Python

A quickstart into the very basics Get to know your user environment

1

Thank You

- https://github.com/gjbex/training-material/tree/master/Python
- Whirlwind Tour of Python by Jake VanderPlas (O'Reilly).
 Copyright 2016 O'Reilly Media, Inc., 978-1-491-96465-1.
 https://www.oreilly.com/programming/free/files/a-whirlwind-tour-of-python.pdf
- University of Virginia, Advanced Research Computing Services, Python Quickstart
 - https://arcs.virginia.edu/python-quickstart
- http://www.cs.cornell.edu/courses/cs1110/2018sp/
- https://fabienmaussion.info/scientific_programming/html/00-Introduction.html
- https://justinbois.github.io/bootcamp/



See also

- https://www.southampton.ac.uk/~fangohr/teaching/python/book.html
- https://www.math.ubc.ca/~pwalls/math-python/
- http://troll.cs.ua.edu/ACP-PY/index.html
- https://data-flair.training/blogs/python-lambda-expressions/
- http://pages.physics.cornell.edu/~myers/teaching/ComputationalMethods /GettingStarted.html
- https://anh.cs.luc.edu/python/hands-on/3.1/handsonHtml/index.html
- https://www2.cs.duke.edu/courses/spring18/compsci101/index.php
- https://github.com/parrt/msan501
- https://docs.python-guide.org/intro/learning/



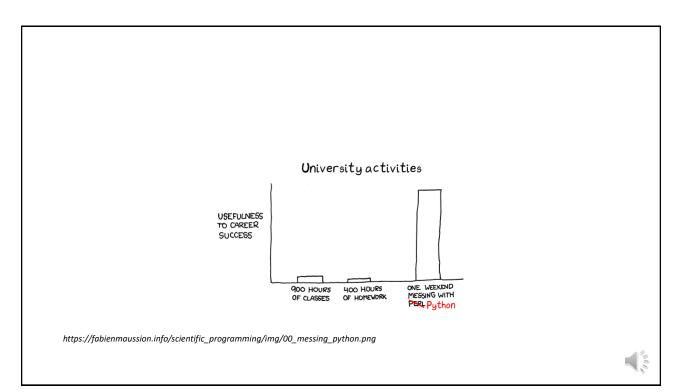
3

Tutorials

- https://www.python.org/about/gettingstarted/
- https://realpython.com/
- https://www.learnpython.org/
- Cheat sheets
- https://www.datacamp.com/community/data-science-cheatsheets



Why Programming



Why programming?

- Programming is an integral part of research
- Programming occurs on different levels:
 - · Write small scripts,
 - · Write complete projects,
 - · Or need a good understanding of what a software packages does
- All programming languages offer to a certain extend the same building blocks
 - · Understand the basic building blocks
 - Decompose your problem to fit those blocks

7

Programming?

- It may be (almost) impossible to solve a problem by executing commands at the command prompt.
- What is needed? A **sequence** of **precise instructions** that, once performed, will complete a **specific task**.
- Computer programs can't do that many things, they can:
 - Assign values to variables (memory locations).
 - Make decisions based on comparisons.
 - Repeat a sequence of instructions over and over.
 - Call subprograms.

Programming language

- There are many programming languages, with changing popularity
- Check the Tiobe Index: https://www.tiobe.com/tiobe-index/
- Consider:
 - it is suited to the problem at hand?
 - is there an active community?
 - is it any good for the job market?

9

Key concepts in programming

- Check Isaac Computer Science: https://isaaccomputerscience.org/topics/programming_concepts?examBoard=all&stage=all
- Instructions / Basic Syntax
- Data Types
 - Classification of the type of data being stored or manipulated within a program.
 - Data types are important because they determine the operations that can be performed on the data.
- Variables
 - Named container, held by the computer in a memory location.
 - Has a unique identifier (name) that refers to a value.
- Input / Output

Key concepts in programming

- Operators
 - Arithmetic
 - Comparison
 - Logical
- Sequence:

statements are written one after another, will be executed one statement at a time in the order that the statements are written in.

- Selection: execute lines of code only if a certain condition is met.
- Iteration (loop): repeat a group of statements .
- Subprogram (function): is a named sequence of statements, can be repeatedly "called" from different places in the program

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11

And there will be errors...

- Syntax error
 - A mistake against the language rules
 - Program will not run and will return an error message
- Runtime error
 - Usually due to some missing variables, modules,...
- Semantic error
 - A mistake in the reasoning
 - Program is not executing as intended / expected

Python: setting the scene

get comfortable within the Python universe



13

What is the playfield? The best way to learn a language is to "get your hands dirty" Get data (simulation, experiment, etc.) Manipulate and process data

- Visualize results
- quickly to understand,
- high quality figures, for reports or publications



What is Python?

- From www.python.org: "Python is an interpreted, object-oriented, high-level programming language with dynamic semantics. Its highlevel built in data structures, combined with dynamic typing and dynamic binding, make it very attractive for Rapid Application Development, as well as for use as a scripting or glue language to connect existing components together. Python's simple, easy to learn syntax emphasizes readability and therefore reduces the cost of program maintenance."
- Python is a general purpose programming language used for a huge variety of purposes. It's user community is growing rapidly! (https://stackoverflow.blog/2017/09/06/incredible-growth-python/)



16

What is Python?

- a general purpose interpreted programming language.
- a language that supports multiple approaches to software design, principally **structured** and **object-oriented** programming.
- provides automatic memory management and garbage collection
- dynamically typed.

Brian Gregor (BU): A Brief Introduction to Using Python for Computational Neuroscience



Why Python?

- Python is quick to program in (explorative programming)
- Python is popular in research, and has lots of libraries for science Widely used extensive capabilities, documentation, and support
- Python interfaces well with faster languages
- Python is free
- Cross-platform (Windows, Mac, Linux)
- Access to advanced math, statistics, and database functions
- Why write programs for research?
 - Scripted research can be tested and reproduced
 - Programs are a rigorous way of describing data analysis for other researchers, as well as for computers. By sharing codes, which are much more easy for a non-author to understand than spreadsheets

http://github-pages.ucl.ac.uk/rsd-engineeringcourse/ch00python/00pythons.html



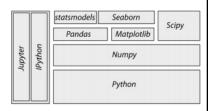
Popular Python?

- Popular programming languages?
- https://www.tiobe.com/tiobe-index/
- What is Python used for?
- https://www.jetbrains.com/research/devecosystem-2018/python/



Python ecosystem

- Large and active ecosystem
- Core Python
 - · Standard libraries
 - · third-party packages:
 - NumPy for manipulation of homogeneous array-based data,
 - · Pandas for manipulation of heterogeneous and labeled data,
 - · SciPy for common scientific computing tasks,
 - · Matplotlib for publication-quality visualizations,
 - IPython for interactive execution and sharing of code, etc. Python versions





21

Python versions

- Current 3.x
 - More clean than 2.x
 - Python 3.x introduced some backwards-incompatible changes to the language, so code written for 2.7 may not work under 3.x and vice versa.
 - · Almost all Python libraries supported
- Version 2.7.x
 - Last of the 2.x releases
 - Many Python 3.x features have been retrofitted
 - All libraries support it

Note: in-application scripting may be stuck at Python 2.7!

Python 2 countdown: https://pythonclock.org/

• Taken from GJ Bex

User Environment

Running Python Code



- https://docs.anaconda.com/anaconda/user-guide/getting-started/
- https://realpython.com/run-python-scripts/
- https://plot.ly/python/ipython-vs-python/
- https://yihui.name/en/2018/09/notebook-war/
- https://www.theatlantic.com/science/archive/2018/04/the-scientific-paper-is-obsolete/556676/
- https://fangohr.github.io/blog/installation-of-python-spyder-numpysympy-scipy-pytest-matplotlib-via-anaconda.html



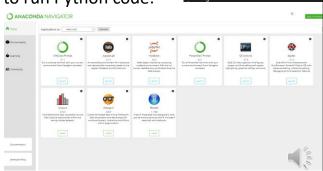
Making it work

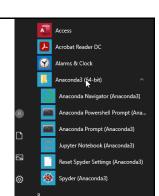
- Write the code
 - choose a good editor (or integrated development environment IDE)
 - featuring color coding, syntax checks, ...
 - · code is just a text file
- Convert to machine code
 - make sure that you have the right interpreter (or compiler) available
- Run the code
 - · run on the command line
 - run in a script mode (Python)
 - run in IDE or in Jupyter notebooks

27

Where to start?

- 2 elements needed for programming in Python:
 - writing and editing Python code
 - running that code in an interpreter
- Choose a platform primary ways to run Python code:
 - 1. Terminal
 - 1. Python interpreter
 - 2. IPython interpreter
 - 3. Running scripts
 - 2. IDE
 - Spyder
 - 3. Jupyter notebook.





How do I get Python?

- core Python package
 - https://www.python.org/downloads/
 - easy to install but probably not the way to go.
- Using a distribution simplifies the process of setting up your python environment, includes core Python, necessary data packages, and integrates useful tools (IDE's, notebooks, etc)
 Python Distributions:
 - Anaconda distribution
 - https://www.anaconda.com/
 - Download: https://www.anaconda.com/distribution/
 - WinPython (https://winpython.github.io/)
 - · Windows specific data science distribution



29

Anaconda installation

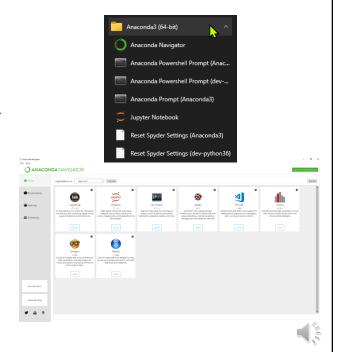
- Installation documentation: https://docs.anaconda.com/anaconda/install/
- Downloading and installing Anaconda is simple.
- Download the installer follow the wizard

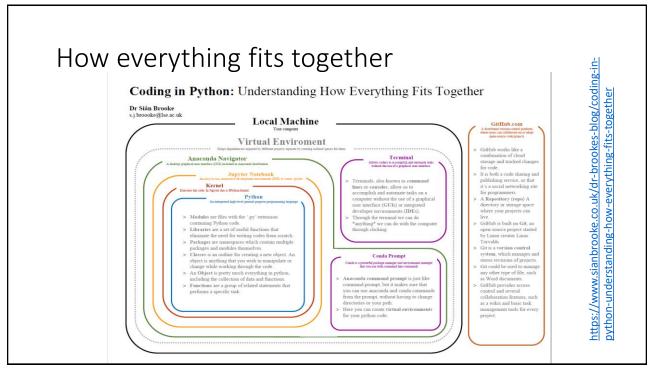


- Anaconda installation managed PC Windows
- Install as Admin under C:\Workdir\MyApps\Anaconda3



- https://docs.anaconda.com/navi gator/index.html
- The Navigator is a main landing page for working with your python environment.
- Launch editors (spyder, jupyter notebook, etc.) to develop python code
- Manage (install packages, etc.) the python environment





Check this out

- https://www.sianbrooke.co.uk/dr-brookes-blog/coding-in-python-managing-packages-with-conda-and-pip
- https://www.earthdatascience.org/courses/intro-to-earth-datascience/python-code-fundamentals/use-pythonpackages/introduction-to-python-conda-environments/
- Quick intro into
 - · Packages, modules
 - · Why working with environments: keep dependencies
 - Installing with conda, pip

33

Why Environments?



- A major barrier to reproducibility in the world of computational science is package dependencies.
- When sharing code, we want to be able to setup a computer ecosystem that is exactly the same as when we were developing the code. This is where environments come in.

Environment: General Workflow



- Create the environment, either from scratch or based off an existing environment.
 - o Create environment: conda create --name myenv python=3.9
 - where myenv is the name of the environment you would like to create
- Activate the environment, either using the command line or using the Anaconda Navigator graphical user interface. Anaconda starts by default in the base environment.
 - Via Command Line
 - Open the Anaconda Prompt.
 - Activate the environment using: conda activate myenv
 - where myenv is the name of your environment.
 - Via Anaconda Navigator
 - Open the Anaconda Navigator.
 - Switch to the desired environment by clicking the drop-down menu next to the "Applications on" text.

35

Environment: General Workflow



- Do whatever you would like to do with Python.
 - Develop code and install the required packages for the code as you go, using either:
 - conda install --name myenv <package> or
 - pip install <package>
 - where <package> is the name of the python package you wish to install.
- Either close the programs you were working on and the Anaconda programs or deactivate the environment with conda deactivate.

Python interpreter

https://realpython.com/run-python-scripts/

39

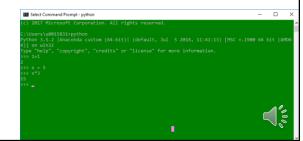
Python interpreter

- The interpreter is able to run Python code in two different ways:
 - As a piece of code typed into an interactive session
 - As a script or module



Python interpreter

- The most basic way to execute Python code is line by line within the Python interpreter (interactive session).
- The Python interpreter can be started by typing: python
 - Terminal on Mac OS X and Unix/Linux systems,
 - (anaconda)Command Prompt application in Windows
 - >>> by default
 - help() starts the helper environment



42

IPython interpreter

- Enhanced Interactive shell
- Enhancements to the basic Python interpreter: ipython
- https://stackoverflow.com/questions/12370457/what-is-the-difference-between-python-and-ipython

IPython interpreter

- IPython is an enhanced version of python that makes interactive python more productive.
 - Tab autocompletion (on class names, functions, methods, variables)
 - · More explicit and color-highlighted error messages
 - Better history management
 - Basic UNIX shell integration (run simple shell commands such as cp, ls, rm, cp, etc. directly from the IPython command line)
 - Nice integration with many common GUI modules (PyQt, PyGTK, and tkinter)
 - https://www.quora.com/What-is-the-difference-between-IPython-and-Python-Why-would-luse-IPython-instead-of-just-writing-and-running-scripts



44

Magic commands



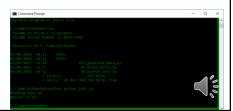
- https://ipython.readthedocs.io/en/stable/interactive/magics.html
- An enhancement in IPython known as magic commands
- Know more: magic command.

 Information of a specific magic function is obtained by %magicfunction?
- Designed to solve various common problems in standard data analysis. There are two types of magic commands –
- 2 types
 - · Line magics
 - They are similar to command line calls. They start with % character. Rest of the line is its argument passed without parentheses or quotes.
 - · Cell magics
 - They have %% character prefix. Unlike line magic functions, they can operate on multiple lines below their call.

Python scripts

- Programs: save code to file, and execute it all at once.
 - Script: A plain text file containing Python code that is intended to be directly executed by the user
 - By convention, Python scripts are saved in files with a .py extension.





46

Run Python script

Linux

- Write script in editor
- Run script using Python interpreter python hello world.py
- Make script executable
- chmod u+x hello world.py
- Run script directly
 - ./hello world.py

Windows

- Write script in editor
- Run script using Python interpreter python hello_world.py
- Run script directly hello_world.py



Python scripts



- Linux
- #!/usr/bin/env python
 - determines the script's ability to be executed like a standalone executable without typing python in the terminal
 - double clicking it in a file manager (when configured properly).



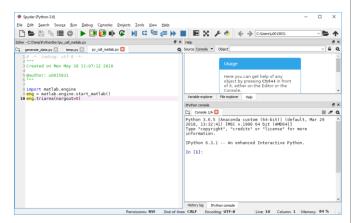
48

Spyder



IDE: Spyder

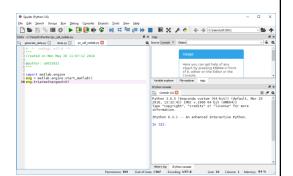
- Integrate different aspects of programming and running code.
- SPyDER: "Scientific Python Development EnviRonment" https://www.spyder-ide.org/
- Several tools in one integrated environment (cfr MATLAB desktop)
 - a code editor
 - IPython interpreter / console
 - variable inspector
 - · control icons
- Documentation: <u>https://docs.spyder-ide.org/current/index.html</u>





IDE: Spyder

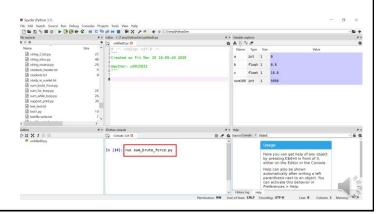
- Spyder for code development.
 - Start from Anaconda Navigator
 - Command window: spyder
- Magic commands apply
 - · Clear Console:
 - %cls
 - Clear all variables from Variable Explorer (reset the namespace):
 - %reset
 - With automagic on, % prefix not needed





Running scripts in Spyder console

- Run a .py file from the console
 - run script.py
- Tab autocompletion works!



53

Running scripts in Spyder

- Run scripts either with the green arrow icons or through the Run menu. *Run/green arrow* runs the entire script.
- Run selection or current line will run a highlighted portion of the script.
- Create cells by enclosing chunks of code with lines consisting of #%%

Run cell/green arrow with a box runs the cell.

• File: first_prog_1.py



Running scripts in Spyder

- A yellow triangle beside a line indicates a syntax error or potential problem.
- Tab completion for names familiar to it. It can show a list of members of a package for your selection, and when you have chosen a function it can show you a list of its arguments.



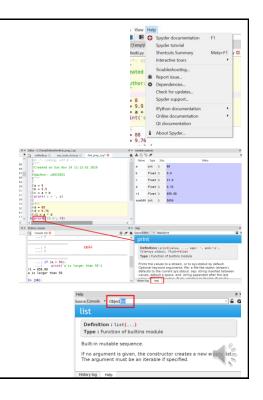
Spyder Help

- Help on Spyder from Help menu
- Help related to Python
 - Select a command and press ctrl-I
 - Information opens in help window
 - Enter object in help window
- help(command) in console

```
In [18] help(print)
Help on built-in function print in module builtins:

print(...)
print(value, ..., sep=' ', end='\n',
file=sys.stdout, flush=False)

Prints the values to a stream, or to sys.stdout by
default.
Optional keyword arguments:
```





getting_started_jupyter.ipynb



58

Jupyter notebook

- A nice idea popularized by Mathematica is a "notebook" interface, where you can run and re-run commands
- In the notebook, you can easily mix code with comments, and mix code with the results of that code; including graphics, ...
- https://realpython.com/jupyter-notebook-introduction/
- https://docs.anaconda.com/ae-notebooks/4.2.2/user-guide/basic-tasks/apps/jupyter/
- https://towardsdatascience.com/5-reasons-why-jupyter-notebooks-suck-4dc201e27086



Jupyter notebook

- Excellent for
 - · Explorative programming
 - Data exploration
 - · Communication, especially across domains
- Problems
 - What was (re-)executed, what not?
 - Version control?
- https://github.com/gjbex/training-material/blob/master/Python/python intro.pptx



60

Jupyter notebook vs Jupyterlab

- Basically, Jupyterlab is the new generation user interface for executing and editing notebook documents, similar to the Jupyter notebook.
- Jupyterlab is more advanced and offers more features,
- It gives a more IDE-like experience.
- Beginner: start with Jupyter notebook

Jupyter: how to start

- Anaconda Navigator:
 - · Start menu
 - Launch jupyter
- Anaconda prompt



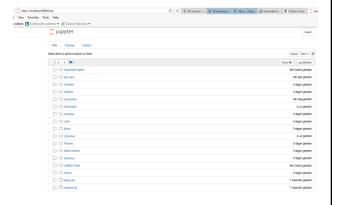
62

- open terminal and navigate to the directory where you would like to save your notebook
- jupyter notebook



Jupyter

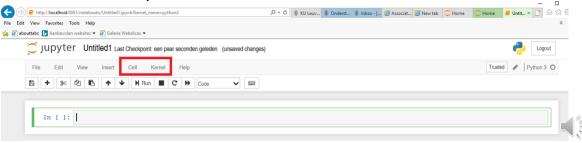
- Notebook Dashboard, specifically designed for managing your Jupyter Notebooks.
- Use it as the launchpad for exploring, editing and creating your notebooks.
- Start the dashboard on any system via the command prompt (or terminal on Unix systems): jupyter notebook The current working directory will be the start-up directory.





Jupyter notebook

- Jupyter is essentially an advanced word processor.
- A kernel is a "computational engine" that executes the code contained in a notebook document.
- A cell is a container for text to be displayed in the notebook or code to be executed by the notebook's kernel.



64

Jupyter notebook

- Browse to the folder in which you would like to create your first notebook,
- Click the "New" drop-down button in the top-right and
- Select "Python 3" (or the version of your choice).



Jupyter: basics of editing

- Jupyter notebook: sequence of cells
 - Code
 - Label "In []" in front of the code
 - a * will appear when executing
 - replaced by a number that always increases by one with each cell execution. This allows for keeping track of the order in which the cells in the notebook have been executed.
 - Markdown
- Important shortcut: ctrl+Enter (execute cell)
- Color code
 - Blue bar on the left: active cell in command mode
 - Click in cell, changes in edit mode Green bar
- Jupyter will periodically autosave the notebook

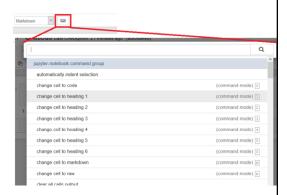


66

Jupyter: basics of editing



- try to know the basic shortcuts
- Command mode shortcuts:
 - Basic navigation: enter, shift-enter, up/k, down/j
 - · Saving the notebook: s
 - Change Cell types: y, m, 1-6, t
 - · m to change the current cell to Markdown,
 - y to change it back to code
 - · Cell creation: a, b
 - · a to insert a new cell above the current cell,
 - · b to insert a new cell below
 - Cell editing: x, c, v, d, z
 - c copy selected cells
 - · x cut selected cells
 - v paste copied cells
 - d + d (press the key twice) to delete the current cell
 - · z undo cell deletion





See See

Jupyter: some tips

- Run a notebook on the command line with ipython
- Jupyter notebook tips https://www.dataquest.io/blog/jupyter-notebook-tips-tricks-shortcuts/
- https://www.dataquest.io/blog/jupyter-notebook-tutorial/
- https://jupyter4edu.github.io/jupyter-edu-book/
- https://reproducible-science-curriculum.github.io/workshop-RR-Jupyter/
- Change the default startup directory
 - https://stackoverflow.com/questions/35254852/how-to-change-the-jupyter-start-up-folder
- Change the default browser
 - https://support.anaconda.com/customer/en/portal/articles/2925919-change-default-browser-in-jupyter-notebook

