

Practical sessions tools

- Python: a high level interpreted language
- Numpy: a scientific computing library
- Keras: a high level deep learning library
- Jupyter notebook: A web application allowing to run code on a user-friendly environment

Contents

- 1 Python in 5 minutes
 - Expressions, variables and types
 - Functions
 - Loops and tests
 - Packages
 - Files and paths
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Python

Python

- High-level language
- Object-oriented with dynamic typing
- Easy to interface with C++
- Easy to learn (?)

We will use Python 3

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Expressions

Examples of expressions

A session in the interactive interpreter:

```
>>> 2
```

```
2
```

```
>>> 2+2
```

```
4
```

```
>>> "hello"
```

```
'hello'
```

```
>>> # this is a comment
```

Variables

Using variables

Variables are not declared:

```
>>> a = 2
```

```
>>> a
```

```
2
```

```
>>> b = 3
```

```
>>> print(b)
```

```
3
```

```
>>> b = a
```

```
>>> a = 1
```

```
>>> print(a,b)
```

```
1 2
```

Compound types: tuples and lists

Tuples

```
>>> t1 = ( 1, "zz")
>>> type(t1)
<type 'tuple'>
>>> print(t1, t1[0], t1[1])
(1,"zz") 1 "zz"
>>> a,b = t1
>>> print(a)
1
>>> print(b)
'zz'
```

Tuples are immutable

Once they are created, they can only be erased. They cannot be modified.

Compound types: tuples and lists

Lists

```
>>> l1=[ "abc" ]
>>> l1.append(3.14159) # lists can be heterogeneous
>>> l1 [ 'abc', 3.14159 ]
>>> l1.append( [ 1, t1 ] ) # lists can contain lists
>>> l1 ['abc', 3.14159, [1, (1, 2)]]
>>> print(l1[1]) # indexing starts at 0
3.14159
```

Lists are mutable

You can modify or erase any list element.

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Functions (1)

Declaring a function

In the interpreter:

```
>>> def f(a): # note the ':' (colon)
...     return a*2 # there are 4 spaces or 1 tab
...     # before the "return"
...
>>> f("abcd")
'abcdabcd'
```

Indentation is *critical*: it's part of the syntax

Fonctions (2)

Return value

```
def theAddition( a , b ):  
    return a + b
```

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Tests

Tests and conditions

```
if 1 == 2 : # note the ':' !  
    print("Wow, Problem!") # <- 4 spaces or 1 tab  
  
if myGlass.isFull(): # note ':'  
    myGlass.doEmpty()  
elif myGlass.isEmpty():  
    myGlass.doFill()  
else:  
    pass # "empty" action
```

Loops (1)

Simple loops

```
for i in range( 5 ):  
    print(i)
```

Will display:

0
1
2
3
4

Loops (2)

Loops on lists

To loop over the items in a list, 2 possibilities:

```
L = [ 1 , 2 , "abc" ]  
for i in range( len(L) ):  
    print(L[i])
```

which is equivalent to:

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

Python style

The second construct is more python-ish than the first, and should be preferred.

Loops (3)

“while” loops

Infinite “while” loop:

```
a = 0
while True:
    a += 1
    if a == 10:
        break
```

“while” loop with a test:

```
while a < 10:
    a+=1
```


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Packages

Importing packages

```
>>> import numpy
>>> numpy.cos(0)
1.0
```

You can also use a short name for the package:

```
>>> import numpy as np
>>> np.cos(0)
1.0
```

For the lazy ones (bad practice, just for quick tests!):

```
>>> from numpy import *
>>> cos(0)
1.0
```

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Files

Reading and writing (text mode)

To read the content of a text file:

```
>>> f = open( "hop.txt" , "r" )
>>> for l in f.readlines():
    print(l)
```

To write:

```
>>> f2 = open( "hop2.txt" , "w" ) # "a" for "append"
>>> f2.write( "Hello, world!" + str( 3.14 ) + "\n" )
>>> f2.close() # optional
```

Paths

Manipulating paths

In the **os** package:

```
>>> import os
>>> os.getcwd() # current directory
'/home/romain'
>>> os.path.join( os.getcwd() , "hop" , "hip" )
'/home/romain/hop/hip'
```

Paths (2)

Packages import paths

In the file `/home/matthieu/Python/myOwnProgram.py`

```
def hello():      return "bonjour"
```

In the main program, using the **sys** package:

```
>>> import sys
>>> sys.path.append("/home/matthieu/Python")
>>> import myOwnProgram
>>> print(myOwnProgram.hello())
'bonjour'
```

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Numpy

- A python module for scientific computing
- Based on a powerfull multi-dimensional array object
- Efficient core coded in C++

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The end

Good Luck !