

Scientific Computing with Python Lab

12th Session(April 16th)

Schedules: 3 more sessions left

HW7 : Due April 26(Fri)

- Today(April 16) : Talk about concepts for function and class
- Next week(April 23) : Talk about the HW7 and get a question
- Last session(April 30) : Talk about the final

Things to do today

HW7 : Due April 26(Fri)

- Function inputs : default value, args, functions
- Function output : defining in the big function and returning it
- Brief introduction for OOP(Objected-Oriented Programing) :
Class

Function

basics

function is for the situation we have to repeat the same operation with different inputs

```
def func_name(input1, input2, ..., inputn):
```

operations(input1, input2, ..., inputn)

return output

```
func_name(input_1, input_2, ..., input_n)
```

Function

Default inputs

function is for the situation we have to repeat the same operation with different inputs

```
def func_name(input1=default1, input2=default2, input3=default3):
```

```
    operations(input1,input2, ..., inputn)
```

```
    return output
```

```
func_name(input1=1, input2=2, input3 =3)
```

```
func_name() # given that the defaults are set in all locations for inputs
```

```
func_name(input1=2, input2=3)
```

```
func_name(input2=3, input1=2) # you can replace the location of inputs
```

Lambda function

- For the function of really simple form, we can define function with one line

```
f = lambda a,b,c: a+b+c  
f(1,2,3)
```

- We can use it by using the rubric : filtering, mapping, sorting

Function input

args

- You can give flexibility on the number of inputs

```
def func_name(*args):
```

```
    operation on any upcoming arguments(args)
```

```
    return output
```

- *args represent the series of inputs for the func2 and it has no limit on the length of the inputs.
- But you have to keep some idea about the form of arguments

Exercise

Function as an input

- You may have the situation that you have to do the operation with different functions.

1. In this problem, we will implement a function to carry out Euler's method to solve an ordinary differential equation (ODE) for an arbitrary real-valued function $f(x, y)$ as the right hand side over the interval $[0, b]$. We wish to approximate the solution to the ordinary differential equation:

$$\begin{aligned}y' &= f(x, y) \\ y(0) &= y_0\end{aligned}$$

using Euler's method and N subintervals.

In a file named `ode.py`, write the definition of a function named `eulers_method`. Your `eulers_method` function should take four parameters: a function f (assumed to take two parameters, x and y), a float representing y_0 , a float representing the endpoint b , and an integer N for the number of subintervals. The function should return a list of tuples of float values (x_i, y_i) for $i = 0, \dots, N$.

I have provided a script that imports the `euler.py` module and calls the `eulers_method` function and then writes output to a file. I have provided sample output for the script on Canvas.

See a later page of the assignment for an explanation of Euler's method.

Function as an input

- You may have the situation that you have to do the operation with different functions.

1 Euler's Method

To approximate the solution of the differential equation

$$\begin{aligned}y' &= f(x, y) \\ y(0) &= y_0\end{aligned}$$

over the interval $[0, b]$, divide the interval $[0, b]$ into N distinct subintervals, each of equal length $h = b/N$. The subintervals will have endpoints $[x_{i-1}, x_i]$, where $x_0 = 0$, $x_N = b$ and $x_i = b/N$. Let y_i denote the approximate solution at the point x_i , i.e. $y_i \approx y(x_i)$. To compute the values y_i , we use an iterative procedure.

Take y_0 to be the initial value $y(0)$. For $i = 0, \dots, N - 1$, define iteratively

$$y_{i+1} = y_i + f(x_i, y_i)h$$

This procedure is just repeated use of the approximation

$$y(x + h) \approx y(x) + y'(x)h = y(x) + f(x, y(x))h$$

using values at the former iteration for x_i and y_i .

Function as an input

- Then, you may take the function as an input for another function!

```
def func_name(f, input1, input2, ..., inputn):
```

```
    operations(f, input1, input2, ..., inputn)
```

```
    return output
```

- You can get flexibility as you don't have to fix the form of given functions.

Get a function with two inputs(of the form $f(x,y)$) and two values(a,b). Return $f(a,b)$

Exercise

Function as an output

defining function inside of the function

- You can return a function form as an output after defining in the big function.

```
def func_name(input1, input2, ..., inputn):
```

```
    operations...
```

```
    def f(x):
```

```
        .....
```

```
        return ...
```

```
    return f
```

Get a two function input(f and g), and return the function $f+g$

Exercise

Objected Oriented Programming

Class

- Reference : <https://docs.python.org/3/tutorial/classes.html>

9. Classes

Classes provide a means of bundling data and functionality together. Creating a new class creates a new *type* of object, allowing new *instances* of that type to be made. Each class instance can have attributes attached to it for maintaining its state. Class instances can also have methods (defined by its class) for modifying its state.

- Class is the entity of functions(operations) bound in a group. It's like a package, such as 'math'.

Objected Oriented Programming

Class

```
class class_name:
    def __init__(self, input1, input2, ...):
        self.x1 = input1
        self.x2 = input2
        ,
        ,
        ,

    def func1(self):
        return operation on variables(self.x1, self.x2,...)
    def func2(self):
        return operation on variables(self.x1, self.x2,...)

    ,
    ,
    ,
class_1 = class_name()
class_1.func1()
class_1.func2()
```

- class_name
- self : you assign variables and functions for the operation into the entity called self
- __init__ : assigning values to self → the inputs are for class

Simple Example

Exercise

4 Arithmetics(Addition, Subtraction, Division, Multiplication of 2 numbers)
and l_p distance

Exercise

Objected Oriented Programming

Inheritance

- You can inherit properties(variables and functions) of one class to another for reusing.
- You can refer the name of class you want to inherit in the bracket of the new class

```
class Person:
    def __init__(self, name, age):
        self.name = name
        self.age = age
    def __str__(self):
        return f"{self.name}({self.age})"
    def myfunc(self):
        print("Hello my name is " + self.name)
```

```
class Employee(Person):
    def __init__(self, name, age, salary, position):
        self.salary = salary
        self.position = position

        # invoking the __init__ of the parent class
        Person.__init__(self, name, age)

    def details(self):
        print("My name is {}".format(self.name))
        print("age: {}".format(self.age))
        print("position: {}".format(self.position))
```