



# Tutorial 1

## Basic Python

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# Python (part I)

## What can Python do

	Tasks	Libraries
General	Text processing	Standard libraries
	Web service	Flask, django, ...
	Web crawler	requests, BeautifulSoup, Scrapy, ...
	GUI	Tkinter, wxWidgets, PyQt, ...
Academic	Scientific computation	numpy, scipy, matplotlib, ...
	Image processing	Pillow, OpenCV, ...
	Natural language processing	NLTK, spaCy, CoreNLP, ...
	Machine learning	PyTorch, scikit-learn, ...



# Python (part I)

- Easy to get started
- Rich libraries
- Productive
- Speed



# Python (part I)

## Interactive shell

```
$ python3
Python 3.7.0 (default, Jun 29 2018, 20:13:13)
[Clang 9.1.0 (clang-902.0.39.2)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> a = 1.2
>>> b = 3 / 2.0
>>> max(a, b)
1.5
>>> a ** b
1.3145341380123985
>>> █
```



# Python (part I)

## Python script

### test.py

```
1 # -*- coding: utf-8 -*-
2
3 import os
4
5
6 def read_file(filename):
7     if os.path.isfile(filename):
8         with open(filename, 'r') as fin:
9             content = fin.read()
10            print(content)
11    else:
12        print('file not exist')
13
14
15 if __name__ == '__main__':
16     read_file('in.txt')
17 
```

Encoding statement

Import modules/packages

Method definition

A little complex top-level script

Call a method

```
$ python test.py
hello world!
```



# Python (part I)

## Built-in types – numeric types

int, long, float, complex

```
>>> a = 5
>>> a / 2
2.5
>>> a % 2
1
>>> b = -a * 2.0
>>> b
-10.0
>>> abs(b)
10.0
>>> int(b)
-10
>>> max(a, b)
5
>>> round(2.7)
3
```

Different behavior in Python 2/3

+, -, \*, /, //, %, \*\*, bitwise operations



# Python (part I)

## Built-in types – sequence types

str

```
>>> a = 'hello'  
>>> len(a)  
5  
>>> a[0]  
'h'  
>>> a[2:4]  
'll'  
>>> a[-1]  
'o'  
>>> a.upper()  
'HELLO'  
>>> a + ' world'  
'hello world'
```

list

```
>>> a = ['ok', 3.0, [1]]  
>>> len(a)  
3  
>>> a[1]  
3.0  
>>> a[2].append('string')  
>>> a  
['ok', 3.0, [1, 'string']]  
>>> a.reverse()  
>>> a  
[[1, 'string'], 3.0, 'ok']  
>>> 'ok' in a  
True
```

tuple

```
>>> a = ('lily', 10)  
>>> a[1]  
10  
>>> a[1] = 12  
Traceback (most recent call  
last):  
  File "<stdin>", line 1, in  
    <module>  
TypeError: 'tuple' object do  
es not support item assignme  
nt  
>>> len(a)  
2  
>>> list(a)  
['lily', 10]
```

immutable vs mutable



# Python (part I)

## Built-in types – mapping types

### dict

```
>>> a = {'name': 'MyName', 'age': 18, 'scores': [100, 90]}
>>> len(a)
3
>>> a['name']
'MyName'
>>> 'scores' in a
True
>>> a['good'] = True
>>> a
{'age': 18, 'good': True, 'name': 'MyName', 'scores': [100, 90]}
>>> b = dict(test=a)
>>> b['test']
{'age': 18, 'good': True, 'name': 'MyName', 'scores': [100, 90]}
>>> a.keys()
['age', 'good', 'name', 'scores']
>>> a.items()
[('age', 18), ('good', True), ('name', 'MyName'), ('scores', [100, 90])]
```



# Python (part I)

## Built-in types – others

- Set
- OrderedDict
- defaultdict
- ...



# Python (part I)

## Control flow

### If statement

```
if a > 0:  
    print('a is positive')  
elif a < 0:  
    print('a is negative')  
else:  
    print('a is 0')
```

### Conditional operator?

```
a = b if b >= 0 else -b
```

### switch-case?



# Python (part I)

## Control flow

Iterate over a list

```
word_list = ['a', 'b', 'c']

for word in word_list:
    print(word.upper())
```

Iterate over a dict

```
word_freq = {'hello': 2, 'food': 1}

for word in word_freq:
    print(word, word_freq[word])
```

Iterate over a range

```
for i in range(10):
    if i < 5:
        print(i)
    elif i < 8:
        print(i+1)
    else:
        break
```



# Python (part I)

## Method

```
def sum(nums, bias=0):
    total = bias
    for num in nums:
        total += num
    return total
```

Method name

Required arguments

Optional arguments with default value

Return value



# Python (part I)

## Class

```
class Test(object):

    def __init__(self, base=''):
        self.base = base
        self.string = ''

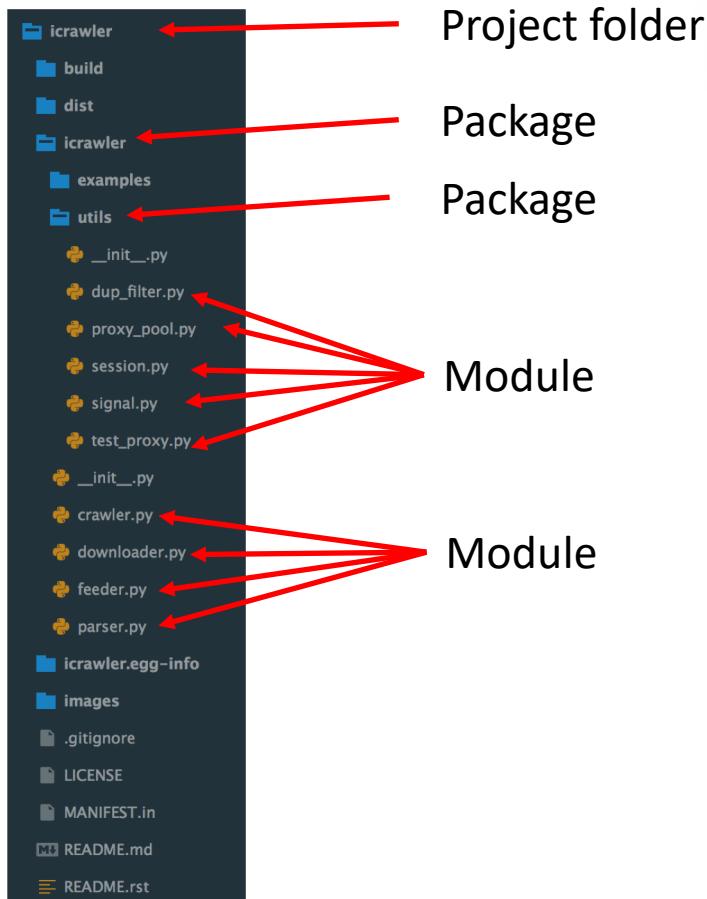
    def concat(self, extra_str):
        if isinstance(extra_str, str):
            self.string += extra_str
        elif isinstance(extra_str, list):
            self.string += ''.join(extra_str)
        else:
            pass
```

```
test = Test('origin')
test.concat('string')
test.concat(['string', 'list'])
print(test.string)
```



# Python (part I)

## Module/Package and imports



```
import package1
import package2.module1
from module2 import ClassA, func1
from package2.module2 import ClassB, func2
```



# Python (part I)

## Code style

<https://www.python.org/dev/peps/pep-0008/>

## Python 2/3

- <https://wiki.python.org/moin/Python2orPython3>
- <http://pythonhosted.org/six/>

## Virtual environment

- <https://virtualenv.pypa.io/en/stable/>
- <https://docs.python.org/3/library/venv.html>



# Python (part II)

## Jupyter notebook

### Features

- In-browser editing for code
- execute code from the browser
- Displaying the result using rich media representations
- ...



# Python (part II)

## Jupyter notebook

- Installation

```
pip3 install jupyter
```

- Run

```
jupyter notebook
```



# Python (part II)

## Jupyter notebook

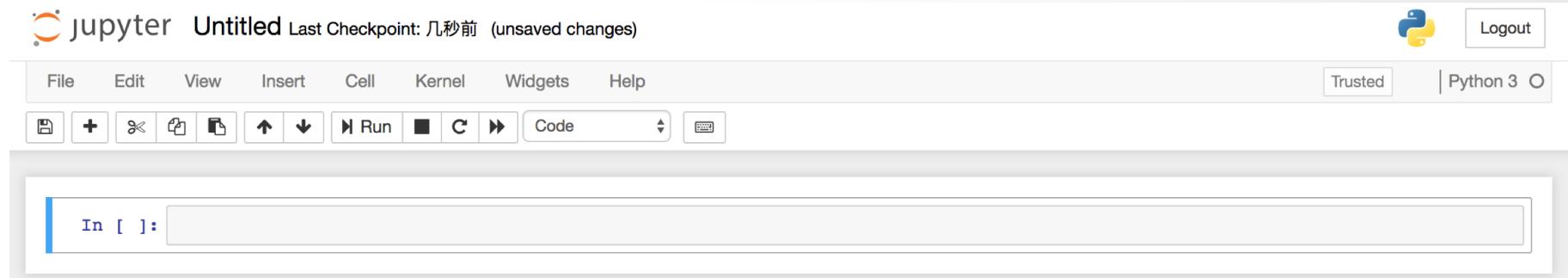


The screenshot shows the Jupyter Notebook interface. At the top, there's a navigation bar with a logo, 'jupyter', 'Quit', and 'Logout' buttons. Below the bar, there are tabs for 'Files', 'Running', and 'Clusters'. The 'Files' tab is selected. A message 'Select items to perform actions on them.' is displayed above the file list. On the left, there's a sidebar with a tree view of files and a large black placeholder image. On the right, there's a form for creating new notebooks. The 'Name' field has 'Python 3' typed into it. A red oval highlights this text. Below the name field, there are dropdown menus for 'Notebook' (with 'Python 3' selected) and 'Other' (with options for 'Text File', 'Folder', and 'Terminal'). At the bottom right of the form, the text '8 个月前' is visible.



# Python (part II)

## Jupyter notebook





## Python (part III)

More topics for those who are interested

- List comprehensions
- Exception handling
- Decorator



# Python (part III)

## List comprehensions

```
filtered_words = []
for word in words:
    if len(word) > 3:
        filtered_words.append(word)

filtered_words = [word for word in words if len(word) > 3]
```

Python 2: items(), iteritems()  
Python 3: items()

```
freq = {}
for key, val in word_freq.items():
    if val > 2:
        freq[key] = val

freq = {key: val for key, val in word_freq.items() if val > 2}
```



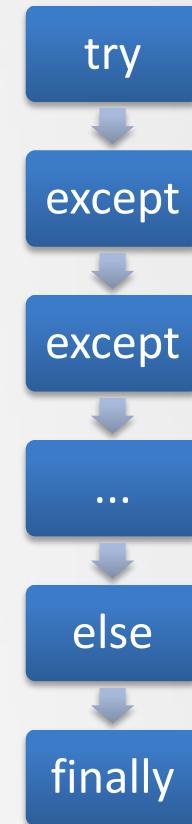
# Python (part III)

## Exception handling

Example from official documentation

```
import sys

try:
    f = open('myfile.txt')
    s = f.readline()
    i = int(s.strip())
except IOError as e:
    print "I/O error({0}): {1}".format(e.errno, e.strerror)
except ValueError:
    print "Could not convert data to an integer."
except:
    print "Unexpected error:", sys.exc_info()[0]
    raise
```





# Python (part III)

## Exception handling

Raise exceptions

```
def birth_year(year):
    if not isinstance(year, int):
        raise TypeError('year must be an integer')
    elif year > 2016 or year < 1900:
        raise ValueError('birth year must be between 1900 and 2016')
    else:
        print('birth year {}'.format(year))
```

## Decorator

- Widely used in Flask (and other libraries)
- Make simple modifications to callable objects



# Python (part III)

## Decorator

```
def hello_world():
    print('hello world')

func = hello_world
func()
```



Print calling information

```
def hello_world():
    print('hello world')

func = hello_world
print('call function {}'.format(func.__name__))
func()
```



# Python (part III)

## Decorator

```
def hello_world():
    print('hello world')

def log(func):
    def wrapper(*args, **kwargs):
        print('call function {}'.format(func.__name__))
        return func(*args, **kwargs)
    return wrapper

new_hello_world = log(hello_world)
new_hello_world()
```

A method that returns a method



# Python (part III)

## Decorator

```
def log(func):
    def wrapper(*args, **kwargs):
        print('call function {}'.format(func.__name__))
        return func(*args, **kwargs)
    return wrapper

@log
def hello_world():
    print('hello world')

hello_world()
```



# Python (part III)

## Decorator

```
hello_world.__name__ # outputs: warpper
```

```
import functools

def log(func):
    @functools.wraps(func)
    def wrapper(*args, **kwargs):
        print('call function {}{}'.format(func.__name__))
        return func(*args, **kwargs)
    return wrapper
```



# Python (part III)

## Decorator

Decorator with parameters?

like @app.route('/', methods=['GET', 'POST'])



# Python (part III)

And more topics

- Iterators / Generators
- Lambda Functions
- Context manager
- Logging
- Map, filter, reduce
- Write a package
- Conda
- ...



# Thank you!