

Python is a programming language, Pythonic is a philosophy

- Python is a scripting/general purpose language with some general principals
 - Easy to read/write
 - Fun to program (spam, spam, spam, spam, eggs, spam spam ...)
- Interactive shell, just type python, ipython, etc.
- Scripts are run as: python script.py
 - python -i scripy.py gives you prompt after script runs
 - python script.py args pass arguments to your script
- Try this:
 - Run python
 - import this



Basics - Types

- Integer
- Float
- Tuple
- List
- Dictionary

Custom Class

```
>>> 3/4 #Integer division
0
>>> 3./4 #float division
0.75
>>> a = (1,2,3) #Tuple
>>> a[1]
>>> b = [1,2,3] #List
>>> b[1]
>>> c = {'a':1,'b':2,'c':3} #Dict
>>> c['b']
>>> type(3)
<type 'int'>
>>> type(3.)
<type 'float'>
>>> type((1,2,3))
<type 'tuple'>
>>> type([1,2])
<type 'list'>
>>> type({})
<type 'dict'>
```

Basics2 - Python Cheat Sheet

Hello World 123, 99.99

• True/False/None • range(5) = [0,1,2,3,4]enumerate(['a','b']) = (0,'a'),(1,'b') • for i in [1,2,3,4]: - continue / break • if 'a' in ['a','b','c'] or 'a' == "A": • elif 1.0 != 1 and type(1) == int: else: """Multiline'z "String'z\"""" C-like string replacement - print "Hello %s %d, %0.2f"%('World',123,99.9901)

Basics3

Lookup methods available on an object with dir()

```
>>> C
{'a': 1, 'c': 3, 'b': 2}
>>> dir(c)
['__class__', '__cmp__', '__contains__', '__delattr__',
' delitem ', '_doc_', '__eq__', '__format__', '__ge__',
' getattribute ', ' getitem ', ' gt ', ' hash ',
'__init__', '__iter__', '__le__', '__len__', '__lt__',
'_ ne_ ', '_ new_ ', '_ reduce_ ', '_ reduce_ex_ ',
' repr ', ' setattr ', ' setitem ', ' sizeof ',
'__str__', '__subclasshook__', 'clear', 'copy', 'fromkeys',
'get', 'has key', 'items', 'iteritems', 'iterkeys',
'itervalues', 'keys', 'pop', 'popitem', 'setdefault',
'update', 'values', 'viewitems', 'viewkeys', 'viewvalues']
>>> c.keys()
['a', 'c', 'b']
>>> c.has key(3)
False
```

Note: Methods with xxx are not meant to be used by you!

Question1

• Look at dir(()) and dir([]) and determine the difference between a tuple and a list.

```
>>> dir(())
['__add__', '__class__', '__contains__', '__delattr__', '__doc__',
  eq ', ' format ', ' ge ', ' getattribute ',
' getitem ', ' getnewargs ', ' getslice__', '__gt__',
'_hash_', '_init_', '_iter_', '_le_', '_len_', '_lt_',
' mul ', ' ne ', ' new ', ' reduce ', ' reduce ex ',
' repr ', ' rmul ', ' setattr ', ' sizeof ', ' str ',
' subclasshook ', 'count', 'index']
>>> dir([])
[' add ', ' class ', ' contains ', ' delattr ',
' delitem ', ' delslice ', ' doc ', ' eq ', ' format ',
' qe ', ' getattribute ', ' getitem ', ' getslice ',
' gt ', ' hash ', ' iadd ', ' imul ', ' init ',
' iter ', ' le ', ' len ', ' lt ', ' mul ', ' ne ',
 new ', ' reduce ', ' reduce ex ', ' repr ',
' reversed ', ' rmul ', ' setattr ', ' setitem ',
'__setslice__', '__sizeof__', '__str__', '__subclasshook__',
'append', 'count', 'extend', 'index', 'insert', 'pop', 'remove',
'reverse', 'sort']
```

Python Structure

Python uses indention to distinguish blocks of a script The standard is 4 spaces per level, no tabs!

```
def square eggs(x):
    return x**2
square spam = lambda x: x**2
y = [1,2,3,4,5]
spam = []
eggs = []
for i in y:
    spam.append(square spam(i))
    eggs.append(square_eggs(i))
    print i,i**2
print "spam == eggs?", spam==eggs
```

```
$ python indentions.py
1 1
2 4
3 9
4 16
5 25
spam == eggs? True
$
```

Import

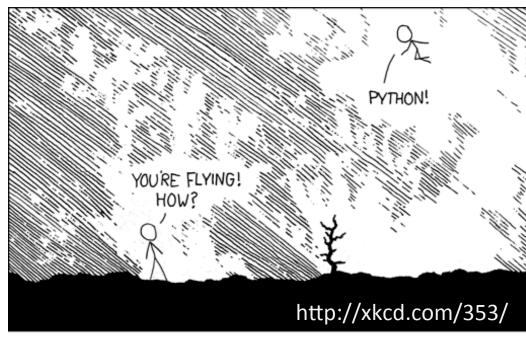
Usually someone has already written functions that do what you want.

The hardest part is deciding how you want to import... namespace

```
import module #pythonic
module.fun()
```

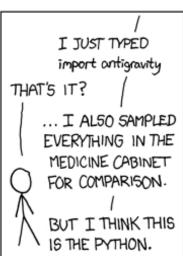
from module import fun
fun()

import module.fun as x
x()









Classes

Classes are how one defines new object types that contain

- data structure
- methods that act on that structure

```
class MyClass:
    """A simple example class"""
    i = 12345
    def f(self):
        return 'hello world'
x = MyClass()
```

In this example:

i is an attribute

f is a method

x is an *instance*

Pythonists would recommend making sure a list or dictionary isn't suitable first

PyROOT

- PyROOT wraps ROOT to give you a better interactive shell
- PyROOT calls ROOT functions compiled in C, so there isn't any performance loss (for normal use)
- Access PyROOT by: import ROOT
 - Generally replace (->,::) with .
 - ROOT commands available in ROOT namespace

```
• c1 = ROOT.Tcanvas(...)
```

- h1 = ROOT.TH1D("hist", "hist", 100,0,1)
- h1.Draw()
- tree = ROOT.TChain(...)

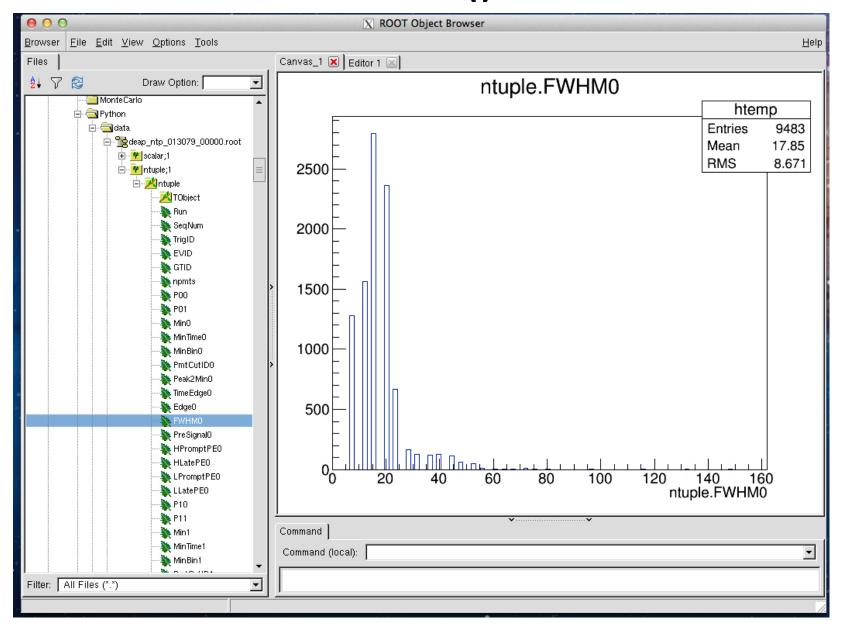
```
Verses CINT ROOT syntax:
TH1D *h1 = new TH1D("hist", "hist", 100, 0, 1);
```

PyROOT ReExample

```
import ROOT
ROOT.gROOT.SetStyle("Plain")
ROOT.qStyle.SetPalette(1)
mychain = ROOT.TChain("ntuple")
myhist = ROOT.TH1D("hist", "hist Name", 100, 0, 1)
myfit = ROOT.TF1("fitf", "gaus")
c1 = ROOT.TCanvas()
dataCuts = "Zfit > 0 && Zfit < 7 && MinBin0 > 650 && MinBin0 < 700 "
dataCuts+= "&& MinBin1 > 650 && MinBin1 < 700 && abs(MinBin0 - MinBin1) < 10 "
dataCuts+= "&& EventCutID == 1 && Fprompt > 0 && HLatePE0 > 0 && HLatePE1 > 0"
mychain.Add("data/deap ntp 013079 *.root")
print "Loaded %d entries"%mychain.GetEntries()
moar cut = " && TotalPE > 120 && TotalPE < 240"
mychain.Draw("Fprompt>>hist", dataCuts + " && TotalPE > 120 && TotalPE < 240")
myhist.Fit("fitf","LL","",0.68,1)
c1.SetLogy(1)
```

Also see: <u>pyroot_generic.py</u>

>>>ROOT.TBrowser()



ROOT tree.Scan

tree.Scan("var1:var2",cuts)

```
>>> t.Scan("TrigID:MinBin0:Zfit",cuts)
     Row
         * TriqID * MinBinO * Zfit *
         3 *
                               664 * 5.2510962
                               666 * 4.8705420 *
                               665 * 4.8093390
        27 *
        42 *
                               667 * 6.2409100 *
       93 *
                               667 * 5.7747392
      141 *
                               667 * 4.7239689
      143 *
                               666 * 4.4660582
       156 *
                               667 * 2.6396508
                               664 * 5.4336285 *
       182 *
```

ROOT Tricks

- tree.Draw is your best friend
 - Fastest way to do anything, including get data

```
[bmong@sciencel Python]$ python
Python 2.6.6 (r266:84292, Nov 21 2013, 12:39:37)
[GCC 4.4.7 20120313 (Red Hat 4.4.7-3)] on linux2
Type "help", "copyright", "credits" or "license" for more information.
>>> import ROOT
>>> t = ROOT.TChain("ntuple")
>>> t.Add("data/*")
14
>>> cuts = "Zfit > 0 && Zfit < 7 && MinBin0 > 650 && MinBin0 < 700 "
>>> cuts+= "&& MinBin1 > 650 && MinBin1 < 700 && abs(MinBin0 - MinBin1) < 10 "
>>> cuts+= "&& EventCutID == 1 && Fprompt > 0 && HLatePE0 > 0 && HLatePE1 > 0"
>>> cuts+= "&& TotalPE > 120 && TotalPE < 240"
>>> t.GetEntries()
1396683L
>>> t.Draw(">>+elist",cuts,"qoff")
56733L
>>>
```

ROOT Tricks – Part doux

- tree.Draw is your best friend
 - Fastest way to do operations on your trees

```
>>> elist = ROOT.gDirectory.Get("elist")
>>> elist.GetN()
56733
>>> for i in range(elist.GetN()):
... t.GetEntry(elist.GetEntry(i))
...
```

Use event lists to reduce data before looping over entries

- TTree:Draw@2
 - You can also get size of ntuple, Max\$() Sum\$(),
 and more with Draw

But Wait... There's More

matplotlib - matlab like plotting syntax numpy - matrices, vectors & linalg oh my scipy - bunch of random scientific functions iminuit - minuit wrapper

Tons of others....

Parting wisdom

Save useful python functions to a file and import them when needed:

```
import sys
sys.path.append("/path/to/myfunctions.py")
import myfunctions
```

example: bungfun.py

Exercises

Try converting a ROOT script to PyROOT

Read <u>random walk</u> example provided

- Convert a ROOT.TH1 to only python objects
 - hint1: Read <u>TH1.GetBin*()</u>, TH1.GetNBinsX()
 - hint2: import matplotlib.pyplot as plt
 plt.plot(x,y)
 plt.show()
 - Note: science1 and most other remote servers require you to run matplotlib with matplotlib.use("Agg")