

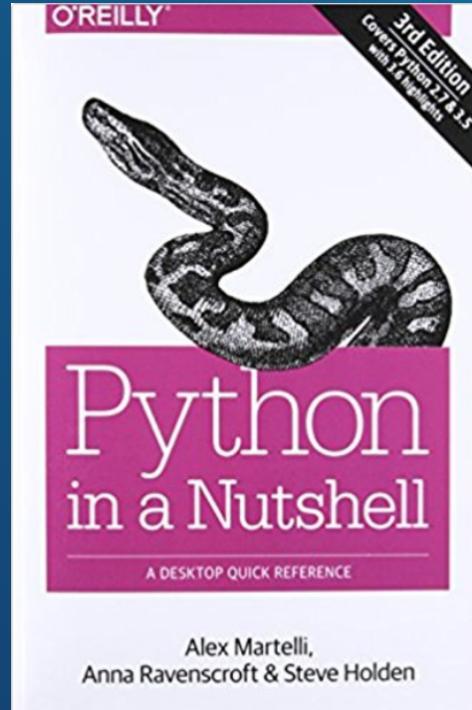
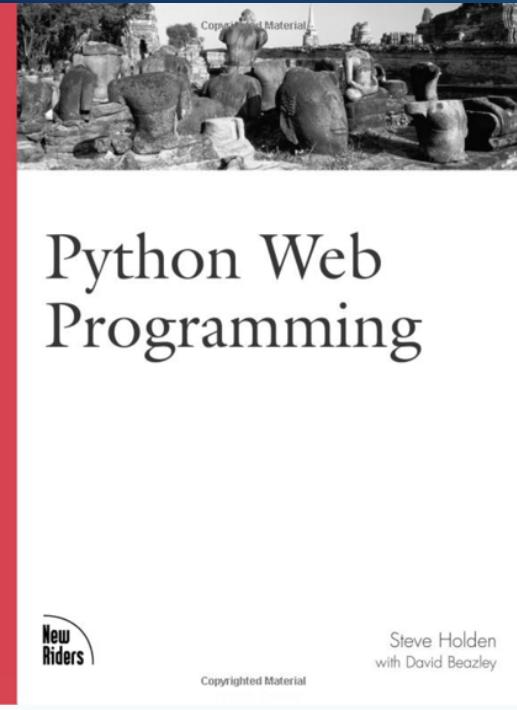
# How Python is Winning New Friends

Steve Holden  
CTO, Global Stress Index Limited  
[sh@felix.com](mailto:sh@felix.com)

# Introductions

- Programmer since 1967
- Computational scientist by training
- Engineer at heart
- Python user since Python 1.4 (c. 1995)
- Enjoy helping people to learn

# I've Written about Python



Any Python users out there?

Developments in Computing

# SOME HISTORY

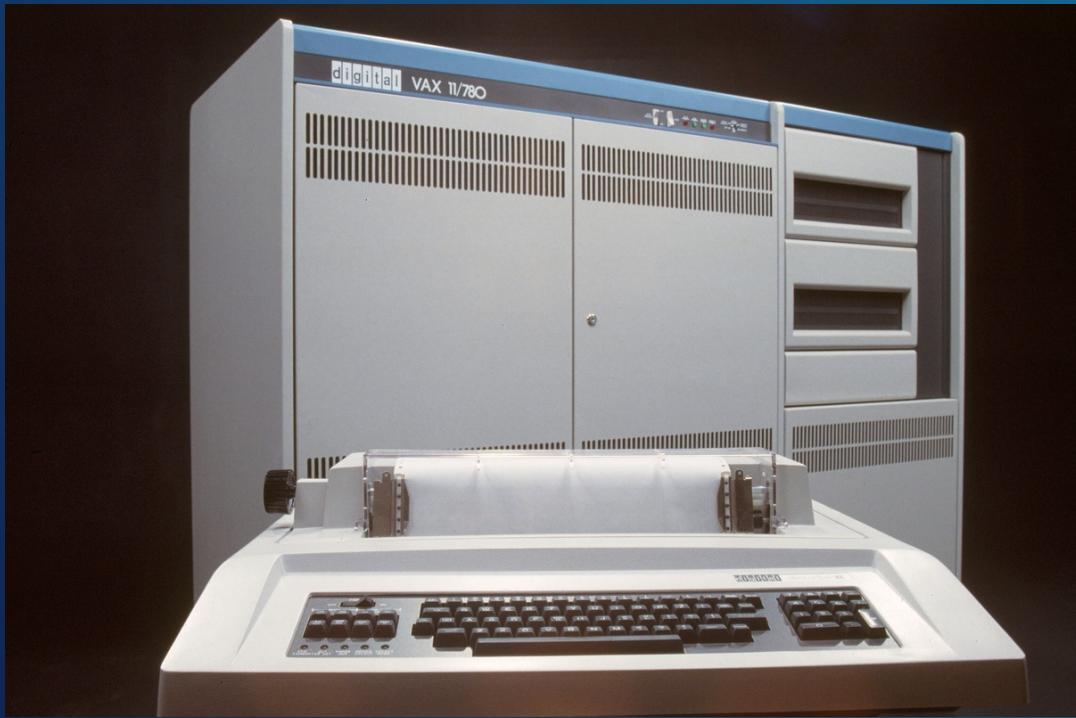
# 1948



# Programming Was Hard

- No operating system
- No libraries
- No compilers
- No assemblers
- The painful process of abstraction layering began

# 1977



# Easier to Program

- Assemblers/compilers available
- UNIX starting to emerge as a common base
  - Microprogramming handled hardware complexity
- Storage flexibly handled by the OS
- Networking heading to ubiquity

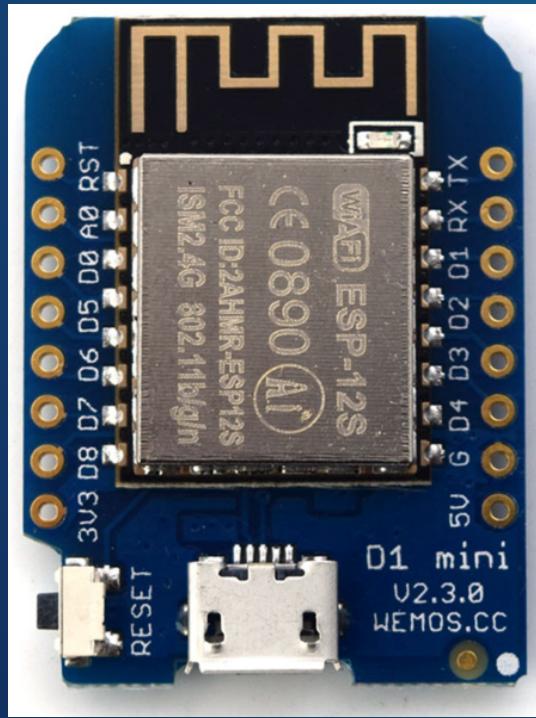
# 1984



# 2015



# 2016



# 2017



2020



Whatever it is, it will be complex!

And so to Python

**“BUT IT’S [JUST] A SCRIPTING LANGUAGE ...”**



The problem with taking offense is that it's really hard to figure out what to do with it after you're done using it. Better to just leave it on the table and walk away. Umbrage untaken quietly disappears.

— *Seth Godin* —

AZ QUOTES

# What's a “Scripting Language”?

- “First they ignore you; then they abuse you; then they crack down on you and then you win.” – *not Mahatma Ghandi*

# What's a “Scripting Language”?

- “First they ignore you; then they abuse you; then they crack down on you and then you win.” – *not Mahatma Ghandi*
- “Ridicule is like repression. Both give place to respect when they fail to produce the intended effect.” – *Mahatma Ghandi*

# Note to Purists

- *Learners* do not have complex needs
  - Simplicity and consistency are important
  - Execution speed mostly isn't
- Direct hands-on experience *enables*
- Large resources not required
  - Wide availability and ease of access are critical

# The Programming Audience

- Professional software engineers
- Scientists
- Lab technicians
- Teachers and students
- Self-guided learners
- Anyone who wants to control the billions of IoT devices
- ...

Python's Popularity

# WHY DO PEOPLE USE PYTHON?

# Easy for Beginners

- Simple Object Model
  - Abstracts memory allocation away
- *Everything* is an object
- Names are references to objects
  - Names live in *namespaces*
  - Objects live in the *heap*

# Simple Assignment Semantics

- References keep objects alive
  - Object lifetime management is a non-problem
  - Dangling references therefore impossible
- Data is *never* copied on assignment
  - Python instead “binds names to values”

# The REPL

- Interactively manipulate objects – live!
- Allows *direct* learning
  - Answer your own questions authoritatively

The Ecosystem

# HOW MANY PYTHONS?

# Jupyter Notebook/Lab

- Heading towards “literate programming”
- Integrates graphical and other outputs with code and commentary in Markdown
- Great way to communicate executable code solutions

Running

Name Last Modified

- 1024px-Hubble\_Interacting\_Galaxy\_AM\_0500-620\_(2008-04-24).jpg 5 months ago
- bar.vl.json 7 minutes ago
- Dockerfile 5 months ago
- iris.csv 6 months ago
- japan\_meterological\_a... 5 months ago
- Museums\_in\_DC.geojson 6 months ago
- README.md 5 months ago
- zika\_assembled\_genome... 5 months ago

Commands

Cell Tools

Tabs

## Open a CSV file using Pandas

In [5]:

```
1 import pandas
2 df = pandas.read_csv('../data/iris.csv')
3 df.head(20)
```

Out[5]:

	sepal_length	sepal_width	petal_length	petal_width	species
0	5.1	3.5	1.4	0.2	setosa
1	4.9	3.0	1.4	0.2	setosa
2	4.7	3.2	1.3	0.2	setosa



JupyterLab Demo

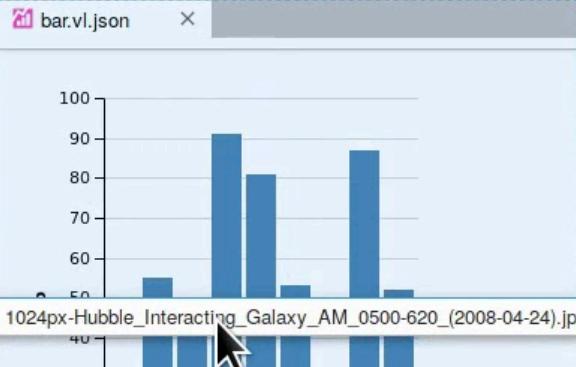
JupyterLab: The next generation user interface for Project Jupyter

<https://github.com/jupyter/jupyterlab>

It has been a collaboration between:

- Project Jupyter
- Bloomberg
- Anaconda

bar.vl.json



1024px-Hubble\_Interacting\_Galaxy\_AM\_0500-620\_(2008-04-24).jpg

**File** Notebook Editor Terminal Console Help

**Running**

**Commands**

**01-custom-future** x Wall time: 122 ms

```
In [8]: total.result()
Out[8]: 98688
```

**Custom computation: Tree summation**

As an example of a non-trivial algorithm, consider the classic tree reduction. We accomplish this with a nested for loop and a bit of normal Python logic.

```
finish      total      single output
^          / \          \
|          c1   c2
|          / \   / \
|         b1   b2   b3   b4
|         / \   / \   / \
start    a1   a2   a3   a4   a5   a6   a7   a8 many inputs
```

In [9]: L = [s]
while len(L) > 1:
 new\_L = []
 for i in range(0, len(L), 2):
 future = c.submit(add, L[i], L[i + 1]) # add neighbors
 new\_L.append(future)
 L = new\_L # swap old list for new
progress(L)

Widget Javascript not detected. It may not be installed properly. Did you enable the widgetsnbextension? If not, then run "jupyter nbextension enable --py --sys-prefix widgetsnbextension"

**Visualize Computation**

mrocklin@carb x Progress Stream x

Progress -- total: 1024, in-memory: 261, processing: 0, ready: 0, waiting: 0, failed: 0

add	511 / 511
inc	256 / 256
double	256 / 256
sum	1 / 1

**Task Stream**

Task stream

Worker Core

Time

Launcher x Processing and Pe x Workers Table x mrocklin@carb x

ehDeprecationWarning: Setting a fixed font size value as a string '10pt' is deprecated, set with value('10pt') or ['10pt'] instead

warn(message)

distributed.core - INFO - Connection from 127.0.0.1:54180 to Scheduler

distributed.core - INFO - Connection from 127.0.0.1:54182 to Scheduler

distributed.scheduler - INFO - Receive client connection: 6d7a4976-859f-11e6-8656-1f4cc8010550

distributed.core - INFO - Connection from 127.0.0.1:54624 to Scheduler

distributed.core - INFO - Connection from 127.0.0.1:54704 to Scheduler

distributed.core - INFO - Connection from 127.0.0.1:54728 to Scheduler

distributed.core - INFO - Lost connection: ('127.0.0.1', 54728)

distributed.core - INFO - Close connection from 127.0.0.1:54728 to Scheduler

**Worker Memory**

Memory Usage (%)

0 0.2 0.4 0.6 0.8 1.0

# PyPy

- “Python written in Python”
- Implementation based on *Rpython*
  - Restricted, compilable language subset
- Gives C-like speeds on regular Python code
  - Retains Python-like clarity

# Cython

- Optimising static compiler
- Compiles Python (with C typing information) into C
- Great for wrapping existing C/C++ code in Python

# MicroPython

- The *entire* Python 3.4 syntax, including
  - Exceptions
  - `with`, `yield from`, *etc.*
- Also adds 3.5's `async` and `await`
- Optional machine code!
- Types include `str`, `bytes`, `bytearray`, `tuple`, `list`, `dict`, `set`, `frozenset`, `array.array`, `collections.namedtuple`
- Classes and instances
- And the REPL!

# pythontutor.com

These Python Tutor users are asking for help right now. Please volunteer to help!

[Get live help!](#)

[Start private chat](#)

[How do I use this?](#)

Python 3.6

```
1 class Crafty:
2     def __init__(self, **kws):
3         self.__dict__.update(kws)
4
5 c1 = Crafty(a=1, b="two", three={1, 2, 3})
6 print(c1.a, c1.b)
7
8 c2 = Crafty(x="axe", y="sword", z="depth")
9 print(c2.a, c2.b)
```

[Edit this code](#)

→ line that has just executed  
→ next line to execute

Click a line of code to set a breakpoint; use the Back and Forward buttons to jump there.

<< First < Back Program terminated Forward > Last >>

AttributeError: 'Crafty' object has no attribute 'a' (see [unsupported features](#))

Created by [@pgbovine](#). Support with a [small donation](#).

Help improve this tool by clicking whenever you learn something:

I just cleared up a misunderstanding! I just fixed a bug in my code!

Print output (drag lower right corner to resize)

1 two

Frames Objects

Global frame

Crafty	function __init__(self, **kws)
c1	a 1
c2	b "two"

Crafty class hide attributes

Crafty instance

a	1
b	"two"
set	1 2 3

Crafty instance

x	"axe"
y	"sword"
z	"depth"

```
graph TD; subgraph GlobalFrame [Global frame]; Crafty[Crafty]; end; subgraph C1Frame [Crafty instance c1]; a1[a: 1]; b1[b: "two"]; end; subgraph C2Frame [Crafty instance c2]; x[x: "axe"]; y[y: "sword"]; z[z: "depth"]; end; subgraph ThreeSet [set three]; S1[1 2 3]; end; subgraph CraftyClass [Crafty class hide attributes]; __init__[__init__]; end; __init__ --> a1; __init__ --> b1; __init__ --> S1; __init__ --> x; __init__ --> y; __init__ --> z;
```

Summary

**MOST OF ALL**

# Python is FREE and FUN!

- Direct interaction with complex objects
- Ability to hook DIY classes into standard language syntax
- Easy for the motivated student to learn

# Possibilities ...

- Robot control
- Toys and games
- Weather stations
- Light patterns
- Science instrumentation/data collection
- Home automation

# Final Thoughts

- Computers *don't* just belong in mathematics
  - Computer programming is *not* computer science

# Final Thoughts

- Computers *don't* just belong in mathematics
  - Computer programming is ***not*** computer science
- Python gives learners *direct, hands-on* experience
  - *Puts them in control*

# Final Thoughts

- Computers *don't* just belong in mathematics
  - Computer programming is ***not*** computer science
- Python gives learners *direct, hands-on* experience
  - *Puts them in control*
- Let people find their *own uses* for computers

# Questions?

sh@felix.com

@holdenweb

Slides available (soon, promise) at  
<http://github.com/holdenweb/ACCU2018>