

PYGOATHAM



RECAP

TALKS I LIKED

- » "Playing with Python Bytecode" -- Scott Sanderson and Joe Jevnik
- » "Python Performance Profiling: The Guts And The Glory" -- A. Jesse Jiryu Davis
- » "A tale of two cellphones: Python on Android and iOS" -- Russell Keith-Magee
- » "Vector space modeling on music data" -- Tim Schmeier

PLAYING WITH PYTHON BYTECODE

-- SCOTT SANDERSON & JOE
JEVNIK

PLAYING WITH PYTHON BYTECODE

```
>>> def add(a, b):  
...     return a + b  
...  
>>> add.__code__.co_code  
'|\x00\x00|\x01\x00\x17S'
```

PLAYING WITH PYTHON BYTECODE

```
>>> import dis
```

```
>>> dis.dis(add)
```

2	0	LOAD_FAST	0	(a)
	3	LOAD_FAST	1	(b)
	6	BINARY_ADD		
	7	RETURN_VALUE		

PLAYING WITH PYTHON BYTECODE

```
>>> from types import CodeType, FunctionType
>>> add = FunctionType(
...     CodeType(
...         2, 0, 2, 2, 0x0043,
...         b'|\x00\x00|\x01\x00\x17S',
...         (1,), (), ('a', 'b'),
...         'ayy lmao', 'add', 0, b'', (), ()
...     ), {})
>>> add(1, 2)
3
```

PLAYING WITH PYTHON BYTECODE

Code Transformer:

<https://github.com/111111111111/codetransformer>

PYTHON PERFORMANCE PROFILING: THE GUTS AND THE GLORY

-- A. JESSE JIRYU DAVIS

PYTHON PERFORMANCE PROFILING: THE GUTS AND THE GLORY

- » A profiler does not tell you where there are inefficiencies in your code;
- » A profiler helps you make a hypothesis about where there are inefficiencies in your code;
- » Before trying to optimize, you must test the hypothesis with an experiment!

A TALE OF TWO CELLPHONES: PYTHON ON ANDROID AND IOS

-- RUSSELL KEITH-MAGEE

A TALE OF TWO CELLPHONES: PYTHON ON ANDROID AND IOS

- » iOS: clang - same C compiler used to compile CPython on macOS
- » Can compile CPython for any iOS device (with a patch to Python)
- » iOS native libraries are Objective C -- easy to call
- » Uses Python3's type annotations

A TALE OF TWO CELLPHONES: PYTHON ON ANDROID AND IOS

» Android (Java-ish):

- » You can use the JNI to call embedded C code from Java
- » You can compile and include Jython
- » Java bytecode looks like Python bytecode if you squint hard enough

A TALE OF TWO CELLPHONES: PYTHON ON ANDROID AND IOS

- » <https://github.com/pybee/Python-iOS-template>
- » <https://github.com/pybee/Python-Android-template>
- » <https://github.com/pybee/Python-macOS-template>

A TALE OF TWO CELLPHONES: PYTHON ON ANDROID AND IOS

- » <http://pybee.org/project/projects/bridges/rubicon/>
- » <http://pybee.org/project/projects/bridges/voc/>
- » <http://pybee.org/project/projects/libraries/toga/>

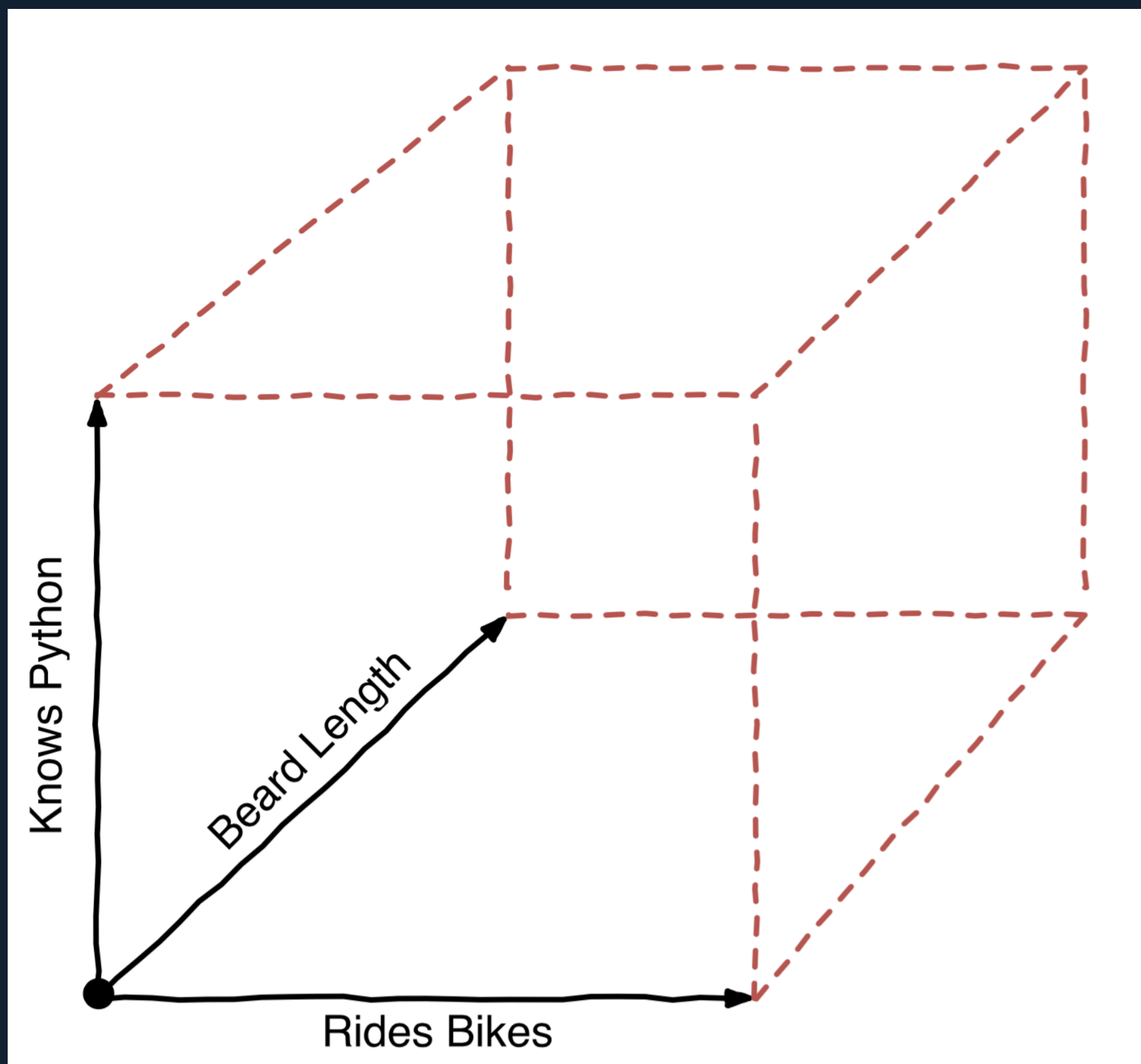
VECTOR SPACE MODELING ON MUSIC DATA

-- TIM SCHMEIER

VECTOR SPACE MODELING ON MUSIC DATA

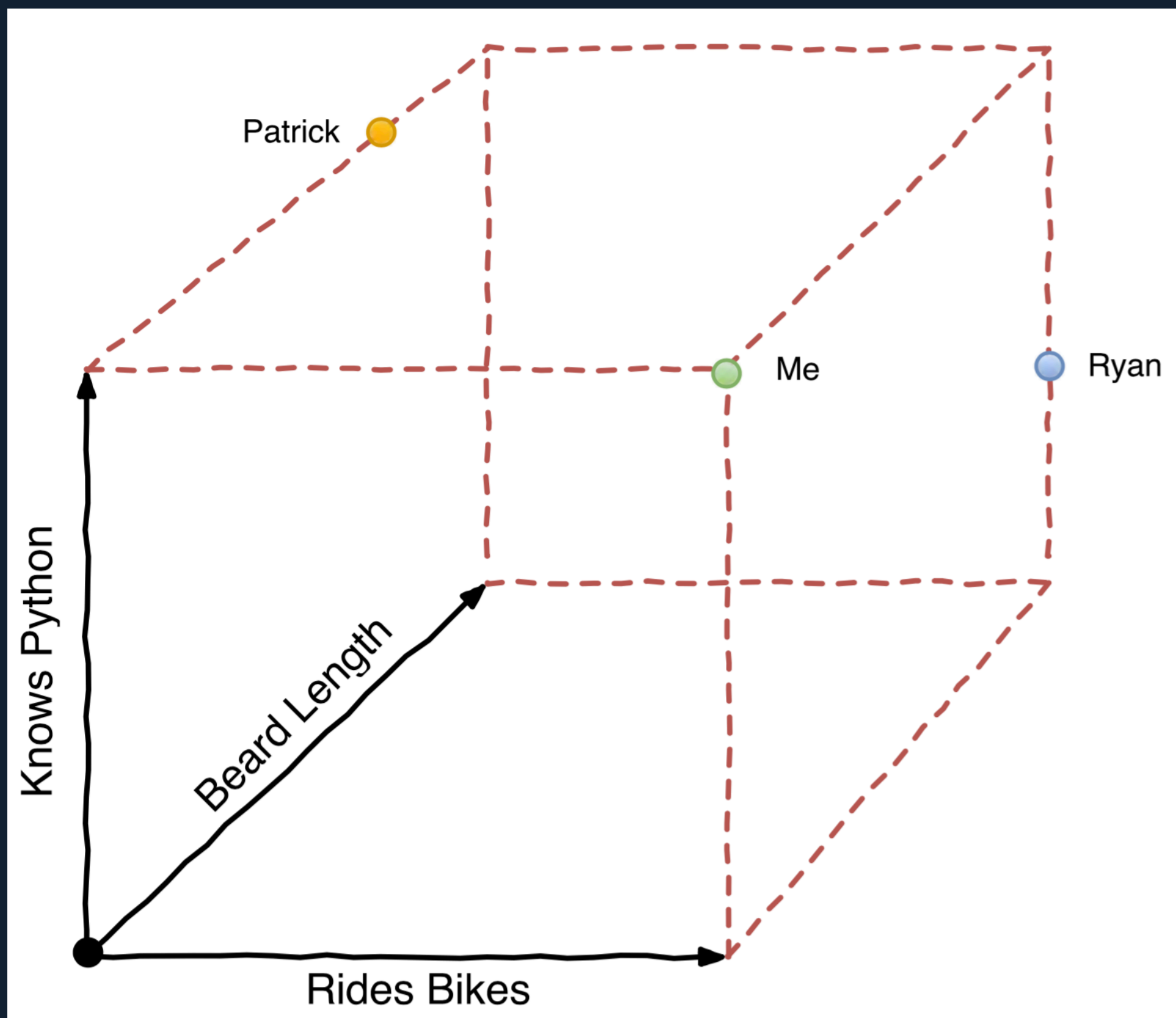
Developer Identifiers:

- » rides bikes;
- » knows Python;
- » length of beard.



VECTOR SPACE MODELING ON MUSIC DATA

```
me = [1.0, 1.0, 0.0]  
ryan = [1.0, 0.4, 1.0]  
patrick = [0.0, 1.0, 0.8]
```



VECTOR SPACE MODELING ON MUSIC DATA

```
>>> def combine(*vectors):  
...     return [  
...         sum(i)/len(i)  
...         for i in zip(*vectors)  
...     ]  
...  
>>> combine(me, ryan)  
[1.0, 0.7, 0.5]
```

VECTOR SPACE MODELING ON MUSIC DATA

$$d(p, q) = \sqrt{(p_1 - q_1)^2 + (p_2 - q_2)^2 + (p_3 - q_3)^2}.$$

$$d(p, q) = \sqrt{(p_1 - q_1)^2 + (p_2 - q_2)^2 + \cdots + (p_i - q_i)^2 + \cdots + (p_n - q_n)^2}.$$

VECTOR SPACE MODELING ON MUSIC DATA

```
>>> def distance(a, b):  
...     return sum(  
...         (ai - bi)**2  
...         for ai, bi in zip(a, b)  
...     )**0.5
```

VECTOR SPACE MODELING ON MUSIC DATA

```
>>> distance(me, patrick)
```

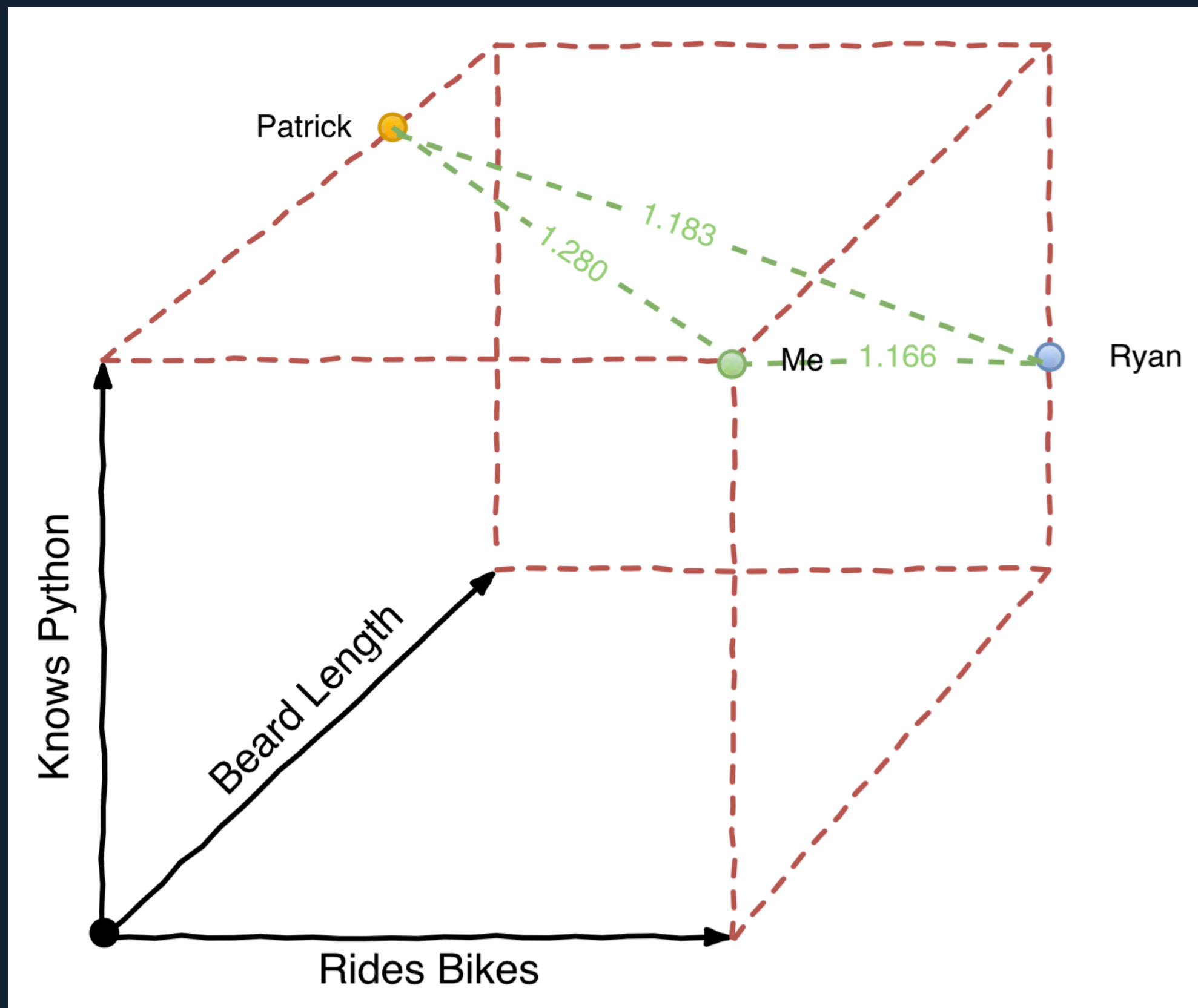
```
1.28062484749
```

```
>>> distance(ryan, patrick)
```

```
1.18321595662
```

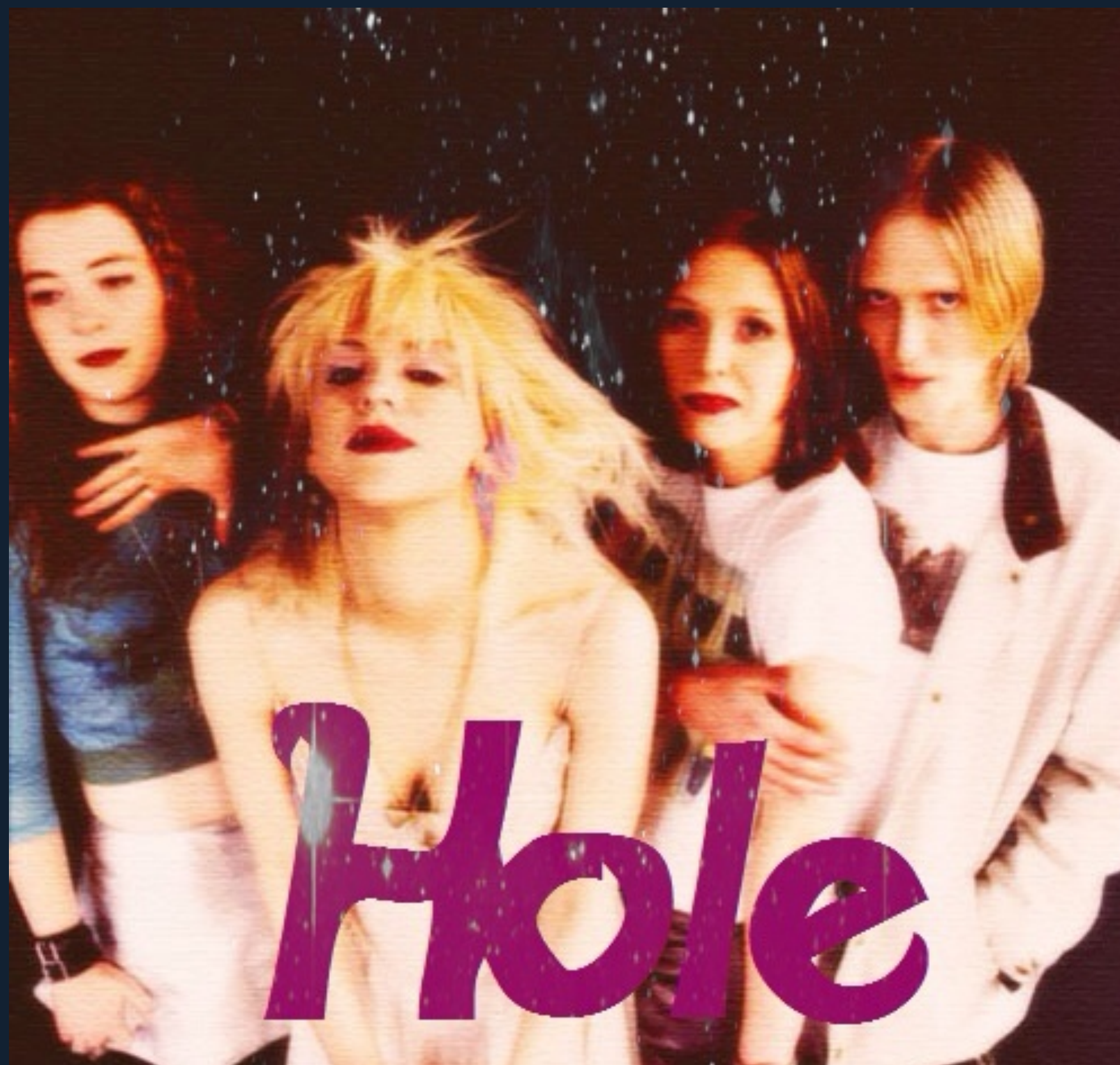
```
>>> distance(me, ryan)
```

```
1.16619037897
```



VECTOR SPACE MODELING ON MUSIC DATA

nirvana - male_vocals + female_vocals



THANKS!!