

Introduction au langage de programmation Python

Une pas si courte introduction à Python comme alternative à Matlab pour réaliser des calculs scientifiques ou d'autres applications.

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January 28, 2016



Introduction

Description du Langage

Description des Paquets Scientifiques

Distributions et Environnements de travail

Conclusion

Outline

Introduction

Description du Langage

Description des Paquets Scientifiques

Distributions et Environnements de travail

Conclusion

Historique

Python

- ▶ 1989–1995 : Hollande
- ▶ 1995–1999 : USA
- ▶ 1999+ : Worldwide open source

sources : <http://www.wikipedia.org>, <http://www.python.org>

Historique

Python

- ▶ 1989–1995 : Hollande
 - ▶ Centrum voor Wiskunde en Informatica (CWI).
 - ▶ *Guido von Rossum*, fan des Monty Python, travaille sur :
 - ▶ ABC : langage de script, syntaxe et indentation.
 - ▶ Modula-3 : gestion des exceptions, orienté objet.
 - ▶ langage C, Unix.
 - ▶ OS distribué Amoeba: accès difficile en shell.
 - ▶ Crée le langage Python :
 - ▶ 1991/02 : versions 0.9.06 déposée sur un newsgroup de Usenet
 - ▶ 1995 : dépôt de la version 1.2
- ▶ 1995–1999 : USA



Historique

Python

- ▶ 1989–1995 : Hollande
- ▶ 1995–1999 : USA
 - ▶ Corporation for National Research Initiatives (CNRI), non profit organisation, Reston, USA.
 - ▶ Grail7 : navigateur internet utilisant Tk.
 - ▶ 1999 : projet *Computer Programming for Everybody* (CP4E) (CNRI, DARPA Defense Advanced Research Projects Agency) :
 - ▶ Python comme langage d'enseignement de la programmation.
 - ▶ Création de l'IDLE (Integrated DeveLopment Environment)
 - ▶ 1999 : Python 1.6



Historique

Python

- ▶ 1989–1995 : Hollande
- ▶ 1995–1999 : USA
- ▶ 1999+ : Worldwide open source
 - ▶ BeOpen.com :
 - ▶ compatibilité GPL (General Public Licence)
 - ▶ création de la branche pythonLabs
 - ▶ 2000 : Python Software Foundation
 - ▶ Python 2.1 : changement licence, dérivée de Apache Software Foundation (OO, svn, commons plutôt java)
(<http://www.apache.org>).
 - ▶ 2008: Python 3.0



sources : <http://www.wikipedia.org>, <http://www.python.org>

Historique

Guido van Rossum

- ▶ Guido van Rossum :
 - ▶ 31 janvier 1956 (60 ans)
 - ▶ Développeur néerlandais
 - ▶ 1982 : M. Sc
 - ▶ Développeur ABC.
- ▶ Créeateur Python : *Benevolent Dictator For Life (BDFL)*
 - ▶ 1991 : Python 0.9.06
 - ▶ 1999 : Grail
- ▶ 2002 : Prix pour le développement du logiciel libre 2001 décerné par la *Free Software Foundation*
- ▶ 2005–2012 : Google (python)
- ▶ 2013 : Dropbox



2006, source wikipedia

Spécificités

<http://www.python.org/about/>

- ▶ Fortement typé.
- ▶ Objet.
- ▶ Script, séquentiel, interprété : fichier génère du byte code.
- ▶ Comparé à Tcl, Perl, Ruby, Scheme, Java.

Spécificités

Exemple 1er programme

Dans le fichier "hello.py" :

```
print("Bonjour monde")
```

Exécution dans une interface système (terminal, shell) :

```
~/python/example> python hello.py  
Bonjour monde
```

Spécificités

Exemple shell scripting

Exemple copies des fichiers '.txt' et '.tex' du répertoire 'a' vers 'b'.

```
# -*- encode: utf-8 -*-
import shutil, os
extList = ['.txt', '.tex']
pathSrc = 'a'
pathDst = 'b'
fileList = os.listdir(pathSrc)
for fileSrc in fileList:
    if (os.path.splitext(fileSrc)[1] in extList):
        fullfileSrc = os.path.join(pathSrc, os.path.basename(fileSrc))
        fullfileDst = os.path.join(pathDst, os.path.basename(fileSrc))
        shutil.move(fullfileSrc, fullfileDst)
```

Utilisations

A partir du shell

- ▶ Fichiers "*.py" contient des scripts, des définitions de fonctions, de classes... Ils sont exécutés dans le shell avec la commande "python".
Exemple : "python hello.py"
- ▶ La commande "python" ouvre une console utilisateur (*interpreter*) avec une invite de commande (prompt) caractéristique "> > >"

```
Python 3.5.1 (v3.5.1:37a07cee5969, Dec  5 2015, 21:12:44)
[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

Utilisations

Utilisation de l'interpréteur

- ▶ Association d'une valeur à une variable : `a = 'abc'`
- ▶ Affichage de la valeur : `print()`
- ▶ Liste des variables, attributs, fonctions disponibles... : `dir()`

```
>>> a = "abc"
>>> print(a)
abc
>>> dir()
['__builtins__', '__doc__', '__name__', '__package__', 'a']

>>> dir(a)
['__add__', '__class__', '__contains__', '__delattr__', '__doc__',
 '__eq__', '__format__', '__ge__', '__getattribute__', '__getitem__',
 '__getnewargs__', '__getslice__', '__gt__', '__hash__', '__init__',
 '__le__', '__len__', '__lt__', '__mod__', '__mul__', '__ne__', '__new__',
 '__reduce__', '__reduce_ex__', '__repr__', '__rmod__', '__rmul__',
 '__setattr__', '__sizeof__', '__str__', '__subclasshook__',
 '__formatter_field_name_split__', '__formatter_parser__', 'capitalize',
 'center', 'count', 'decode', 'encode', 'endswith', 'expandtabs', 'find',
 'format', 'index', 'isalnum', 'isalpha', 'isdigit', 'islower', 'isspace',
 'istitle', 'isupper', 'join', 'ljust', 'lower', 'lstrip', 'partition',
 'replace', 'rfind', 'rindex', 'rjust', 'rpartition', 'rsplit', 'rstrip',
 'split', 'splitlines', 'startswith', 'strip', 'swapcase', 'title',
 'translate', 'upper', 'zfill']
```



Utilisations

Utilisation de l'interpréteur

- ▶ Besoin d'aide : `help()`

```
>>> help(a.find)

Help on built-in function find:

find(...)
    S.find(sub [,start [,end]]) -> int

    Return the lowest index in S where substring sub is found,
    such that sub is contained within S[start:end].  Optional
    arguments start and end are interpreted as in slice notation.

    Return -1 on failure.

(END)
```

Site Web

www.python.org

The screenshot shows the homepage of the Python Software Foundation website (www.python.org). The page features a dark blue header with the Python logo and navigation links for Python, PSF, Docs, PyPI, Jobs, and Community. Below the header is a search bar and social media links. The main content area has a dark blue background with white text. On the left, there is a code snippet demonstrating Python syntax:

```
# Python 3: Simple output (with Unicode)
>>> print("Hello, I'm Python!")
Hello, I'm Python!

# Input, assignment
>>> name = input('What is your name?\n')
>>> print('Hi, %s.' % name)
What is your name?
Python
Hi, Python.
```

To the right of the code, there is a section titled "Quick & Easy to Learn" with the following text:

Experienced programmers in any other language can pick up Python very quickly, and beginners find the clean syntax and indentation structure easy to learn. [Whet your appetite](#) with our Python 3 overview.

At the bottom of the main content area, there is a navigation bar with numbered links (1, 2, 3, 4, 5) and a call-to-action button: "Python is a programming language that lets you work quickly and integrate systems more effectively. [»» Learn More](#)".

[Get Started](#)

[Download](#)

[Docs](#)

[Jobs](#)



Documentation

Trouver la documentation

Python » 3.5.1 Documentation » modules | index

Download
Download these documents

Docs for other versions
Python 2.7 (stable)
Python 3.4 (stable)
Old versions

Other resources
PEP Index
Beginner's Guide
Book List
Audio/Visual Talks

Quick search

Enter search terms or a module, class or function name.

Python 3.5.1 documentation

Welcome! This is the documentation for Python 3.5.1, last updated Jan 22, 2016.

Parts of the documentation:

What's new in Python 3.5?
or all "What's new" documents since 2.0

Tutorial
start here

Library Reference
keep this under your pillow

Language Reference
describes syntax and language elements

Python Setup and Usage
how to use Python on different platforms

Python HOWTOs
in-depth documents on specific topics

Installing Python Modules
installing from the Python Package Index & other sources

Distributing Python Modules
publishing modules for installation by others

Extending and Embedding
tutorial for C/C++ programmers

Python/C API
reference for C/C++ programmers

FAQs
frequently asked questions (with answers!)



Documentation

Lire la documentation - Tutorial

The screenshot shows a PDF viewer window titled "tutorial.pdf". The toolbar at the top includes icons for file operations, zoom, and navigation. The status bar shows "1 sur 128" and "55,3%". A menu bar with "Outils", "Signer", and "Commentaire" is visible. On the left, a sidebar titled "Signets" lists various chapters of the tutorial, with "Using the Python Interpreter" currently selected. The main content area displays the title "Python Tutorial" and "Release 2.7.3", followed by author information: "Guido van Rossum" and "Fred L. Drake, Jr., editor". At the bottom right of the content area, the date "June 11, 2012" is shown.

Python Tutorial
Release 2.7.3

Guido van Rossum
Fred L. Drake, Jr., editor

June 11, 2012

Signets

- Whetting Your Appetite
- Using the Python Interpreter
- An Informal Introduction to Python
- More Control Flow Tools
- Data Structures
- Modules
- Input and Output
- Errors and Exceptions
- Classes
- Brief Tour of the Standard Library
- Brief Tour of the Standard Library - Part II
- What Now?
- Interactive Input Editing and History Substitution
- Floating Point Arithmetic: Issues and Limitations
- Glossary
- About these documents
- History and License
- Copyright
- Index

Documentation

Lire la documentation - Library reference

The screenshot shows a PDF viewer window titled "library.pdf". The left sidebar contains a table of contents for built-in types, including sections like Built-in Functions, Non-essential Built-in Functions, Built-in Constants, and Built-in Types (which is currently selected). The main content area displays a table of bitwise operations:

Operation	Result	Notes
$x \mid y$	bitwise or of x and y	
$x \wedge y$	bitwise exclusive or of x and y	
$x \& y$	bitwise and of x and y	
$x \ll n$	x shifted left by n bits	(1)(2)
$x \gg n$	x shifted right by n bits	(1)(3)
$\sim x$	the bits of x inverted	

Below the table, there are three notes:

1. Negative shift counts are illegal and cause a `ValueError` to be raised.
2. A left shift by n bits is equivalent to multiplication by $\text{pow}(2, n)$. A long integer is returned if the result exceeds the range of plain integers.
3. A right shift by n bits is equivalent to division by $\text{pow}(2, n)$.

5.4.2 Additional Methods on Integer Types

The integer types implement the `numbers.Integral` abstract base class. In addition, they provide one more method:

```
int.bit_length()  
long.bit_length()
```

Return the number of bits necessary to represent an integer in binary, excluding the sign and leading zeros:

```
>>> n = -37  
>>> bin(n)  
'-0b100101'  
>>> n.bit_length()  
6
```

More precisely, if x is nonzero, then `x.bit_length()` is the unique positive integer k such that $2^{k-1} <= \text{abs}(x) < 2^k$. Equivalently, when $\text{abs}(x)$ is small enough to have a correctly rounded logarithm, then $k = 1 + \text{int}(\log(\text{abs}(x), 2))$. If x is zero, then `x.bit_length()` returns 0.

Equivalent to:



Documentation

Lire la documentation - Library reference

The Python Library Reference, Release 2.7.3

os.listdir(path)
Return a list containing the names of the entries in the directory given by *path*. The list is in arbitrary order. It does not include the special entries '.', '.,' and '..', even if they are present in the directory.

Availability: Unix, Windows. Changed in version 2.3: On Windows NT/2k/XP and Unix, if *path* is a Unicode object, the result will be a list of Unicode objects. Undecodable filenames will still be returned as string objects.

os.lstat(path)
Perform the equivalent of an `lstat()` system call on the given path. Similar to `stat()`, but does not follow symbolic links. On platforms that do not support symbolic links, this is an alias for `stat()`.

os.mkfifo(path[, mode])
Create a FIFO (a named pipe) named *path* with numeric mode *mode*. The default *mode* is 0666 (octal). The current umask value is first masked out from the mode.

Availability: Unix.

FIFOs are pipes that can be accessed like regular files. FIFOs exist until they are deleted (for example with `os.unlink()`). Generally, FIFOs are used as rendezvous between "client" and "server" type processes: the server opens the FIFO for reading, and the client opens it for writing. Note that `mkfifo()` doesn't open the FIFO — it just creates the rendezvous point.

os.mknod(filename[, mode=0600][, device=0])
Create a filesystem node (file, device special file or named pipe) named *filename*. *mode* specifies both the permissions to use and the type of node to be created, being combined (bitwise OR) with one of `stat.S_IFREG`, `stat.S_IFCHR`, `stat.S_IFBLK`, and `stat.S_IFIFO` (those constants are available in `stat`). For `stat.S_IFCHR` and `stat.S_IFBLK`, *device* defines the newly created device special file (probably using `os.makedev()`), otherwise it is ignored. New in version 2.3.

os.major(device)
Extract the device major number from a raw device number (usually the `st_dev` or `st_rdev` field from `stat`). New in version 2.3.

os.minor(device)
Extract the device minor number from a raw device number (usually the `st_dev` or `st_rdev` field from `stat`). New in version 2.3.

os.makedev(major, minor)
Compose a raw device number from the major and minor device numbers. New in version 2.3.

os.mkdir(path[, mode])



Documentation

Lire la documentation - Language reference

The screenshot shows a PDF viewer window with the title bar "reference.pdf" and page number "12 sur 121". The menu bar includes "Fichier", "Editer", "Format", "Affichage", "Insertion", "Tableau", "Format", "Outils", "Signer", and "Commentaire". The left sidebar is a tree view of the document structure:

- Signets
- Introduction
- Lexical analysis
 - Line structure
 - Other tokens
 - Identifiers and keywords
 - Literals
 - Operators
 - Delimiters
- Data model
- Execution model
- Expressions
- Simple statements
- Compound statements
- Top-level components
 - Full Grammar specification
 - Glossary
- About these documents
- History and License
- Copyright
- Index

The main content area is titled "2.3 Identifiers and keywords". It contains the following text:

Identifiers (also referred to as *names*) are described by the following lexical definitions:

```
identifier ::= (letter|"_") (letter | digit | "_")*
letter ::= lowercase | uppercase
lowercase ::= "a"..."z"
uppercase ::= "A"..."Z"
digit ::= "0"..."9"
```

Identifiers are unlimited in length. Case is significant.

2.3.1 Keywords

The following identifiers are used as reserved words, or *keywords* of the language, and cannot be used as ordinary identifiers. They must be spelled exactly as written here:

```
and      del      from      not      while
as       elif     global    or       with
assert   else     if        pass     yield
break   except   import   print
class    exec    in       raise
continue finally  is      return
def     for     lambda  try
```

Changed in version 2.4: `None` became a constant and is now recognized by the compiler as a name for the built-in object `None`. Although it is not a keyword, you cannot assign a different object to it. Changed in version 2.5: Using `as` and `with` as identifiers triggers a warning. To use them as keywords, enable the `with_statement` future feature. Changed in version 2.6: `as` and `with` are full keywords.

2.3.2 Reserved classes of identifiers

Certain classes of identifiers (besides keywords) have special meanings. These classes are identified by the patterns of leading and trailing underscore characters:

- Not imported by `from module import *`. The special identifier `_` is used in the interactive interpreter to store the result of the last evaluation; it is stored in the `__builtin__` module. When not in interactive mode, `_` has no special meaning and is not defined. See section *The import statement*.

p. ex. grammaire sous forme de Backus-Naur (BNF)



Python Enhancements Proposals

PEPs

Propositions et conseils pour l'utilisation et l'amélioration du langage.

The screenshot shows a web browser displaying the Python Software Foundation's PEP index page at www.python.org/dev/peps/. The page title is "PEP 0 -- Index of Python Enhancement Proposals (PEPs)". The main content area displays the following information:

PEP:	0
Title:	Index of Python Enhancement Proposals (PEPs)
Last-Modified:	2015-01-12
Author:	David Goodger <goodger at python.org>, Barry Warsaw <barry at python.org>
Status:	Active
Type:	Informational
Created:	13-Jul-2000

Below this, there is an "Introduction" section with the following text:

This PEP contains the index of all Python Enhancement Proposals, known as PEPs. PEP numbers are assigned by the PEP editors, and once assigned are never changed[1]. The Mercurial history[2] of the PEP texts represent their historical record.

On the left side of the page, there is a sidebar with several tweets from the Python Software Foundation (@ThePSF) account:

- Python Events Calendars - Please submit your 2015 events gos.gith/xcBfCB Expand
- linus.com.au Python Software Foundation Online Program announced for #us2015 linus.com.au/media/news/130. Thanks to @hept for the leading input! 63 Retweeted by Python Software Expand
- Python Software 2 Dec Just heard from @DjDarkin, director of sales operations at PyPi: our Cyber Monday sale was a huge success - 4,340,875 packages sold!! Expand
- Python Software 28 Nov Great Black Friday sales at pypi.python.org/pypi - 80 software Tweet to @ThePSF

At the bottom of the sidebar, there is a call to action for joining the Python Software Foundation:

The Python Software Foundation is the organization behind Python. Become a member of the PSF and help advance the software and our mission.



Installation

- ▶ Téléchargement sous www.python.org pour les OS courants : Windows, Linux, Mac.
- ▶ 32 bits vs 64 bits :
 - ▶ Performances vs compatibilités bibliothèques (paquets)
 - ▶ Problèmes de configuration des compilateurs (gcc).
- ▶ Autres distributions : Enthought Canopy, pythonXY, Anaconda, WinPython, ...
- ▶ Implémentations alternatives :
 - ▶ Langage identique mais implémentation différentes permet par exemple : d'interfacer du java facilement (Jython), d'être plus performant pour les calculs avec un compilateur JIT (Pypy)...

Installation

Python 2.7 vs 3.x

- ▶ 2.7 : figée.
- ▶ 3.x : présent et futur :
 - ▶ *better Unicode support*
 - ▶ Quelques inconsistances du langage (ex `print 'a'` vs `print('a')`).
 - ▶ Résultats de la division des entiers ($1/2$: 2.x, = 0 ; 3.x, = 0.5).
 - ▶ ...
- ▶ Peut poser des problèmes :
 - ▶ Paquets portées sur 3.x ?
 - ▶ Compatibilité 64 bits ?

Outline

Introduction

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Type de base

- ▶ **Nombres** : entiers (int, long), réels (float), complex (complex), booléens (bool).
- ▶ **Séquences** : Chaînes de caractères (str), bytes (bytes), listes (list), tuples (tuple), dictionnaires (dict), ensembles (set),

Nombres

Entiers

- ▶ Attention à la division entière en 2.7.

```
>>> a = 1  
>>> b = 2  
>>> c = a / b  
>>> print(c)  
0
```

Nombres

Réels

- ▶ Utilisation du point pour passer en réels.
- ▶ 'type()' indique le type d'une variable.

```
>>> a = 1.0
>>> b = 2.
>>> c = a / b
>>> print(c)
0.5
>>> print(type(c))
<class 'float'>
```

Nombres

Entiers long vs court (python 2.7)

- ▶ Suffixe 'L' pour indiquer un passage en entier long.
- ▶ long n'existe plus en 3.x

```
>>> a = 2 ** 30
>>> b = 2 ** 31
>>> a
1073741824
>>> b
2147483648L
>>> print(b)
2147483648
>>> type(a)
<type 'int'>
>>> type(b)
<type 'long'>
>>> c = 12345L
>>> type(c)
<type 'long'>
```

Nombres

Réels notations scientifiques

- ▶ Notation scientifique de type signe, mantisse et exposant.

```
>>> a = 1.234e100
>>> a
1.234e+100
>>> type(a)
<class 'float'>
```

Nombres

Complexes

- ▶ $z = x + yj$ (complex)
- ▶ Attention à la syntaxe.
- ▶ Génère une erreur (*exception*) de type "NameError".
- ▶ '_' variable courante (cf. *ans* matlab)

```
>>> a = 1 + 2j
>>> type(a)
<class 'complex'>
>>> a = 1 + j
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
NameError: name 'j' is not defined
>>> 123.456j
123.456j
>>> type(_)
<class 'complex'>
>>> a = 1 + 1j
>>> b = 2 + 3j
>>> c = a + b
>>> print(c)
(3+4j)
```

Nombres

Booléens

- ▶ True, False (bool)
- ▶ Attention aux résultats des opérations sur les booléens.
- ▶ + donne un int
- ▶ Opérateurs booléens spécifiques.

```
>>> a = True
>>> type(a)
<class 'bool'>
>>> b = False
>>> c = a + b
>>> print(c)
1
>>> type(c)
<class 'int'>
>>> c = a * b
>>> print(c)
0
>>> c = a & b
>>> print(c)
False
>>> c = a | b
>>> print(c)
True
```

Nombres

Opérateurs

- ▶ Redéfinition des opérateurs selon les types.
- ▶ Pour les règles de priorités, cf 'language reference'.
- ▶ Bitwise operations on integer, cf 'language reference'.

entiers	+	addition	-	subtraction
	*	multiplication	/	division
	%	modulo	//	floor division
	**	power		
	«	shifting left	»	shifting right
		idem entiers hors shifting et bitwise op.		
réels				
complexes		idem réels		
booléens	&, and	and	, or	or
	^	xor	not	not

Nombres

Opérateurs de comparaisons

Comparaisons $>$, $<$, \geq , \leq , \equiv
 \neq , \neq (mieux, version C)
in, not in (sequence)
is, is not (objet)

```
>>> a = 1
>>> a in [0, 1, 2]
True
>>> b = 2
>>> a is b
False
>>> a is 1
True
>>> c = a
>>> a is c
True
>>> 0 < a <= 2
True
```

Nombres

Typage explicite, conversion de type

- ▶ possibilité de typer explicitement avec la fonction associée au type voulue : `int()`, `float()` ...
- ▶ conversion, implicite pour certaines opérations.

```
>>> a = float(9)
>>> type(a)
<class 'float'>
>>> c = 1 / a
>>> print(c)
0.1111111111111111
>>> b = 9
>>> c = 1 / float(b)
>>> print(c)
0.1111111111111111
>>> d = complex(1, 2)
>>> print(d)
(1+2j)
>>> print(str(d))
(1+2j)
```

Nombres et Caractères

Binary, Hexadecimal, Octal, Character, Unicode Character

- ▶ binary (0b) (bin), hexadecimal (0x) (hex), octal (0c) (oct)
- ▶ character ascii + unicode (chr) (< 0x10FFFF)

```
>>> a = 0x597d
>>> print(a)
22909
>>> a = 0b0101
>>> print(a)
5
>>> a = chr(42)
>>> print(a)
*
>>> b = chr(0x597D)
>>> print(b)
chinese symbol ni
>>> a = bin(22909)
>>> print(a)
0b101100101111101
>>> type(a)
<class 'str'>
```

Séquences

Chaînes de caractères

- ▶ Texte délimité par ' ' ou " " (str)
- ▶ La chaîne de caractère a une longueur (len)

```
>>> a = 'abc'  
>>> type(a)  
<class 'str'>  
>>> b = "def"  
>>> c = a + b  
>>> c  
'abcdef'  
>>> len(c)  
6
```

Séquences

Chaînes de caractères

- ▶ Alternance des single/double quote.
- ▶ Caractères spéciaux à la C.

```
>>> a = "1. Bisque de pigeonneaux\n\t Prenez vos pigeonneaux apres qu'ils
    seront bien nettoyez\n\t&'Troussez', faites les blanchir, \n\t& Les " +
    ""empottez" avec un petit brin de fines herbes'
>>> print(a)
1. Bisque de pigeonneaux
    Prenez vos pigeonneaux apres qu'ils seront bien nettoyez
    & 'Troussez', faites les blanchir,
    & Les "empottez" avec un petit brin de fines herbes
```

Séquences

Chaînes de caractères

- ▶ forme multiligne """ """ ou ''' '''' (! caractères spéciaux).
- ▶ Représentation (repr) différente de (str).

```
>>> a = """1. Bisque de pigeonneaux\n...
... \tPrenez vos pigeonneaux apres qu'ils seront bien nettoyez\n...
...     & 'Troussez', faites les blanchir,
...     & Les "empottez" avec un petit brun de fines herbes
...
>>> print(a)
1. Bisque de pigeonneaux

    Prenez vos pigeonneaux apres qu'ils seront bien nettoyez

    & 'Troussez', faites les blanchir,
    & Les "empottez" avec un petit brun de fines herbes
>>> repr(a)
'\n1. Bisque de pigeonneaux\\n\\n\\t\\tPrenez vos pigeonneaux apres qu\\\\\\',
ils seront bien nettoyez\\n\\n\\t& \\\\'Troussez\\\\', faites les blanchir,\\
\\n\\t& Les "empottez" avec un petit brun de fines herbes\\n\\'
>>> str(a)
"1. Bisque de pigeonneaux\\n\\n\\tPrenez vos pigeonneaux apres qu'ils seront bien
nettoyez\\n\\n    & 'Troussez', faites les blanchir, \\n    & Les "empottez" avec
un petit brun de fines herbes"
```

Séquences

Chaînes de caractères

- ▶ forme brute (`r" "` ou `r' '` ou `r"""" """"` ou `r'''' ''''`)
- ▶ forme unicode (`" "` ou `u" "` ou `u' '` ou `u"""" """"` ou `u'''' ''''`)

```
>>> a = r"Potage de santé\n\tLe potage de santé se fait de chapons..."  
>>> print(a)  
Potage de santé\n\tLe potage de santé se fait de chapons...  
>>> repr(a)  
"Potage de sant\\xc3\\xa9\\n\\tLe potage de sant\\xc3\\xa9 se fait  
de chapons..."  
>>> a = u"Potage de santé\n\tLe potage de santé se fait de chapons..."  
>>> print(a)  
Potage de santé  
    Le potage de santé se fait de chapons...  
>>> repr(a)  
"Potage de sant\\xe9\\n\\tLe potage de sant\\xe9 se fait de chapons...  
, "  
>>> print("\u4F60\u597D")
```

你好

Séquences

Chaînes de bytes

- ▶ Distinction entre chaîne de caractère et chaîne de bytes.
(Python3.x)

```
>>> a = 'abcd'
>>> a.encode('utf8')
b'abcd'
>>> a.encode('ascii')
b'abcd'
>>> b = a.encode('utf32')
>>> print(b)
b'\xff\xfe\x00\x00a\x00\x00\x00b\x00\x00\x00c\x00\x00\x00d\x00\x00'
>>> c = b.decode('utf32')
>>> print(c)
abcdef
```

Séquences

Listes

- ▶ Listes d'éléments ([,], list)
- ▶ Longueur n (len)
- ▶ Accès aux élément : indices de 0 à $n - 1$

```
>>> a = [1, 2, 3]
>>> type(a)
<class 'list'>
>>> len(a)
3
>>> b = ['abc', 'de', 'fghij']
>>> len(b)
3
>>> c = a + b
>>> print(c)
[1, 2, 3, 'abc', 'de', 'fghij']
>>> c[0]
1
>>> c[5]
'fghij'
```

Séquences

Listes

- ▶ découpage, slicing (`(:, i:, :j, i:j, i:j:k, slice(i,j,k))`)
- ▶ Indices négatifs de -1 à $-n$ permettent de parcourir en partant par la fin.

```
>>> a = [1, 2, 3, 4, 5, 6, 7, 8, 9]
>>> a[:]
[1, 2, 3, 4, 5, 6, 7, 8, 9]
>>> a[3:]
[4, 5, 6, 7, 8, 9]
>>> a[:3]
[1, 2, 3]
>>> a[2:2+4] # a[2:6]
[3, 4, 5, 6]
>>> a[2:6:2]
[3, 5]
>>> s = slice(2, 6, 2)
>>> a[s]
[3, 5]
>>> a[-1]
9
>>> a[-9]
1
```

Séquences

Listes

- ▶ Imbrications, nested.
- ▶ Attention aux erreurs d'indexation, les listes Python ne sont pas des matrices à la Matlab.

```
>>> a = [[1, 2, 3], [4, 5, 6]]
>>> a
[[1, 2, 3], [4, 5, 6]]
>>> len(a)
2
>>> a[0]
[1, 2, 3]
>>> a[0][0]
1
>>> a[0, 0]
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: list indices must be integers, not tuple
```

Séquences

Tuples

- ▶ Couple, triplet, n-uplet, plus généralement tuple ((,), tuple)
- ▶ Ce sont des séquences (de même que les types str, bytes, list, tuple, buffer, xrange) : même indexation que les listes.

```
>>> couple = ('papa', 'maman')
>>> type(couple)
<class 'tuple'>
>>> couple[0]
'papa'
>>> a = ('bob', 'alice')
>>> b = ('pierre', 'paul')
>>> c = a + b
>>> print(c)
('bob', 'alice', 'pierre', 'paul')
```

Séquences

Tuples

- ▶ Taille fixe immuable (immutable en anglais).
- ▶ Pratique pour le passage de paramètres de taille fixe.
- ▶ Affectation multiple implicite.
- ▶ On ne peut pas changer les valeurs des tuples.

```
>>> papa = 'bob'  
>>> maman = 'alice'  
>>> couple = (papa, maman)  
>>> print(couple)  
'bob', 'alice'  
>>> couple = (papa, maman) = ('bob', 'alice')  
>>> couple = papa, maman = 'bob', 'alice'  
>>> couple[0] = 'robert'  
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
TypeError: 'tuple' object does not support item assignment
```

Séquences

Tuples

- ▶ Attention : couples immuables, listes muables

```
>>> address = '0001'  
>>> instr = '011'  
>>> code1 = (instr, address)  
>>> code2 = ('100', '0010')  
>>> code3 = ('110', '0011')  
>>> code4 = ('010', '0001')  
>>> prog = [code1, code2, code3]  
>>> prog.append(code4)  
>>> print(prog)  
[('011', '0001'), ('100', '0010'), ('110', '0011'), ('010', '0001')]
```

Séquences

Tuples

- ▶ Exemple de liste de couples.

```
>>> name = 'abc'
>>> value = 123
>>> entry1 = (name, value)
>>> entry2 = ('def', 234)
>>> dictionary = [entry1, entry2]
>>> dictionary.append(('efg', 345))
>>> print(dictionary)
[('abc', 123), ('def', 234), ('efg', 345)]
```

Séquences

Dictionnaires

- ▶ Dictionnaires (dict)
- ▶ key (str): value

```
>>> d = {'abc': 123, 'def': 234}
>>> type(d)
<class 'dict'>
>>> print(d)
{'abc': 123, 'def': 234}
>>> d['abc']
123
>>> for key in d:
...     print((key, d[key]))
...
('abc', 123)
('def', 234)
```

Séquences

Ensemble

- ▶ Ensemble (`{ , }`, `set`)
- ▶ Collections d'éléments uniques non ordonnés.
- ▶ Opération ensemblistes (`add`, `discard`, `union`, `intersect`, ...)

```
>>> E = {1, 2, 3}
>>> type(E)
<class 'set'>
>>> print(E)
set([1, 2, 3])
>>> E[0]
... TypeError: 'set' object does not support indexing
>>> F = {1, 2, 3, 2, 1, 4, 1, -1}
>>> F
set([1, 2, 3, 4, -1])
>>> a = 1
>>> a in F
True
>>> G = E + F
... TypeError: unsupported operand type(s) for +: 'set' and 'set'
>>> E.intersection(F)
set([1, 2, 3])
>>> E.add(-10)
>>> print(E)
set([1, 2, 3, -10])
```

Séquences

Résumé

- ▶ Chaîne de caractères " " ou ''
- ▶ Liste [,]
- ▶ Tuple (,)
- ▶ Dictionnaire {"": , "": }
- ▶ Ensemble { , }

Syntaxe

- ▶ Fonctions prédéfinies, 'Builtin' Functions
- ▶ Structures de contrôles
- ▶ Fonctions
- ▶ Objets et Classes

Syntaxe

Fonctions prédefinies

► Built-in Functions : fonctions de base du langage.

abs()	divmod()	input()	open()	staticmethod()
all()	enumerate()	int()	ord()	str()
any()	eval()	isinstance()	pow()	sum()
basestring()	execfile()	issubclass()	print()	super()
bin()	file()	iter()	property()	tuple()
bool()	filter()	len()	range()	type()
bytearray()	float()	list()	raw_input()	unichr()
callable()	format()	locals()	reduce()	unicode()
chr()	frozenset()	long()	reload()	vars()
classmethod()	getattr()	map()	repr()	xrange()
cmp()	globals()	max()	reversed()	zip()
compile()	hasattr()	memoryview()	round()	__import__()
complex()	hash()	min()	set()	apply()
delattr()	help()	next()	setattr()	buffer()
dict()	hex()	object()	slice()	coerce()
dir()	id()	oct()	sorted()	intern()

Syntaxe

Fonctions prédéfinies

► Built-in Functions : fonctions de base du langage.

abs()	divmod()	input()	open()	staticmethod()
all()	enumerate()	int()	ord()	str()
any()	eval()	isinstance()	pow()	sum()
basestring()	execfile()	issubclass()	print()	super()
bin()	file()	iter()	property()	tuple()
bool()	filter()	len()	range()	type()
bytearray()	float()	list()	raw_input()	unichr()
callable()	format()	locals()	reduce()	unicode()
chr()	frozenset()	long()	reload()	vars()
classmethod()	getattr()	map()	repr()	xrange()
cmp()	globals()	max()	reversed()	zip()
compile()	hasattr()	memoryview()	round()	__import__()
complex()	hash()	min()	set()	apply()
delattr()	help()	next()	setattr()	buffer()
dict()	hex()	object()	slice()	coerce()
dir()	id()	oct()	sorted()	intern()

déjà rencontrées

Syntaxe

Fonctions prédefinies

► Built-in Functions : fonctions de base du langage.

<code>abs()</code>	<code>divmod()</code>	<code>input()</code>	<code>open()</code>	<code>staticmethod()</code>
<code>all()</code>	<code>enumerate()</code>	<code>int()</code>	<code>ord()</code>	<code>str()</code>
<code>any()</code>	<code>eval()</code>	<code>isinstance()</code>	<code>pow()</code>	<code>sum()</code>
<code>basestring()</code>	<code>execfile()</code>	<code>issubclass()</code>	<code>print()</code>	<code>super()</code>
<code>bin()</code>	<code>file()</code>	<code>iter()</code>	<code>property()</code>	<code>tuple()</code>
<code>bool()</code>	<code>filter()</code>	<code>len()</code>	<code>range()</code>	<code>type()</code>
<code>bytearray()</code>	<code>float()</code>	<code>list()</code>	<code>raw_input()</code>	<code>unichr()</code>
<code>callable()</code>	<code>format()</code>	<code>locals()</code>	<code>reduce()</code>	<code>unicode()</code>
<code>chr()</code>	<code>frozenset()</code>	<code>long()</code>	<code>reload()</code>	<code>vars()</code>
<code>classmethod()</code>	<code>getattr()</code>	<code>map()</code>	<code>repr()</code>	<code>xrange()</code>
<code>cmp()</code>	<code>globals()</code>	<code>max()</code>	<code>reversed()</code>	<code>zip()</code>
<code>compile()</code>	<code>hasattr()</code>	<code>memoryview()</code>	<code>round()</code>	<code>__import__()</code>
<code>complex()</code>	<code>hash()</code>	<code>min()</code>	<code>set()</code>	<code>apply()</code>
<code>delattr()</code>	<code>help()</code>	<code>next()</code>	<code>setattr()</code>	<code>buffer()</code>
<code>dict()</code>	<code>hex()</code>	<code>object()</code>	<code>slice()</code>	<code>coerce()</code>
<code>dir()</code>	<code>id()</code>	<code>oct()</code>	<code>sorted()</code>	<code>intern()</code>

abordées tôt ou tard

Syntaxe

Structure de contrôle

- ▶ **blocs conditionnels** : if else
- ▶ **boucles conditionnelles** : while
- ▶ **boucles** : for in
- ▶ **gestion d'exceptions** : try except

Syntaxe

Structure de contrôle - if else

- ▶ blocs conditionnels : if else
- ▶ ':' et indentation suivie d'un bloc d'instruction.

```
>>> a = 1
>>> if (a == 1):
...     print("a vaut 1")
... else:
...     print("a ne vaut pas 1")
...
a vaut 1
```

Syntaxe

Indentation

- ▶ Pour l'indentation dans un fichier, il est conseillé d'utiliser 4 espaces plutôt qu'une tabulation.
- ▶ Possibilité de régler ces paramètres dans les éditeurs de texte : tabulation souple émulée avec des espaces ('soft tab' with 4 spaces vs 'hard tab').

```
if (a == 1):
    print("a vaut 1")
else:
    print("a ne vaut pas 1")
```

Syntaxe

Structure de contrôle - if elif else

- ▶ blocs conditionnels : if elif else

```
>>> a = 2
>>> if (a == 1):
...     print("a vaut 1")
... elif a == 2:
...     print("a vaut 2")
... elif a == 3:
...     print("a vaut 3")
... else:
...     print("a ne vaut ni 1 ni 2 ni 3")
...
a vaut 2
```

cf matlab (if elseif else end, switch case otherwise end)

Syntaxe

Structure de contrôle - if elif else

- ▶ blocs conditionnels : if elif else

```
>>> a = "green"
>>> if (a is "green"):
...     print("00FF00")
... elif (a == "red"):
...     print("FF0000")
... elif (a is "blue"):
...     print("0000FF")
... else:
...     print("Unknown color")
...
00FF00
```

cf matlab (if elseif else end, switch case otherwise end)

Syntaxe

Structure de contrôle - while

► boucles conditionnelles : while

```
>>> question = "Voulez-vous continuer ? (o, oui, O, OUI) "
>>> cond = True
>>> reponseOK = {"o", "O", "oui", "OUI"}
>>> i = 0
>>> while cond:
...     i += 1
...     print(str(i) + " fois")
...     answer = input(question)
...     if (answer in reponseOK):
...         cond = True
...     else:
...         cond = False
...
1 fois
Voulez-vous continuer ? (o, oui, O, OUI) 'o'
2 fois
Voulez-vous continuer ? (o, oui, O, OUI) 'oui'
3 fois
Voulez-vous continuer ? (o, oui, O, OUI) 'non'
>>>
```

Syntaxe

Structure de contrôle - for

- ▶ boucles : for in :
- ▶ Dans 'language reference' :
`for_stmt ::= "for" target_list "in" expression_list ":" suite
["else" ":" suite]`

```
>>> for i in [0, 1, 2, 3]:  
...     print(i)  
...  
0  
1  
2  
3
```

Syntaxe

Structure de contrôle - for

- ▶ une étendue (range) de $[0, n[$: range(n)
- ▶ $[i, i + k, \dots, j[$: range(i, j, k)

```
>>> for i in range(4):
...     print(i)
...
0
1
2
3
```

```
>>> x = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
>>> x[range(1, 5, 2)]
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: list indices must be integers, not list
>>> x[slice(1, 5, 2)]
[1, 3]
>>> range(1, 5, 2)
[1, 3]
>>> slice(1, 5, 2)
slice(1, 5, 2)
```

Syntaxe

Structure de contrôle - for

- ▶ boucles : for

```
>>> for (i, j) in [(1, 2), (2, 3), (3, 4)]:  
...     print((i,j))  
...  
(1, 2)  
(2, 3)  
(3, 4)
```

```
>>> for [i, j] in [[1, 2], [2, 3], [3, 4]]:  
...     print([i, j])  
...  
[1, 2]  
[2, 3]  
[3, 4]
```

Syntaxe

Structure de contrôle - break, continue

- ▶ possibilité de break et continue.

```
>>> for i in range(10):
...     if (i % 2 == 0):
...         continue
...     if (i == 9):
...         break
...     print(i)
...
1
3
5
7
```

Syntaxe

Structure de contrôle - try except

- ▶ Gestion des erreurs ou exceptions : try except

```
>>> a = "abc"  
>>> a += 1  
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
TypeError: cannot concatenate 'str' and 'int' objects
```

```
>>> a = 'abc'  
>>> try:  
...     a += 1  
... except:  
...     print("problem")  
  
problem
```

Syntaxe

Structure de contrôle - try except else finally

- ▶ Gestion des erreurs ou exceptions : try except else finally

```
>>> a = 'abc'  
>>> try:  
...     a += 1  
... except IOError as e :  
...     print("problem entrées sorties : " + str(e))  
... except TypeError as e :  
...     print("problem de types : " + str(e))  
... finally:  
...     print("Avec ou sans erreurs, on continue")  
problem de types : cannot concatenate 'str' and 'int' objects  
Avec ou sans erreurs, on continue
```

```
>>> a = 1  
>>> try:  
...     a += 1  
... except IOError as e :  
...     print("problem entrées sorties : " + str(e))  
... except TypeError as e :  
...     print("problem de types : " + str(e))  
... else:  
...     print("a = " + str(a))  
... finally:  
...     print("Avec ou sans erreurs, on continue")  
a = 2  
Avec ou sans erreurs, on continue
```

Syntaxe

Fonctions - Définition d'une fonction

- ▶ définition d'une fonction : "def" funcname "(" [parameter_list] ")" ":" suite
- ▶ indentation nécessaire pour le bloc d'instructions.

```
>>> def sayHello():
...     print("Hello")
...
>>> sayHello()
Hello
```

Syntaxe

Fonctions - passage de paramètres obligatoires

- ▶ Les arguments (dit args) sont définis entre parenthèse.
- ▶ args : obligatoires et ordonnés

```
>>> def sayHello(titre, prenom, nom):  
...     print("Hello " + str(titre) + " " + str(prenom) + " " + str(nom))  
...  
>>> sayHello("déTECTIVE PRIVé DE CLASSE R", "John", "Difool")  
Hello déTECTIVE PRIVé DE CLASSE R John Difool
```

```
>>> sayHello()  
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
TypeError: sayHello() takes exactly 3 arguments (0 given)
```

Syntaxe

Fonctions - passage de paramètres optionnels

- ▶ arguments mots clés (keywords arguments dits kwargs) non obligatoires.
- ▶ args avant les kwargs
- ▶ kwargs : optionnels et non ordonnés

```
>>> def sayHello(titre, prenom="", nom=""):  
...     print("Hello " + str(titre) + " " + str(prenom) + " " + str(nom))  
...  
>>> sayHello("old")  
Hello old  
>>> sayHello("old", prenom="Nick")  
Hello old Nick  
>>> sayHello("old", "Tom", "Bombadil")  
Hello old Tom Bombadil  
>>> sayHello("old", nom="Bombadil", prenom="Tom")  
Hello old Tom Bombadil  
>>> sayHello(nom="Bombadil")  
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
TypeError: sayHello() takes at least 1 argument (1 given)  
>>> sayHello("old", nom="Bombadil", "Tom")  
  File "<stdin>", line 1  
SyntaxError: non-keyword arg after keyword arg
```

Syntaxe

Fonctions - renvoi de valeurs

► renvoi de valeurs : return

```
>>> def fun(x):
...     y = 2 * x
...     return y
...
>>> fun(3)
6
```

```
>>> def fun(x):
...     y1 = x
...     y2 = 2 * x
...     y3 = 3 * x
...     name = "1, 2, 3 * " + str(x) + " = "
...     return name, y1, y2, y3 # the tuple (name, y1, y2, y3)
...
>>> fun(3)
('1, 2, 3 * 3 = ', 3, 6, 9)
>>> (name, y1, y2, y3) = fun(3)
>>> name, y1, y2, y3 = fun(3)
```

Syntaxe

Fonctions - autres spécificités

- ▶ bloc vide : pass
- ▶ None values
- ▶ variables de fonctions

```
>>> def fonctionQuiNeFaitRienEtQuiAUnNomHorribleMaisDescriptif(x):
...     pass
...
>>> def fonctionQuiNeFaitRienEtQuiAUnNomHorribleMaisDescriptif(x):
...     return
...
>>> def fonctionQuiNeFaitRienEtQuiAUnNomHorribleMaisDescriptif(x):
...     return None
...
>>> a = fonctionQuiNeFaitRienEtQuiAUnNomHorribleMaisDescriptif(3)
>>> a == None
True
>>> pfff = fonctionQuiNeFaitRienEtQuiAUnNomHorribleMaisDescriptif
>>> pfff(1)
>>> pfff("abc")
>>> pfff
<function fonctionQuiNeFaitRienEtQuiAUnNomHorribleMaisDescriptif at 0x2d49b0>
```

Syntaxe

Objets - Notion de programmation orientée objet

- ▶ Un objet possède :
 - ▶ des propriétés ou attributs, variables spécifiques à l'objet.
 - ▶ des méthodes, fonctions qui permettent de communiquer entre objets ou avec l'extérieur.
- ▶ Un objet appartient à une classe: *Un objet est une instance de classe.*
- ▶ Les propriétés et méthodes sont définies dans la classe.

```
3 canards : riri, fifi, loulou

classe Canard :
propriétés, attributs : 2 pattes, 2 ailes, état d'activité
méthodes : manger, chanter, ne rien faire.

Canard :
    à 2 pattes
    à 2 ailes
    status par défaut : ne fais rien

    mange(aliments)
        vérification aliments : herbivore, carnivore occasionnel

    chante()
```

Syntaxe

Objets : définition en Python

- ▶ Définition d'une nouvelle : "class" classname ":" suite
- ▶ propriétés : variables avec une valeur par défaut.
- ▶ méthodes : fonctions avec le premier argument l'objet lui même par convention 'self'

```
>>> class Canard:  
...     pattes = 2  
...     ailes = 2  
...     status = "en attente"  
...     def mange(self, aliment):  
...         self.status = "mange"  
...         if aliment in {"grain", "feuille", "fleur", "tige", "racine"}:  
...             print("miam")  
...         elif aliment in {"ver", "insecte", "friture"}:  
...             print("j'avais faim")  
...         else :  
...             print("non merci")  
...     def chante(self):  
...         self.status = "chante"  
...         print("couin couin")  
...     def espere(self):  
...         self.status = "en attente"  
...         return 0  
...
```

Syntaxe

Objets : définition en Python

- ▶ `__init__` : création lors de l'instanciation. Il est conseillé d'initialiser les attributs dans ce bloc.

```
>>> class Canard:  
...     def __init__(self):  
...         self.pattes = 2  
...         self.ailes = 2  
...         self.status = "en attente"  
...
```

Syntaxe

Objets : instantiation et usage

- ▶ instantiation : objet = Classname()
- ▶ propriétés obtenues par : objet.property (cf structure en C)
- ▶ méthodes obtenues par : objet.method(argument)

```
>>> riri = Canard()
>>> riri
<__main__.Canard instance at 0x2c8760>
>>> fifi = Canard()
>>> loulou = Canard()
>>> riri.ailes
2
>>> riri.status
en attente
>>> riri.chante()
couin couin
>>> loulou.mange("grain")
miam
>>> riri.status, loulou.status, fifi.status
('chante', 'mange', 'en attente')
>>> fifi.espere()
0
>>> dir(riri)
[..., 'ailes', 'chante', 'espere', 'mange', 'pattes',
'status']
```

Syntaxe

Objets : exemple avec des nombres

- En python toutes les variables sont des objets.

```
>>> a = 123
>>> dir(a)
['__abs__', '__add__', '__and__', '__bool__', '__ceil__', '__class__',
'__delattr__', '__dir__', '__divmod__', '__doc__', '__eq__', '__float__',
'__floor__', '__floordiv__', '__format__', '__ge__', '__getattribute__',
'__getnewargs__', '__gt__', '__hash__', '__index__', '__init__', '__int__',
'__invert__', '__le__', '__lshift__', '__lt__', '__mod__', '__mul__', '__ne__',
'__neg__', '__new__', '__or__', '__pos__', '__pow__', '__radd__', '__rand__',
'__rdivmod__', '__reduce__', '__reduce_ex__', '__repr__', '__rfloordiv__',
'__rlshift__', '__rmod__', '__rmul__', '__ror__', '__round__', '__rpow__',
'__rrshift__', '__rshift__', '__rsub__', '__rtruediv__', '__rxor__',
'__setattr__', '__sizeof__', '__str__', '__sub__', '__subclasshook__',
'__truediv__', '__trunc__', '__xor__', 'bit_length', 'conjugate', 'denominator',
'from_bytes', 'imag', 'numerator', 'real', 'to_bytes']
>>> type(a)
<class 'int'>
>>> a.real
123
>>> a.bit_length()
7
```

Syntaxe

Objets : exemple avec les listes et les tuples

```
>>> a = [1, 2, 3, 1, 2]
>>> dir(a)
[..., 'append', 'clear', 'copy', 'count', 'extend', 'index', 'insert', 'pop',
'remove', 'reverse', 'sort']
>>> type(a)
<class 'list'>
>>> a.append(3)
>>> a
[1, 2, 3, 1, 2, 3]
>>> a.pop()
>>> a
[1, 2, 3, 1, 2]
```

```
>>> a = (1, 2, 3, 1, 2)
>>> dir(a)
[..., 'count', 'index']
>>> type(a)
<class 'tuple'>
>>> a.count(1)
2
>>> a.index(1)
0
```

Syntaxe

Objets : exemple avec les chaînes de caractères

```
>>> a = "abc.def"
>>> dir(a)
[..., 'capitalize', 'casefold', 'center', 'count', 'encode', 'endswith',
'expandtabs', 'find', 'format', 'format_map', 'index', 'isalnum', 'isalpha',
'isdecimal', 'isdigit', 'isidentifier', 'islower', 'isnumeric', 'isprintable',
'isspace', 'istitle', 'isupper', 'join', 'ljust', 'lower', 'lstrip',
'maketrans', 'partition', 'replace', 'rfind', 'rindex', 'rjust', 'rpartition',
'rsplit', 'rstrip', 'split', 'splitlines', 'startswith', 'strip', 'swapcase',
'title', 'translate', 'upper', 'zfill']
>>> a.upper()
ABC.DEF
>>> a.index('.')
3
>>> (head, sep, tail) = a.partition('.')
('abc', '.', 'def')
>>> (head, sep, tail) = a.partition('.')
>>> head
'abc'
```

Module

Exécution dans le shell

- ▶ Enregistrement du code dans un fichier module1.py
- ▶ Contient des définitions des classes ou de fonctions, des scripts, une documentation (docstring).
- ▶ Exécution du code dans le shell : python module1.py

```
def f1(x):
    y = 10 * x
    return y
def f2(x):
    y = 100 * x
    return y
x = 3
y1 = f1(x)
y2 = f2(x)
print("(x, y1, y2) : " + str((x, y1, y2)))
```

```
~/python/example/module> python module1.py
(x, y1, y2) : (3, 30, 300)
```

Module

Importation de code : import

- ▶ Importation du code dans la console ou dans un autre module : import
- ▶ Variante en modifiant l'espace de nom (namespace) : import ... as fun

```
import module1
x = 4
y1 = module1.f1(x)
y2 = module1.f2(x)
print("from import -> (x, y1, y2) : " + (x, y1, y2))
```

```
(x, y1, y2) : (3, 30, 300)
from import -> (x, y1, y2) : (4, 40, 400)
```

```
import moduleQuiAUnNomBeaucoupTropLong as myMod
x = 4
y1 = myMod.f1(x)
y2 = myMod.f2(x)
```

Module

Importation de code : import

- ▶ importation spécifique d'une ou plusieurs fonctions : from ... import (f1, f2) ; from ... import (f1 as fun1, f2 as fun2) ; from ... import f1 as fun1, f2 as fun2
- ▶ from ... import *

```
>>> from module1 import f1  
>>> f1(5)  
50
```

```
>>> from module1 import f1 as fois10  
>>> fois10(5)  
50
```

```
>>> from module1 import *  
>>> dir()  
[..., 'f1', 'f2', 'x', 'y1', 'y2']
```

```
>>> import module1  
>>> dir()  
[..., 'module1']  
>>> type(module1)  
<class 'module'>  
>>> dir(module1)  
[..., 'f1', 'f2', 'x', 'y1', 'y2']
```

Module

Espace : `__name__`

- attribut système : `'__name__'`

```
print("Affichage en import ou en exécution")
print("__name__ : " + str(__name__))

if (__name__ == "__main__"):
    print("Que si executé de l'extérieur")
```

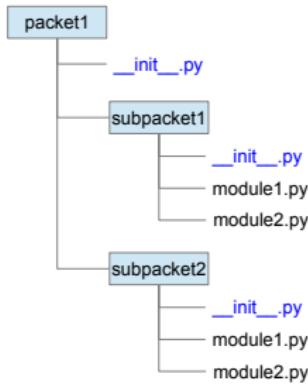
```
>>> import moduleMain
Affichage en import ou en exécution
__name__ : moduleMain
```

```
~/python/example/module> python moduleMain.py
Affichage en import ou en exécution
__name__ : __main__
```

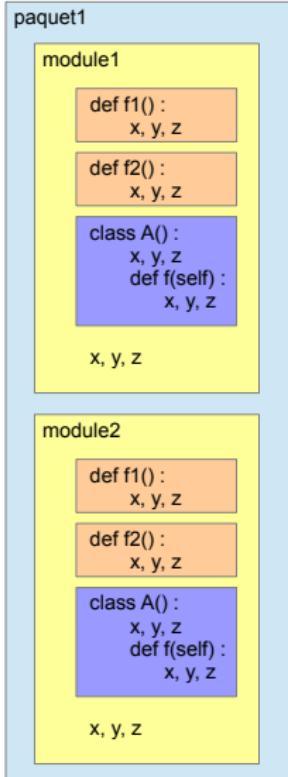
Paquet

- ▶ Un dossier contenant :
 - ▶ des modules
 - ▶ un fichier '`__init__.py`', vide ou non.
- ▶ possibilité de faire des sous-paquet.

```
>>> from packet1.subpacket1 import module1 as mod1
```



Portée



- ▶ paquet, module, def, class : chaque niveau à sa portée (scope).
- ▶ Attention à l'espace des noms (namespace) : par exemple, f1 est disponible dans module1 et module2.

```
>>> import paquet1
>>> x = 10
>>> a1 = paquet1.module1.A()
>>> a2 = paquet1.module2.A()
>>> a2.f()
>>> resF1 = paquet1.module1.f1(x)
>>> resF2 = paquet1.module2.f2(x)
>>> from paquet1.module1 import * # A EVITER
>>> resF1 = f1(x)
```

Standard library

- ▶ Un ensemble de paquets et modules sont déjà livrés avec Python (Battery included) : math, os, sys, datetime ...
- ▶ Avant de recoder quelque chose, vérifier si cela existe dans la documentation : 'The Python Library Reference'.

Exemple

Math

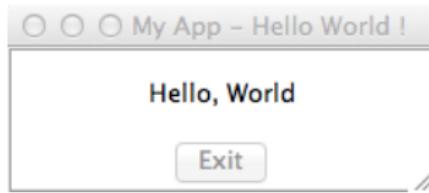
```
>>> import math
>>> dir(math)
['__doc__', '__file__', '__loader__', '__name__', '__package__', '__spec__',
'acos', 'acosh', 'asin', 'asinh', 'atan', 'atan2', 'atanh', 'ceil', 'copysign',
'cos', 'cosh', 'degrees', 'e', 'erf', 'erfc', 'exp', 'expm1', 'fabs',
'factorial', 'floor', 'fmod', 'frexp', 'fsum', 'gamma', 'gcd', 'hypot', 'inf',
'isclose', 'isfinite', 'isinf', 'isnan', 'ldexp', 'lgamma', 'log', 'log10',
'log1p', 'log2', 'modf', 'nan', 'pi', 'pow', 'radians', 'sin', 'sinh', 'sqrt',
'tan', 'tanh', 'trunc']
>>> math.cos(math.pi/3)
0.5000000000000001
```

Exemple

Graphical User Interface / GUI

- ▶ interface graphique pour Tk (tkinter), GTK (PyGTK), wxWidgets (wxPython), Qt (PyQt).

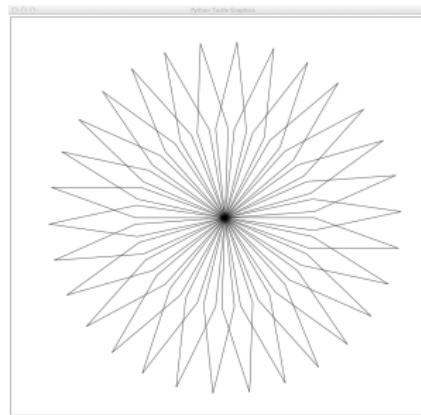
```
>>> import tkinter
>>> from tkinter.constants import *
>>> tk = tkinter.Tk()
>>> tk.title("My App - Hello World !")
>>> frame = tkinter.Frame(tk, relief=RIDGE, borderwidth=2)
>>> frame.pack(fill=BOTH, expand=1)
>>> label = tkinter.Label(frame, text="Hello, World")
>>> label.pack(fill=X, expand=1)
>>> button = tkinter.Button(frame, text="Exit", command=tk.destroy)
>>> button.pack(side=BOTTOM)
>>> tk.mainloop()
```



Exemple

Graphical User Interface / GUI

```
>>> import turtle  
>>> for i in range(30):  
...     turtle.forward(200)  
...     turtle.rt(20)  
...     turtle.forward(200)  
...     turtle.rt(160)  
...     turtle.forward(200)  
...     turtle.rt(20)  
...     turtle.forward(200)  
...     turtle.rt(172)  
...
```



Exemple

Base de données

```
>>> import sqlite3
>>> db = sqlite3.connect("myDB(sq3")
>>> cur = db.cursor()
>>> cur = cur.execute("CREATE TABLE membres
    (nom TEXT, prenom TEXT, institut TEXT)")
>>> cur = cur.execute("INSERT INTO membres(nom,prenom,institut)
    VALUES('Michel','Olivier','INPG')")
>>> cur = cur.execute("INSERT INTO membres(nom,prenom,institut)
    VALUES('Brossier','Jean-Marc','UJF')")
>>> cur = cur.execute("INSERT INTO membres(nom,prenom,institut)
    VALUES('Amblard','Pierre-Olivier','CNRS')")
>>> db.commit()
>>> cur = cur.execute("SELECT * FROM membres WHERE institut = 'CNRS'")
>>> list(cur)
[(u'Amblard', u'Pierre-Olivier', u'CNRS')]
>>> db.close()
```

Documentation

docstrings

- ▶ Commentaires : ligne qui commence par `#`
- ▶ Texte de documentation (Docstring): *Une chaîne de caractères qui apparaît comme première expression dans un module, une fonction ou une classe.*
- ▶ `""" """` recommandé (see PEP257 :
<http://www.python.org/dev/peps/pep-0257/>)

```
def times(x, y):
    """
    Multiply x by y

    Compute z = x * y

    Input parameters
    x and y, any numbers

    Output parameters
    z

    Copyright 2013 G. Becq, Gipsa-lab, UMR 5216, CNRS.
    """
    return x * y
```

Documentation

docstrings – exemple

- ▶ Première ligne est un résumé suivi d'une ligne vide.
- ▶ Première ligne vide et indentation seront effacées.

```
# -*- encoding:utf-8 -*-
"""
Module pour tester les docstrings.

Contient deux fonctions et une classe.
Ne fait rien.

Copyright 2013 G. Becq, Gipsa-lab, UMR 5216, CNRS.
"""

def fun1():
    """
    fun1 c'est bien.

    Fonction sans parametres
    Ne fait rien.
    """
    print("blah blah")
    """
    Ce texte ne sera pas visible
    """
    print("blah blah")
    "Ce texte non plus, les declarations vides non plus"
1
```



Documentation

docstrings – exemple

```
def fun2():
    """
    fun2 c'est mieux.

    Sans parametres
    Ne fait rien
    """
    return

class A():
    """
    A est une classe.

    C'est une classe vide qui ne contient qu'un docstring.
    """
```

Documentation help

- ▶ Génération automatique de documentation :
`help(nomDuModule)`

```
Help on module modules:

NAME
    module - Module pour tester les docstrings.

FILE
    /Users/becqg/svn/pycics/trunk/presentationPython/example/doc/module.py

DESCRIPTION
    Contient deux fonctions et une classe.
    Ne fait rien.

    Copyright 2013 G. Becq, Gipsa-lab, UMR 5216, CNRS.

CLASSES
    A

        class A
            | A est une classe.
            |
            | C'est une classe vide qui ne contient qu'un docstring.

FUNCTIONS
    fun1()
        fun1 c'est bien.

        Fonction sans paramètres
        Ne fait rien.

    fun2()
        fun2 c'est mieux.

        Sans paramètres
        Ne fait rien

(END) [ ]
```

Documentation

pydoc

- ▶ Dans le shell 'pydoc -g', lance un serveur de documentation accessible via un navigateur.
- ▶ 'pydoc' génère aussi d'autres sorties.

Python: module module

module /Users/becq/svn/pycics/trunk/presentationPython/example/doc/module.py

Module pour tester les docstrings.
Contient deux fonctions et une classe.
Ne fait rien.

Copyright 2013 G. Becq, Gipsa-lab, UMR 5216, CNRS.

Classes

A

class A
A est une classe.
C'est une classe vide qui ne contient qu'un docstring.

Functions

fun1()
fun1 c'est bien.
Fonction sans paramètres
Ne fait rien.

fun2()
fun2 c'est mieux.
Sans paramètres
Ne fait rien

Packaging

- ▶ Repose sur *distutils* de la bibliothèque standard.
- ▶ Créer un fichier 'setup.py' qui contient des metadonnées.

```
from distutils.core import setup
setup(name="distrib1",
      description="une distribution de démos",
      version="1.0",
      author="Guillaume Becq",
      author_email="guillaume.becq@gipsa-lab.grenoble-inp.fr",
      url="http://example.iana.org",
      py_modules=["module1", "module2"],
      )
```

Packaging

- ▶ Distribution : fichier compressé de type 'zip' ou '.tar.gz'
- ▶ Exécuter dans un terminal "python setup.py sdist"
- ▶ Génère :
 - ▶ un dossier 'dist' : contenant la distribution.
 - ▶ un fichier MANIFEST : liste des fichiers inclus dans le paquet.
- ▶ possibilité d'utiliser MANIFEST.in pour dire quels fichiers à inclure.
- ▶ Faire un README.txt sinon warning.

```
~/myPackage> python setup.py sdist
writing manifest file 'MANIFEST'
creating packet1-1.0
making hard links in packet1-1.0...
hard linking setup.py -> packet1-1.0
creating dist
Creating tar archive
removing 'packet1-1.0' (and everything under it)
~/myPackage> cd dist
~/myPackage/dist> ls
packet1-1.0.tar.gz
```

Installation des paquets

- ▶ Décompresser le paquet : il existe une bibliothèque 'tarfile' dans la librairie standard de Python qui permet de décompresser les fichiers 'tar'.
- ▶ Exécuter dans un terminal : "python setup.py"
- ▶ L'installation se fait dans "PYTHONHOME/site-packages".

```
~/tempdir/packageToInstall> python setup.py install
```

Python Package Index

- ▶ Python Package Index : PyPI
<https://pypi.python.org/pypi>
- ▶ Base de données de paquets disponibles.

The screenshot shows the PyPI homepage with the following details:

- Header:** Python Software Foundation pypi.python.org/pypi
- Logo:** Python logo
- Section: Package Index**
- Left sidebar:**
 - Browse packages
 - Package submission
 - List active classifiers
 - List packages
 - RSS (last 40 updates)
 - RSS (newest 40 packages)
 - Python 3 Packages
 - PyPI License
 - PyPI Security
 - PyPI Support
 - PyPI Bug Reports
 - PyPI Documentation
 - PyPI Developer Info
- Center Content:**
 - Get Packages**: Instructions for using pip or setup.py.
 - Package Authors**: Instructions for submitting packages.
 - Infrastructure**: Information on how to interface with the index.
 - Recent Packages** table (partial data shown):
- Right sidebar:**
 - Not Logged In
 - Login
 - Register
 - Lost Login?
 - Use OpenID
 - Status
 - Nothing to report



Installation des paquets

- ▶ A la base **distutils**, ne gère pas les dépendances : `python setup.py`
- ▶ **setuptools** : introduit la commande 'easy_install' qui opère sur de fichiers 'egg': `easy_install example.egg`
- ▶ setuptools a généré **distribute** qui gère les dépendances.
- ▶ **pip** : remplace 'easy_install' : "`pip install paquetExample`"

Outline

Introduction

Description du Langage

Description des Paquets Scientifiques

Distributions et Environnements de travail

Conclusion

Quelques Paquets et Outils Scientifiques

- ▶ SciPy : Scientific Python
 - ▶ Numpy
 - ▶ SciPy library
 - ▶ Matplotlib
 - ▶ IPython
 - ▶ Pandas
- ▶ Mayavi : objets 3D avancés
- ▶ Scikit-learn : machine learning.
- ▶ ...

SciPy

► <http://www.scipy.org/>

The screenshot shows the official website for SciPy.org. At the top, there is a navigation bar with links to "About SciPy", "Install", "Getting Started", "Documentation", "Bug Reports", "Topical Software", "Citing", "SciPy Central", "Cookbook", "SciPy Conferences", "Blogs", and "NumFOCUS". Below the navigation bar, there is a section titled "CORE PACKAGES:" which lists "Numpy", "SciPy library", "Matplotlib", "IPython", "Sympy", and "Pandas". On the left side, there is a sidebar with links to "News", "NumPy 1.10.4 released", "SciPy 0.18.0 released", and "Glossary". In the center, there is a grid of icons representing various core packages: NumPy (blue cube), SciPy library (red S), Matplotlib (colorful pie chart), IPython (IPython logo), Sympy (green S), and Pandas (panda bear). Below the grid, there is a "More information..." button. On the right side, there is a sidebar with links to "About SciPy", "Install", "Getting Started", "Documentation", "Bug Reports", "Topical Software", "Citing", "SciPy Central", "Cookbook", "SciPy Conferences", "Blogs", and "NumFOCUS".



Numpy

- ▶  NumPy <http://www.numpy.org>
- ▶ *NumPy is the fundamental package for scientific computing with Python*

```
>>> import numpy
>>> help(numpy)

Help on package numpy:

NAME
    numpy

DESCRIPTION
    NumPy
    =====

    Provides
        1. An array object of arbitrary homogeneous items
        2. Fast mathematical operations over arrays
        3. Linear Algebra, Fourier Transforms, Random Number Generation
    ...

...
```



N-dimensional array Object

- ▶ N-dimensional array : ndarray
- ▶ Création d'un tableau vide et réservation de l'espace (empty)
- ▶ Accès aux éléments : $A[i, j, \dots]$
- ▶ indices de 0 à $n - 1$
- ▶ indices négatifs de $-n$ à -1

```
>>> A = numpy.empty((2, 2))
>>> print(A)
[[ -1.28822975e-231    2.68678092e+154]
 [ 2.24497156e-314    2.24499315e-314]]
>>> A[0, 0] = 1
>>> A[1, 0] = 2
>>> A[0, 1] = 11
>>> A[1, 1] = 12
>>> print(A)
[[ 1.   2.]
 [ 11.  12.]]
>>> type(A)
<class 'numpy.ndarray'>
>>> A[-1, -2] = 11
```

N-dimensional array Object

- ▶ Rappel : accès aux propriétés et méthodes (dir)

```
>>> dir(A)
['T', ..., 'all', 'any', 'argmax', 'argmin', 'argpartition', 'argsort',
'astype', 'base', 'byteswap', 'choose', 'clip', 'compress', 'conj', 'conjugate',
'copy', 'ctypes', 'cumprod', 'cumsum', 'data', 'diagonal', 'dot', 'dtype',
'dump', 'dumps', 'fill', 'flags', 'flat', 'flatten', 'getfield', 'imag', 'item',
'itemset', 'itemsize', 'max', 'mean', 'min', ' nbytes', 'ndim', 'newbyteorder',
'nonzero', 'partition', 'prod', 'ptp', 'put', 'ravel', 'real', 'repeat',
'reshape', 'resize', 'round', 'searchsorted', 'setfield', 'setflags', 'shape',
'size', 'sort', 'squeeze', 'std', 'strides', 'sum', 'swapaxes', 'take',
'tobytes', 'tofile', 'tolist', 'tostring', 'trace', 'transpose', 'var', 'view']
```



N-dimensional array Object

Attributs sur la forme du tableau

- ▶ Forme du tableau (`shape`), c'est un tuple.
- ▶ Nombre de dimension (`ndim`)
- ▶ Type des éléments (`dtype`)
- ▶ Taille du tableau (`size`), c'est le nombre de cellules totales.

```
>>> A.shape  
(2, 2)  
>>> (nRow, nCol) = A.shape  
>>> nRow = A.shape[0]  
>>> nCol = A.shape[1]  
>>> A.ndim  
2  
>>> A.dtype  
dtype('float64')  
>>> A.size  
4
```

N-dimensional array Object

Changement de forme

- ▶ Pour changer la forme (reshape)
- ▶ Transposition (T)

```
>>> B = A.reshape((4, 1))
array([[ 1.],
       [ 2.],
       [ 11.],
       [ 12.]])
>>> B.ndim
2
>>> B.size
4
>>> B.T
array([[ 1.,   2.,  11.,  12.]])
```



N-dimensional array Object

Copie de tableaux

- ▶ Les éléments de B sont les mêmes que ceux de A, seule la forme change.
- ▶ Si on veut une copie (copy)

```
>>> B[0, 0] = 21
>>> print(A)
[[ 21.   2.]
 [ 11.  12.]]
>>> B[1, 0]
>>> C = A.copy()
>>> C[0, 0] = 31
>>> print(A[0,0], C[0,0])
(21.0, 31.0)
```

N-dimensional array Object

Création de tableaux

- ▶ tableau vide et réservation de l'espace (empty).
- ▶ initialisation à zeros (zeros) ou avec des uns (ones).
- ▶ tableau identité (eye) avec la dimension.
- ▶ à partir de listes (array) ou suivant une étendue (arange).

```
>>> A = numpy.zeros((2, 4))
>>> print(A)
[[ 0.  0.  0.  0.]
 [ 0.  0.  0.  0.]]
>>> A = numpy.ones((3, 2))
>>> print(A)
[[ 1.  1.]
 [ 1.  1.]
 [ 1.  1.]]
>>> A = numpy.eye(2)
>>> print(A)
[[ 1.  0.]
 [ 0.  1.]]
>>> A = numpy.array([[1, 2], [11, 12]])
>>> print(A)
[[ 1  2]
 [11 12]]
>>> print(numpy.arange(0.5, 1.7, 0.1))
[ 0.5  0.6  0.7  0.8  0.9  1.   1.1  1.2  1.3  1.4  1.5  1.6]
```



N-dimensional array Object

Types

- ▶ Définition du type à la création
- ▶ Changement de type (astype)
- ▶ Multiplication ou addition avec un scalaire typé.

```
>>> A = numpy.array([[1, 2], [11, 12]])
>>> print(A.dtype)
int64
>>> A = numpy.array([[1., 2], [11, 12]])
>>> print(A.dtype)
float64
>>> A = numpy.array([[1, 2], [11, 12]], dtype="float")
>>> print(A.dtype)
float64
>>> A = A.astype("complex")
>>> print(A)
[[ 1.+0.j  2.+0.j]
 [ 11.+0.j 12.+0.j]]
>>> A = numpy.array([[1, 2], [11, 12]]) * 1.
>>> print(A.dtype)
float64
```



N-dimensional array Object

Additions, soustractions, multiplications sur les tableaux

- ▶ Addition, soustraction de tableaux ou d'un scalaire (+, -)
- ▶ Multiplication par un scalaire (*)
- ▶ Produit élément par élément (*)

```
>>> A = numpy.array([[1, 2], [11, 12]])
>>> B = numpy.array([[3, 4], [13, 14]])
>>> print(A + 10)
[[ 11.   12.]
 [ 21.   22.]]
>>> print(A + B)
[[ 4.   6.]
 [ 24.  26.]]
>>> print(A * 10)
[[ 10.   20.]
 [ 110.  120.]]
>>> print(A * B)
[[ 3.   8.]
 [ 143. 168.]]
>>> C = numpy.ones((10, ))
>>> print(A * C)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: operands could not be broadcast together with shapes (2,2) (10)
```



N-dimensional array Object

Produit scalaire

- ▶ Produit scalaire (dot)
- ▶ See also numpy.dot : en général, pour chaque méthode associée à un ndarray, il existe une fonction équivalente dans numpy.

```
>>> A = numpy.array([[1, 2], [11, 12]])
>>> B = numpy.array([[3, 4], [13, 14]])
>>> print(A.dot(B))
[[ 29.   32.]
 [189.  212.]]
>>> print(numpy.dot(A, B))
[[ 29.   32.]
 [189.  212.]]
>>> C = numpy.ones((10, ))
>>> print(A.dot(C))
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: matrices are not aligned
>>>
```

N-dimensional array Object

Division

- ▶ Division par un scalaire (/)
- ▶ Division éléments par éléments (/)
- ▶ Attention au type en Python 2.7 !

```
>>> A = numpy.array([[1, 2], [11, 12]])
>>> B = numpy.array([[3, 4], [13, 14]])
>>> print(A / 2)
python 3.x                               python 2.x
[[ 0.5   1. ]
 [ 5.5   6. ]]
>>> print(A / B)
python 3.x                               python 2.x
[[ 0.33333333  0.5        ]
 [ 0.84615385  0.85714286]]
>>> print(A / B.astype("float"))
[[ 0.33333333  0.5        ]
 [ 0.84615385  0.85714286]]
```

N-dimensional array Object

Autres méthodes

- max, min, sum, mean, std, cumsum, cumprod ... sur tous les éléments ou sur une dimension particulière (kwarg axis).

```
>>> A = numpy.ones((2, 3, 4))
>>> print(A)
[[[ 1.  1.  1.  1.]
 [ 1.  1.  1.  1.]
 [ 1.  1.  1.  1.]]

[[ 1.  1.  1.  1.]
 [ 1.  1.  1.  1.]
 [ 1.  1.  1.  1.]]]
>>> print(A.cumsum())
[ 1.  2.  3.  4.  5.  6.
 7.  8.  9.  10. 11. 12. 13.
14. 15. 16. 17. 18. 19. 20.
21. 22. 23. 24.]
>>> print(A.cumsum(axis=0))
[[[ 1.  1.  1.  1.]
 [ 1.  1.  1.  1.]
 [ 1.  1.  1.  1.]]

[[ 2.  2.  2.  2.]
 [ 2.  2.  2.  2.]
 [ 2.  2.  2.  2.]]]
```

```
>>> print(A.cumsum(axis=1))
[[[ 1.  1.  1.  1.]
 [ 2.  2.  2.  2.]
 [ 3.  3.  3.  3.]]

[[ 1.  1.  1.  1.]
 [ 2.  2.  2.  2.]
 [ 3.  3.  3.  3.]]]
>>> print(A.cumsum(2))
[[[ 1.  2.  3.  4.]
 [ 1.  2.  3.  4.]
 [ 1.  2.  3.  4.]]]

[[ 1.  2.  3.  4.]
 [ 1.  2.  3.  4.]
 [ 1.  2.  3.  4.]]]
```



N-dimensional array Object

Sélection de sous-tableaux

- ▶ découpage, slicing, comme pour les séquences.

```
>>> A = numpy.array([[1, 2, 3, 4], [11, 12, 13, 14]])  
>>> print(A)  
[[ 1  2  3  4]  
 [11 12 13 14]]  
>>> print(A[1, :])  
[11 12 13 14]  
>>> print(A[:, 1:3])  
[[ 2  3]  
 [12 13]]
```

N-dimensional array Object

Sélection de sous-tableaux

- ▶ Comparaison et opérateurs logiques
- ▶ Opérations logiques pour sélectionner des éléments (masking)
- ▶ Récupérer les indices (where)

```
>>> A = numpy.array([[1, 2, 3, 4], [11, 12, 13, 14]])
>>> print(A)
[[ 1  2  3  4]
 [11 12 13 14]]
>>> B = A > 2
>>> print(B)
[[False False  True  True]
 [ True  True  True  True]]
>>> print(A[B])
[ 3  4 11 12 13 14]
>>> indices = numpy.where(B)
>>> print(indices[0])
array([0, 0, 1, 1, 1, 1])
>>> print(indices[1])
array([2, 3, 0, 1, 2, 3])
>>> (i, j) = numpy.where(A > 2)
```

N-dimensional array Object

Concaténations

- ▶ Concaténation verticale (vstack, r_[])
- ▶ Concaténation horizontale (hstack, c_[])
- ▶ Concatenate (concatenate, kwarg axis)

```
>>> A = numpy.array([[1, 2], [11, 12]])
>>> B = numpy.array([[3, 4], [13, 14]])
>>> C = numpy.vstack((A, B)) # r_[A, B]
>>> print(C)
[[ 1  2]
 [11 12]
 [ 3  4]
 [13 14]]
>>> D = numpy.hstack((A, B, A, A)) # c_[A, B, A, A]
>>> print(D)
[[ 1  2  3  4  1  2  1  2]
 [11 12 13 14 11 12 11 12]]
>>> E = numpy.concatenate((A, B, A, A), axis=1)
>>> print(E)
[[ 1  2  3  4  1  2  1  2]
 [11 12 13 14 11 12 11 12]]
```



N-dimensional array Object

Structured Arrays

- ▶ Possibilité de mettre des éléments de types différents.
- ▶ Possibilité de tableaux structurés ...

```
>>> A = numpy.array([[ "a", 1], [ "b", 2]], dtype="object")
>>> print(A)
[[ 'a', 1]
 [ 'b', 2]]
>>> print(A.dtype)
object

>>> A = numpy.array([(1, "abc"), (2, "def")], dtype=[("index", "int"),
        ("name", "S8")])
>>> print(A)
[(1, b'abc') (2, b'def')]
>>> A["index"]
array([1, 2])
>>> A["name"]
array([b'abc', b'def'],
      dtype='|S8')
```

Sauvegarde et lecture de données

- ▶ Enregistrement d'un tableau (save) dans un fichier ".npy"
- ▶ Enregistrement compressé de plusieurs tableaux (savez) au format ".npz"
- ▶ Lecture (load) des fichiers ".npy", ".npz"

```
>>> A = numpy.array([[1, 2], [11, 12]])
>>> numpy.save("save_A", A)
>>> del(A)
>>> A = numpy.load("save_A.npy")
>>> print(A)
[[ 1  2]
 [11 12]]
>>> A = numpy.array([[1, 2], [11, 12]])
>>> B = numpy.array([[21, 22], [31, 32]])
>>> numpy.savez("save_AB", tab1=A, B=B)
>>> del(A, B)
>>> data = numpy.load("save_AB.npz")
>>> print(data["tab1"])
[[ 1  2]
 [11 12]]
>>> print(data["B"])
[[21 22]
 [31 32]]
```

Sauvegarde et lecture de données txt

- ▶ Lecture de fichier texte ".txt" (load ou loadtxt)
- ▶ Enregistrement (savetxt)

```
>>> A = numpy.loadtxt("data.txt")
>>> A
array([[ 1.,   2.,   3.,   4.,   5.],
       [11.,  12.,  13.,  14.,  15.],
       [21.,  22.,  23.,  24.,  25.]])
>>> numpy.savetxt("data.txt", A)
```



Matrix

Définition

- ▶ Classe héritée de ndarray avec ndim = 2.

```
>>> help(numpy.matrix)
class matrix(numpy.ndarray)
|   matrix(data, dtype=None, copy=True)
|
|   Returns a matrix from an array-like object, or from a string of data.
|   A matrix is a specialized 2-D array that retains its 2-D nature
|   through operations. It has certain special operators, such as "*" 
|   (matrix multiplication) and "***" (matrix power).
...
...
```

Matrix

Saisie

- ▶ Saisie directe de type ndarray avec des listes imbriquées.
- ▶ Possibilité de saisie type Matlab.

```
>>> A = numpy.matrix([[1, 2], [11, 12]])
>>> print(A)
[[ 1  2]
 [11 12]]
>>> type(A)
<class 'numpy.matrixlib.defmatrix.matrix'>
>>> A = numpy.matrix("[1, 2, 3, 4; 11, 12, 13, 14]")
>>> print(A)
[[ 1  2  3  4]
 [11 12 13 14]]
```

Matrix

Multiplication et exposant

- ▶ Produit de matrices (*)
- ▶ Exposant de matrice (**)

```
>>> A = numpy.matrix([[1, 2], [11, 12]])
>>> B = numpy.matrix([[3, 4], [13, 14]])
>>> print(A * B)
[[ 29   32]
 [189  212]]
>>> print(A ** 2)
[[ 23   26]
 [143  166]]
```

Matrix

Opérateurs matriciels courants

- ▶ Transposition (T)
- ▶ Inversion (I)
- ▶ Opérateur Hermitien (H)

```
>>> A = numpy.matrix([[1, 2], [11, 12]])
>>> print(A)
[[ 1  2]
 [11 12]]
>>> print(A.T)
[[ 1 11]
 [ 2 12]]
>>> print(A.I)
print(A.I)
[[[-1.2  0.2]
 [ 1.1 -0.1]]
>>> B = numpy.matrix([[1, 2+1j], [11+1j, 12]])
>>> print(B)
[[ 1.+0.j  2.+1.j]
 [11.+1.j 12.+0.j]]
>>> print(B.H)
[[ 1.-0.j 11.-1.j]
 [ 2.-1.j 12.-0.j]]
```

Autres opérations d'algèbre linéaire

Sous paquet linalg

- ▶ Interface vers des bibliothèques d'algèbre linéaire (numpy.linalg).

```
>>> help(numpy.linalg)
...
Linear algebra basics:
- norm          Vector or matrix norm
- inv           Inverse of a square matrix
- solve         Solve a linear system of equations
- det           Determinant of a square matrix
- lstsq         Solve linear least-squares problem
- pinv          Pseudo-inverse (Moore-Penrose)...
- matrix_power Integer power of a square matrix
Eigenvalues and decompositions:
- eig           Eigenvalues and vectors of a square matrix
- eigh          Eigenvalues and eigenvectors of a Hermitian matrix
- eigvals       Eigenvalues of a square matrix
- eigvalsh      Eigenvalues of a Hermitian matrix
- qr            QR decomposition of a matrix
- svd           Singular value decomposition of a matrix
- cholesky      Cholesky decomposition of a matrix
Tensor operations:
- tensorsolve    Solve a linear tensor equation
- tensorinv     Calculate an inverse of a tensor
...
```



Autres paquets de numpy

```
>>> help(numpy)
...
doc
    Topical documentation on broadcasting, indexing, etc.
lib
    Basic functions used by several sub-packages.
random
    Core Random Tools
linalg
    Core Linear Algebra Tools
fft
    Core FFT routines
polynomial
    Polynomial tools
testing
    Numpy testing tools
f2py
    Fortran to Python Interface Generator.
distutils
    Enhancements to distutils with support for
        Fortran compilers support and more.
...
...
```



Autres paquets de numpy

Random

- ▶ Sous paquet random : générateurs de nombres aléatoires.

```
>>> numpy.random.seed(0)
>>> A = numpy.random.randn(2, 3, 4)
>>> print(A)
[[[ 1.76405235  0.40015721  0.97873798  2.2408932 ]
 [ 1.86755799 -0.97727788  0.95008842 -0.15135721]
 [-0.10321885  0.4105985   0.14404357  1.45427351]]

 [[ 0.76103773  0.12167502  0.44386323  0.33367433]
 [ 1.49407907 -0.20515826  0.31306777 -0.85409574]
 [-2.55298982  0.6536186   0.8644362   -0.74216502]]]
```

Scipy library

Librairie scientifique

- ▶  <http://www.scipy.org/scipylib/index.html>
- ▶ *It provides many user-friendly and efficient numerical routines such as routines for numerical integration and optimization.*

```
>>> import scipy
>>> help(scipy)
...
cluster           --- Vector Quantization / Kmeans
fftpack            --- Discrete Fourier Transform algorithms
integrate          --- Integration routines
interpolate        --- Interpolation Tools
io                 --- Data input and output
lib                --- Python wrappers to external libraries
lib.lapack          --- Wrappers to LAPACK library
linalg              --- Linear algebra routines
misc               --- Various utilities that don't have
                      another home.
ndimage             --- n-dimensional image package
odr                --- Orthogonal Distance Regression
optimize            --- Optimization Tools
signal              --- Signal Processing Tools
sparse              --- Sparse Matrices
sparse.linalg       --- Sparse Linear Algebra
...
```

- ▶ Optimisation, Intégration, Interpolation, Algèbre linéaire, Algèbre linéaire creuse, Signal, Image, Statistiques, Fonctions spéciales (Γ , ψ)...

```
...  
sparse.linalg.dsolve      --- Linear Solvers  
sparse.linalg.dsolve.umfpack --- :Interface to the UMFPACK library:  
                                  Conjugate Gradient Method (LOBPCG)  
sparse.linalg.eigen.lobpcg  --- Locally Optimal Block Preconditioned  
                                  Conjugate Gradient Method (LOBPCG) [*]  
special                      --- Airy Functions [*]  
lib.blas                     --- Wrappers to BLAS library [*]  
sparse.linalg.eigen           --- Sparse Eigenvalue Solvers [*]  
stats                        --- Statistical Functions [*]  
lib                           --- Python wrappers to external libraries  
                               [*]  
lib.lapack                   --- Wrappers to LAPACK library [*]  
integrate                    --- Integration routines [*]  
ndimage                      --- n-dimensional image package [*]  
linalg                       --- Linear algebra routines [*]  
spatial                      --- Spatial data structures and algorithms  
special                      --- Airy Functions  
stats                        --- Statistical Functions  
...  
...
```



Scipy

lecture de fichiers Matlab

- ▶ Exemple, lectures de fichiers Matlab dans le subpackage io
(scipy.io)

```
>>> import scipy.io  
>>> data = scipy.io.loadmat('file.mat')
```

Matplotlib

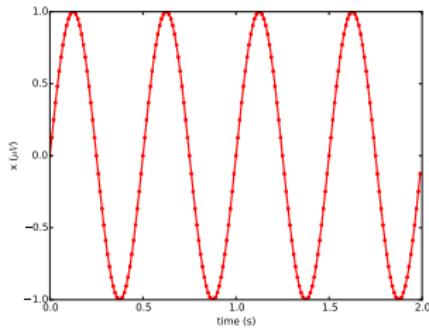
- ▶  <http://www.matplotlib.org>
- ▶ *matplotlib is a python 2D plotting library which produces publication quality figures in a variety of hardcopy formats and interactive environments across platforms.*
- ▶ Contient des classes : programmation orientée objets avec différents backends pour différentes interfaces graphiques, graphical user interfaces (GUI) : agg, gtk, qt, svg, ps, pdf...
- ▶ Contient des procédures pour faciliter l'accès à ces classes : matlab style.

Matplotlib

pyplot

- ▶ Fonctions procédurales dans le sous-paquet pyplot
(`matplotlib.pyplot`)

```
>>> import matplotlib.pyplot
>>> t = numpy.arange(0, 10, 0.01)
>>> x = numpy.sin(2 * numpy.pi * 3 * t)
>>> matplotlib.pyplot.plot(t, x)
>>> matplotlib.pyplot.xlabel("time (s)")
>>> matplotlib.pyplot.ylabel("x ($\mu V$)")
>>> matplotlib.pyplot.show()
```



Matplotlib

Saving figures

- ▶ Sauvegarde manuelle à partir de la fenêtre ouverte sur l'icône save.
- ▶ sauvegarde en ligne de commande (`savefig`) sans passage par un affichage à l'écran.

```
...>>> matplotlib.pyplot.ylabel("x ($\mu V$)")  
>>> # matplotlib.pyplot.show()  
>>> matplotlib.pyplot.savefig("./sinus.ps")  
>>> matplotlib.pyplot.savefig("./sinus.pdf")  
>>> matplotlib.pyplot.savefig("./sinus.svg")  
>>> matplotlib.pyplot.savefig("./sinus.tiff")  
>>> matplotlib.pyplot.savefig("./sinus.png")  
>>> matplotlib.pyplot.savefig("./sinus.jpg")
```

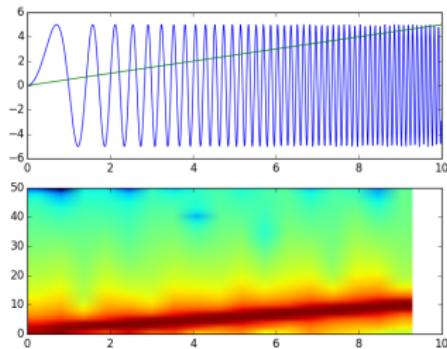
Matplotlib

Pylab

- ▶ Fonctions à la Matlab dans le sous-paquet pylab (matplotlib.pyplot)
- ▶ Beaucoup de fonctions (≈ 973) sous formes abrégées . . .

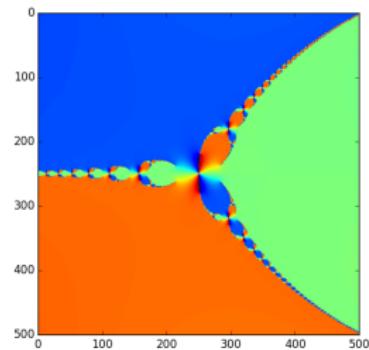
```
>>> import matplotlib.pyplot as pylab
>>> len(dir(pylab))
973

>>> from pylab import *
>>> t = arange(0, 10, 0.01)
>>> f = arange(0, 5, 0.005)
>>> x = sin(2 * pi * f * t)
>>> subplot(2, 1, 1)
>>> plot(t, x * 5)
>>> plot(t, f)
>>> subplot(2, 1, 2)
>>> res = specgram(x, NFFT=64,
... Fs=100, noverlap=8)
>>> show()
```



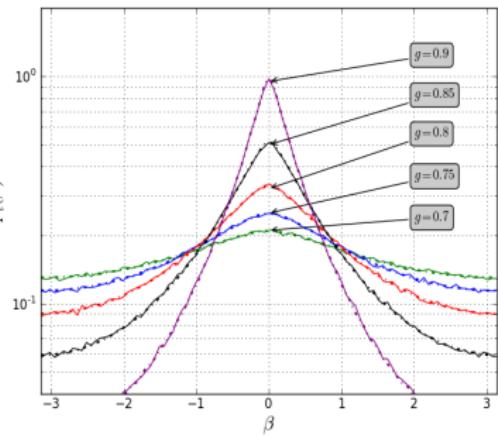
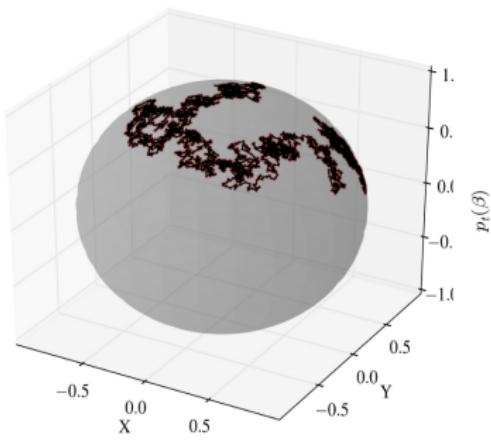
Matplotlib Pylab

```
>>> (X, Y) = meshgrid(linspace(-2, 2,  
... 500), linspace(-2, 2, 500))  
>>> Z = X + Y * 1j  
>>> for k in range(76):  
... Z -= (Z / 3 - 1) / (3 * Z ** 2)  
>>> close("all")  
>>> imshow(angle(Z))  
>>> # savefig('/MonChemin/Lenom.pdf')  
>>> show()
```



Matplotlib

Exemples de Nicolas Le Bihan



Pandas

- ▶  <http://www.scipy.org/scipylib/index.html>
- ▶ *data structure and analysis*
- ▶ ressemble au traitement de données sous R (data.frame)

```
>>> import pandas as pd
>>> a = [1, 2, 3, 2, 1, 2, 3, 2, 1]
>>> data = pd.DataFrame(a)
>>> print(data)
   0
0  1
1  2
2  3
3  2
4  1
5  2
6  3
7  2
8  1
```

- ▶ facilité de traitement des données

```
>>> import numpy as np
>>> taille = 170 + 10 * np.random.randn(100)
>>> masse = 70 + 10 * np.random.randn(100)
>>> dico = {'taille': taille, 'masse': masse}
>>> data = pd.DataFrame(dico)
>>> data.describe()
      masse        taille
count  100.000000  100.000000
mean   70.507943  169.915690
std    9.999280   10.264489
min   45.467455  144.149219
25%   63.300037  162.736237
50%   70.043825  171.168028
75%   78.153612  176.164359
max   94.118966  201.781565
```

Pandas

- ▶ Possibilité d'indexation spéciale.

```
>>> help(pd.Series)
class Series(Series)
| One-dimensional ndarray with axis labels (including time series).
>>> t = np.arange(0, 3, 0.1)
>>> x = np.cos(2 * np.pi * 2 * t)
>>> s = pd.Series(x, t)
>>> print(s[0:0.5])
0.0    1.000000
0.1    0.309017
0.2    -0.809017
0.3    -0.809017
0.4    0.309017
0.5    1.000000
```



- ▶ **IP[y]:** IPython
Interactive Computing <http://ipython.org>
- ▶ *Enhanced python console*
- ▶ Attention, ce n'est pas un paquet mais une console améliorée !
- ▶ Accessible à partir d'un terminal (ipython)
- ▶ aide simplifiée

```
$ ipython
```

```
Python 3.5.1 (v3.5.1:37a07cee5969, Dec  5 2015, 21:12:44)
Type "copyright", "credits" or "license" for more information.

IPython 4.0.1 -- An enhanced Interactive Python.
?           -> Introduction and overview of IPython's features.
%quickref -> Quick reference.
help       -> Python's own help system.
object?    -> Details about 'object', use 'object??' for extra details.
```

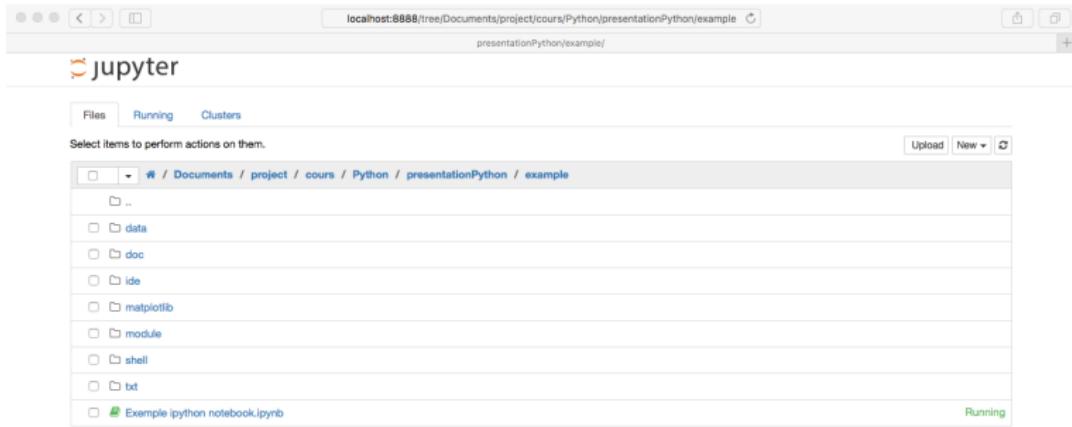


- ▶ Complétion automatique avec la touche tab
- ▶ Fonctions magiques (magic)

```
In [1]: %pylab
Using matplotlib backend: MacOSX
Populating the interactive namespace from numpy and matplotlib
In [1]: g = lambda x: cos(x ** 2)
In [2]: %timeit g(10)
The slowest run took 12.59 times longer than the fastest.
This could mean that an intermediate result is being cached
100000 loops, best of 3: 2.77 $\mu\$s per loop
```

IPython notebook

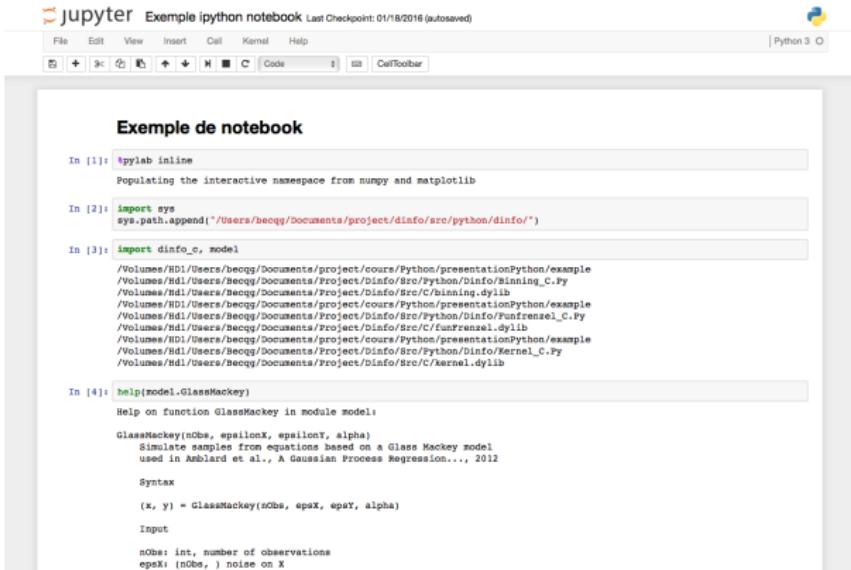
- ▶ Accessible à partir d'un terminal (ipython notebook, jupyter notebook)
- ▶ Ouverture et création de notebooks (*.ipynb)



IPython

ipython notebook

- ▶ Les cellules exécutent du code ou formatent du texte
- ▶ Chargement des fonctions pylab avec affichage dans le notebook : %pylab inline



The screenshot shows a Jupyter Notebook window titled "Exemple ipython notebook". The interface includes a toolbar with file operations, a code editor, and a cell toolbar. The notebook contains four cells:

- In [1]: `%pylab inline`
Populating the interactive namespace from numpy and matplotlib
- In [2]: `import sys
sys.path.append("/Users/becqg/Documents/project/dinfo/src/python/dinfo")`
- In [3]: `import dinfo_c, model
/Volumes/Hd1/Users/becqg/Documents/project/cours/Python/presentationPython/example
/Volumes/Hd1/Users/becqg/Documents/Project/DInfo/src/Python/Binning_C.py
/Volumes/Hd1/Users/becqg/Documents/Project/DInfo/src/C/binning.dylib
/Volumes/Hd1/Users/becqg/Documents/project/cours/Python/presentationPython/example
/Volumes/Hd1/Users/becqg/Documents/Project/DInfo/src/C/farnesel_C.py
/Volumes/Hd1/Users/becqg/Documents/Project/DInfo/src/C/farnesel.dylib
/Volumes/Hd1/Users/becqg/Documents/project/cours/Python/presentationPython/example
/Volumes/Hd1/Users/becqg/Documents/Project/DInfo/src/Python/Kernel_C.py
/Volumes/Hd1/Users/becqg/Documents/Project/DInfo/src/C/kernel.dylib`
- In [4]: `help(model.GlassMackey)`
Help on function GlassMackey in module model:

GlassMackey(nObs, epsilonX, epsilonY, alpha)
 Simulate samples from equations based on a Glass Mackey model
 used in Ambard et al., A Gaussian Process Regression..., 2012

 Syntax

 (x, y) = GlassMackey(nObs, epsX, epsY, alpha)

 Input

 nObs: int, number of observations
 epsX: (nObs,) noise on X



IPython

ipython notebook

- ▶ Saisie et affichage en HTML et LaTeX, entre autres.

The screenshot shows a Jupyter Notebook interface with the title "Exemple ipython notebook Last Checkpoint: 01/18/2016 (autosaved)". The toolbar includes File, Edit, View, Insert, Cell, Kernel, Help, and CellToolbar buttons. A Python 3 logo is in the top right. The code area contains the following:

```
alpha: 0.05, dxti:-192.23, dtxi:-43.26
alpha: 0.01, dxti:-79.77, dtxi:-44.55
alpha: 0.10, dxti:-83.92, dtxi:-41.02
alpha: 0.20, dxti:-24.98, dtxi:-16.54
```

The system is given by this equation:

$$\begin{cases} x_t = x_{t-1} - 0.4 \left(x_{t-1} - \frac{y_{t-1}}{1+y_{t-1}^2} \right) y_{t-5} + 0.3 y_{t-3} + e_{1,t} \\ y_t = y_{t-1} - 0.4 \left(y_{t-1} - \frac{x_{t-1}}{1+x_{t-1}^2} \right) + \alpha x_{t-2} + e_{2,t} \end{cases}$$

```
In [5]: nObs = 10000
(x, y) = model.GlassMackey(nObs, 0.03 * randn(nObs), 0.02 * randn(nObs), 0.1)

In [6]: plot(x, y, '-')
Out[6]: <matplotlib.lines.Line2D at 0x108c47550>
```

A scatter plot of x vs y is shown, displaying three distinct clusters of data points.

```
In [7]: mi_xy = dinfo_c.mi(x, y, "Frensel", (20, "Euclidean"))

In [8]: print(mi_xy)
0.8649664124647107
```



IPython

ipython notebook

- ▶ the future : <https://jupyter.org>



The image shows the official Jupyter website homepage. At the top, there's a navigation bar with links for "INSTALL", "PROJECT", "DOCUMENTATION", "NBVIEWER", "BLOG", and "DONATE". Below the navigation is a large central logo consisting of the word "jupyter" in a lowercase sans-serif font, with a stylized orange and white swoosh graphic above it. Surrounding the logo are numerous small, semi-transparent icons representing various programming languages and tools, including Python, R, C++, MATLAB, and others. Below the logo, a text box states: "Open source, interactive data science and scientific computing across over 40 programming languages." To the left, there's a section titled "Jupyter Notebook" featuring a pencil icon and a brief description: "The Jupyter Notebook is a web application that allows you to create and share documents that contain live code, equations, visualizations and explanatory text. Uses include: data cleaning and transformation, numerical simulation," followed by a link "Read more". On the right, there's a screenshot of the Jupyter Notebook interface showing a code cell with some mathematical equations and a plot.



Mayavi

- ▶ <http://code.enthought.com/projects/mayavi/>
- ▶ <https://github.com/enthought/mayavi>
- ▶ Manipulation des objets 3D améliorée (objet vtk).

The screenshot shows the Enthought website's 'PROJECTS' section. The main navigation bar includes links for 'home | www.enthought.com | www.scipy.org | installation', 'PROJECTS', 'INSTALL', 'SOURCE', and 'SUPPORT'. On the left, a sidebar lists various projects under 'Enthought Tool Suite' and 'Mayavi'. The 'Mayavi' section is expanded, showing 'Overview', 'Documentation', 'Issues', 'Screen Shots', 'Development Details', 'Enstaller', 'Envirage', 'BlockCanvas', 'GraphCanvas', 'Enable', 'Casuarus', 'AppTools', 'Encore', 'EnthoughtBase', 'CodeTools', and 'ETTKoTools'. The 'Mayavi Project' section contains a brief description of Mayavi and TVTK, followed by a large image of a 3D visualization of a complex dataset. Below the image, there are sections for 'Installation Options' and 'Mayavi' itself, which details its purpose and features.

Mayavi Project
3D Scientific Data Visualization and Plotting
The Mayavi project includes two related packages for 3-dimensional visualization:

- **Mayavi**: A tool for **easy and interactive** visualization of data, with **seamless integration with Python scientific libraries**.
- **TVTK**: A Traits-based wrapper for the Visualization Toolkit, a popular open-source visualization library.

These libraries operate at different levels of abstraction. TVTK manipulates visualization objects, while Mayavi lets you operate on your data, and then see the results. Most users either use the Mayavi user interface or program to its scripting interface; you probably don't need to interact with TVTK unless you want to create a new Mayavi module.

Installation Options

Mayavi

Mayavi seeks to provide easy and interactive visualization of 3-D data. It offers:

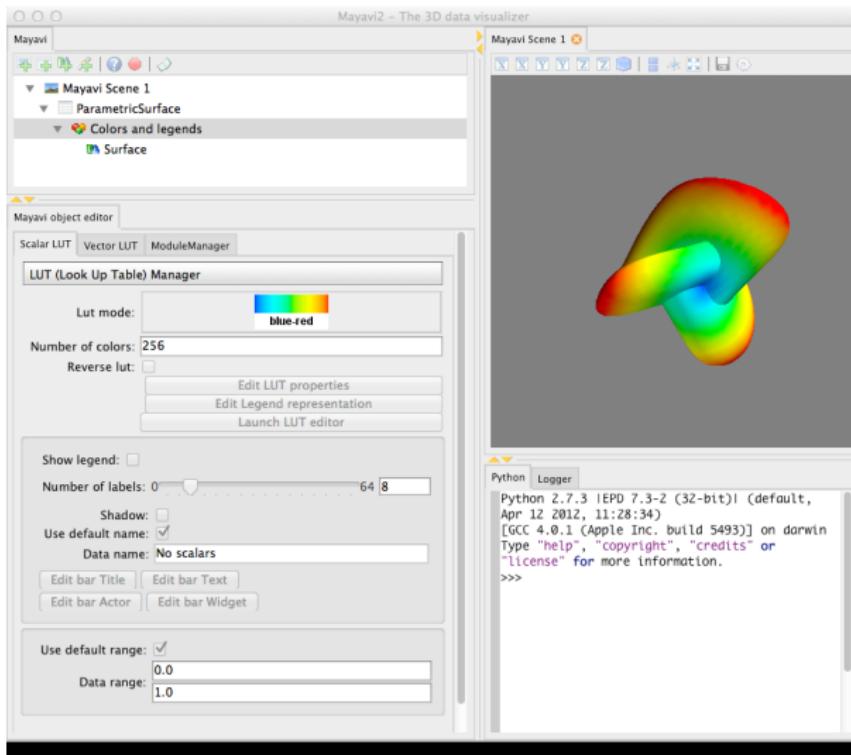
- An (optional) rich user interface with dialogs to interact with all data and objects in the visualization.
- A simple and clean scripting interface in Python, including one-liners, or an object-oriented programming interface. Mayavi integrates seamlessly with numpy and scipy for 3D plotting and can even be used in IPython interactively, similarly to Matplotlib.
- The power of the VTK toolkit, harnessed through these interfaces, without forcing you to learn it.

Additionally Mayavi is a reusable tool that can be embedded in your applications in different ways or combined with the Envirage application-building framework to assemble domain-specific tools.

TVTK



Mayavi



Mayavi

```
import mayavi.engine
```

- ▶ Dans une console Python : import mayavi. ...

```
>>> from mayavi.api import Engine
>>> engine = Engine()
>>> engine.start()
>>> engine.new_scene()
>>> from mayavi.sources.parametric_surface import ParametricSurface
>>> parametric_surface1 = ParametricSurface()
>>> scene = engine.scenes[0]
>>> engine.add_source(parametric_surface1, scene)
>>> from mayavi.modules.surface import Surface
>>> surface1 = Surface()
>>> engine.add_filter(surface1, parametric_surface1)
```



Scikit-learn

- ▶ <http://scikit-learn.org/>
- ▶ <https://github.com/scikit-learn/scikit-learn>

The screenshot shows the official scikit-learn documentation website. At the top, there's a navigation bar with links for Home, Installation, Documentation, Examples, and a search bar. A "Read code on GitHub" button is visible in the top right corner. The main content area features a large blue header with the text "scikit-learn" and "Machine Learning in Python". Below the header, there's a bulleted list of features:

- Simple and efficient tools for data mining and data analysis
- Accessible to everybody, and reusable in various contexts
- Built on NumPy, SciPy, and matplotlib
- Open source, commercially usable - BSD license

Below the header, there are six sections with cards:

- Classification**: Identifying to which set of categories a new observation belongs to. Includes applications like spam detection and image recognition, and algorithms like SVM, KNN, and random forest.
- Regression**: Predicting a continuous value for a new example. Includes applications like drug response and stock prices, and algorithms like SVR, ridge regression, and Lasso.
- Clustering**: Automatic grouping of similar objects into sets. Includes applications like customer segmentation and grouping experiment outcomes, and algorithms like k-Means, spectral clustering, and mean-shift.
- Dimensionality reduction**: Reducing the number of random variables to consider. Includes applications like visualization and increased efficiency, and algorithms like PCA, feature selection, and non-negative matrix factorization.
- Model selection**: Comparing, validating and choosing parameters and models. Includes a goal of improved accuracy via parameter tuning and modules like grid search, cross-validation, and metrics.
- Preprocessing**: Feature extraction and normalization. Includes an application of transforming input data such as text for machine learning, and modules like preprocessing and feature extraction.



Scikit-learn

Help content

```
>>> import sklearn
>>> help(sklearn)

DESCRIPTION
Machine learning module for Python
=====
sklearn is a Python module integrating classical machine
learning algorithms in the tightly-knit world of scientific Python
packages (numpy, scipy, matplotlib).

It aims to provide simple and efficient solutions to learning problems
that are accessible to everybody and reusable in various contexts:
machine-learning as a versatile tool for science and engineering.

See http://scikit-learn.org for complete documentation.

PACKAGE CONTENTS
__check_build (package)
_build_utils
_hmmc
_isotonic
base
cluster (package)
covariance (package)
cross_decomposition (package)
cross_validation
datasets (package)
discriminant_analysis (package)
feature_selection (package)
grid_search (package)
neighbors (package)
preprocessing (package)
svm (package)
tree (package)
```



Scikit-learn

Help content

```
feature_extraction (package)
feature_selection (package)
gaussian_process (package)
grid_search
hmm
isotonic
kernel_approximation
lda
learning_curve
linear_model (package)
kernel_approximation
lda
learning_curve
linear_model (package)
manifold (package)
metrics (package)
mixture (package)
multiclass
naive_bayes
neighbors (package)
neural_network (package)
pipeline
pls
preprocessing (package)
qda
random_projection
semi_supervised (package)
setup
```



Scikit-learn

Exemple de Classifieur : Linear Discriminant Analysis

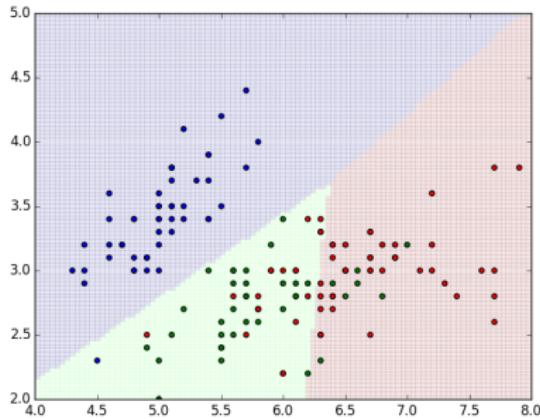
```
>>> from pylab import *
>>> from sklearn.datasets import load_iris
>>> from sklearn.discriminant_analysis import LinearDiscriminantAnalysis as LDA
>>> dic = load_iris()
>>> x = dic["data"]
>>> y = dic["target"]
>>> nClasses = unique(y).size
>>> clf = LDA()
>>> clf.fit(x[:, :2], y)
```



Scikit-learn

Exemple de Classifieur : Linear Discriminant Analysis

```
>>> (mx1, mx2) = meshgrid(linspace(4, 8, 100), linspace(2, 5, 100))
>>> Z = clf.predict(vstack((mx1.flatten().T, mx2.flatten().T)).T)
>>> pcolor(mx1, mx2, Z.reshape(mx1.shape), alpha=0.1)
>>> colors = ["b", "g", "r"]
>>> for i in range(nClasses):
>>>     scatter(x[y==i, 0], x[y==i, 1], c=colors[i])
>>> axis(xmin=4, xmax=8, ymin=2, ymax=5)
>>> show()
```



Importation de bibliothèques de fonctions écrites en C

Exemple using module ctypes

```
import ctypes
libName = './clz.lib'
libCLZ = ctypes.CDLL(libName)
clz_c = libCLZ.clz
clz_c.restype = ctypes.c_uint
sequence = numpy.ctypeslib.ndpointer(dtype=numpy.int)
clz_c.argtypes = ([sequence, ctypes.c_uint])
# conversion of s into sequence with numpy.asarray
c = clz_c(numpy.asarray(s, dtype='int'), n)
```



Outline

Introduction

Description du Langage

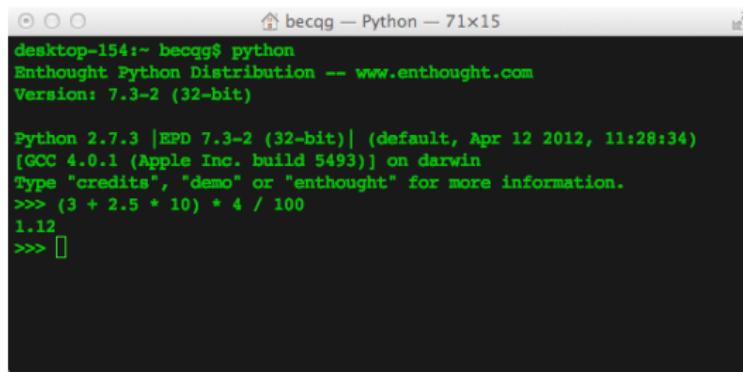
Description des Paquets Scientifiques

Distributions et Environnements de travail

Conclusion



- ▶ Python 2.7 ou 3.x téléchargeable sur www.python.org.
- ▶ Livré uniquement avec la bibliothèque standard.
- ▶ Inclus l'interpréteur Python natif accessible à partir de l'environnement système.
- ▶ Parfait pour tester des petits bouts de codes.



A screenshot of a terminal window titled "becqg — Python — 71x15". The window shows the following text:

```
desktop-154:~ becqg$ python
Enthought Python Distribution -- www.enthought.com
Version: 7.3-2 (32-bit)

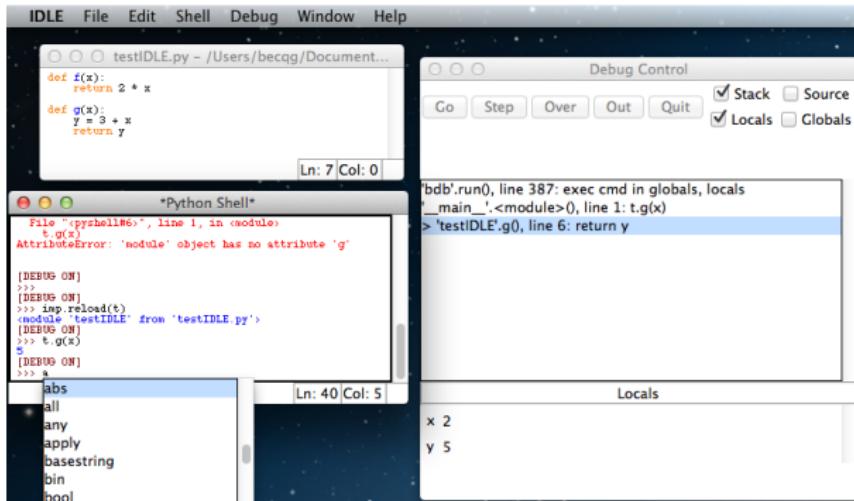
Python 2.7.3 |EPD 7.3-2 (32-bit)| (default, Apr 12 2012, 11:28:34)
[GCC 4.0.1 (Apple Inc. build 5493)] on darwin
Type "credits", "demo" or "enthought" for more information.
>>> (3 + 2.5 * 10) * 4 / 100
1.12
>>> [ ]
```



Python IDLE

official

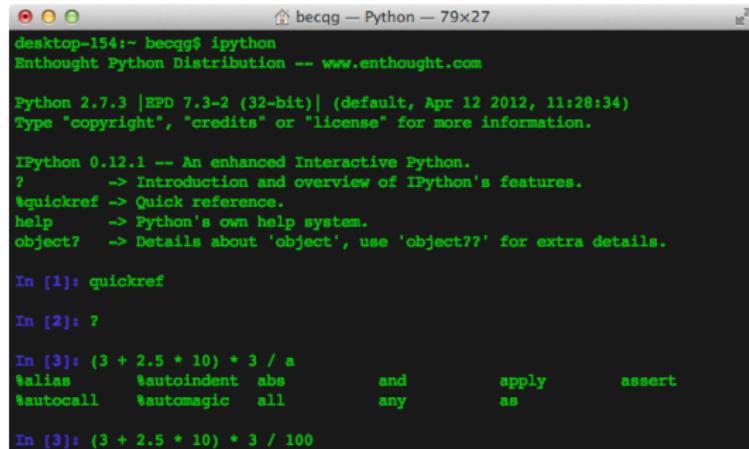
- ▶ Python livré avec un Integrated Development Environment (IDLE) :
 - ▶ Une console Python : coloration automatique, autocomplétion ...
 - ▶ Un éditeur de texte : indentation automatique, coloration syntaxique, debuggeur, ...



IPython

Intro

- ▶ **IP[y]:** IPython
Interactive Computing IPy: <http://ipython.org>
- ▶ Console interactive accessible via le shell : coloration syntaxique, fonctions magiques, mémorisation des commandes, débugueur, profileur, calculs parallèles ...
- ▶ Plusieurs options cf. 'man ipython' ou 'ipython -help'.



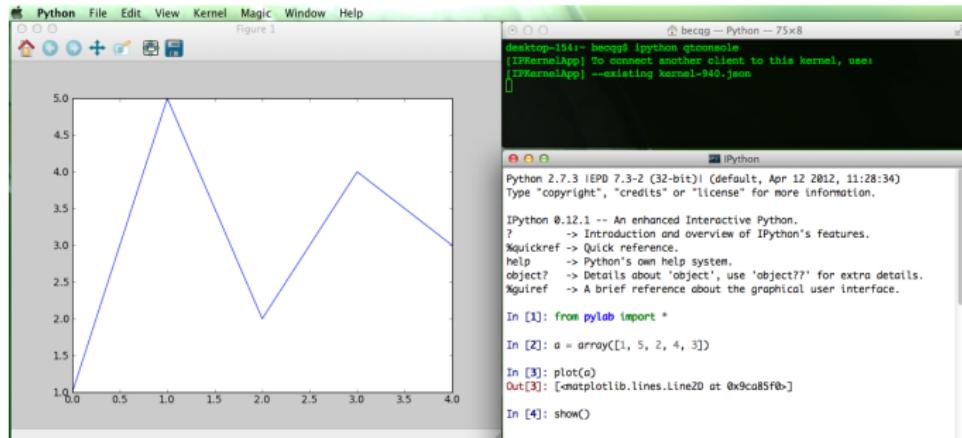
A screenshot of a terminal window titled "becqg — Python — 79x27". The window displays the IPython environment. It starts with the Python distribution information: "Python 2.7.3 | EPD 7.3-2 (32-bit)| (default, Apr 12 2012, 11:28:34)" and "Type "copyright", "credits" or "license" for more information.". Below this, it shows the IPython version and its features: "IPython 0.12.1 -- An enhanced Interactive Python.", followed by help commands: "?", "quickref", "help", and "object?". Then, two code snippets are shown: "In [1]: quickref" and "In [2]: ?". Finally, "In [3]: (3 + 2.5 * 10) * 3 / a" is displayed, with the variables and their descriptions: alias, autoindent, abs, and, apply, assert, autocall, autmatic, all, any, as.



IPython

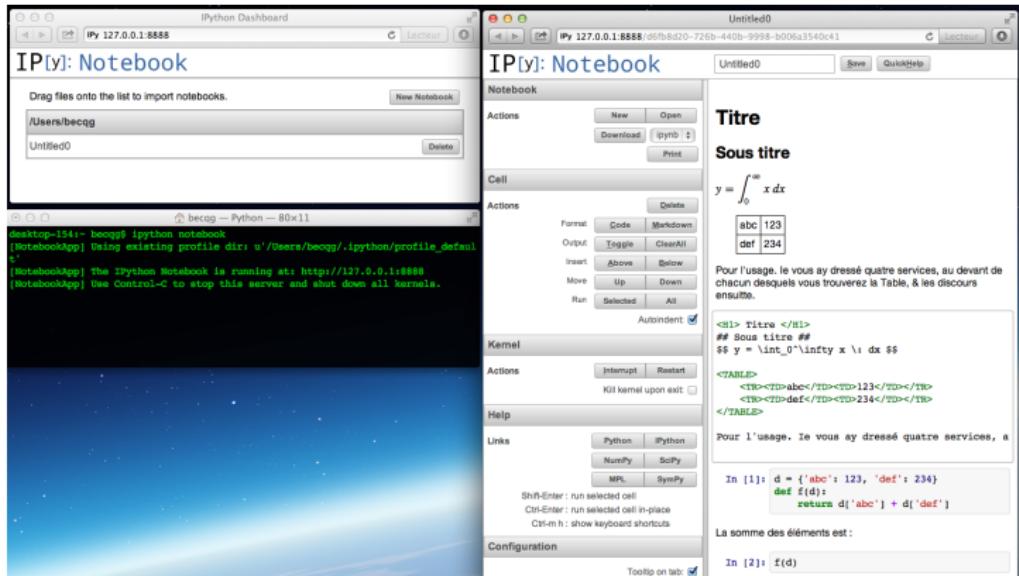
Qtconsole

- ▶ Commande dans le shell : ipython qtconsole
- ▶ Environnement graphique Qt qui permet de tracer des figures via matplotlib ou pylab.
- ▶ Commande directe : ipython qtconsole –pylab



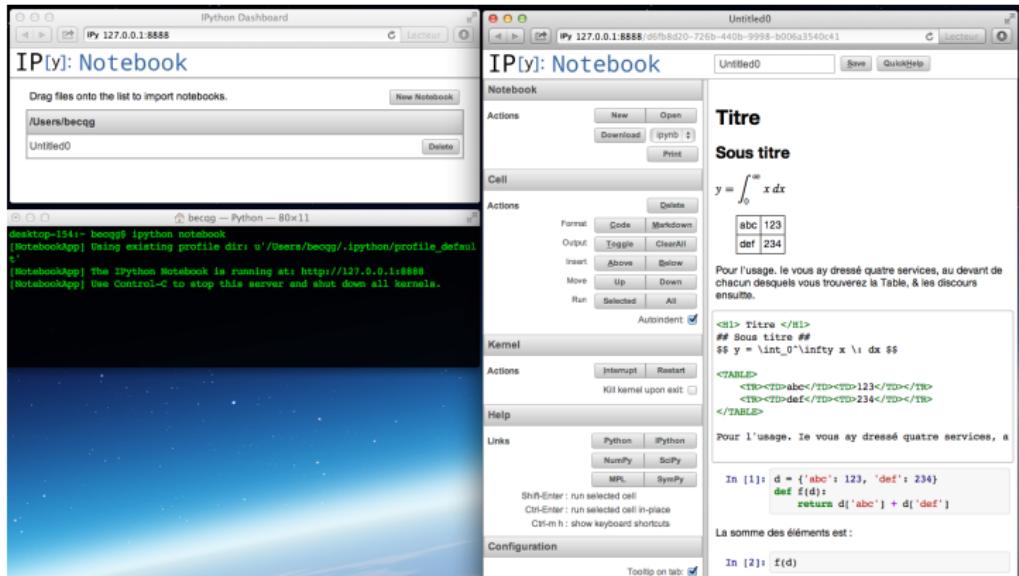
IPython notebook

- ▶ Commande dans le shell : ipython notebook
- ▶ Editeur dans le navigateur HTML, *Web-based interactive computational environment.*



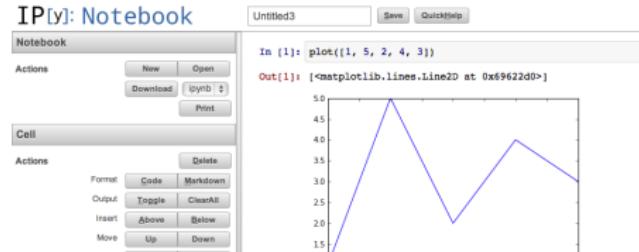
IPython notebook

- ▶ Cellules de codes ou de documentation : *Cell Mode* à la Matlab, *Document-Based Workflow* à la Mathematica.
- ▶ Balisage du texte en LaTeX, HTML ou Markdown.



IPython notebook

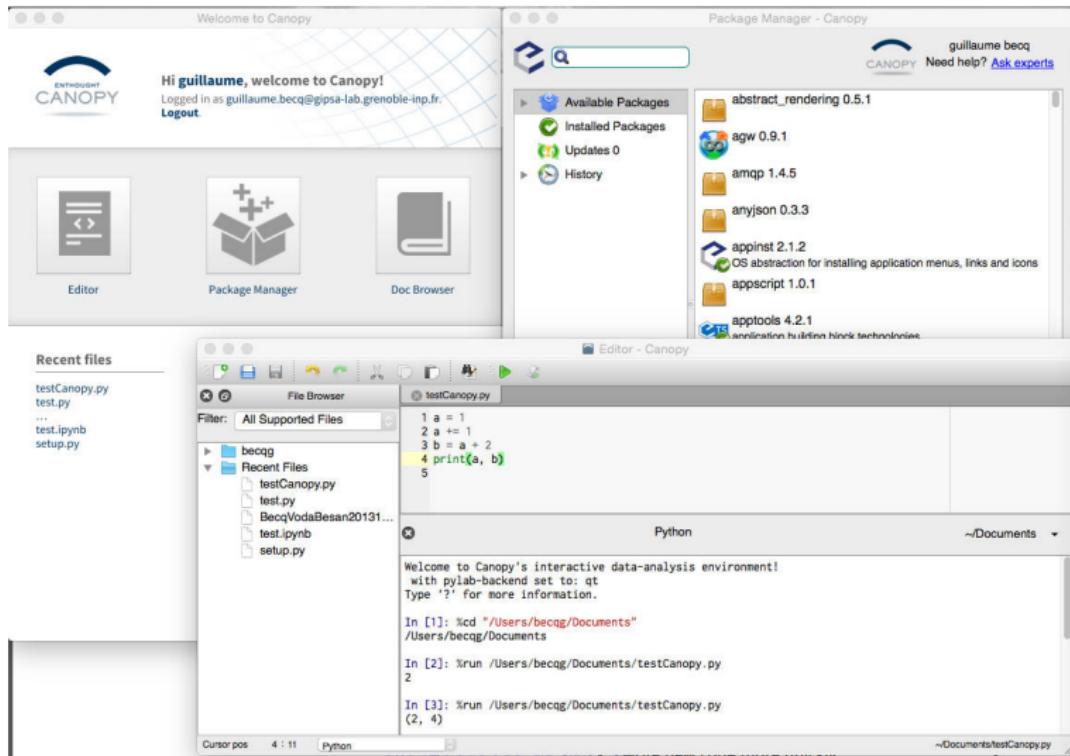
- ▶ Commande pour importer pylab et graphique dans l'interface html : 'ipython notebook' '%pylab inline'
- ▶ Génération de rapports dans le menu 'notebook > action > print' puis impression en pdf pour le navigateur HTML ou commande 'convert'
- ▶ ou via nbconvert en HTML : 'ipython nbconvert notebook.ipynb'
- ▶ ou via nbconvert en PDF via LaTeX : 'ipython nbconvert notebook.ipynb --to latex --post PDF'



Enthought Canopy

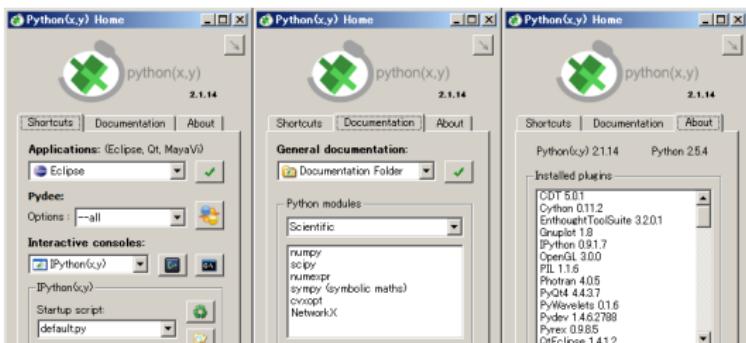
- ▶  ENTHOUGHT :
 - <https://www.enthought.com/products/canopy/>
 - ▶ Contient Python et +100 librairies orientées applications scientifiques.
 - ▶ Multi-plateformes, *Easy installation and update.*
 - ▶ Gratuit pour les étudiants et les universitaires.
 - ▶ Anciennement Enthought Python Distribution EPD.
 - ▶ QtConsole, iPython.

Enthought Canopy



Python(x,y)

- ▶  Python(x,y) : <https://code.google.com/p/pythonxy/>
- ▶ *Python(x,y) is a free scientific and engineering development software for numerical computations, data analysis and data visualization based on Python programming language, Qt graphical user interfaces and Spyder interactive scientific development environment.*
- ▶ Un grand nombre de librairies scientifiques, entre autres.
- ▶ Interface avec Eclipse (IDE principalement pour Java mais aussi Python).



Python(x,y)

Spyder

- ▶ Spyder (multiplateforme) : environnement de type Matlab pour Python.

The screenshot shows the Spyder IDE interface. On the left is the code editor with two files open: 'Interpolation.py' and 'montecarlo_pi.py'. The 'Interpolation.py' file contains Python code for generating a spiral curve and calculating pi using Monte Carlo simulation. The 'montecarlo_pi.py' file is partially visible. In the center is the 'Variable explorer' showing variables 'e' and 'pi'. Below it is the 'Object Inspector' showing the array for 'pi'. On the right is the 'Console' window displaying the Python 0.10.1 welcome message and help information. At the bottom, there is a status bar with file permissions, end-of-lines, encoding, and line/column information.

```
Editor - C:\Documents and Settings\carlos\Mes documents\Python\Interpolation.py
1 """
2 Interpolation of an N-D curve
3 From the SciPy Cookbook
4 """
5
6 from numpy import arange, cos, linspace, pi, sin, random
7 from scipy.interpolate import splprep, splev
8
9 # make ascending spiral in 3-space
10 t=linspace(0,1.75*2*pi,100)
11
12 x = sin(t)
13 y = cos(t)
14 z = t
15

Console
IPython 0.10.1 -- An enhanced Interactive Python.
?           -- Introduction and overview of IPython's features.
%quickref -- Quick reference.
%help      -- Python's own help system.
%object?   -- Details about '%object'. %object also works, ?? prints more.

Welcome to pylab, a matplotlib-based Python environment.
For more information, type 'help(pylab)'.

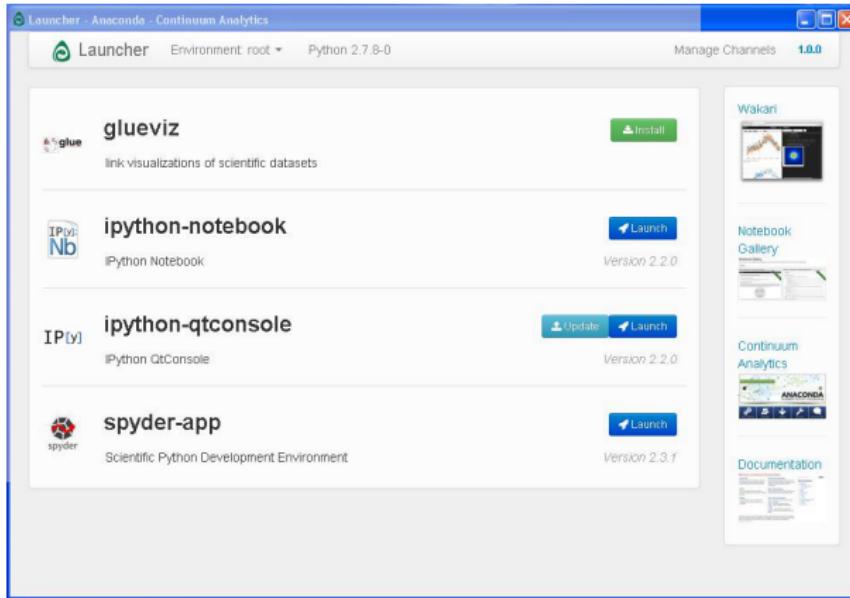
In [1]:
```

Permissions: R/W End-of-lines: LF Encoding: UTF-8-GUESSED Line: 7 Column: 1



Anaconda

- ▶  <http://continuum.io/downloads>
- ▶  propose Spyder.



SageMath

►   <http://www.sagemath.org>



The screenshot shows the SageMath website homepage. At the top, there is a navigation bar with links for Home, Tour, Help, Library, Download, Development, and Links. Below the navigation bar, a main content area contains text about SageMath being a free open-source mathematics software system licensed under the GPL, built on top of many existing open-source packages like NumPy, SciPy, matplotlib, Sympy, Maxima, GAP, FLINT, R, and more. It also mentions the combined power through a common Python-based language or via interfaces or wrappers. A call-to-action button encourages users to "Join SageMathCloud™ online service for free." Below this, there are several large blue buttons with white icons and text: "Use SageMath Online" (with subtext "other: Sagenb, KAIST, SageMathCell"), "Download 6.5" (with subtext "Changelog · Source 6.5 · Packages · Git"), "Help/Documentation" (with subtext "Video · Lists · Tutorial · FAQ · Ask"), "Feature Tour" (with subtext "Quickstart · Research · Graphics"), "Library" (with subtext "Testimonials · Books · Publications · Press Kit"), and "Search". The overall design is clean with a white background and blue accents.



Autres Integrated Development Environment

- ▶ Tout éditeur de texte avec coloration syntaxique : Emacs, Vim, jEdit, gedit, Textpad...

The screenshot shows the Eclipse IDE interface with several windows open:

- Project Explorer:** Shows the file structure of the "presentationPython" project, including files like `module1.py`, `sec_environment.tex`, and various configuration and log files.
- Text Editors:** Two editors are visible. The top one contains Python code:

```
def f(x):
    y = 10 * x
    return y

def f2(x):
    y = 100 * x
    return y

x = 3

y1 = f(x)
y2 = f2(x)
print((x, y1, y2) + str((x, y1, y2)))
```

The bottom editor contains LaTeX code:

```
\begin{itemize}
\item tout éditeur de texte avec coloration syntaxique : Emacs, Vim, jEdit, Textpad...
\end{itemize}
```
- Console:** An "Interactive Python console" window is open, showing the Python interpreter starting up and displaying version information.
- Bottom Status Bar:** Shows the current file is `156,14 (6905/7280)`, the encoding is `(UTF-8)`, memory usage is `5m 100 UC 447 LMB`, and there are `1 error(s)` at `13:34`.



Outline

Introduction

Description du Langage

Description des Paquets Scientifiques

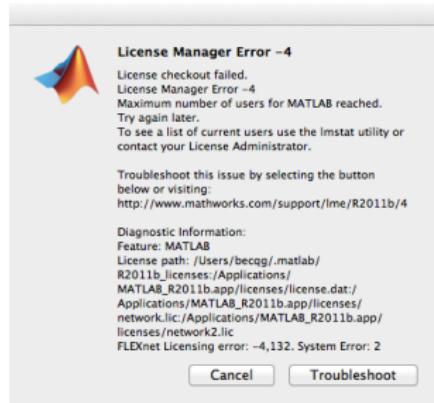
Distributions et Environnements de travail

Conclusion



Python vs Matlab

- ▶ Outils équivalents : matrices vs ndarray, console, script, graphisme, GUI, cell mode vs ipython notebook
- ...
- ▶ Matlab, Matrix Laboratory, a des bibliothèques d'algèbre linéaire plus rapide que Numpy ou Scipy (sauf avec certaines distributions payantes).
- ▶ Python est un langage de programmation.
- ▶ Python est plus proche du code C pour prototyper.
- ▶ Chargement des modules à la volée en Python.
- ▶ Python est gratuit.
- ▶ Votre code en Python peut être utilisé gratuitement.





Outline

classe et variable 'self'



Classe exemples avec self

- ▶ Dans le corps de la classe, 'self' n'est pas défini.

```
class Canard():
...     self.a = 10
...
Traceback (most recent call last):
File "<stdin>", line 1, in <module>
File "<stdin>", line 2, in Canard
NameError: name 'self' is not defined
```



Classe exemples avec self

- ▶ Dans une méthode seul self.nomAttribut est accessible.

```
class Canard():
...     a = 10
...     def __init__(self):
...         self.b = 100
...         print(self.a)
...         print(b)
...
riri = Canard()
10
Traceback (most recent call last):
File "<stdin>", line 1, in <module>
File "<stdin>", line 6, in __init__
NameError: global name 'b' is not defined
```



Classe exemples avec self

- ▶ 'self' est conventionnel.
- ▶ Le premier paramètre d'une méthode est considéré comme l'objet lui même.

```
class Canard():
...     def __init__(obj):
...         obj.a = 10
...         print(obj.a)
...
riri = Canard()
10
```

Classe exemples avec self

- ▶ Possibilité de rajouter des arguments optionnels lors de l'instanciation d'un objet.

```
class Canard():
...     def __init__(self, patte=2):
...         self.a = patte
...         print(self.a)
...
riri = Canard(patte=3)
3
```

Transposition NDaray exemple 3D

- ▶ `A.shape` (1, 2, 3, 4)
 - ▶ `A.T.shape` (4, 3, 2, 1) by default.
 - ▶ can set the axes order. see `help(numpy.matrix.transpose)`

```
>>> A = numpy.array([[[[1, 2, 3, 4], [11, 12, 13, 14], [21, 22, 23, 24]], [[101, 102, 103, 104], [111, 112, 113, 114], [121, 122, 123, 124]]],  
  
>>> A  
array([[[[ 1,  2,  3,  4],  
        [ 11, 12, 13, 14],  
        [ 21, 22, 23, 24]],  
  
       [[101, 102, 103, 104],  
        [111, 112, 113, 114],  
        [121, 122, 123, 124]]]])  
  
>>> A.T  
array([[[[ 1],  
        [101]],  
       ...  
       [[ 24],  
        [124]]]])
```

