Lecture 6 and 7

Python programming:

- Functions
- Modules in Python: Math module
- Coding error propagation formulae

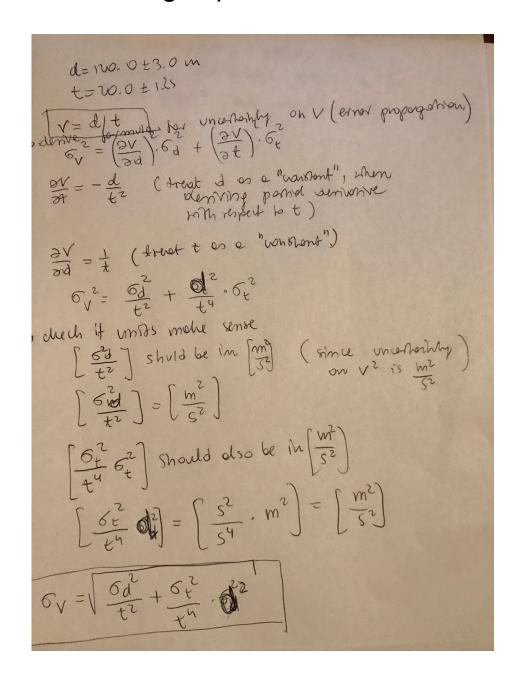
Functions: Python textbook (Liang), chapter 6

https://docs.python.org/3/tutorial/datastructures.html https://docs.python.org/3/library/math.html

Lecture 6

L6Ex1 (Lecture 5 on Data Analysis)

A bird flies a distance $d = 120 \pm 3$ m during a time $t = 20.0 \pm 1.2$ s. The average speed of the bird is v = d/t = 6 m/s. What is the uncertainty of v?



Use error propagation formula:

$$\sigma_f^2 = \left(\frac{\partial f}{\partial x_1}\right)^2 \sigma_{x1}^2 + \left(\frac{\partial f}{\partial x_2}\right)^2 \sigma_{x2}^2 + \dots + \left(\frac{\partial f}{\partial x_n}\right)^2 \sigma_{xn}^2$$

And write a python code that gives Numerical values for v and sigma_v

L6Ex1 solution-python code

```
#Write a corresponding program using uncertainty formula
#derived on paper.
#declaration of variables
d = 120. # in meters
sigma_d = 3. # in meters
t = 20.0 # in sec
sigma_t = 1.2 # in sec
v=d/t
# uncertainty on v squared
sigma_v2 = (sigma_d/t)^{**}2 + (sigma_t^*d/t/t)^{**}2
sigma_v = sigma_v2**0.5
#print the results
print(v, sigma_v) # we will learn later how to round them in python
```

L6Ex2:

A bird #1 flies a distance of 120 \pm 1 m during a time = 20.5 \pm 0.1 s. A bird #2 flies a distance of 240 \pm 1 m during a time = 10.5 \pm 0.1 s.

Calculate the speed of bird #1 and bird #2 and their uncertainties. Modify L6Ex1 to include these 2 measurements.

Solution A: Bad programming style (python code)

```
#declaration of valiables
                                      Why is it bad? Imagine having to
#bird1
                                      calculate speeds and uncertanties for
d1 = 120. # in meters
sigma d1 = 1. # in meters
                                      1000 birds ...
t1 = 20.5
              # in sec
                                      Codes should be compact, and
sigma t1 = 0.1 \# in sec
                                      formulae should be coded once.
#bird2
d2 = 240. # in meters
sigma_d2 = 1. # in meters
t2 = 10.5 # in sec
sigma_t2 = 0.1 # in sec
v1 = d1/t1
v2=d2/t2
# uncertainty on v squared
sigma_v12 = (sigma_d1/t1)^{**}2 + (sigma_t1^*d1/t1/t1)^{**}2
sigma v1 = sigma v12**0.5
sigma v22 = (sigma d2/t2)^{**}2 + (sigma t2*d2/t2/t2)^{**}2
sigma v2 = sigma v22**0.5
#print the results
print("Bird1: ", v1, sigma_v1)
```

print("Bird2: ", v2, sigma_v2)

Functions

Functions: a collection of commands grouped together that performs a given task.

Functions have arguments (data) do something with the data, and returns a result (non-value or value(s))

Functions can be used many times, and even called by other functions.

Defining a function in a python code:

A function definition consists of the function's name, parameters, body, and return value(s)

def functionName(list of parameters separated by commas):
 #function body
 return list of return variables separated by commas

All functions should be defined at the beginning/top of your program.

Defining a function (returning value) and invoking it with parameters

```
#Defining a function

Function's parameters

("LOCAL" VARIABLES: not known to python outside function)

Function header

Function header

Function header

Function header

Function body

Function body

Function body

Function body
```

Space needed here (indent)

#And invoking it with 2 parameters

```
s1=sum(1,14), # return value of sum function is assigned to variable s1 s2=sum(20,53) parameters s3=sum(100,133) (can be numerical values or declared/initialized variables) a=3 s4=sum(a,10)
```

Functions: Structure of your code

Functions: code that performs a given task. Functions have arguments (data) do something with the data, and returns a result.

Functions can be used many times, and even called by other functions.

Example of a <u>value returning function</u>)

```
def function1(x local):
                                                Local
    #code to do something with x local
                                                variables/names
    y local = x local +10
                                                (used only locally,
    return y local
                                               inside a function)
def function2(a local,b local):
    #code to do something with a local, b local
    c local = a local + b local
    return c local
#main code
x1 \text{ global} = 5.
y1 global=function1(x1 global)
x2 \text{ global} = 6+7
X3 \text{ global} = 9/7
y2 global=function2(x2 global, x3 global)
```

Functions are typically defined at the top of a program. They must be defined before they are "called".

L6Ex3 (illustrates python program structure)

```
Math (not a code) : f(x)=x^**0.5 \quad \text{a function, defined for all } x. \text{ This is NOT a python command.} \\ f(49)=49^**0.5 \quad \text{f evaluated for a specific value of } x \\ \text{Corresponding code:} \\ \text{def } f(x): \\ \text{return } x^**0.5 \\ \text{print ( } f(49) \text{ )}
```

Value returning functions

L6Ex4: define a function that calculates an average of 3 numbers

```
def average(n1,n2,n3):
    print (n1,n2,n3)
    return (n1+n2+n3)/3.0

#main program
result = average (10, 12, 19)
print (result)
print (n1,n2,n3) #n1,n2,n3 are local variables,
    #not known outside the function
```

L6Ex5 Alternative:

```
def average(n1,n2,n3):
    avg = (n1+n2+n3)/3.0
    print (n1,n2,n3,avg)
    return avg
#main program
result = average (10, 12, 19)
print (result)  #n1,n2,n3,avg are local variables,
print (n1,n2,n3,avg) #not known outside the function
```

(More than one) Value returning functions

```
L6Ex5:
def getMinAndMax(my list):
        x=max(my_list)
        y=min(my list)
        print (x,y)
        return x,y
#main code
my list = [10, 21, 33, 9, -10]
getMinAndMax(my list)
my list min, my_list_max = getMinAndMax(my_list)
print (my list min, my list max)
```

Trace this code

Functions Non-Value returning functions

```
#defining a function called display_message,
#which takes no arguments () and returns no arguments
def display message(,):
     #code what we want this function to do
     print('Here is my message')
                                 list of arguments
                         name of a function
```

Indicates definition of a user function in python

Functions Non-Value returning functions

```
#defining a function called display_message,
#which takes no arguments () and returns no arguments
def display_message():
     #code what we want this function to do
     print('Here is my message')

#main program
#calling function named display_message()
display_message()
```

Lecture 7

Homework 3:

Do all Lecture 7 exercises: L7Ex1, ..., up to L7Ex10 (10 separate python scripts OR 1 script that combines all 10 exercises)

DUE: Sept 24 (Tuesday)

Functions



Functions: a collection of commands grouped together that performs a given task.

Functions have arguments (data) do something with the data, and returns a result (non-value or value(s))

Functions can be used many times, and even called by other functions.

<u>Defining a function in a python code:</u>

A function definition consists of the function's name, parameters, body, and return value(s)

def functionName(list of parameters separated by commas):
 #function body
 return list of return variables separated by commas

Example: write a python code that sums numbers from a) 1 to 14, b) from 20 to 53 and c) from 100 to 133

```
sum = 0
for i in range(1,15):
    sum += 1
print('Sum from 1 to 14 is',sum)
```

```
sum = 0
for i in range(20,54):
    sum += 1
print('Sum from 20 to 53 is',sum)
```

```
sum = 0
for i in range(100,134):
    sum += 1
print('Sum from 100 to 133 is',sum)
```

3 groups of very similar code

Bad programming style

```
#Defining a function
                            Function's parameters
   Function name
                                 Function header
def sum(n1, n2):
    result = 0
    for i in range(n1, n2+1):
        print (i, result)
                                   Function body (local variables)
        result += i
        print (i, result)
    return result ←
                         Single return value
#And invoking it with 2 parameters
s1=sum(1,14)
s2=sum(20,53)
s3=sum(100,133)
       actual parameters (can be numerical values or variables)
```

Example: write a python code that sums numbers a) 1 to 14, b) from 20 to 53 and c) from 100 to 133

```
def sum(n1, n2):
    result = 0
    for i in range(n1, n2+1):
        print (i, result)
        result += i
        print (i, result)
        return result

print('Sum from 1 to 14 is', sum(1,14))
These lines define a function
    named sum,
    with 2 arguments (parameters) n1
    and n2

These lines define a function
    named sum,
    with 2 arguments (parameters) n1
    and n2

These lines define the
    main function that
    invokes ("calls")
```

main function that invokes ("calls") sum(1,14) to compute the sum from 1 to 14, sum(20,53) to compute the sum from 20 to 53, sum(100,133) to compute the sum from 100 to 133.

Trace this code (done in class on whiteboard)

print('Sum from 20 to 53 is',sum(20,53))

print('Sum from 100 to 133 is',sum(100,133))

The module based services model

- the core idea behind code architecture in Python.
- Every file of Python code whose name ends in a .py extension is called a module.
- Other files can access the items defined by a module by importing that module.

e.g.

>>> import math

Import operations load another file, and grant access to the file's contents.

Contents of a module are available to the outside world through its **attributes**. (module is a package of names, "a namespace", and the names within that package are called attributes: variable names that are attached to a specific object) Imports must find files, compile and run the code.

Larger programs take form of multiple module files, which import tools from other files.

One of the modules is designated as the main file. Modules serve the role of libraries of tools.

Math.py: Mathematical module

- math.py (this module is always available)
- In python script: import math

List of available functions can be found:

Check this out

https://docs.python.org/3/library/math.html

```
In math module the argument of
L7Ex1:
                         trigonometric functions (x) is always in
import math
                         radians.
x1 = 30
y1=math.radians(x1) ## this shows how to use math module
                          if x=30 is given in degrees, one must
print(math.sin(x1) )
                         first convert to radians
y1=math.radians(x1).
print (math.sin(y1))
print (math.exp(2))
x1=2; y1=3
print (math.pow(x1,y1))
                          Constants
print (math.sqrt(2) )
print (math.pi)
print (math.e)
```

Math.py: Mathematical module

- math.py (this module is always available)
- In python script: AT THE VERY TOP OF YOUR PROGRAM
 3 alternative ways you can import modules or specific functions:
 - o import math OR
 - o from math import * OR
 - o from math import sin, radians (or/and other functions you need)

L7Ex2

```
from math import sin, radians
x1=30
print(sin(x1))

y1=radians(x1).
print (sin(y1))
```

for this method you do not need to type math.radians, just radians

Rounding in python code

The function round(x,n) takes 2 arguments: x number to be rounded and n digits from the decimal point and returns one value, which is x rounded to n digits from the decimal point.

Executing in python (either in python script or in interactive python session):

round(80.23456, 2) # this is a python command

will return: 80.23

Example of rounding numbers in python code (with explanation):

User defined value returning function

L7Ex3

Write a code that calculates sin(x)+2cos(x) for x of 10 degrees and of 20 degrees, in a user defined function with argument x.

Note: in your code, follow the structure:

- 1) First import all needed module(s)
- 2) Then define all your functions (using local variables)
- 3) Then write the main program

User defined value returning function

```
L7Ex3 Write a code that calculates sin(x)+2cos(x) for x of 10
degrees and of 20 degrees, in a user defined function with argument
х.
#first import all external modules
import math
#then define your function
# arg1 is an argument of user defined function named
# my function name
def my function name(arg1):
                                                    I ocal
    arg1 rad = math.radians(arg1)
                                                   variables/names
    f = math.sin(arg1) + 2*math.cos(arg1)
                                                   (used only locally,
    return f
                                                   inside a function):
#main code
                                                   arg1, arg1 rad, f
print(my function name(10.))
print(my function name(20.))
# or alternatively:
x1=10.
y1=my function name(x1)
print(y1)
x2 = 20.
y2=my function name(x2)
```

print(y2)

L7Ex4:

A = 2 is a constant.

Write a code to calculate <u>values of</u> a function $f(x) = A\sqrt{x}$ for x=10.56 in 2 ways: with a user-defined function and without

L7Ex5:

A = 2 is a constant.

Write a code to calculate <u>values of</u> a function $f(x) = A\sqrt{x}$ for x=10.56 in 2 ways: with a user-defined function and without. Add uncertainty calculation, assuming σ_x / x = 0.10.

L7Ex5:

Use the math module functions such as exp, pow, sqrt to define functions f given below **and their uncertainties sigma_f** (using error propagation method). Formulae for df should be derived on paper, and their final form should be coded in python.

For a given function f, calculate its uncertainty σ_f using known: $x \pm \sigma_x$, $y \pm \sigma_y$, $z \pm \sigma_z$

a)
$$f(x) = A\sqrt{x}$$
 b) $f(y) = Be^{2Cy^2}$ e) $f(x) = 2\sin(x) + 1$

c)
$$f(x,y) = \frac{x-y}{x+y}$$
 d) $f(x,y,z) = \frac{1}{\sqrt{2}}(x+y+z)$

A,B and C are constants. Define A=2.,B=1.,C=0.5 in the main program, and pass them as arguments to user defined functions. Assume x to be 10.56, 30, 45, $\sigma_x/x = 0.10$, Y to be 0.0987, 0.045, 0.31, $\sigma_y/y = 0.25$, z=3.2*10³, 54000, 65.789, $\sigma_z/z = 0.05$.

L7Ex6h

$$d = \frac{1}{2}gt^2$$
 $g = 9.80 \frac{m}{5^2}$
 $d = \frac{1}{2} \cdot 9.80 \frac{m}{5^2} \cdot (3)^2 s^2 = 44.1 \text{ m}$
 $d = \frac{1}{2} \cdot 9.80 \frac{m}{5^2} \cdot (3)^2 s^2 = 44.1 \text{ m}$
 $d = \frac{1}{2} \cdot 9.80 \frac{m}{5^2} \cdot (3)^2 s^2 = 44.1 \text{ m}$
 $d = \frac{1}{2} \cdot 9.80 \frac{m}{5^2} \cdot (3)^2 s^2 = 44.1 \text{ m}$
 $d = \frac{1}{2} \cdot 9.80 \frac{m}{5^2} \cdot (3)^2 s^2 = 44.1 \text{ m}$

Ronding (2 significant dipils) $d = (\frac{3d}{3t} + 6\frac{1}{2})^2 = (9 \cdot t \cdot 6\frac{1}{2})^2$

Result: $d = 6 = (44 \pm 15) \text{ m}$

The substitution of the state of the state

Write a program that calculates a numerical value of d and its uncertainty. Print round the results using <u>round</u> function

Textbook example Sect. 3.9 (Lecture 5)

Pendulum experiment.

Find g and its uncertainty using error propagation (2 variables: I and T)

$$l = 92.95 \pm 0.15$$
 [cm]
 $T = 1.936 \pm 0.004$ [s]

$$T = 2\pi \sqrt{\frac{l}{g}}$$

$$G_{g} = \frac{4\pi^{2} \cdot l}{T^{2}}$$

$$G_{g} = \sqrt{\frac{39}{31}}^{2} \cdot 6^{2} + \frac{39}{31}^{2} \cdot 6^{2}$$

$$G_{g} = \sqrt{\frac{39}{31}}^{2} \cdot 6^{2} + \frac{39}{31}^{2} \cdot 6^{2}$$

$$G_{g} = \sqrt{\frac{39}{31}}^{2} \cdot 6^{2} + \frac{97}{31}^{2} \cdot (-2T^{-3})$$

$$G_{g} = \sqrt{\frac{4\pi^{2}}{T^{2}}}^{2} \cdot 6^{2} + \frac{97}{31}^{2} \cdot 6^{2}$$

$$G_{g} = \sqrt{\frac{4\pi^{2}}{T^{2}}}^{2} \cdot 6^{2} + \frac{97}{31}^{2} \cdot 6^{2}$$

<u>Practice:</u> Write a program that calculates g and its uncertainty for the measured I and T. Print round the results using <u>round</u> function

Practice: value returning functions

<u>L7Ex8</u>: in python define a function that calculates an average of numbers from a given list. Call this function in the main part of your code for the following <u>list of numbers</u>: 10, 12, 19. Code trace it.

```
def average2(my_list):
    sum=0
    count=0
    for element in my_list:
        sum+=element
        count+=1
    n=count
    return sum/n

x= [10., 12., 19., 20., 56., 78.]
result = average2(x)
print (result)
```

(More than one) Value returning functions

L7Ex9: for a given list of numbers:10, 21, 33, 9, -10 write a function that takes this list as an argument and returns two values from that list: minimal and maximal. Code trace it. def getMinAndMax(my_list): x=max(my_list) y=min(my_list) #min and max are standard python functions, #that return minimal and maximal values from the input list print (x,y) return x,y $my_list = [10, 21, 33, 9, -10]$ getMinAndMax(my_list) #passing the list as an argument my_list_min, my_list_max = getMinAndMax(my_list)

print (my_list_min, my_list_max)

Practice@home: value returning functions

L7Ex10 Consider the following height measurements results for a selected group of 35 people:

```
168.4,165.7,166.8,170.1,169.8,169.2,168.8,
166.2,169.0,160.5,168.8,169.1,168.1,168.0,
166.7,168.8,169.9,170.9,169.6,168.2,167.4,
167.6,167.6,167.8,167.9,168.2,169.0,169.8,
170.6,170.8,169.3,167.6,166.2,163.6,163.8
```

Write a python code (with 2 functions) to calculate (and print):

- 1) the range of the height values (max and min),
- 2) the mean height, its uncertainty (correctly round the result), and the value of standard deviation.

What do these quantities (from 1 and 2) tell us about this group of people? (Give an answer in a print statement)

Helpful formulae:

$$\overline{x} = \frac{1}{n} \sum_{i=1}^{n} x_i$$
 $S^2 = \frac{1}{n-1} \sum (x_i - \overline{x})^2$ $u^2 = \frac{s^2}{n}$

Homework 3:

Do all Lecture 7 exercises: L7Ex1, ..., up to L7Ex10 (10 separate python scripts OR 1 script that combines all 10 exercises)

DUE: Sept 24 (Tuesday)