

py4kids (<https://github.com/wgong/py4kids>)

Python for Math - Number, Operation, Variable

In this lesson, we learn how python works with

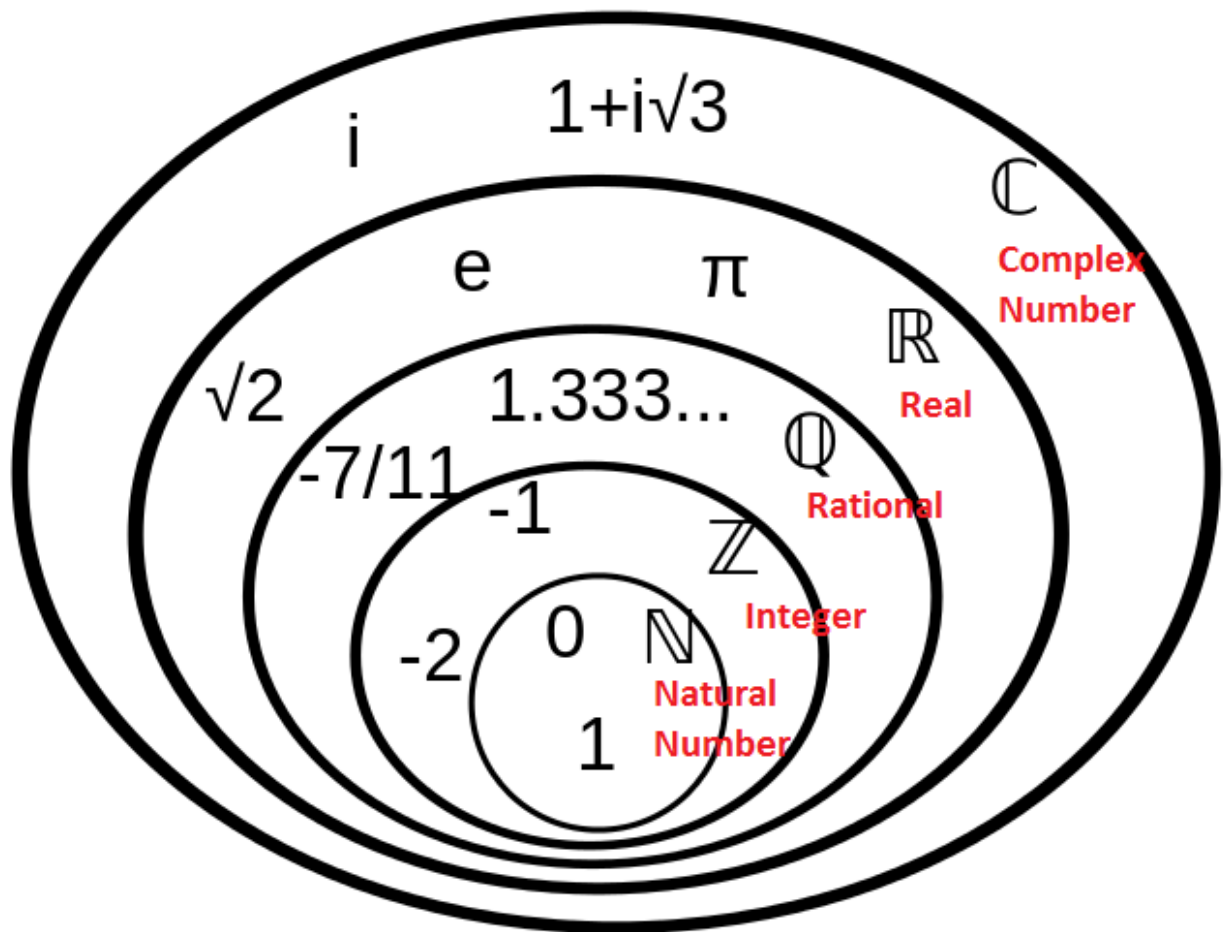
- numbers,
- operations
- variables.

```
In [1]: from jyquickhelper import add_notebook_menu
        add_notebook_menu()
```

- Out[1]:
- Number System
 - Arithmetic Operations
 - Integer
 - Rational Numbers
 - Irrational Numbers
 - Floating-point number
 - Decimal - when you need more precision
 - Scientific Notation
 - A few fundamental constants
 - Imaginary and Complex Numbers
 - Euler Equation
 - ASCII - how computer recognizes / represents numbers
 - Python built-in functions
 - What is variable?
 - Naming Rules
 - How about graph?
 - Fun and Fancy Math
 - Learn Math using Python - YouTube

Number System

<https://www.wikiwand.com/en/Number> (<https://www.wikiwand.com/en/Number>)



Arithmetic Operations

Symbol	Operation
+	Addition
-	Subtraction
/	division
%	mod
*	multiplication
//	floor division
**	to the power of

Integer

$\{\dots -3, -2, -1, 0, 1, 2, 3, \dots\}$

In [2]: `1+2+3`

Out[2]: 6

```
In [3]: 5-5
```

```
Out[3]: 0
```

```
In [4]: 4*4
```

```
Out[4]: 16
```

```
In [5]: 12 / 3
```

```
Out[5]: 4.0
```

```
In [6]: 1 / 2
```

```
Out[6]: 0.5
```

```
In [7]: 11 % 10 # remainder
```

```
Out[7]: 1
```

```
In [8]: 3//2 # quotient
```

```
Out[8]: 1
```

```
In [9]: 3 ** 2 # 3 squared
```

```
Out[9]: 9
```

Rational Numbers

$\{1/3, 7/11, \dots\}$

```
In [10]: 1/3
```

```
Out[10]: 0.3333333333333333
```

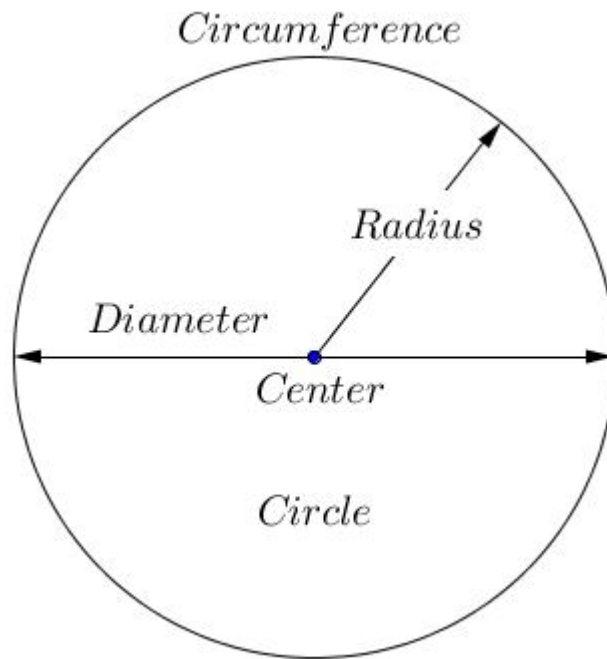
```
In [11]: -7/11
```

```
Out[11]: -0.6363636363636364
```

Irrational Numbers

$\{\pi, e, \sqrt{2}, \dots\}$

```
In [12]: import math
```



For a circle,

$$\pi = \frac{c}{d}$$

$$A = \pi r^2$$

c - circumference, d - diameter, r - radius, A - area

In [13]: `math.pi`

Out[13]: 3.141592653589793

In [14]: `math.e`

Out[14]: 2.718281828459045

What is square root of 2?

In [15]: `math.sqrt(2)`

Out[15]: 1.4142135623730951

Do you know the Golden Ratio?

$$R = \frac{1 + \sqrt{5}}{2}$$

In [16]: `(1+math.sqrt(5))/2.0`

Out[16]: 1.618033988749895

Floating-point number

Rational and Irrational numbers together are called Real Numbers.

In computer language, real number is often called Floating-point number, or double number (with more precision). Float/Double numbers carry a decimal point.

[What Every Computer Scientist Should Know About Floating-Point Arithmetic](http://docs.oracle.com/cd/E19957-01/806-3568/ncg_goldberg.html)
(http://docs.oracle.com/cd/E19957-01/806-3568/ncg_goldberg.html)

```
In [17]: print(0.11 + 0.22 - 2*0.11)
```

```
0.11000000000000001
```

Question: why the above answer is not exactly 0.11?

Decimal - when you need more precision

- `decimal` module (<https://docs.python.org/3/library/decimal.html>)

```
In [18]: from decimal import Decimal, getcontext
getcontext().prec = 20
result = 3 * Decimal(0.1)
print(type(result))
```

```
<class 'decimal.Decimal'>
```

```
In [19]: print(3 * Decimal(0.1))
```

```
0.30000000000000001665
```

```
In [20]: print(3 * 0.1)
```

```
0.30000000000000004
```

```
In [21]: import math
print(Decimal(math.pi))
```

```
3.141592653589793115997963468544185161590576171875
```

```
In [22]: print(math.pi)
```

```
3.141592653589793
```

Scientific Notation

- useful for very small and very large numbers

```
In [23]: a_biggy = 1.23e123
```

```
In [24]: print(a_biggy)
```

```
1.23e+123
```

```
In [25]: a_biggy**2
```

```
Out[25]: 1.5129000000000001e+246
```

```
In [26]: a_tiny = 0.9999e-234
```

```
In [27]: a_tiny**3
```

```
Out[27]: 0.0
```

```
In [28]: math.sqrt(a_tiny)
```

```
Out[28]: 9.999499987499374e-118
```

A few fundamental constants

speed of light (https://www.wikiwand.com/en/Speed_of_light) - Nothing can fly faster than light

$$c = 3.00 \times 10^8 m/s$$

```
In [29]: speed_of_light = 2.99792458E8
print(speed_of_light)
```

```
299792458.0
```

Gravitational constant (https://www.wikiwand.com/en/Gravitational_constant) - Newton's law of gravitation : Every matter is attractive to another matter.

$$G = 6.67408 \times 10^{-11} m^3 \cdot kg^{-1} \cdot s^{-2}$$

```
In [30]: G_constant = 6.67E-11
print(G_constant)
```

```
6.67e-11
```

Planck constant (https://www.wikiwand.com/en/Planck_constant) - the unit of quantum universe

$$h = 6.62607004081 \times 10^{-34} J \cdot s$$

```
In [31]: h = 6.626E-34
print(h)
```

```
6.626e-34
```

Planck length (https://www.wikiwand.com/en/Planck_length) - when a ruler is so tiny, no one knows what you are measuring

$$l_p = 1.616229(38) \times 10^{-35} m$$

```
In [32]: l_p = 1.616E-35  
print(l_p)
```

```
1.616e-35
```

Imaginary and Complex Numbers

$$i = \sqrt{-1}$$
$$c = 3 + 4i$$

```
In [33]: complex(3,4)
```

```
Out[33]: (3+4j)
```

```
In [34]: import math
```

```
In [35]: math.sqrt(abs(complex(3,4)*complex(3,-4)))
```

```
Out[35]: 5.0
```

Euler Equation

$$e^{i\pi} + 1 = 0$$

is claimed to be the most elegant math equation. Why?

It combines the most basic math symbols: {0, 1, e , π , i , +, =} into one simple equation.

```
In [36]: import cmath
```

```
In [37]: abs(cmath.exp(complex(0,1)*cmath.pi)+1)
```

```
Out[37]: 1.2246467991473532e-16
```

ASCII - how computer recognizes / represents numbers

<https://www.wikiwand.com/en/ASCII> (<https://www.wikiwand.com/en/ASCII>)

In the digital world, everything is made up of bits: (0,1)

Dec	Hex	Oct	Chr	Dec	Hex	Oct	HTML	Chr	Dec	Hex	Oct	HTML	Chr	Dec	Hex	Oct	HTML	Chr
0	0	000	NULL	32	20	040	 	Space	64	40	100	@	@	96	60	140	`	`
1	1	001	Start of Header	33	21	041	!	!	65	41	101	A	A	97	61	141	a	a
2	2	002	Start of Text	34	22	042	"	"	66	42	102	B	B	98	62	142	b	b
3	3	003	End of Text	35	23	043	#	#	67	43	103	C	C	99	63	143	c	c
4	4	004	End of Transmission	36	24	044	$	\$	68	44	104	D	D	100	64	144	d	d
5	5	005	Enquiry	37	25	045	%	%	69	45	105	E	E	101	65	145	e	e
6	6	006	Acknowledgment	38	26	046	&	&	70	46	106	F	F	102	66	146	f	f
7	7	007	Bell	39	27	047	'	'	71	47	107	G	G	103	67	147	g	g
8	8	010	Backspace	40	28	050	((72	48	110	H	H	104	68	150	h	h
9	9	011	Horizontal Tab	41	29	051))	73	49	111	I	I	105	69	151	i	i
10	A	012	Line feed	42	2A	052	*	*	74	4A	112	J	J	106	6A	152	j	j
11	B	013	Vertical Tab	43	2B	053	+	+	75	4B	113	K	K	107	6B	153	k	k
12	C	014	Form feed	44	2C	054	,	,	76	4C	114	L	L	108	6C	154	l	l
13	D	015	Carriage return	45	2D	055	-	-	77	4D	115	M	M	109	6D	155	m	m
14	E	016	Shift Out	46	2E	056	.	.	78	4E	116	N	N	110	6E	156	n	n
15	F	017	Shift In	47	2F	057	/	/	79	4F	117	O	O	111	6F	157	o	o
16	10	020	Data Link Escape	48	30	060	0	0	80	50	120	P	P	112	70	160	p	p
17	11	021	Device Control 1	49	31	061	1	1	81	51	121	Q	Q	113	71	161	q	q
18	12	022	Device Control 2	50	32	062	2	2	82	52	122	R	R	114	72	162	r	r
19	13	023	Device Control 3	51	33	063	3	3	83	53	123	S	S	115	73	163	s	s
20	14	024	Device Control 4	52	34	064	4	4	84	54	124	T	T	116	74	164	t	t
21	15	025	Negative Ack.	53	35	065	5	5	85	55	125	U	U	117	75	165	u	u
22	16	026	Synchronous idle	54	36	066	6	6	86	56	126	V	V	118	76	166	v	v
23	17	027	End of Trans. Block	55	37	067	7	7	87	57	127	W	W	119	77	167	w	w
24	18	030	Cancel	56	38	070	8	8	88	58	130	X	X	120	78	170	x	x
25	19	031	End of Medium	57	39	071	9	9	89	59	131	Y	Y	121	79	171	y	y
26	1A	032	Substitute	58	3A	072	:	:	90	5A	132	Z	Z	122	7A	172	z	z
27	1B	033	Escape	59	3B	073	;	;	91	5B	133	[[123	7B	173	{	{
28	1C	034	File Separator	60	3C	074	<	<	92	5C	134	\	\	124	7C	174	|	
29	1D	035	Group Separator	61	3D	075	=	=	93	5D	135]]	125	7D	175	}	}
30	1E	036	Record Separator	62	3E	076	>	>	94	5E	136	^	^	126	7E	176	~	~
31	1F	037	Unit Separator	63	3F	077	?	?	95	5F	137	_	_	127	7F	177		Del

asciitbl.com

hex() - from decimal to hexadecimal (4-bit binary)

In [38]: hex(49)

Out[38]: '0x31'

oct() - from decimal to octal (3-bit binary)

In [39]: oct(49)

Out[39]: '0o61'

chr() - from integer to ASCII char

In [40]: chr(65), chr(122)

Out[40]: ('A', 'z')

int() - from binary to decimal

In [41]: int('0x31',16)

Out[41]: 49

In [42]: int('0o61',8)

Out[42]: 49


```
In [43]: int('1010',2)
```

```
Out[43]: 10
```

```
ord() - from ASCII to decimal
```

```
In [44]: ord('b')
```

```
Out[44]: 98
```

Python built-in functions

<https://docs.python.org/3/library/functions.html> (<https://docs.python.org/3/library/functions.html>)

Built-in Functions				
<code>abs()</code>	<code>dict()</code>	<code>help()</code>	<code>min()</code>	<code>setattr()</code>
<code>all()</code>	<code>dir()</code>	<code>hex()</code>	<code>next()</code>	<code>slice()</code>
<code>any()</code>	<code>divmod()</code>	<code>id()</code>	<code>object()</code>	<code>sorted()</code>
<code>ascii()</code>	<code>enumerate()</code>	<code>input()</code>	<code>oct()</code>	<code>staticmethod()</code>
<code>bin()</code>	<code>eval()</code>	<code>int()</code>	<code>open()</code>	<code>str()</code>
<code>bool()</code>	<code>exec()</code>	<code>isinstance()</code>	<code>ord()</code>	<code>sum()</code>
<code>bytearray()</code>	<code>filter()</code>	<code>issubclass()</code>	<code>pow()</code>	<code>super()</code>
<code>bytes()</code>	<code>float()</code>	<code>iter()</code>	<code>print()</code>	<code>tuple()</code>
<code>callable()</code>	<code>format()</code>	<code>len()</code>	<code>property()</code>	<code>type()</code>
<code>chr()</code>	<code>frozenset()</code>	<code>list()</code>	<code>range()</code>	<code>vars()</code>
<code>classmethod()</code>	<code>getattr()</code>	<code>locals()</code>	<code>repr()</code>	<code>zip()</code>
<code>compile()</code>	<code>globals()</code>	<code>map()</code>	<code>reversed()</code>	<code>__import__()</code>
<code>complex()</code>	<code>hasattr()</code>	<code>max()</code>	<code>round()</code>	
<code>delattr()</code>	<code>hash()</code>	<code>memoryview()</code>	<code>set()</code>	

What is variable?

In algebra, we use a string label to represent number.

In computer, variable stores information of various types.

Computer language speaks of numbers, variables, operations.


```
In [57]: math.sqrt(c)
```

```
-----  
TypeError                                Traceback (most recent call last)  
<ipython-input-57-22033c69ef47> in <module>()  
----> 1 math.sqrt(c)  
  
TypeError: can't convert complex to float
```

```
In [58]: cmath.sqrt(c)
```

```
Out[58]: (2+1j)
```

Naming Rules

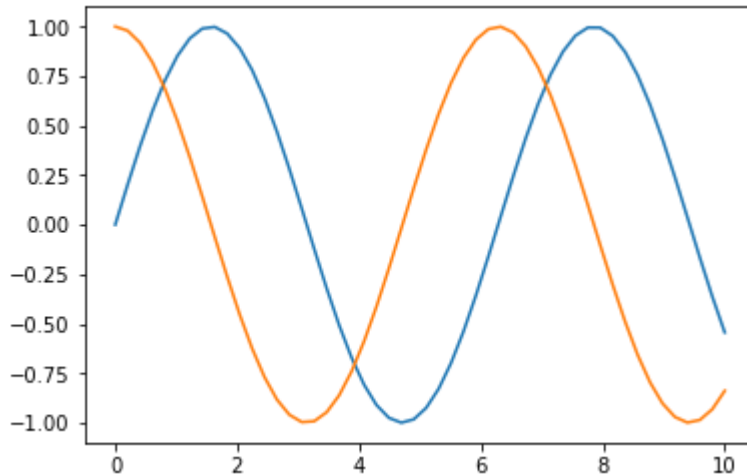
- Name your variable nicely
- Variables can only contain letters, numbers, and underscores. Variable names can start with a letter or an underscore, but can not start with a number.
- Spaces are not allowed in variable names, so we use underscores instead of spaces. For example, use `student_name` instead of "student name".
- You cannot use Python keywords (http://docs.python.org/3/reference/lexical_analysis.html#keywords) as variable names.
- Variable names should be descriptive, without being too long. For example `mc_wheels` is better than just "wheels", and `number_of_wheels_on_a_motorcycle`.
- Be careful about using the lowercase letter `l` and the uppercase letter `O` in places where they could be confused with the numbers 1 and 0.

How about graph?

```
In [59]: %matplotlib inline  
import numpy as np  
import matplotlib.pyplot as plt
```

```
In [60]: # plot sin(x), cos(x)
x = np.linspace(0,10)
y1 = np.sin(x)
y2 = np.cos(x)
plt.plot(x,y1,x,y2)
```

```
Out[60]: [<matplotlib.lines.Line2D at 0x7f06eb8>,
<matplotlib.lines.Line2D at 0x7f10908>]
```



Fun and Fancy Math

```
In [61]: import sympy
sympy.init_printing(use_latex='mathjax')
x = sympy.symbols('x')
```

```
In [62]: from IPython.display import display
from IPython.html.widgets import interact

@interact
def factorit(n=10):
    expr = x**n-1
    display(expr)
    print('=')
    display(sympy.factor(expr))
```

x

n

$$x^{10} - 1$$

=

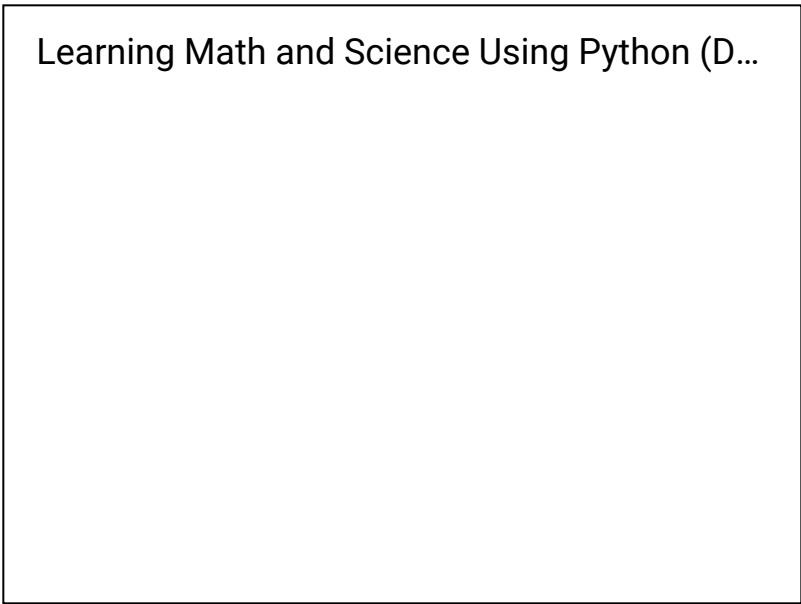
$$(x - 1)(x + 1)(x^4 - x^3 + x^2 - x + 1)(x^4 + x^3 + x^2 + x + 1)$$

Learn Math using Python - YouTube

```
In [63]: from IPython.display import Image, YouTubeVideo
```

In [64]: `YouTubeVideo('HfvQ607Di0g')`

Out[64]:

A large rectangular placeholder for a YouTube video player. The title "Learning Math and Science Using Python (D..." is visible at the top of the player area.

In [65]: `YouTubeVideo('XJ0t4QQgx0A')`

Out[65]:

A large rectangular placeholder for a YouTube video player. The title "Doing Math with Python" is visible at the top of the player area.

In []: