



Kissipo Learning for Deep Learning

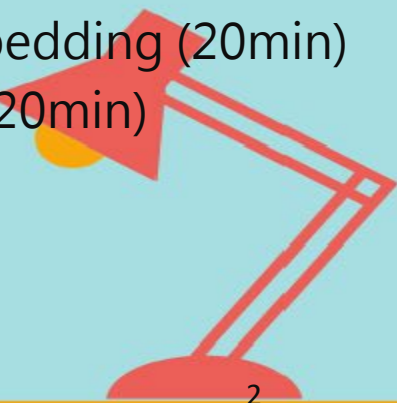
Topic 3: Python quick tutorial (20min)

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KLDL-W1-03

Topics

- Topic 01: Introduction to Deep Learning (20min)
- Topic 02: KISSIPO Learning for Deep Learning (20min)
- **Topic 03: Python quick tutorial (20min)**
- Topic 04: Numpy quick tutorial (15min)
- Topic 05: Pandas quick tutorial (15min)
- Topic 06: Scikit-learn quick tutorial (15min)
- Topic 07: OpenCV quick tutorial (15min)
- Topic 08: Image Processing basics (20min)
- Topic 09: Machine Learning basics (20min)
- Topic 10: Deep Learning basics (20min)
- Topic 11: TensorFlow overview (20min)
- Topic 12: CNN with TensorFlow (20min)
- Topic 13: RNN with TensorFlow (20min)
- Topic 14: PyTorch overview (20min)
- Topic 15: CNN with PyTorch (20min)
- Topic 16: RNN with Pytorch (20min)
- Topic 17: Introduction to AOI (20min)
- Topic 18: AOI simple Pipeline (A) (20min)
- Topic 19: AOI simple Pipeline (B) (20min)
- Topic 20: Introduction to Object detection (20min)
- Topic 21: YoloV5 Quick Tutorial (20min)
- Topic 22: Using YoloV5 for RSD (20min)
- Topic 23: Introduction to NLP (20min)
- Topic 24: Introduction to Word Embedding (20min)
- Topic 25: Name prediction project (20min)



Content

- Topic 3: Python quick tutorial (20min)
 - Variables and operations
 - Flow control (If-condition, for-loop, while-loop)
 - Functions and data containers



Python Versions

PYTHON 2.X



PYTHON 3.X



LEGACY

It is still entrenched in the software at certain companies



LIBRARY

Many older libraries built for Python 2 are not forwards compatible

0100
0001 **ASCII**

Strings are stored as ASCII by default



7/2=3

It rounds your calculation down to the nearest whole number



print "WELCOME TO GEEKSFORGEEKS"

It rounds your calculation down to the nearest whole number

FUTURE →

It will take over Python 2 by the end of 2019


LIBRARY



Many of today's developers are creating libraries strictly for use with Python 3

UNICODE
0000
0000
0100
0001

Text Strings are Unicode by default

7/2=3.5 

This expression will result in the expected result

print("WELCOME TO GEEKSFORGEEKS") 

This expression will result in the expected result

Python new features:

Python 3.10: Structural Pattern Matching

Python 3.6 : **f-Strings**

Python 3.3 : Virtual Environments

Python 3.2: Argparse

Python powerful features:

Iterators

Generators

Decorators

Context Managers

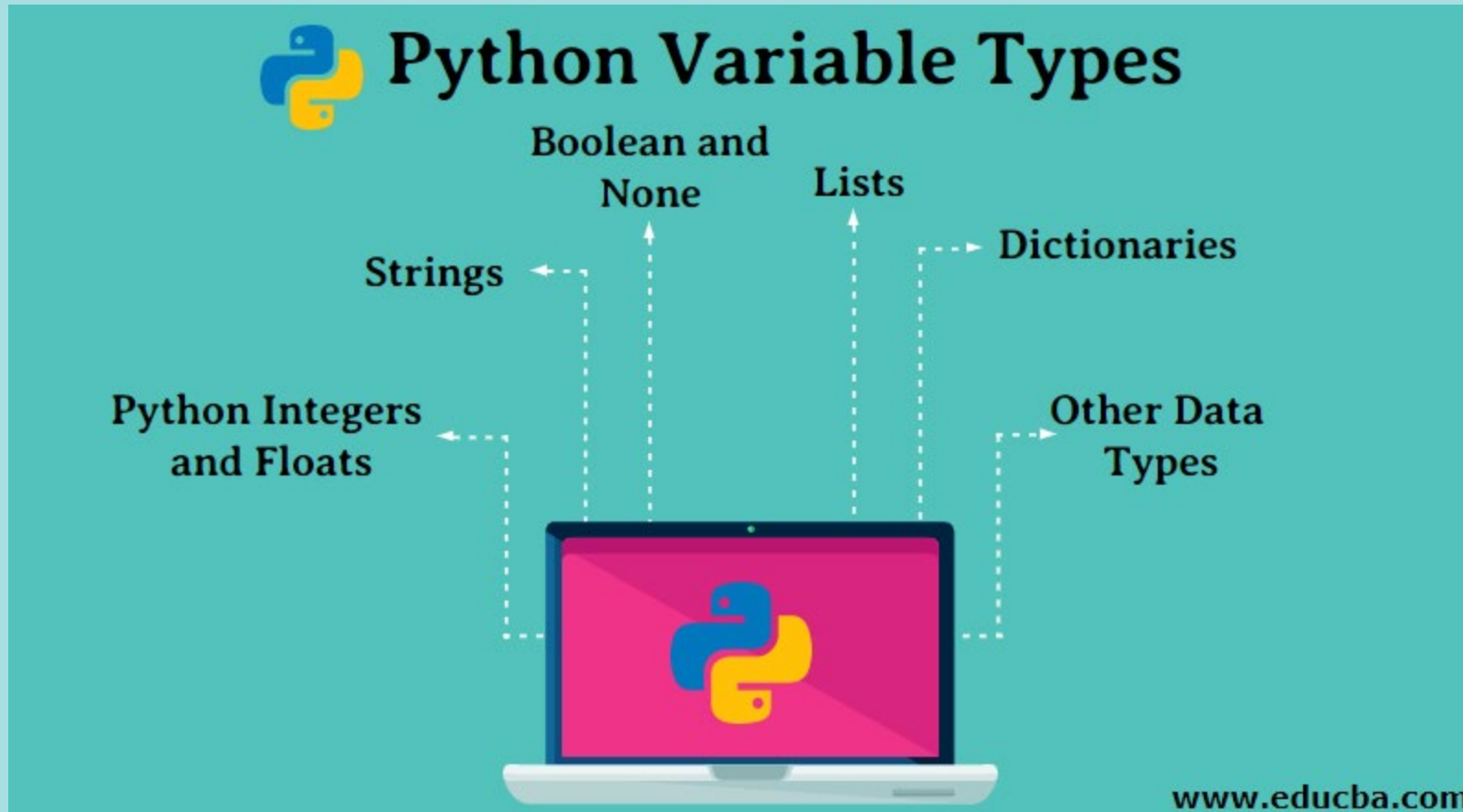


Zen of Python

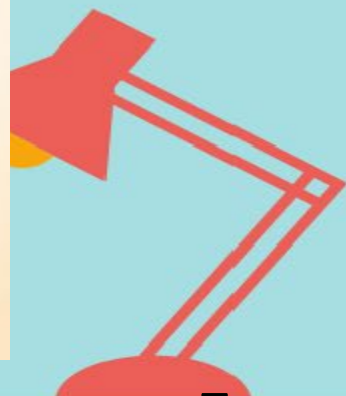
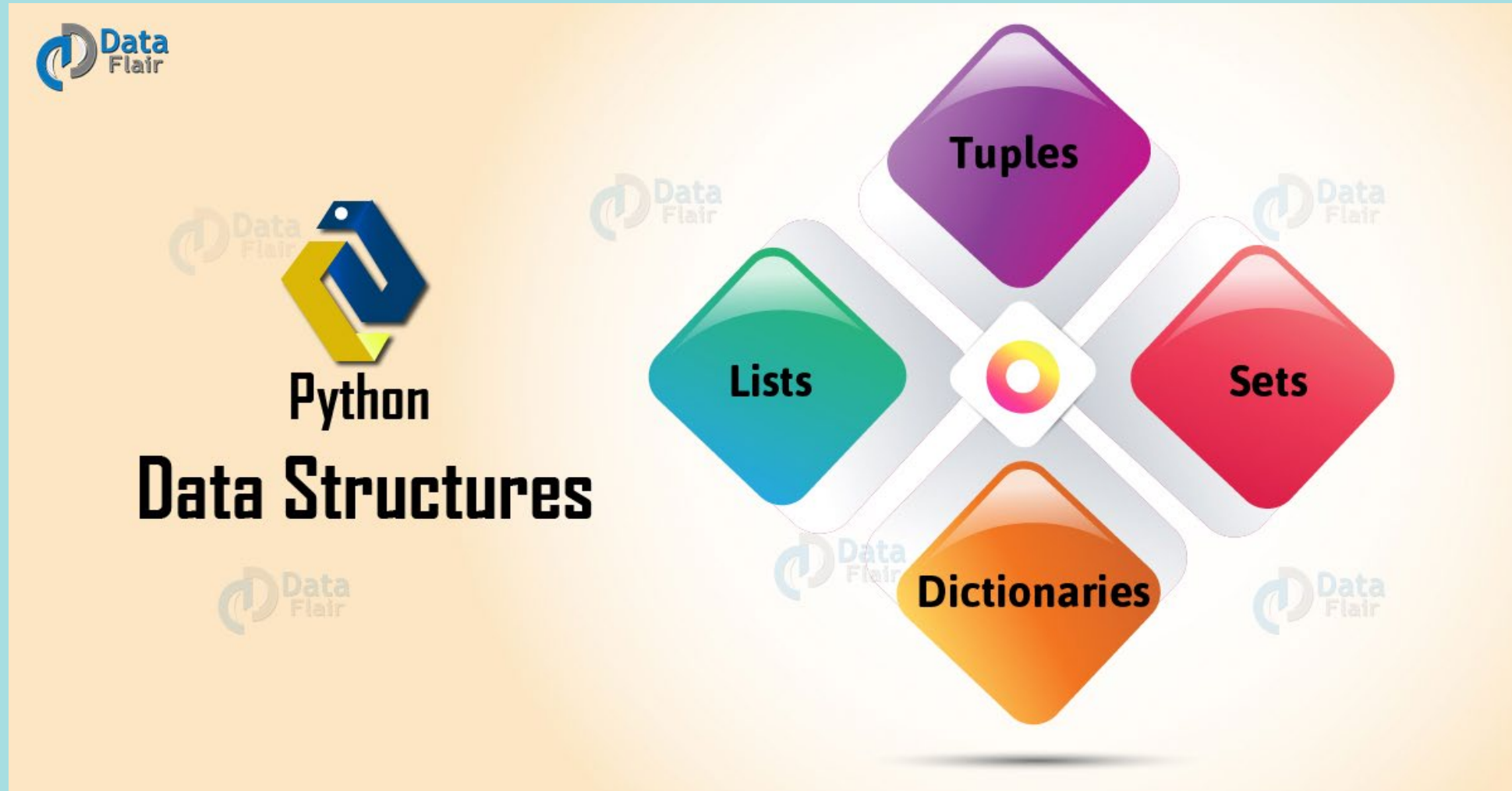
1. Beautiful is better than ugly.
2. Explicit is better than implicit.
3. Simple is better than complex.
4. Complex is better than complicated.
5. Flat is better than nested.
6. Sparse is better than dense.
7. Readability counts.
8. Special cases aren't special enough to break the rules.
9. Although practicality beats purity.
10. Errors should never pass silently.
11. Unless explicitly silenced.
12. In the face of ambiguity, refuse the temptation to guess.
13. There should be one– and preferably only one –obvious way to do it.[\[a\]](#)
14. Although that way may not be obvious at first unless you're Dutch.
15. Now is better than never.
16. Although never is often better than *right* now.
17. If the implementation is hard to explain, it's a bad idea.
18. If the implementation is easy to explain, it may be a good idea.
19. Namespaces are one honking great idea – let's do more of those!



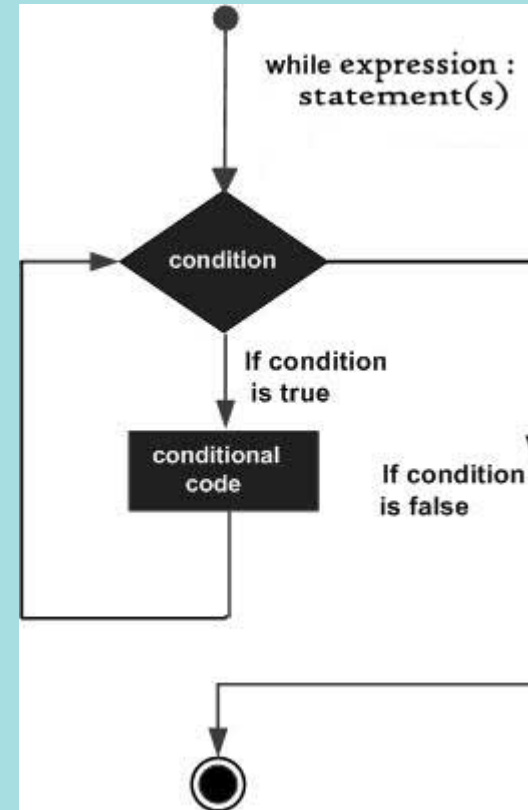
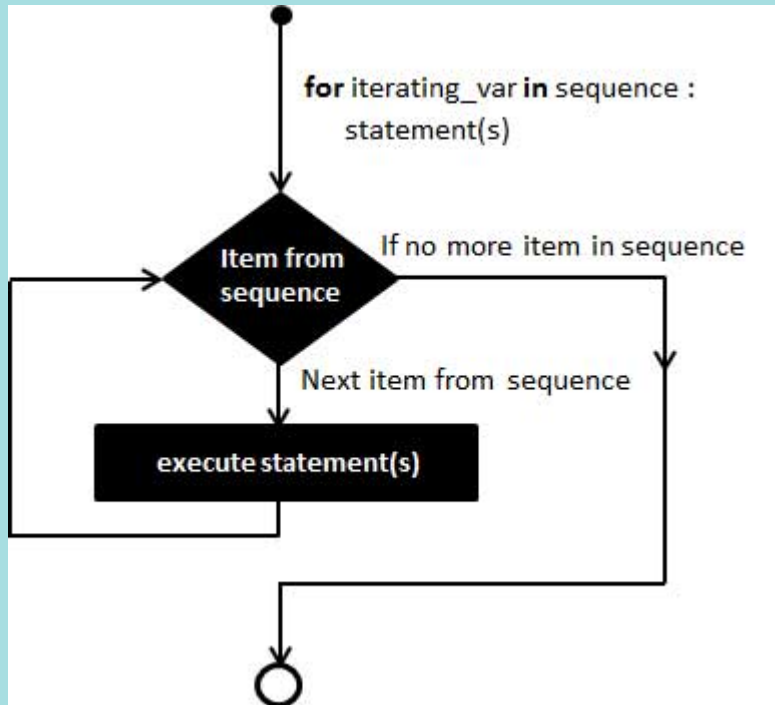
Variables



Variable containers

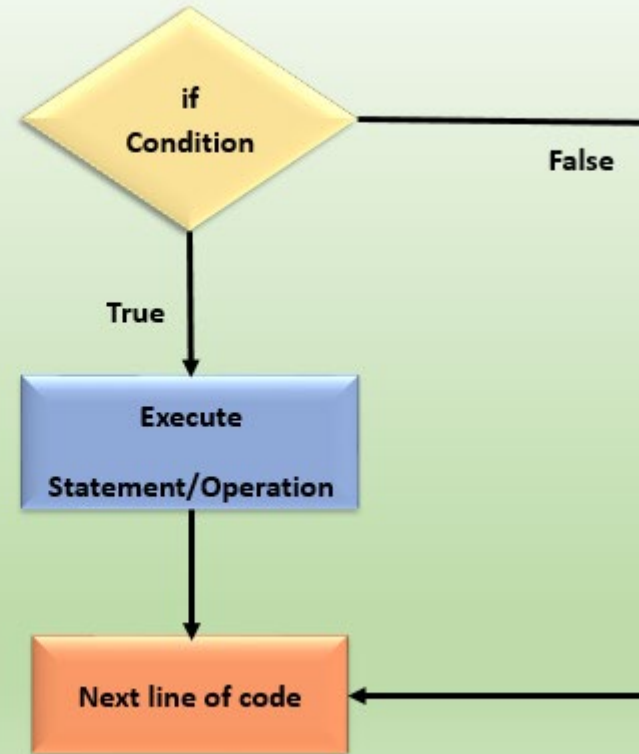


while-loop vs for-loop



If condition

If Statement in Python



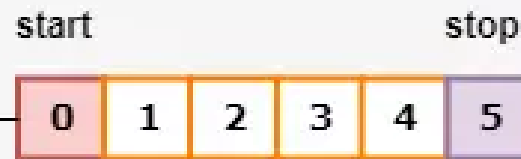
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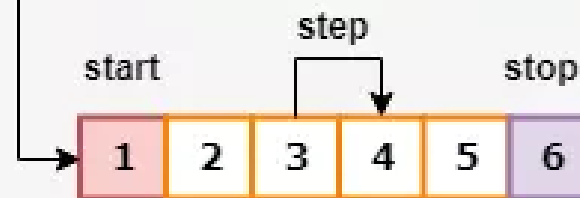
range() function

Python Range
`range(start, stop[, step])`

`range(6)`



`range(1, 7, 1)`



By: techbeamers.com



Python cheat sheet

Beginner's Python Cheat Sheet

Variables and Strings

Variables are used to store values. A string is a series of characters, surrounded by single or double quotes.

Hello world

```
print("Hello world!")
```

Hello world with a variable

```
msg = "Hello world!"  
print(msg)
```

Concatenation (combining strings)

```
first_name = 'albert'  
last_name = 'einstein'  
full_name = first_name + ' ' + last_name  
print(full_name)
```

Lists

A list stores a series of items in a particular order. You access items using an index, or within a loop.

Make a list

```
bikes = ['trek', 'redline', 'giant']
```

Get the first item in a list

```
first_bike = bikes[0]
```

Get the last item in a list

```
last_bike = bikes[-1]
```

Looping through a list

```
for bike in bikes:  
    print(bike)
```

Adding items to a list

```
bikes = []  
bikes.append('trek')  
bikes.append('redline')  
bikes.append('giant')
```

Making numerical lists

```
squares = []  
for x in range(1, 11):  
    squares.append(x**2)
```

Lists (cont.)

List comprehensions

```
squares = [x**2 for x in range(1, 11)]
```

Slicing a list

```
finishers = ['sam', 'bob', 'ada', 'bea']  
first_two = finishers[:2]
```

Copying a list

```
copy_of_bikes = bikes[:]
```

Tuples

Tuples are similar to lists, but the items in a tuple can't be modified.

Making a tuple

```
dimensions = (1920, 1080)
```

If statements

If statements are used to test for particular conditions and respond appropriately.

Conditional tests

```
equals          x == 42  
not equal       x != 42  
greater than    x > 42  
or equal to     x >= 42  
less than       x < 42  
or equal to     x <= 42
```

Conditional test with lists

```
'trek' in bikes  
'surly' not in bikes
```

Assigning boolean values

```
game_active = True  
can_edit = False
```

A simple if test

```
if age >= 18:  
    print("You can vote!")
```

If-elif-else statements

```
if age < 4:  
    ticket_price = 0  
elif age < 18:  
    ticket_price = 10  
else:  
    ticket_price = 15
```

Dictionaries

Dictionaries store connections between pieces of information. Each item in a dictionary is a key-value pair.

A simple dictionary

```
alien = {'color': 'green', 'points': 5}
```

Accessing a value

```
print("The alien's color is " + alien['color'])
```

Adding a new key-value pair

```
alien['x_position'] = 0
```

Looping through all key-value pairs

```
fav_numbers = {'eric': 17, 'ever': 4}  
for name, number in fav_numbers.items():  
    print(name + ' loves ' + str(number))
```

Looping through all keys

```
fav_numbers = {'eric': 17, 'ever': 4}  
for name in fav_numbers.keys():  
    print(name + ' loves a number')
```

Looping through all the values

```
fav_numbers = {'eric': 17, 'ever': 4}  
for number in fav_numbers.values():  
    print(str(number) + ' is a favorite')
```

User input

Your programs can prompt the user for input. All input is stored as a string.

Prompting for a value

```
name = input("What's your name? ")  
print("Hello, " + name + "!")
```

Prompting for numerical input

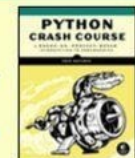
```
age = input("How old are you? ")  
age = int(age)
```

```
pi = input("What's the value of pi? ")  
pi = float(pi)
```

Python Crash Course

Covers Python 3 and Python 2

nostarchpress.com/pythoncrashcourse





Thanks!

Q&A

