



Programming

8- Summary and Common Libraries

These slides will be available on Arche

Variables

```
a = 12 # variable assignment
type(a) # type of a variable
b = a * 2 # arithmetic operations on variables
a == b # comparison of variable values
a is b # comparison of variables
s1 = "a string"
s2 = 'another string'
s3 = ''' a multiline
string'''
len(s1) # length of a string
s1[3] # 4th character of s1
s1[3:] # substring after the 4th character
s1[1:-2:-2] # every other character in reverse from the penultimate one to
the second one
```

Conditionals / branching

condition

code for when condition is True

```
if a == b: print("one line if")
else: print("and one line else")
```

code for when condition is False

condition

```
if (a > b or c != d) and a not is d:
    print("yeah, first try")
    print("let's hope it gets better")
elif a is d:
```

indentation
after ":"

code for when
condition is True

indentation
after ":"

condition

```
    print("just in case")
```

code for when previous
conditions are False but this one
is True

indentation
after ":"

```
else:
    print("OK then")
```

code for when all
previous conditions
are False

Lists

```
l = [1, 2, "bob", 3.5, True, [6,7]] # a list
len(l) # length of the list
l[2] # third element in list
l[3:] # sublist from fourth element
l[:4] # sublist from fifth element
l[2:5] # sublist from third to fifth elements
l[-1:0;-1] # list in reverse from last to first elements
l[:] # copy of the list (like l.copy())
l.append("alice") # add element to list
l.extend([9,10]) # concatenate lists
3 in l # is the value 3 in l?
```

Dictionaries / tuples

```
d = {"a": 12, "b": [1,2], 34.4: "bob", 5: {"f": 6, "z": 7}} # a dictionary
```

```
len(d) # number of attributes in d
```

```
d["b"] # value of attribute "b" in d
```

```
d[34.4] # value of attribute 34.4 in d
```

```
5 in d # is the attribute 5 in d?
```

```
d["c"] = 12 # assigning a value to an attribute of d
```

```
t = ("b", 14, "jeff", 3.5, [1,2]) # a tuple
```

```
len(t) # lenght of a tuple
```

```
t[4] # fifth element in t
```

```
t[4:2:-1] # sub-tuple from fifth to third elements in reverse
```

```
"jeff" in t # is the value "jeff" in t?
```

while loop

```
i = 0
while i < 10:
    print(i)
    i += 1
```

condition

indentation
after ":"

code repeated until
condition becomes False

for loop 1

variable that will take successive
values of the range

range

indentation
after ":"

```
for i in range(0, 10, 1):  
    print(i)  
    print("carry on")
```

code repeated until i has
reached the end of the
range

for loop 2 (on list)

```
l= [12,13,14]
```

variable that will take
successive values in the list

list

```
for x in l:
```

indentation
after ":"

```
    print(x)  
    print("let's go")
```

code repeated until we
reach the end of the list

for loop 3 (on list 2)

```
l= [12,13,14]
```

tuple that will take successive
indices and values in the list

enumerate function on list

```
for i,x in enumerate(l):  
    print(i,x)  
    print("let's go")
```

indentation
after ":"

code repeated until we
reach the end of the list

for loop 4 (on dict)

```
d= {"a":12, "b": 13, "c": 14}
```

variable that will take successive
attribute names in d

dictionary

```
for k in d:  
    print(k, d[k])  
    print("let's go")
```

indentation
after ":"

code repeated until we
reach the end of the list
of attributes of the dict

for loop 5 (on dict 2)

```
d= {"a":12, "b": 13, "c": 14}
```

tuples that will take successive
attribute names and values in d

items method on dictionaries

```
for k,v in d.items():  
    print(k,v)  
    print("let's go")
```

indentation
after ":"

code repeated until we reach
the end of the list of
attributes/values of the dict

function

function name parameter optional parameter with default value

```
def myfunction(x, y=0):
```

indentation
after ":"

```
    """documentation string  
    for the function"""
```

code executed when
the function is called

```
    r = x + y  
    return r
```

return value

```
a = myfunction(3)      # call to the function  
b = myfunction(a,2)    # call with option parameter set
```

recursive function

```
def rmul(x,y):  
    if y == 0: return 0 # base case  
    return x+rmul(x,y-1) # recursive step
```

Handling errors

```
import random

try:    # below is the code that might raise an error
    r = random.randrange(0,2)
    a = 10/r
    print(a)
except ZeroDivisionError: # code when error is raised
    print("oops")
```

raise an error

```
def rmul(x, y):  
    if type(y) != int: raise TypeError("y should be an integer")  
    if y < 0: raise ValueError("y should be greater than 0")  
  
    if y == 0: return 0 # base case  
    return x+rmul(x, y-1) # recursive step
```

```
class A:      # class called A
    a = 12    # class attribute

class B(A):   # class B subclass of A
    def __init__(self, v): # constructor
        self.a = v        # setting instance attribute value
    def addA(x):           # method of the class
        return self.a + x

i = B(7)      # instance of the class
print(i.a)    # print attribute a of i
i.a = 8       # change attribute a of i
y = i.addA(x) # call method of class B on i
```


classes

indentation
after ":"

```
class A:      # class called A
    a = 12    # class attribute
```

indentation
after ":"

```
class B(A):   # class B subclass of A
    def __init__(self, v): # constructor
        self.a = v        # setting instance attribute value
    def addA(x):           # method of the class
        return self.a + x
```

```
i = B(7)      # instance of the class
print(i.a)    # print attribute a of i
i.a = 8       # change attribute a of i
y = i.addA(x) # call method of class B on i
```

indentation
after ":"

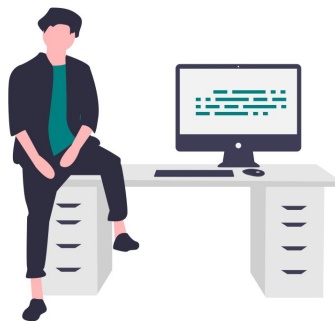
```
class A:      # class called A
    a = 12    # class attribute
```

indentation
after ":"

```
class B(A):  # class B subclass of A
    def __init__(self, v):  # constructor
        self.a = v         # setting instance attribute value
    def addA(x):             # method of the class
        return self.a + x
```

```
i = B(7)      # instance of the class
print(i.a)    # print attribute a of i
i.a = 8       # change attribute a of i
y = i.addA(x) # call method of class B on i
```

Common Modules & Packages



Standard and Installed Modules

You can get the list of modules installed in your environment by using the command (it might take a bit of time)

```
help("modules")
```

Cython	colorcet	kapre	readline
IPython	colorlover	keras	regex
OpenGL	colorsys	keras_preprocessing	reprlib
PIL	community	keyword	requests
ScreenResolution	compileall	kiwisolver	requests_oauthlib
__future__	concurrent	korean_lunar_calendar	resampy
_abc	configparser	lib2to3	resource
_ast	contextlib	libfuturize	retrying
_asyncio	contextlib2	libpasteurize	rlcompleter
_bisect	contextvars	librosa	rmagic
_blake2	convertdate	lightgbm	rpy2
...

Standard and Installed Modules

You can also find a list of modules that are included with python (3) at <https://docs.python.org/3/py-modindex.html>

i.e. the ones that you don't need to install (e.g. using pip)

Examples

audioop module to manipulate audio data

copy functions to make copies (e.g. deepcopy)

csv for CSV files

datetime for objects (classes) representing dates and times

json module to parse and write data in the JSON format

math math functions (abs, round, etc.)

os functions related to interacting with the os

sys functions related to interacting with the python system

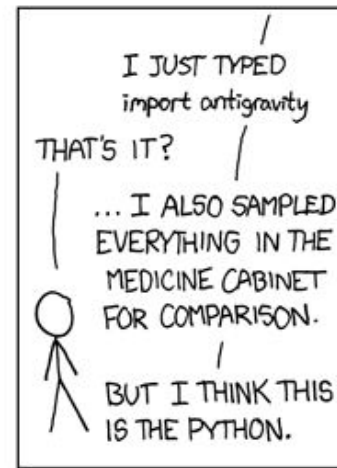
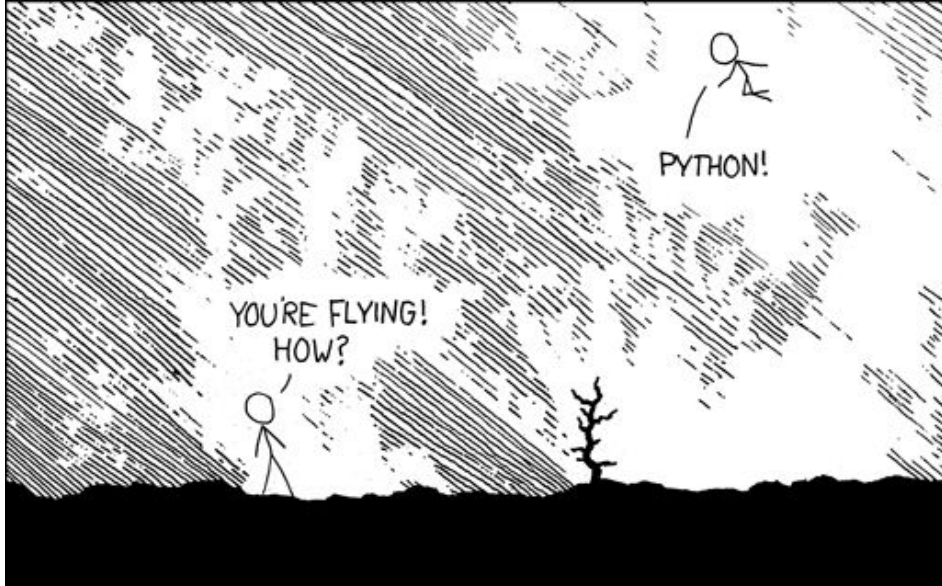
zipfile read and write zip archive

Other Common Installable Modules

Here, we will see some examples of commonly used modules and packages for:

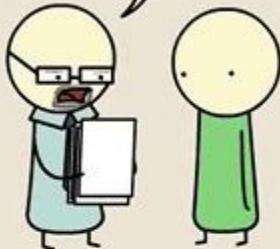
- Interaction
- Data analysis and databases
- Parallel computing
- Web

But there are many others that can do all sorts of things...



PYTHON

"THIS IS PLAGIARISM.
YOU CAN'T JUST 'IMPORT' ESSAY."



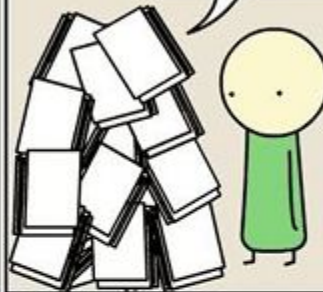
JAVA

"I'M TWO PAGES IN AND I STILL
HAVE NO IDEA WHAT YOU'RE SAYING."



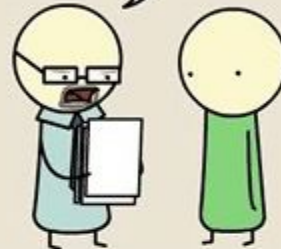
C++

"I ASKED FOR ONE COPY,
NOT FOUR HUNDRED."



UNIX SHELL

"I DON'T HAVE PERMISSION TO
READ THIS."



ASSEMBLY

"DID YOU REALLY HAVE TO REDEFINE EVERY
WORD IN THE ENGLISH LANGUAGE?"



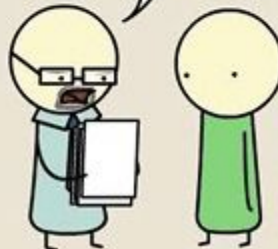
C

"THIS IS GREAT, BUT YOU FORGOT TO ADD
A NULL TERMINATOR. NOW I'M JUST READING
GARBAGE."



LATEX

"YOUR PAPER MAKES NO GODDAMN SENSE,
BUT IT'S THE MOST BEAUTIFUL THING
I HAVE EVER Laid EYES ON."




HTML

"THIS IS A FLOWER POT."





After I get all the infinity
stones, one snap will kill
half the universe




Srsly? All I
need is 2
lines of
code

kill.py

```
from universe import kill  
universe.kill(universe.population/2)
```

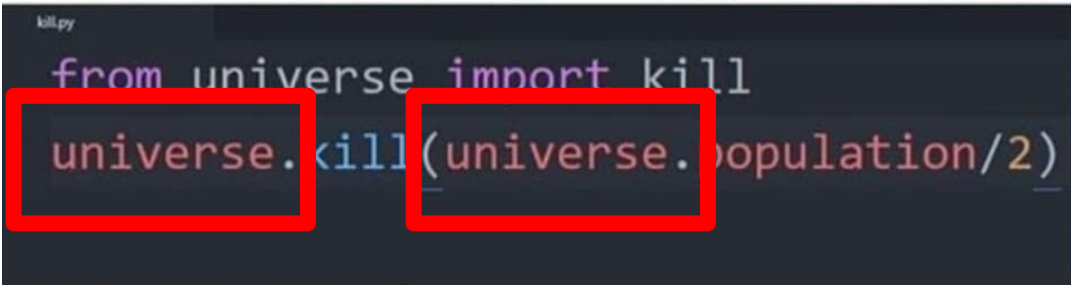


After I get all the infinity
stones, one snap will kill
half the universe



Srsly? All I
need is 2
lines of
code

ooops!



```
kill.py  
from universe import kill  
universe.kill(universe.population/2)
```

Interaction



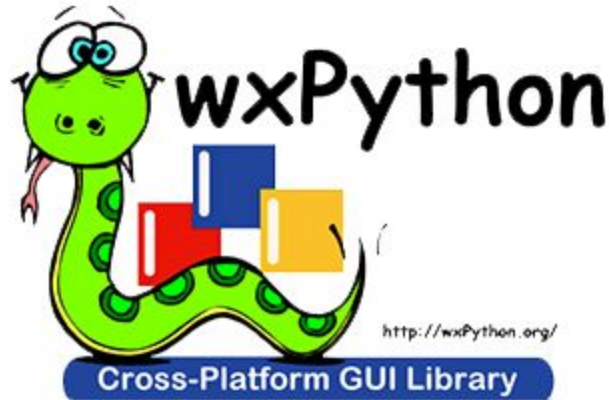
PyGUI

A very simple library for creating interfaces.



wxPython

Also a library to create GUIs in python, but a bit more advanced and with other libraries (e.g. wax) developed on top of it to make it simpler.



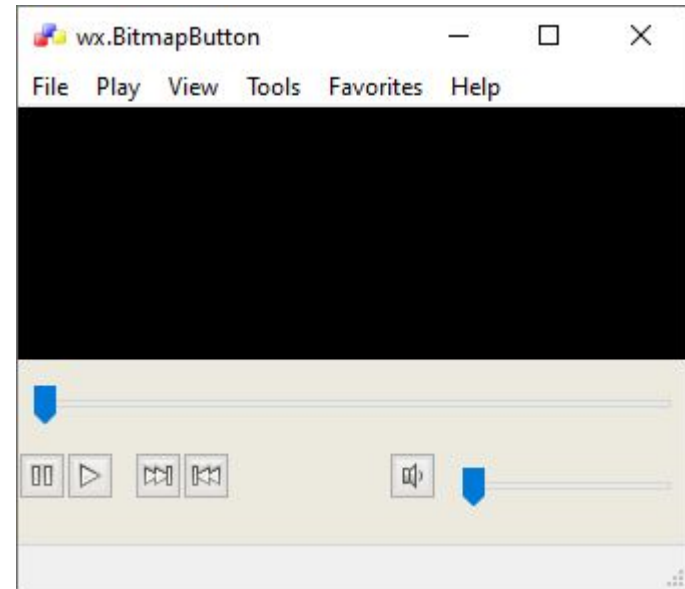
wxPython example

```
import wx

class MyFrame(wx.Frame):
    def __init__(self, parent, id, title):
        wx.Frame.__init__(self, parent, id,
title, size=(350, 300))
        ...

class MyApp(wx.App):
    def OnInit(self):
        frame = MyFrame(None, -1,
'wx.BitmapButton')
        frame.Show(True)
        self.SetTopWindow(frame)
        return True

app = MyApp(0)
app.MainLoop()
```



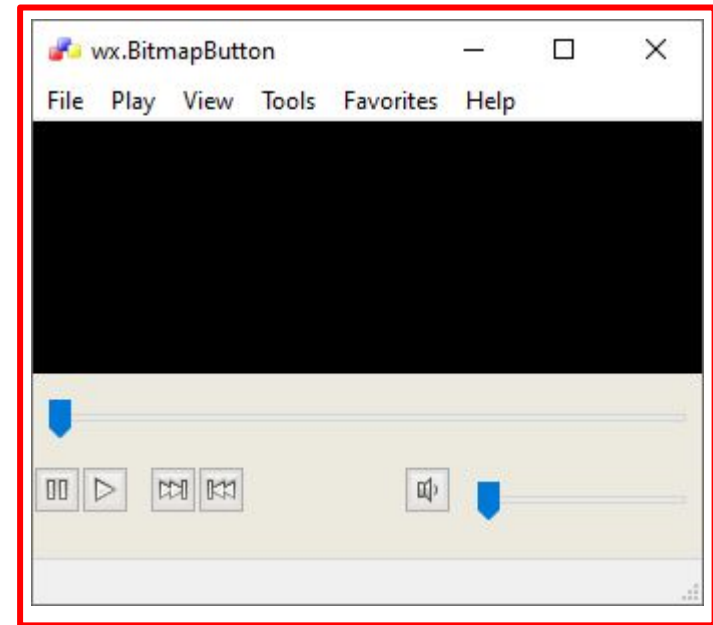
wxPython example

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        wx.Frame.__init__(self, parent, id,
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        ...

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        frame.Show(True)
        self.SetTopWindow(frame)
        return True

app = MyApp(0)
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```



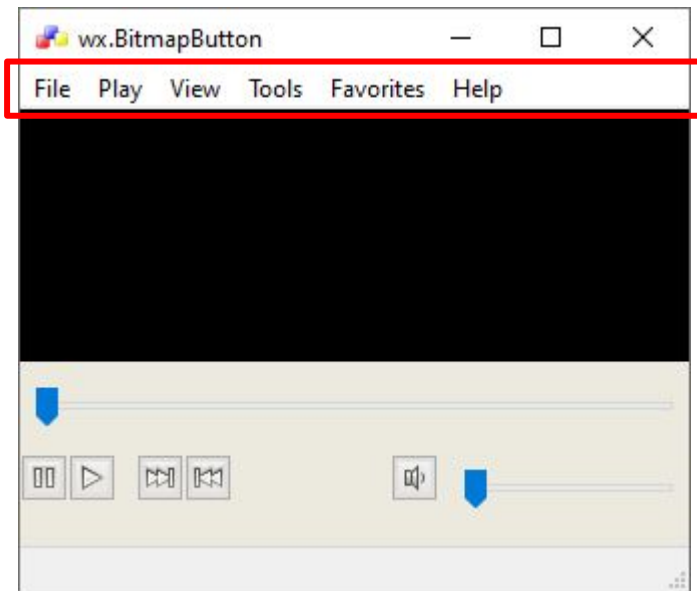
wxPython example

```
menubar = wx.MenuBar()

file = wx.Menu()
play = wx.Menu()
view = wx.Menu()
tools = wx.Menu()
favorites = wx.Menu()
help = wx.Menu()

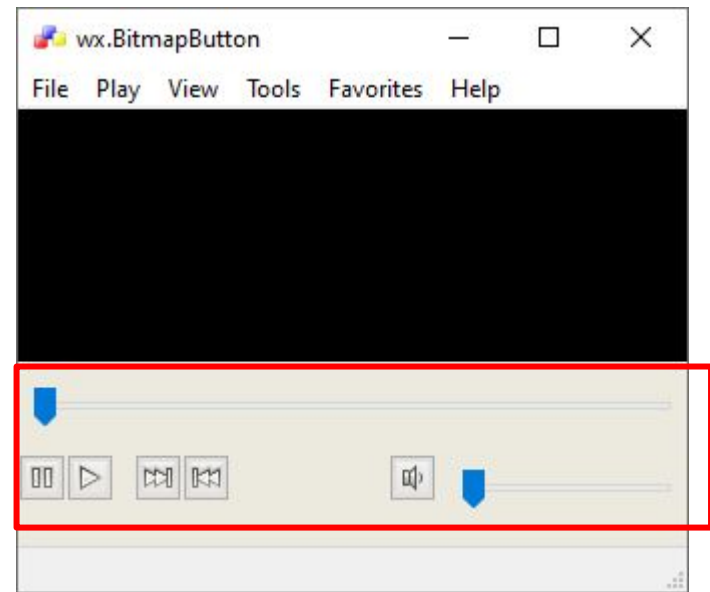
file.Append(101, '&quit', 'Quit
application')

menubar.Append(file, '&File')
menubar.Append(play, '&Play')
menubar.Append(view, '&View')
menubar.Append(tools, '&Tools')
menubar.Append(favorites, 'F&avorites')
```



wxPython example

```
slider1 = wx.Slider(pnl2, -1, 0, 0, 1000)
pause = wx.BitmapButton(pnl2, -1,
wx.Bitmap('./bitmaps/stock_media-pause.png' )
)
play = wx.BitmapButton(pnl2, -1,
wx.Bitmap('./bitmaps/stock_media-play.png' ))
next = wx.BitmapButton(pnl2, -1,
wx.Bitmap('./bitmaps/stock_media-next.png' ))
prev = wx.BitmapButton(pnl2, -1,
wx.Bitmap('./bitmaps/stock_media-prev.png' ))
volume = wx.BitmapButton(pnl2, -1,
wx.Bitmap('./bitmaps/volume.png' ))
slider2 = wx.Slider(pnl2, -1, 0, 0, 100,
size=(120, -1))
```



PySimpleGUI

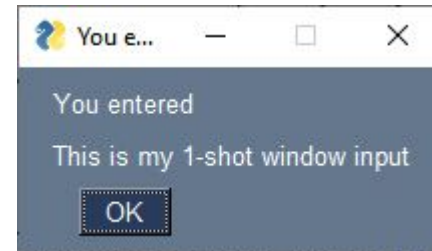
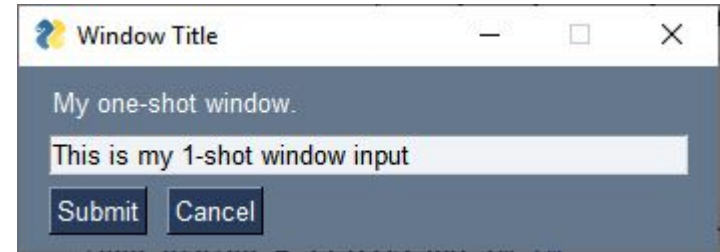
```
import PySimpleGUI as sg

layout = [[sg.Text('My one-shot window.']],
          [sg.InputText()],
          [sg.Submit(), sg.Cancel()]]

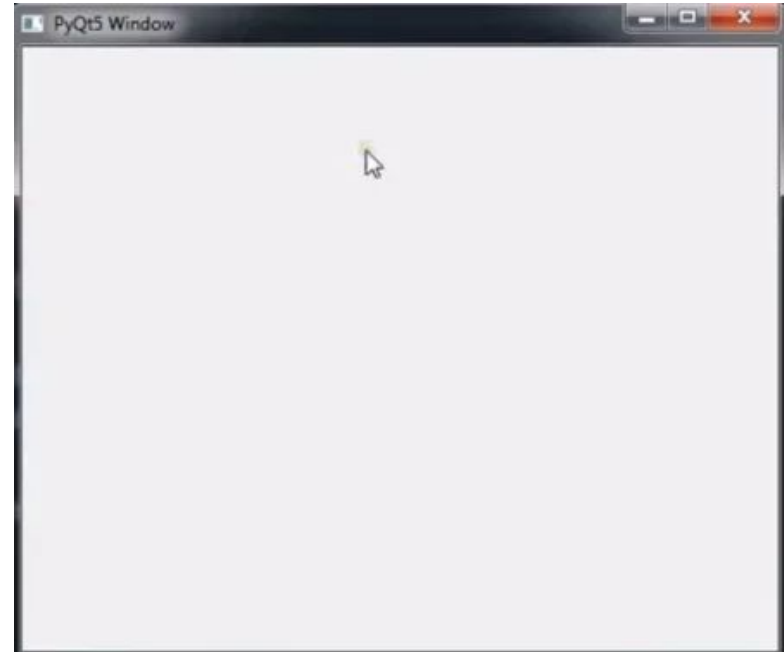
window = sg.Window('Window Title', layout)

event, values = window.read()
window.close()

text_input = values[0]
sg.popup('You entered', text_input)
```

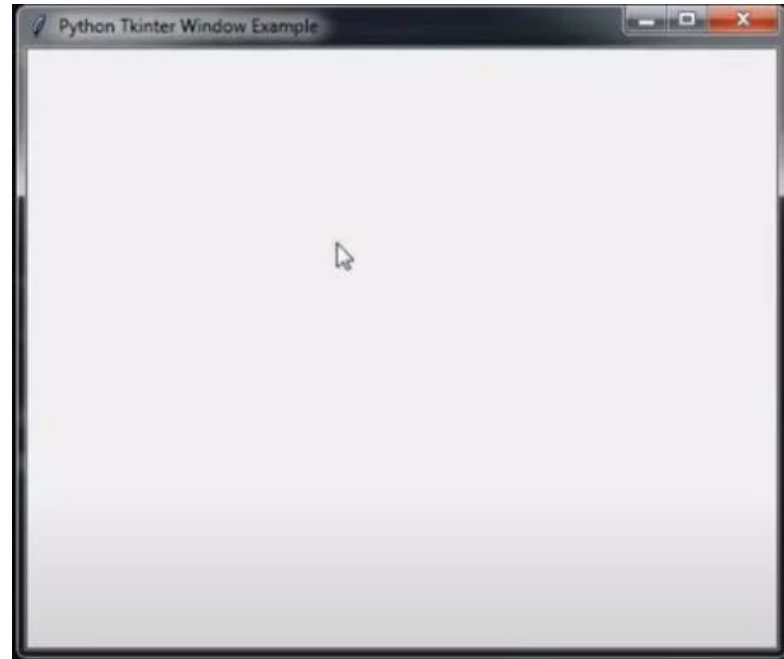


```
from PyQt5.QtWidgets import QApplication,  
QMainWindow  
  
import sys  
  
class Window(QMainWindow):  
    def __init__(self):  
        super().__init__()  
        self.setGeometry(300, 300, 600, 400)  
        self.setWindowTitle("PyQt5 window")  
        self.show()  
  
app = QApplication(sys.argv)  
window = Window()  
sys.exit(app.exec_())
```



```
from tkinter import *  
  
class Root(Tk):  
    def __init__(self):  
        super(Root, self).__init__()  
        self.title("Python Tkinter")  
        self.minsize(500, 400)  
  
root = Root()  
root.mainloop()
```

And many others...



Pillow (image manipulation)

```
from PIL import Image, ImageFilter

img = Image.open("../../_static/pillow.png")
img = img.filter(ImageFilter.BLUR) \
    .transpose(Image.FLIP_TOP_BOTTOM) \
    .transpose(Image.FLIP_LEFT_RIGHT)

width, height = img.size
WHITE_THRESHOLD = 250
PURPLE = (155, 89, 182)
BLUE = (52, 152, 219)

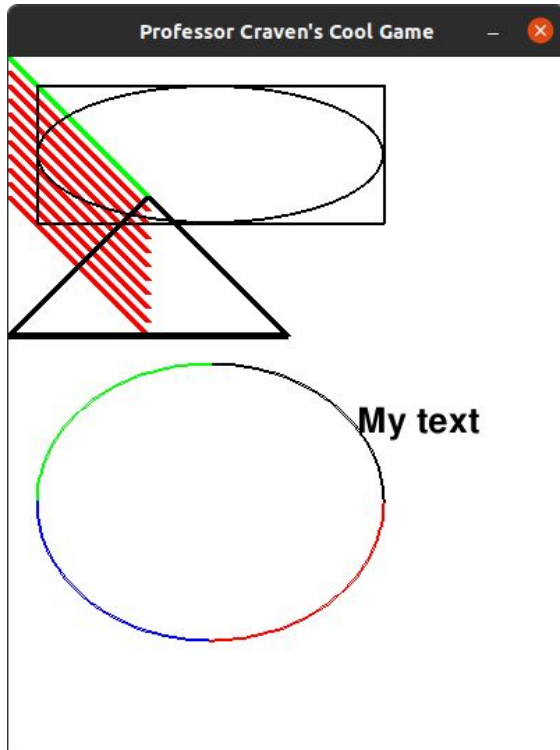
for x in range(width):
    for y in range(height):
        pixel = img.getpixel((x, y))
        if all(channel > WHITE_THRESHOLD for channel in pixel):
            if x + y <= width:
                img.putpixel((x, y), PURPLE)
            else:
                img.putpixel((x, y), BLUE)

img.show()
```

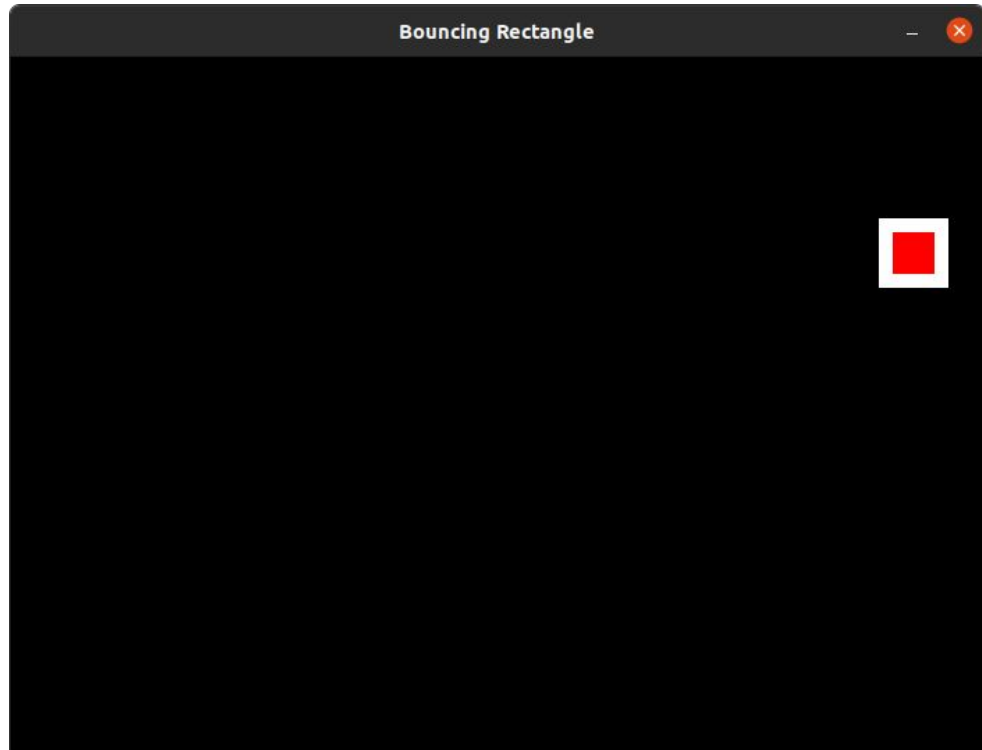


PyGame

Drawing



Animating



PyGame

Inputs



PyGame

Music

```
pygame.mixer.music.load('MIT_Concert_Chair_O_Fortuna.ogg')  
pygame.mixer.music.set_endevent(pygame.constants.USEREVENT)  
pygame.mixer.music.play()
```



Data Analysis



numpy

numpy is a library for **scientific computing** which includes types and operations for more precise and faster number manipulation, arrays, etc. It is **used in many other libraries** mentioned in the next few slides.

```
>>> a = np.array([20, 30, 40, 50])
>>> b = np.arange(4)
>>> b
array([0, 1, 2, 3])
>>> c = a - b
>>> c
array([20, 29, 38, 47])
>>> b**2
array([0, 1, 4, 9])
>>> 10 * np.sin(a)
array([ 9.12945251, -9.88031624,  7.4511316 , -2.62374854])
>>> a < 35
array([ True,  True, False, False])
```

pandas

pandas is a popular library for manipulating DataFrames (**data tables**) and data series, especially for **statistical analysis**.

```
import pandas as pd
df = pd.read_csv("mk_bodies.csv", index_col=0)
print(df.index)
df.describe()
```

```
Index(['Standard Kart', 'Pipe Frame', 'Mach 8', 'Cat Cruiser', 'Steel Driver',
      'Circuit Special', 'Tri-Speeder', 'Badwagon', 'Prancer', 'Biddybuggy',
      'Landship', 'Sneeker', 'Sports Coupe', 'Gold Standard', 'Mercedes GLA',
      'Mercedes Silver Arrow', 'Mercedes 300 SL Roadster', 'Blue Falcon',
      'Tanooki Kart', 'B Dasher', 'Streetle', 'P-Wing', 'Koopas Clown',
      'Standard Bike', 'Comet', 'Sport Bike', 'The Duke', 'Flame Rider',
      'Varmint', 'Mr. Scooty', 'Jet Bike', 'Yoshi Bike', 'Master Cycle',
      'City Tripper', 'Standard ATV', 'Wild Wiggler', 'Teddy Buggy',
      'Bone Rattler', 'Inkstriker', 'Splat Buggy'],
      dtype='object', name='Vehicle')
```

pandas

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```
import pandas as pd
df = pd.read_csv("mk_bodies.csv", index_col=0)
print(df.index)
df.describe()
```

```
Index(['Standard Kart',
      'Circuit Spec',
      'Landship', 'S',
      'Mercedes Silv',
      'Tanooki Kart',
      'Standard Bike',
      'Varmint', 'Mr',
      'City Tripper',
      'Bone Rattler',
      dtype='object',
```

	Speed	Acceleration	Weight	Handling	Traction	Mini Turbo
count	40.000000	40.000000	40.000000	40.000000	40.000000	40.000000
mean	-0.018750	-0.168750	-0.012500	-0.062500	0.068750	-0.006250
std	0.364215	0.516979	0.324975	0.382929	0.371188	0.504745
min	-0.750000	-1.000000	-0.500000	-0.750000	-0.750000	-1.000000
25%	-0.250000	-0.500000	-0.250000	-0.500000	-0.062500	-0.250000
50%	0.000000	-0.250000	0.000000	0.000000	0.000000	0.000000
75%	0.250000	0.250000	0.250000	0.250000	0.312500	0.250000
max	0.500000	0.750000	0.500000	0.500000	0.750000	1.000000

SQLite

SQLite3 is a simple database technology which makes it easy to **create, update and query a database stored in a simple file.**

```
import sqlite3

conn = sqlite3.connect( 'test.db' )
cursor = conn.execute( "SELECT id, name, address, salary from COMPANY" )
for row in cursor:
    print("ID = ", row[0])
    print("NAME = ", row[1])
    print("ADDRESS = ", row[2])
    print("SALARY = ", row[3], "\n")
conn.close()
```

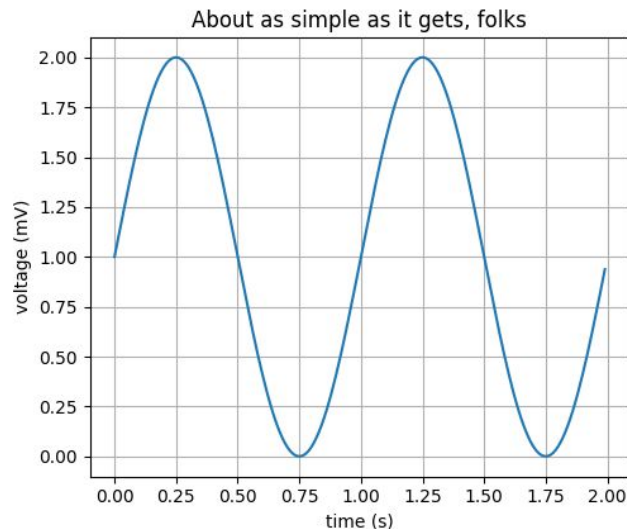
matplotlib

matplotlib is the most popular library to **create graphs** in python.

```
import matplotlib.pyplot as plt  
import numpy as np
```

```
t = np.arange(0.0, 2.0, 0.01)  
s = 1 + np.sin(2*np.pi*t)  
plt.plot(t, s)
```

```
plt.xlabel('time (s)')  
plt.ylabel('voltage (mV)')  
plt.title('About as simple as it gets, folks')  
plt.grid(True)  
plt.savefig("test.png")  
plt.show()
```



matplotlib

matplotlib is the most popular library to create graphs in python.

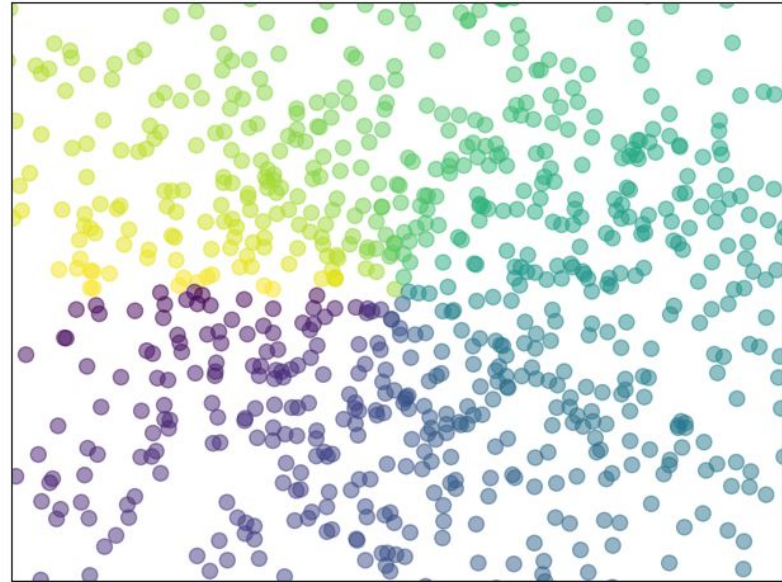
```
import numpy as np
import matplotlib.pyplot as plt

n = 1024
X = np.random.normal(0, 1, n)
Y = np.random.normal(0, 1, n)
T = np.arctan2(Y, X)

plt.axes([0.025, 0.025, 0.95, 0.95])
plt.scatter(X, Y, s=75, c=T, alpha=.5)

plt.xlim(-1.5, 1.5)
plt.xticks([])
plt.ylim(-1.5, 1.5)
plt.yticks([])

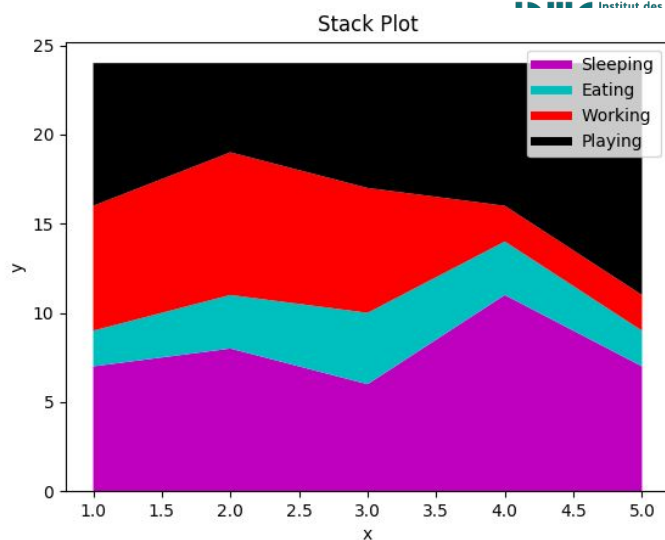
plt.show()
```



matplotlib

matplotlib is the most popular library to create gra

```
import matplotlib.pyplot as plt
days = [1,2,3,4,5]
sleeping =[7,8,6,11,7]
eating = [2,3,4,3,2]
working =[7,8,7,2,2]
playing = [8,5,7,8,13]
plt.plot([],[],color='m', label='Sleeping', linewidth=5)
plt.plot([],[],color='c', label='Eating', linewidth=5)
plt.plot([],[],color='r', label='Working', linewidth=5)
plt.plot([],[],color='k', label='Playing', linewidth=5)
plt.stackplot(days, sleeping,eating,working,playing, colors=['m','c','r','k'])
plt.xlabel('x')
plt.ylabel('y')
plt.title('Stack Plot')
plt.legend()
plt.show()
```



matplotlib

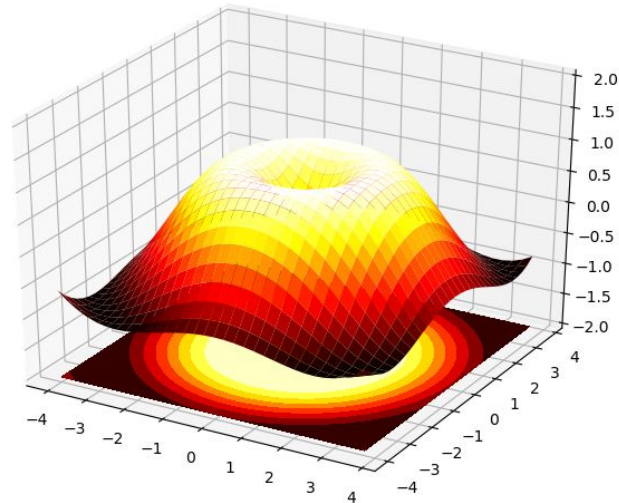
matplotlib is the most popular library to create graphs in python.

```
import numpy as np
import matplotlib.pyplot as plt
from mpl_toolkits.mplot3d import Axes3D
```

```
fig = plt.figure()
ax = Axes3D(fig)
X = np.arange(-4, 4, 0.25)
Y = np.arange(-4, 4, 0.25)
X, Y = np.meshgrid(X, Y)
R = np.sqrt(X ** 2 + Y ** 2)
Z = np.sin(R)
```

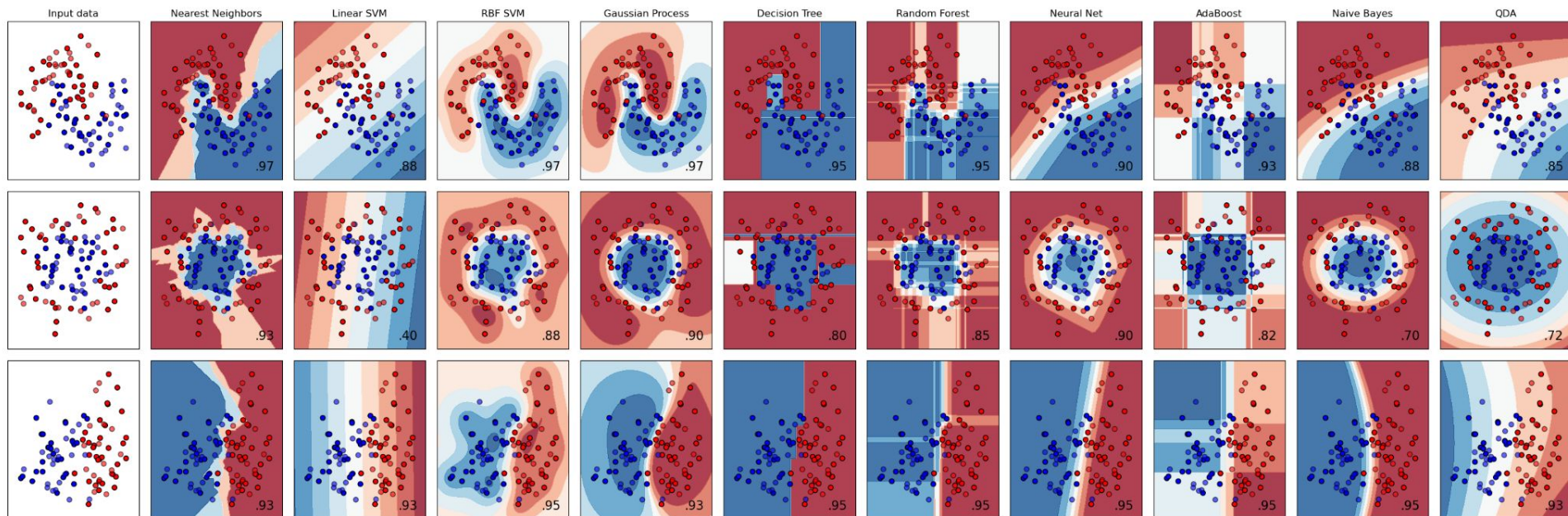
```
ax.plot_surface(X, Y, Z, rstride=1, cstride=1, cmap=plt.cm.hot)
ax.contourf(X, Y, Z, zdir='z', offset=-2, cmap=plt.cm.hot)
ax.set_zlim(-2, 2)
```

```
plt.show()
```

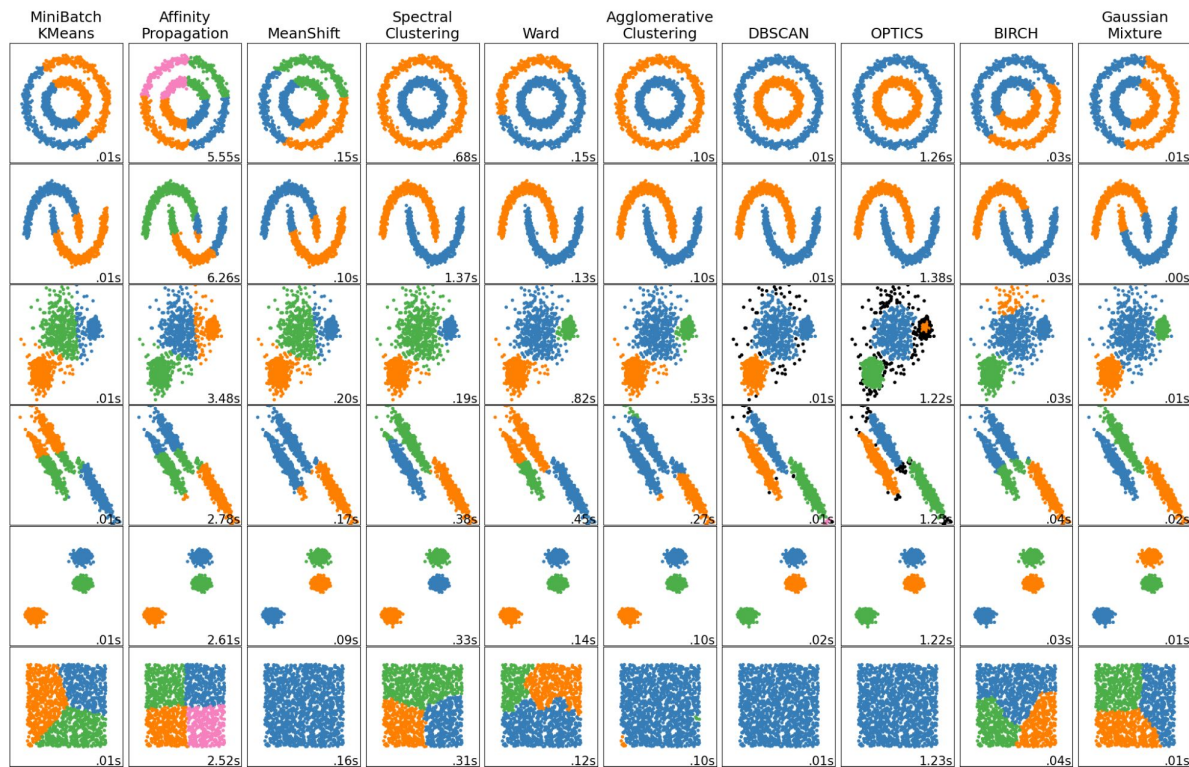


Machine Learning

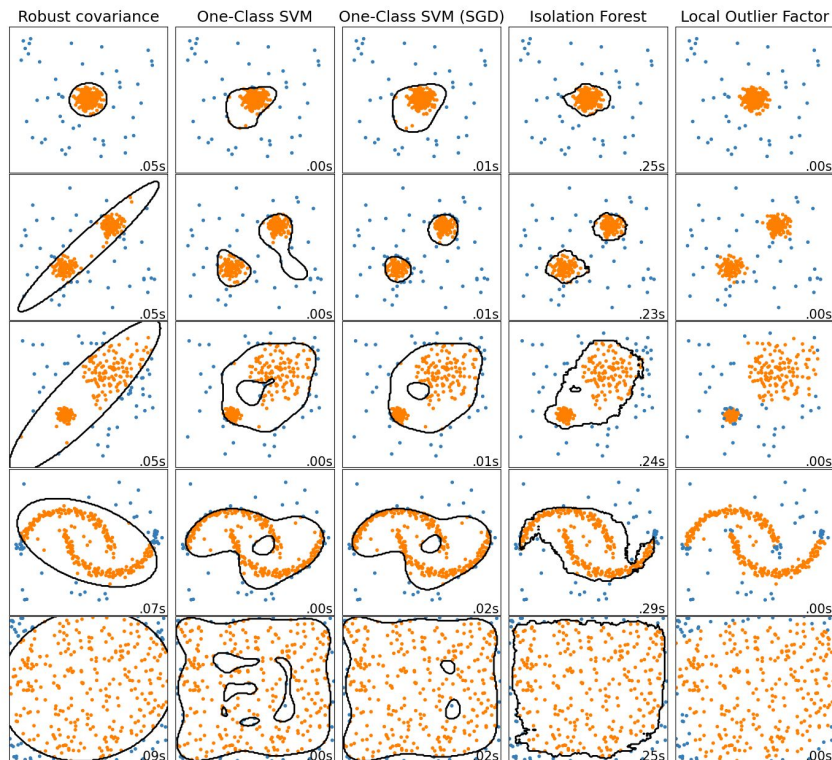
SciKit Learn is a library that includes a large number of **machine learning algorithms**, e.g. for classification



[SciKit Learn](#) is a library that includes a large number of **machine learning algorithms**, e.g. for clustering



[SciKit Learn](#) is a library that includes a large number of **machine learning algorithms**, e.g. for anomaly detection



Tensorflow (Google)

Tensorflow is a library to create, train and apply deep learning models (i.e. large scale artificial neural networks).

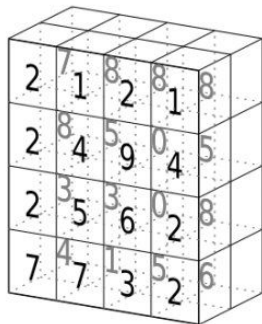
Used a lot in **R&D** and **Industry**

't'
'e'
'n'
's'
'o'
'r'

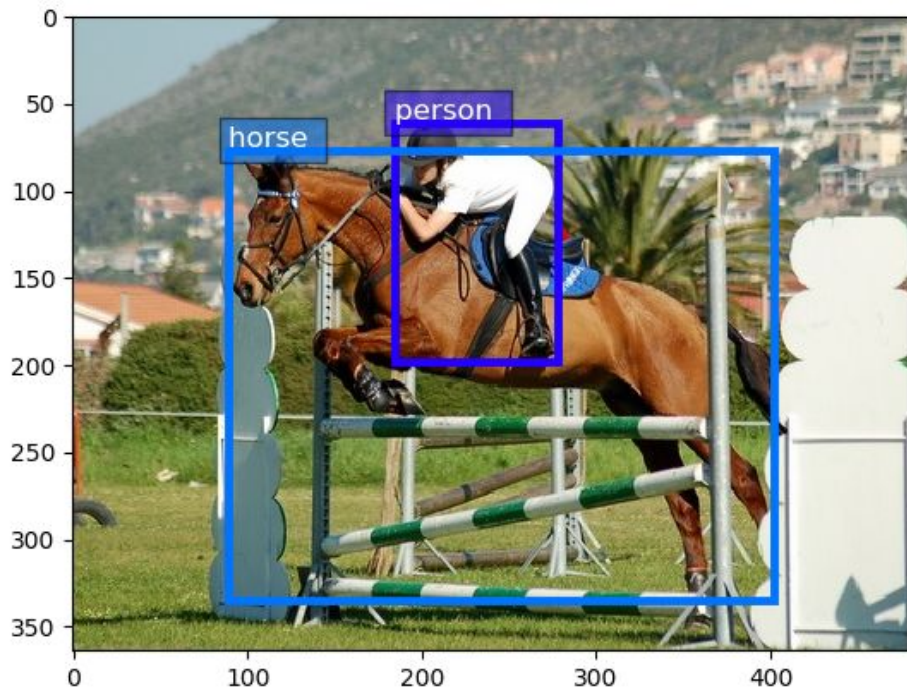
tensor of dimensions [6]
(vector of dimension 6)

3	1	4	1
5	9	2	6
5	3	5	8
9	7	9	3
2	3	8	4
6	2	6	4

tensor of dimensions [6,4]
(matrix 6 by 4)



tensor of dimensions [4,4,2]



Keras

Keras is an overlay framework over Tensorflow.

- Easier access but less customization
- Now integrated into Tensorflow

```
# Input for variable-length sequences of integers
inputs = keras.Input(shape=(None,), dtype="int32")
# Embed each integer in a 128-dimensional vector
x = layers.Embedding(max_features, 128)(inputs)
# Add 2 bidirectional LSTMs
x = layers.Bidirectional(layers.LSTM(64, return_sequences=True))(x)
x = layers.Bidirectional(layers.LSTM(64))(x)
# Add a classifier
outputs = layers.Dense(1, activation="sigmoid")(x)
model = keras.Model(inputs, outputs)
model.summary()
```

Layer (type)	Output Shape	Param #
input_1 (InputLayer)	[(None, None)]	0
embedding (Embedding)	(None, None, 128)	2560000
bidirectional (Bidirectional)	(None, None, 128)	98816
bidirectional_1 (Bidirectional)	(None, 128)	98816
dense (Dense)	(None, 1)	129
Total params: 2,757,761		
Trainable params: 2,757,761		
Non-trainable params: 0		

PyTorch (Facebook)

[PyTorch](#) is a library to create, train and apply deep learning models (i.e. large scale artificial neural networks) **dynamically**

The most popular in **research**! Integrates an **automatic differentiation**!

```
# defining the model
class MinimalExampleModel(torch.nn.Module):
    def __init__(self, D_in, H, D_out):
        """
        In the constructor we instantiate two nn.Linear modules and assign them as
        member variables.
        """
        super(MinimalExampleModel, self).__init__()
        self.linear1 = torch.nn.Linear(D_in, H, bias=True)
        self.linear2 = torch.nn.Linear(H, D_out, bias=True)

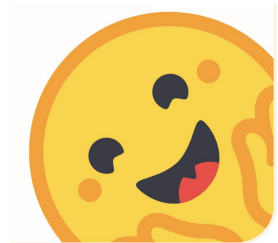
    def forward(self, x):
        """
        In the forward function we accept a Tensor of input data and we must return
        a Tensor of output data. We can use Modules defined in the constructor as
        well as arbitrary operators on Tensors.
        """
        h_relu = torch.relu(self.linear1(x))
        y_pred = self.linear2(h_relu)
        return y_pred
```

Transformers

Transformers is a state-of-the-art Machine Learning (based on PyTorch, Tensorflow)

```
1 from transformers import pipeline
2 classifier = pipeline("sentiment-analysis")
3 classifier("We are very happy to show you the 🙌 Transformers library.")
```

```
[{'label': 'POSITIVE', 'score': 0.9998}]
```



Natural Language Processing



The **Natural Language Toolkit** is a powerful library to manipulate text and carry out many of the tasks in Natural language Processing.

```
from nltk.corpus import twitter_samples
from nltk.tag import pos_tag_sents

tweets_tokens = twitter_samples.tokenized('positive_tweets.json')
tweets_tagged = pos_tag_sents(tweets_tokens)

JJ_count = 0
NN_count = 0
for tweet in tweets_tagged:
    for pair in tweet:
        tag = pair[1]
        if tag == 'JJ':
            JJ_count += 1
        elif tag == 'NN':
            NN_count += 1

print('Total number of adjectives = ', JJ_count)
print('Total number of nouns = ', NN_count)
```

Spacy

spaCy is a more recent NLP toolkit to simplify many common tasks.

Edit the code & try spaCy

spaCy v3.4 · Python 3 · via Binder

```
# pip install -U spacy
# python -m spacy download en_core_web_sm
import spacy

# Load English tokenizer, tagger, parser and NER
nlp = spacy.load("en_core_web_sm")

# Process whole documents
text = ("When Sebastian Thrun started working on self-driving cars at "
        "Google in 2007, few people outside of the company took him "
        "seriously. "I can tell you very senior CEOs of major American "
        "car companies would shake my hand and turn away because I wasn't "
        "worth talking to," said Thrun, in an interview with Recode earlier "
        "this week.")
doc = nlp(text)

# Analyze syntax
print("Noun phrases:", [chunk.text for chunk in doc.noun_chunks])
print("Verbs:", [token.lemma_ for token in doc if token.pos_ == "VERB"])

# Find named entities, phrases and concepts
for entity in doc.ents:
    print(entity.text, entity.label_)
```

RUN

Features

- ✓ Support for **72+ languages**
- ✓ **80 trained pipelines** for 24 languages
- ✓ Multi-task learning with pretrained **transformers** like BERT
- ✓ Pretrained **word vectors**
- ✓ State-of-the-art speed
- ✓ Production-ready **training system**
- ✓ Linguistically-motivated **tokenization**
- ✓ Components for **named entity** recognition, part-of-speech tagging, dependency parsing, sentence segmentation, **text classification**, lemmatization, morphological analysis, entity linking and more
- ✓ Easily extensible with **custom components** and attributes
- ✓ Support for custom models in **PyTorch**, **TensorFlow** and other frameworks
- ✓ Built in **visualizers** for syntax and NER
- ✓ Easy **model packaging**, deployment and workflow management
- ✓ Robust, rigorously evaluated accuracy

Gensim

Gensim is a topic modelling NLP library

```
from gensim import corpora, models, similarities, downloader
```

```
# Stream a training corpus directly from S3.
```

```
corpus = corpora.MmCorpus("s3://path/to/corpus")
```

```
# Train Latent Semantic Indexing with 200D vectors.
```

```
lsi = models.LsiModel(corpus, num_topics=200)
```

```
# Convert another corpus to the LSI space and index it.
```

```
index = similarities.MatrixSimilarity(lsi[another_corpus])
```

```
# Compute similarity of a query vs indexed documents.
```

```
sims = index[query]
```

(limited) Parallel Computing

Beware of the GIL : Python Global Interpreter Lock

Threading

A thread is a sub-process that can run in parallel to other thread, allowing to achieve some form of parallelisation.

```
import threading

def numbers(start_num):
    for i in range(5):
        print(start_num+i, end=' ')

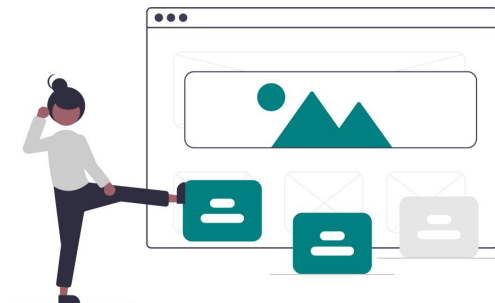
if __name__ == '__main__':
    t1 = threading.Thread(target=numbers, args=(1,))
    t2 = threading.Thread(target=numbers, args=(10,))
    t1.start()
    t2.start()
    # wait for the processes to finish
    t1.join()
    t2.join()
```


Multiprocessing

multiprocessing is the most commonly used library for running parallel processes in python.

```
import multiprocessing as mp
data = ...
def howmany_within_range (row, minimum, maximum):
    count = 0
    for n in row:
        if minimum <= n <= maximum: count = count + 1
    return count
pool = mp.Pool(mp.cpu_count())
results = [pool.apply(howmany_within_range, args=(row, 4, 8)) for row in
data]
pool.close()
print(results[:10])
```

Web



Requests

requests is a library that implements the HTTP protocol to interact with websites and web APIs

```
import requests
```

```
r = requests.get("https://idmc.univ-lorraine.fr/")  
print(r.text)
```

```
<a href="#" class="scroll_to_top icon-up" title="Scroll to top"></a>
```

```
<div class="custom_html_section">  
</div>
```

```
<script type="text/javascript">if (typeof AXIOM_UNIVERSITY_STORAGE == 'undefined') var AXIOM_UNIVERSITY_STORAGE  
= {};if (AXIOM_UNIVERSITY_STORAGE['theme_font']==='') AXIOM_UNIVERSITY_STORAGE['theme_font'] =  
'Roboto';AXIOM_UNIVERSITY_STORAGE['theme_skin_color'] = '';AXIOM_UNIVERSITY_STORAGE['theme_skin_bg_color'] =  
'';</script><script type="text/javascript">if (typeof AXIOM_UNIVERSITY_STORAGE == 'undefined') var  
AXIOM_UNIVERSITY_STORAGE = {};AXIOM_UNIVERSITY_STORAGE["strings"] = {ajax_error: "Invalid  
server answer",bookmark_add: "Add the bookmark",bookmark_added: "Current page has been  
successfully added to the bookmarks. You can see it in the right panel on the tab  
&#039;Bookmarks&#039;",bookmark_del: "Delete this bookmark",bookmark_title: "Enter  
bookmark title",bookmark_exists: ...
```

BeautifulSoup

BeautifulSoup allows you to parse and extract data from HTML and XML.

```
import requests
from bs4 import BeautifulSoup
r = requests.get("https://idmc.univ-lorraine.fr/")

soup=BeautifulSoup(r.text, 'html.parser')
for link in soup.find_all('a'):
    print(link.get('href'))
```

```
None
None
https://idmc.univ-lorraine.fr/
#
https://idmc.univ-lorraine.fr/jpo2021/
https://idmc.univ-lorraine.fr/jpo2021/orientation-postbac-espace-lycee/
https://idmc.univ-lorraine.fr/jpo2021/
https://idmc.univ-lorraine.fr/jpo2021/orientation-postbac-espace-etudiants/
https://idmc.univ-lorraine.fr/software-showroom/
https://idmc.univ-lorraine.fr/jpo2021/orientation-postbac-espace-parents/
https://idmc.univ-lorraine.fr/jpo2021/espace-salarie-formation-continue/
https://idmc.univ-lorraine.fr/idmc/
https://idmc.univ-lorraine.fr/idmc/
https://idmc.univ-lorraine.fr/equipe-de-lidmc/
```

Scrapy

Scrapy does similar things to BeautifulSoup, but can also create web crawlers/spiders

```
import scrapy

class BlogSpider(scrapy.Spider):
    name = 'blogspider'
    start_urls = ['https://www.zyte.com/blog/']

    def parse(self, response):
        for title in response.css('.oxy-post-title'):
            yield {'title': title.css('::text').get()}

        for next_page in response.css('a.next'):
            yield response.follow(next_page, self.parse)
```

Flask is a complete framework to create web applications / web APIs.

```
from flask import Flask, render_template
```

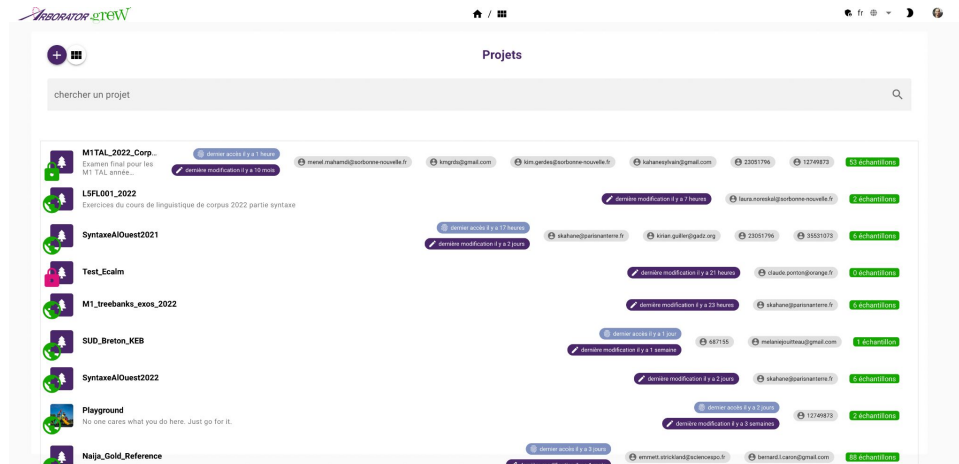
```
app = Flask(__name__)
```

```
message = "This is a message"
```

```
@app.route('/message/show')
def show_message():
    return f"<p>{message}</p>"
```

```
@app.route('/message/new/<newmessage>', methods=["POST"])
def new_message(newmessage):
    message = newmessage
    return "<p>message updated<p>"
```

```
@app.route('/')
def index():
    return render_template('index.html')
```



Things We Did Not See



Things we didn't see

Optional and variable number of parameters in functions (without default)

Generator functions: Standard ways to create (potentially infinite) iterable objects (the **yield** operator)

Decorators: Functions that can be attached to other functions and that can control their execution (e.g. add code before / after)

Assertions: Ways to check specific conditions in the code and raise exceptions if they are not verified.

...

To be seen in labs



Object Oriented Programming

Exercises on Exceptions

Fix Fest Debut 🎉

