

# Python 5: Advanced Topics

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금융공학 프로그래밍 I

# Modules

## ❖ A module in Python

- Simply a **.py** file containing function, class and variable definitions

```
# some_module.py
PI = 3.14159

def f(x):
    return x + 2

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

```
import some_module
result = some_module.f(5)
pi = some_module.PI
```

```
from some_module import f, g, PI
result = g(5, PI)
```

```
import some_module as sm
from some_module import PI as pi, g as gf

r1 = sm.f(pi)
r2 = gf(6, pi)
```

# Errors

1

```
In [43]: def f:
```

```
File "<ipython-input-5-f5bdb6d29788>", line 1
  def f:
    ^
```

```
SyntaxError: invalid syntax
```

2

```
In [44]: 1 / 0
```

```
-----
ZeroDivisionError                                Traceback (most recent call last)
<ipython-input-17-05c9758a9c21> in <module>()
----> 1 1/0
```

```
ZeroDivisionError: integer division or modulo by zero
```

3

```
In [45]: x1 = y1
```

```
-----
NameError                                Traceback (most recent call last)
<ipython-input-23-142e0509fbd6> in <module>()
----> 1 x1 = y1
```

```
NameError: name 'y1' is not defined
```

4

```
In [47]: X = []
```

```
In [48]: x = X[0]
```

```
-----
IndexError                                Traceback (most recent call last)
<ipython-input-22-018da6d9fc14> in <module>()
----> 1 x = X[0]
```

```
IndexError: list index out of range
```

# Error Handling

```
def f(x):  
    try:  
        return 1.0 / x  
    except ZeroDivisionError:  
        print('Error: division by zero.  Returned None')  
    return None
```

---

When we call `f` we get the following output

---

```
In [50]: f(2)
```

```
Out[50]: 0.5
```

```
In [51]: f(0)
```

```
Error: division by zero.  Returned None
```

```
In [52]: f(0.0)
```

```
Error: division by zero.  Returned None
```

---

# Error Handling

---

```
def f(x):  
    try:  
        return 1.0 / x  
    except (TypeError, ZeroDivisionError):  
        print('Error: Unsupported operation.  Returned None')  
    return None
```

---

```
def f(x):  
    try:  
        return 1.0 / x  
    except:  
        print('Error.  Returned None')  
    return None
```

---

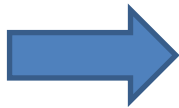
# Decorator

```
import numpy as np
```

```
def f(x):  
    assert x >= 0, "Argument must be nonnegative"  
    return np.log(np.log(x))
```

```
def g(x):  
    assert x >= 0, "Argument must be nonnegative"  
    return np.sqrt(42 * x)
```

- Repetition of two identical lines of code



Problem?

- Look complicated
- Hard to understand

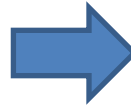
```
import numpy as np  
  
def check_nonneg(func):  
    def safe_function(x):  
        assert x >= 0, "Argument must be nonnegative"  
        return func(x)  
    return safe_function  
  
def f(x):  
    return np.log(np.log(x))  
  
def g(x):  
    return np.sqrt(42 * x)  
  
f = check_nonneg(f)  
g = check_nonneg(g)
```

# Decorator

```
def f(x):  
    return np.log(np.log(x))
```

```
def g(x):  
    return np.sqrt(42 * x)
```

```
f = check_nonneg(f)  
g = check_nonneg(g)
```



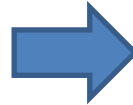
```
@check_nonneg  
def f(x):  
    return np.log(np.log(x))
```

```
@check_nonneg  
def g(x):  
    return np.sqrt(42 * x)
```

# Descriptor

```
class Car(object):
```

```
    def __init__(self, miles=1000):  
        self.miles = miles  
        self.kms = miles * 1.61
```



```
class Car(object):
```

```
    def __init__(self, miles=1000):  
        self._miles = miles  
        self._kms = miles * 1.61
```

```
    def set_miles(self, value):  
        self._miles = value  
        self._kms = value * 1.61
```

```
    def set_kms(self, value):  
        self._kms = value  
        self._miles = value / 1.61
```

```
    def get_miles(self):  
        return self._miles
```

```
    def get_kms(self):  
        return self._kms
```

```
    miles = property(get_miles, set_miles)  
    kms = property(get_kms, set_kms)
```

Problem?



# Decorators and Properties

```
class Car(object):

    def __init__(self, miles=1000):
        self._miles = miles
        self._kms = miles * 1.61

    @property
    def miles(self):
        return self._miles

    @property
    def kms(self):
        return self._kms

    @miles.setter
    def miles(self, value):
        self._miles = value
        self._kms = value * 1.61

    @kms.setter
    def kms(self, value):
        self._kms = value
        self._miles = value / 1.61
```

# Generator

## ❖ Generator Expressions

```
In [6]: singular = ('dog', 'cat', 'bird')
```

```
In [7]: plural = (string + 's' for string in singular)
```

```
In [8]: type(plural)
```

```
Out[8]: generator
```

```
In [9]: next(plural)
```

```
Out[9]: 'dogs'
```

```
In [10]: next(plural)
```

```
Out[10]: 'cats'
```

```
In [11]: next(plural)
```

```
Out[11]: 'birds'
```

# Generator

## ❖ Generator Functions

```
def g(x):  
    while x < 100:  
        yield x  
        x = x * x
```

---

```
In [24]: g  
Out[24]: <function __main__.g>
```

```
In [25]: gen = g(2)
```

```
In [26]: type(gen)  
Out[26]: generator
```

```
In [27]: next(gen)  
Out[27]: 2
```

```
In [28]: next(gen)  
Out[28]: 4
```

```
In [29]: next(gen)  
Out[29]: 16
```

```
In [30]: next(gen)
```

```
-----  
StopIteration                                     Traceback  
<ipython-input-32-b2c61ce5e131> in <module>()  
----> 1 gen.next()
```

```
StopIteration:
```

# Everything is an Object

## ❖ Function

```
In [33]: def f(x): return x**2
```

```
In [34]: f  
Out[34]: <function __main__.f>
```

```
In [35]: type(f)  
Out[35]: function
```

```
In [36]: id(f)  
Out[36]: 3074342220L
```

```
In [37]: f.__name__  
Out[37]: 'f'
```

---

## ❖ Module

---

```
In [38]: import math
```

```
In [39]: id(math)  
Out[39]: 3074329380L
```

---

Bracket assignment notation is just a convenient interface to a method call

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```
In [30]: x = ['a', 'b']
```

```
In [31]: x.__setitem__(0, 'aa')  # Equivalent to x[0] = 'aa'
```

# Namespace

## ❖ Definition

- A symbol table that maps names to objects in memory
- Python uses multiple namespaces
- For example, every time we import a module, Python creates a namespace for that module

```
In [85]: import math2
In [86]: import math
In [87]: math.pi
Out[87]: 3.1415926535897931
```

```
# Filename: math2.py
pi = 'foobar'
```

---

```
In [88]: math2.pi
Out[88]: 'foobar'
```

```
In [90]: math.__dict__
Out[90]: {'pow': <built-in function pow>, ..., 'pi': 3.1415}
```

```
In [91]: import math2
```

```
In [92]: math2.__dict__
Out[92]: {..., '__file__': 'math2.py', 'pi': 'foobar',...}
```

# Namespace

## ❖ Special names

- `__doc__`
- `__name__`

```
In [97]: print(math.__doc__)  
This module is always available. It provides access to the  
mathematical functions defined by the C standard.
```

```
In [98]: math.__name__  
'math'
```

## ❖ All code executed runs in some module

- What about commands typed at the prompt?

---

```
In [99]: print(__name__)  
__main__
```

# Global and Local Namespaces

## ❖ Global Namespace

- The namespace of the module currently being executed

## ❖ Local Namespace

- When we call a function, the interpreter creates a local namespace for that function
- Local variable

## ❖ `__builtins__` Namespace

- Built-in functions: `max()`, `dir()`, `str()`, `list()`, `len()`, `range()`, `type()` ...

```
In [12]: dir()
Out[12]: [..., '__builtins__', '__doc__', ...] # Edited output
```

```
In [13]: dir(__builtins__)
Out[13]: [... 'iter', 'len', 'license', 'list', 'locals', ...]
```

# Mutable vs. Immutable

## ❖ Immutable

```
def f(x):  
    x = x + 1  
    return x
```

```
x = 1  
print(f(x), x)
```

## ❖ Mutable

```
def f(x):  
    x[0] = x[0] + 1  
    return x
```

```
x = [1]  
print(f(x), x)
```



# **Q & A**

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khhwang78@gmail.com