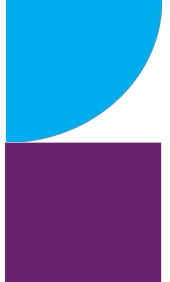
- Collecting an arbitrary number of keyword arguments into a dictionary, ***kwargs*:

```
def f(**kwargs):  
    for k in kwargs:  
        print(k, '**2 : ', kwargs[k]**2, sep='')  
f(x=3, y=4, z=5)
```

x**2 : 9
y**2 : 16
z**2 : 25

```
def f(**kwargs):  
    for key, value in kwargs.items():  
        print(key, "=", value, sep='', end=", ")  
f(x=3, y=4, z=5)
```

x=3, y=4, z=5,



Building on the above(b): more on expressions and lists

- Ternary expressions

```
hungry = True  
state = "grumpy" if hungry else "content"  
print(state)
```

grumpy

- List comprehension

```
multiples_of_three = [i for i in range(20) if i%3==0]  
print(multiples_of_three)
```

[0, 3, 6, 9, 12, 15, 18]

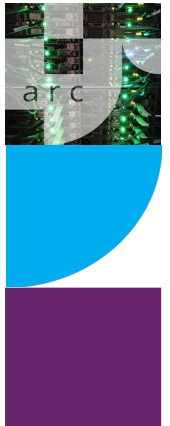
- List methods (more after exercise)

```
L = [33, 84, 57, 11, 29, 0, 57]  
L.remove(57)  
print(L)
```

[33, 84, 11, 29, 0, 57]

```
L.remove(57)  
print(L)
```

[33, 84, 11, 29, 0]



Exercises

Ask us questions!



Building on the above(c): list methods

- Inserting an element
- Reversing
 - Note: `reversed()` returns a 'reverse iterator' that then needs to be turned back into a list with `list()`
- Sorting
- Searching
- Emptying
- Removing duplicates

- by converting list→set→list

- Note: As we can see from examples, some functions actively modified whereas some returned a copy of the modified list

```
L = [33, 84, 11, 29, 0]
L.insert(2, 57)
print(L)
```

```
[33, 84, 57, 11, 29, 0]
```

```
print(list(reversed(L)))
[0, 29, 11, 57, 84, 33]
```

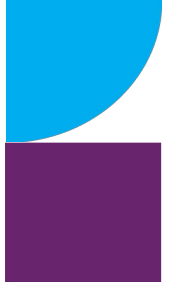
```
print(sorted(L))
[0, 11, 29, 33, 57, 84]
```

```
if 57 in L:
    position = L.index(57)
    print("57 is in the list. "
          "It is at position", position)
```

```
57 is in the list. It is at position 2
```

```
print(L.clear())
None
```

```
L2 = [1, 2, 2, 2, 3, 3]
print(list(set(L2)))
[1, 2, 3]
```



Building on the above (d): lambda functions

- **Lambda functions** for compact inline function definitions
- Useful when you don't want to use a function twice

lambda arguments : expression

Or more generally:

Functionally
equivalent

```
somefunc = lambda a1, a2, ...: some_expression|
```

```
def somefunc(a1, a2, ...):  
    return some_expression
```

- Example

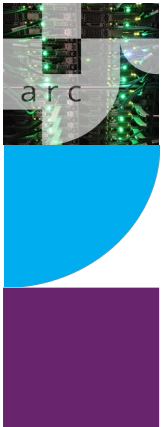
$$f''(x) \approx \frac{f(x-h) - 2f(x) + f(x+h)}{h^2}$$

```
def diff2(f, x, h=1E-6):  
    r = (f(x-h) - 2*f(x) + f(x+h))/float(h*h)  
    return r
```

```
def f(x):  
    return x**2 - 1  
  
df2 = diff2(f, 1.5)  
print(df2)
```

equivalent

```
df2 = diff2(lambda x: x**2-1, 1.5)  
print(df2)  
  
1.999733711954832
```



Building on the above (d): lambda functions (cont.)

- **Map** applies a function to all the items in an iterable:

map(function_to_apply, list_of_inputs)

```
items = [1, 2, 3, 4, 5]
squared = []
for i in items:
    squared.append(i**2)
print(squared)
```



```
squared = list(map(lambda x: x**2, items))
print(squared)
```

[1, 4, 9, 16, 25]

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

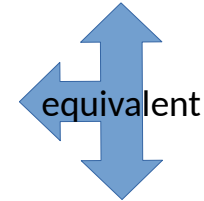
- **Filter** creates a list of elements for which a function returns true:

*Note: **list comprehensions** can accomplish everything what **map** and **filter** do*

```
number_list = range(-5, 5)
less_than_zero = list(filter(lambda x: x<0, number_list))
print(less_than_zero)
```

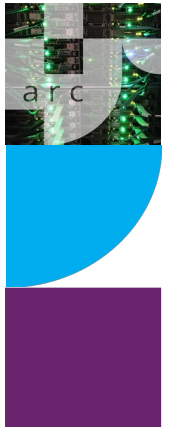
```
def is_less_than_zero(x):
    return True if x<0 else False

negative_nums = []
for num in number_list:
    if is_less_than_zero(num):
        negative_nums.append(num)
print(negative_nums)
```



```
negative_nums = [num for num in number_list if num < 0]
print(negative_nums)
```

[-5, -4, -3, -2, -1]



Mastering strings (a)

- Adjusting case
- Formatting strings
 - *Note: Modification requires assignment, because these functions return a copy, not modifying the original string*

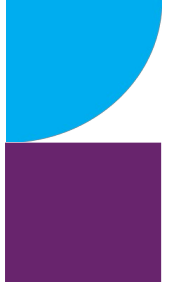
```
line = "the quick brown fox jumped over a lazy dog"
print(line.find('fox'))
print(line.startswith('the'))
print(line.endswith('fox'))
print(line.replace('brown', 'red'))
print(line.split())
try:
    index = line.index('bear')
    print(index)
except ValueError:
    print("A bear isn't mentioned in the text")
```

```
16
True
False
the quick red fox jumped over a lazy dog
['the', 'quick', 'brown', 'fox', 'jumped', 'over', 'a', 'lazy', 'dog']
A bear isn't mentioned in the text
```

```
arc_update = "ThE HAmILton suPercompUTER is beiNg UPGraded"
print(arc_update.upper())
print(arc_update.title())
print(arc_update.capitalize())
print(arc_update)
arc_update = "  RSE  "
print(arc_update.strip())
print(arc_update.rstrip())
print(arc_update.lstrip())
```

```
THE HAMILTON SUPERCOMPUTER IS BEING UPGRADED
The Hamilton Supercomputer Is Being Upgraded
The hamilton supercomputer is being upgraded
ThE HAmILton suPercompUTER is beiNg UPGraded
RSE
  RSE
RSE
```

- *Find()* and *index()*: return index of a substring, but the latter raises a *ValueError* exception when not found (**exception handling**)
- Querying the existence, replacing, splitting



Mastering strings (b)

- The canonical way to search a string (if not interested in the index) is very simple:

```
line = "the quick brown fox jumped over a lazy dog"
if "fox" in line:
    print("A fox has been seen")
```

A fox has been seen

- F-strings** provide a way to embed expressions inside string literals, using a minimal syntax
 - expressions are evaluated at runtime and replaced with their values

```
interests = ["football", "zoom"]
print(f"Bob enjoys {interests[0]} and {interests[1]}")

weekdays = ['Mon', 'Tue', 'Wed', 'Thu', 'Fri']
for weekday in weekdays:
    print(f"Today is {weekday}")

age = 70
print(f"Soon I'll be {age+1}!")
```

```
Bob enjoys football and zoom
Today is Mon
Today is Tue
Today is Wed
Today is Thu
Today is Fri
Soon I'll be 71!
```



Exercises

Ask us questions!



Modules

- Several ways of importing **modules**:

```
import os, sys, time # several modules at once
import numpy as np # changing module name
import math # the whole module
```

```
print(math.sqrt(16.0))
```

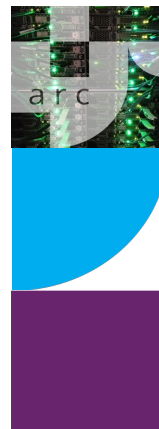
`import` *module list*

- Another example

`from` *module* `import` *function list*

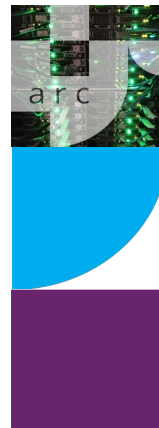
```
from math import sqrt # only specific functions from a module
print(sqrt(16.0))
```

```
from math import * # all functions from a module
from math import log as ln # changing function name
```



Some standard and 3rd-party modules

- **math**: contains familiar math functions including:
 - *sin* , *cos* , *tan* , *exp* , *log* , *log10* , *factorial* , *sqrt* , *floor* , *ceil*
- **numpy**: fundamental package for scientific computing
a multidimensional array object, various derived objects (such as masked arrays and matrices), and an assortment of routines for fast operations on arrays, including mathematical, logical, shape manipulation, sorting, selecting, I/O, discrete Fourier transforms, basic linear algebra, basic statistical operations, random simulation and much more
- **scipy**: a collection of mathematical algorithms and convenience functions built on the NumPy extension
high-level commands and classes for the manipulation and visualization of data
- **matplotlib**: library for plotting
- **sympy**: symbolic computations
- Other useful modules: **os**, **random**, **itertools**, **time**, **datetime** and many more
- Python comes with a program called *pip* which will automatically fetch packages released and listed on PyPI: *pip install <some-module>*



Other useful modules in the standard library

- Tools for interfacing with the operating system: **os**

```
import os
root = "/Users"
print(os.path.join(root, os.environ["USER"], "holiday_planning"))
# out /Users/kqkc25/holiday_planning

os.listdir("Desktop")

if not os.path.exists("blahblahblah.txt"):
    print("File not found")
    exit(1)
```

Facilitates
portability

Very useful when
processing
multiple data files



Using the csv module (part 1)

- Very convenient module for parsing and writing csv files
- Writing a csv

```
import csv

with open("example.csv", "w") as out_f:
    writer = csv.writer(out_f, delimiter=",")
    writer.writerow(["x_axis", "y_axis"])
    x_axis = [x * 0.1 for x in range(0, 100)]
    for x in x_axis:
        writer.writerow([x, math.cos(x)])
```



For the sake of visualization, here is the first part of the csv we just made:

x_axis	y_axis
0	1
0.1	0.99500417
0.2	0.98006658
0.3	0.95533649
0.4	0.92106099
0.5	0.87758256
0.6	0.82533561
0.7	0.76484219
0.8	0.69670671
0.9	0.62160997
1	0.54030231
1.1	0.45359612
1.2	0.36235775
1.3	0.26749883
1.4	0.16996714
1.5	0.0707372



Using the csv module (part 2)

- Now let's extract the value for y_axis when x_axis is 1.0 for the csv we just wrote:

```
import csv

with open("example.csv", "r") as in_file:
    reader = csv.reader(in_file, delimiter=",")
    next(reader) # skip header
    for row in reader:
        if row[0] == "1.0":
            print(row[1])
            break

# out: 0.5403023058681398
```

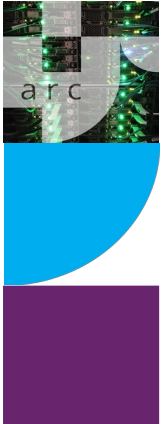


Other data structures

- **Dictionaries:** flexible mappings of keys to values
 - an unordered collection of key-value pairs
 - dictionary items are colon-connected (:) key-value pairs
 - an associative container permitting access based on a key (not an index)

```
capitals = {'Norway':'Oslo','Sweden':'Stockholm','France':'Paris'}  
# capitals = dict(Norway='Oslo', Sweden='Stockholm', France='Paris') # the same  
capitals['Germany'] = 'Berlin' # instead of append() for list  
for country in capitals:  
    print(f'The capital of {country} is {capitals[country]}')
```

```
The capital of Norway is Oslo  
The capital of Sweden is Stockholm  
The capital of France is Paris  
The capital of Germany is Berlin
```



Other data structures

- **Sets:** unordered collections of unique elements
 - represents a mathematical set
 - curly braces (`{}`) enclose the elements of a literal set

```
S = {10, 3, 7, 2, 11}
S
```

```
{2, 3, 7, 10, 11}
```

```
L = [10, 13, 10, 5, 6, 13, 2, 10, 5]
S = set(L)
L
```

```
[10, 13, 10, 5, 6, 13, 2, 10, 5]
```

```
S
```

```
{2, 5, 6, 10, 13}
```



Other data structures

- **Tuples:** immutable sequences
 - essentially a constant list which can't be changed

```
t = (2, 4, 6, 'temp.pdf')  
t = 2, 4, 6, 'temp.pdf' # can skip parentheses  
t
```

(2, 4, 6, 'temp.pdf')

- much of the same functionality as lists, including **indexing** and **slicing**

```
t = t + (-1.0, -2.0)  
t
```

(2, 4, 6, 'temp.pdf', -1.0, -2.0)

t[1]

4

t[3:]

('temp.pdf', -1.0, -2.0)

6 in t

True

- Lists are typically for homogeneous data sequences (ingredients, names) whereas tuples are ideal for heterogeneous data (entries with different meanings)



Other data structures

- **Namedtuple** is handy, but also immutable
- Namedtuple is a factory function for making a tuple class
 - In the example, *NI*Number becomes a factory function that can encapsulate data from any employee

```
from collections import namedtuple
NINumber = namedtuple('national_insurance_number', 'name NI')
employee_data = NINumber('Simon', '12345678')
print(f'Employee {employee_data.name} has NI: {employee_data.NI}')
```

```
# assignment creates error!
# employee_data.NI = '4444'
```



Very brief introduction to classes

- **Class** = code template (like previously seen factory function)

```
class FootballTeam:
    players = ['Kane', 'Sterling', 'Pickford']

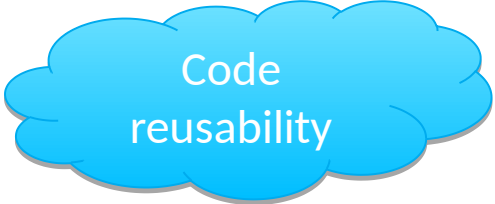
    def get_players(self):
        return self.players

england_team = FootballTeam()
print(england_team.get_players())
# out: ['Kane', 'Sterling', 'Pickford']
```



Very brief introduction to classes

- We can **generalise** the template



Code
reusability

```
class FootballTeam:
    def __init__(self, players):
        self.players = players

    def get_players(self):
        return self.players

england_team = FootballTeam(["Kane", "Sterling", "Pickford"])
print(england_team.get_players())
# out: ['Kane', 'Sterling', 'Pickford']

spanish_team = FootballTeam(["Moreno", "Llorente"])
print(spanish_team.get_players())
# out: ['Moreno', 'Llorente']
```



Very brief introduction to classes

- We can **encapsulate** complexity

```
class FootballTeam:
    def __init__(self, players):
        self.players = players

    def make_substitution(self, player_off, player_on):
        self.players = [player if player != player_off else player_on
                        for player in self.players]

    def get_players(self):
        return self.players
```

```
england_team = FootballTeam(["Kane", "Sterling", "Pickford"])
print(england_team.get_players())
# out: ['Kane', 'Sterling', 'Pickford']
england_team.make_substitution("Kane", "Grealish")
print(england_team.get_players())
# out: ['Grealish', 'Sterling', 'Pickford']
```



Exercises

Ask us questions!



Thank you!

- Feedback would really be appreciated:
https://bit.ly/arc_trainingfeedback
- Other training courses at ARC
- RSE support

Solutions to the exercises can be found here:

[Solutions link](#)