

Goal:
writing code like this:

including a parent class (here from `keras.models`, the `add` method from the `Sequential` class)

using `super` for accessing methods of a parent class (here `Sequential`) from within a child class (here `MyLeNet`)

```
class MyLeNet(Sequential):  
  
    def __init__(self, input_shape, num_classes):  
        super().__init__()   
  
#building LeNet #####  
    #Note padding: string, either "valid" or "same" (case-insensitive). "valid" means no padding. "same"  
    #more info: https://keras.io/api/layers/convolution\_layers/convolution2d/  
  
    self.add(Conv2D(6, kernel_size = (5, 5), strides = (1, 1), activation = 'tanh', input_shape = input_shape, padding = 'same'))  
    self.add(AveragePooling2D(pool_size = (2, 2), strides = (2, 2), padding = 'valid'))  
    self.add(Conv2D(16, kernel_size = (5, 5), strides = (1, 1), activation = 'tanh', padding = 'valid'))  
    self.add(AveragePooling2D(pool_size = (2, 2), strides = (2, 2), padding = 'valid'))  
    self.add(Conv2D(120, kernel_size = (5, 5), strides = (3, 3), activation = 'tanh', padding = 'valid'))  
    self.add(Flatten())  
    self.add(Dense(84, activation = 'tanh'))  
    self.add(Dense(num_classes, activation = 'softmax'))  
#####
```

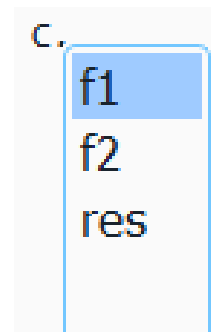
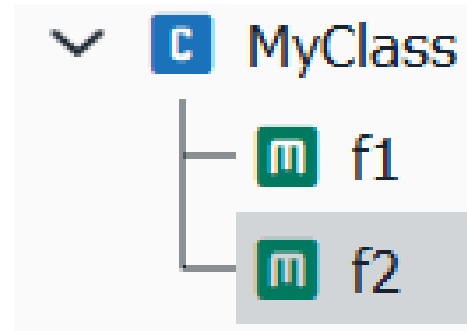
Goal:
writing code like this:

→ repeating
 classes
 methods
 map, **lambda**
 dicts, arrays and **lists**

Let's start from the beginning:

```
class MyClass():  
  
    def f1(self, a, b):  
        self.res = a + b  
  
    def f2(self, c):  
  
        return self.res*c
```

- **f1** and **f2** are methods of the class
- initialize an **instance** of a class:
 C = MyClass()
- try `dir(C)`
- try `C.f1(3,4)`



our codes become more complex

- make it modular
- avoid redundances
- make it flexible
- consider multiprocessing

called **attributes** of a class
(can be functions, variables, etc)

```
try:  
    getattr(C, 'res')  
    getattr(C, 'f1')  
    my_fun = getattr(C, 'f1')  
    my_fun(3,4)
```

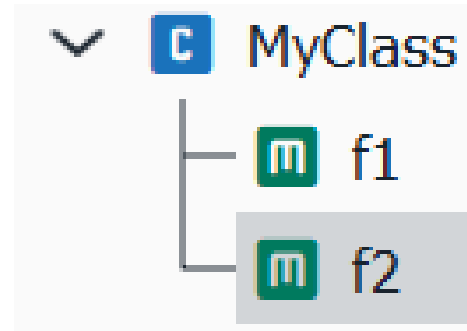
Let's start from the beginning:

```
class MyClass():  
  
    def f1(self, a, b):  
        self.res = a + b  
  
    def f2(self, c):  
  
        return self.res*c
```

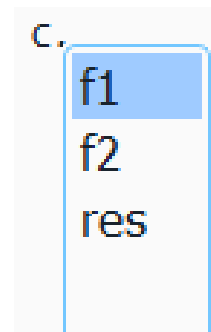
- **f1** and **f2** are methods of the class
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our codes become more complex

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What is the purpose of *self*?



called **attributes** of a class
(can be functions, variables, etc)

```
try:  
    getattr(C, 'res')  
    getattr(C, 'f1')  
    my_fun = getattr(C, 'f1')  
    my_fun(3, 4)
```

We can also *inherit* attributes:

```
class C0():
```

```
    def f0(self, a, b):  
        res = a * b  
        return res
```

```
class C1():
```

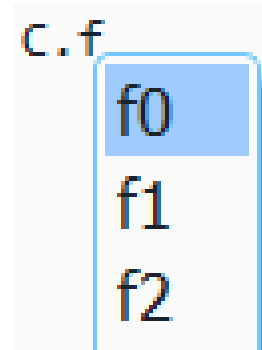
```
    def f1(self, a, b):  
        res = a + b  
        return res
```

```
class C2(C1, C0):
```

```
    def f2(self, a, b, c, d):  
        return a+b+c+d
```

C2 ***inherited*** the attributes from its ***parents*** C0 and C1
A ***child*** class (here C2) can have any number of parents!

```
run:  
C = C2()
```



run:

```
C.f0(2, 3)  
C.f1(2, 3)  
C.f2(2, 3, 4, 5)
```

Since we need to initialize an instance of a class, it is often useful to add an `__init__` method:

```
class Encoder():  
  
    def __init__(self):  
  
        NT    = 'ACGT'  
        Code = [[1,0,0,0], [0,1,0,0], [0,0,1,0], [0,0,0,1]]  
  
        Dict = {key: value for key, value in zip(NT,Code)}  
  
        self.Enc = lambda Sequence: [Dict[s] for s in Sequence]  
  
    def Encode(self, Sequence):  
  
        print(self.Enc(Sequence))
```

Try do understand, what this code does
and why the `__init__` is useful!

Often, we want to call a method of a parent class *within* a method of a child class

```
class C2(C1, C0):
```

```
    def f2(self, a, b, c, d):  
        res = C1.f1(a,b)  
        return res+c+d
```

```
C = C2()
```

```
C.f
```

```
f0
```

```
f1
```

```
f2
```

```
C.f2(2,3,5,7)
```

```
-----  
TypeError                                Traceback (most recent call last)  
Cell In[137], line 1  
----> 1 C.f2(2,3,5,7)  
  
Cell In[132], line 4, in C2.f2(self, a, b, c, d)  
      3 def f2(self, a, b, c, d):  
----> 4     res = C1.f1(a,b)  
      5     return res+c+d  
  
TypeError: C1.f1() missing 1 required positional argument: 'b'
```

**Error occurs because it
didn't pass on *self***

Often, we want to call a method of a parent class *within* a method of a child class

```
class C2(C1, C0):  
  
    def f2(self, a, b, c, d):  
        res = super().f1(a,b)  
        return res+c+d
```

```
C.f2(2, 3, 5, 7) C.f2(2,3,5,7)  
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```

Works with f2 too!

Often, we want to call a method of a parent class *within* a method of a child class

```
class Encoder():
```

```
    def __init__(self):
```

```
        NT = 'ACGT'
```

```
        Code = [[1,0,0,0], [0,1,0,0], [0,0,1,0], [0,0,0,1]]
```

```
        Dict = {key: value for key, value in zip(NT,Code)}
```

```
        self.Enc = lambda Sequence: [Dict[s] for s in Sequence]
```

```
    def Encode(self, Sequence):
```

```
        print(self.Enc(Sequence))
```

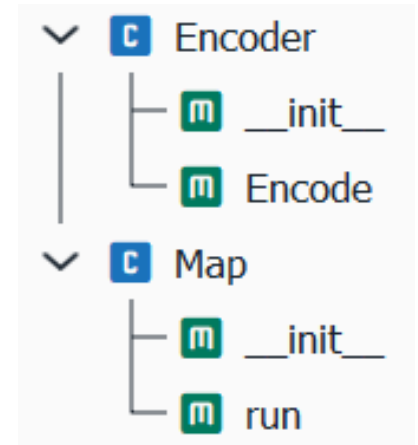
```
class Map(Encoder):
```

```
    def __init__(self):
```

```
        super().__init__()
```

```
    def run(self, S):
```

```
        return list(map(self.Enc, S))
```



run:

```
M = Map()
```

```
M.run(['AACCTG', 'TTGTG'])
```

Exercise:

```
class Encoder():
```

```
    def __init__(self):
```

```
        NT = 'ACGT'
```

```
        Code = [[1,0,0,0], [0,1,0,0], [0,0,1,0], [0,0,0,1]]
```

```
        Dict = {key: value for key, value in zip(NT,Code)}
```

```
        self.Enc = lambda Sequence: [Dict[s] for s in Sequence]
```

```
    def Encode(self, Sequence):
```

```
        print(self.Enc(Sequence))
```

Change this line such that it returns an `np.array`. Make sure that the array is correctly oriented!

```
class Map(Encoder):
```

```
    def __init__(self):
```

```
        super().__init__()
```

```
    def run(self, S):
```

```
        return list(map(self.Enc, S))
```

Change this line such that it calls the **Encode** method from the **Encoder**, via `super`

run:

```
M = Map()
```

```
Out = M.run(['AACCTG', 'TTGTG'])
```