

# FIT3181 Deep Learning

## Week 00: Extra Content – Python

Dr. Trung Le  
trunglm@monash.edu

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# Quick tour of python for ML

# Python

- A modern, general-purpose, object-oriented and high-level programming language
  - can be used in [interactive](#) and [script](#) mode
    - Interactive: read and execute line by line (e.g., use in python notebook).
    - Script: execute the entire file (save the [.py](#) file and run from the terminal).
- Why python?
  - Clean and simple
    - Easy-to-read and intuitive code
    - Easy-to-learn minimalistic

# Hello World!

- Code for the usual “Hello, World!” program (only for Python 2.x)

helloworld.py

```
print “Hello, World”
```

- This also works for both versions (2.x and 3.x)

helloworld2.py

```
print(“Hello, World”)
```

# Executing a Python file

- Using Python interpreter

```
$ python helloworld.py
```

```
Hello World
```

- Using IPython

```
$ ipython helloworld.py
```

```
Hello World
```

# Jupyter (Ipython) Notebook

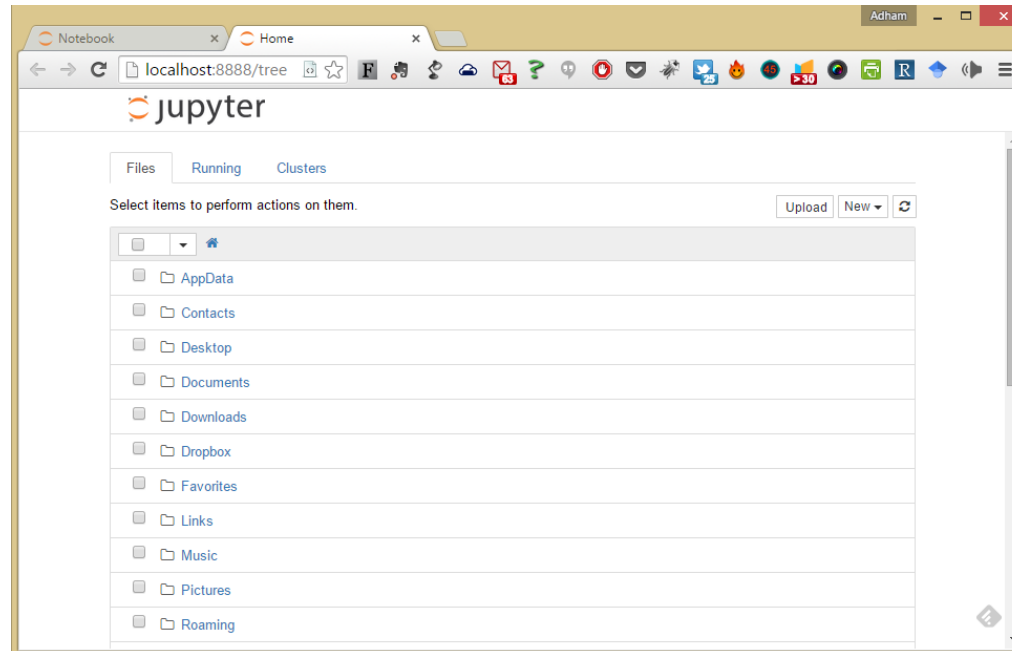
## □ Start Jupyter Notebook Server

```
$ jupyter notebook [DIR]
```

...

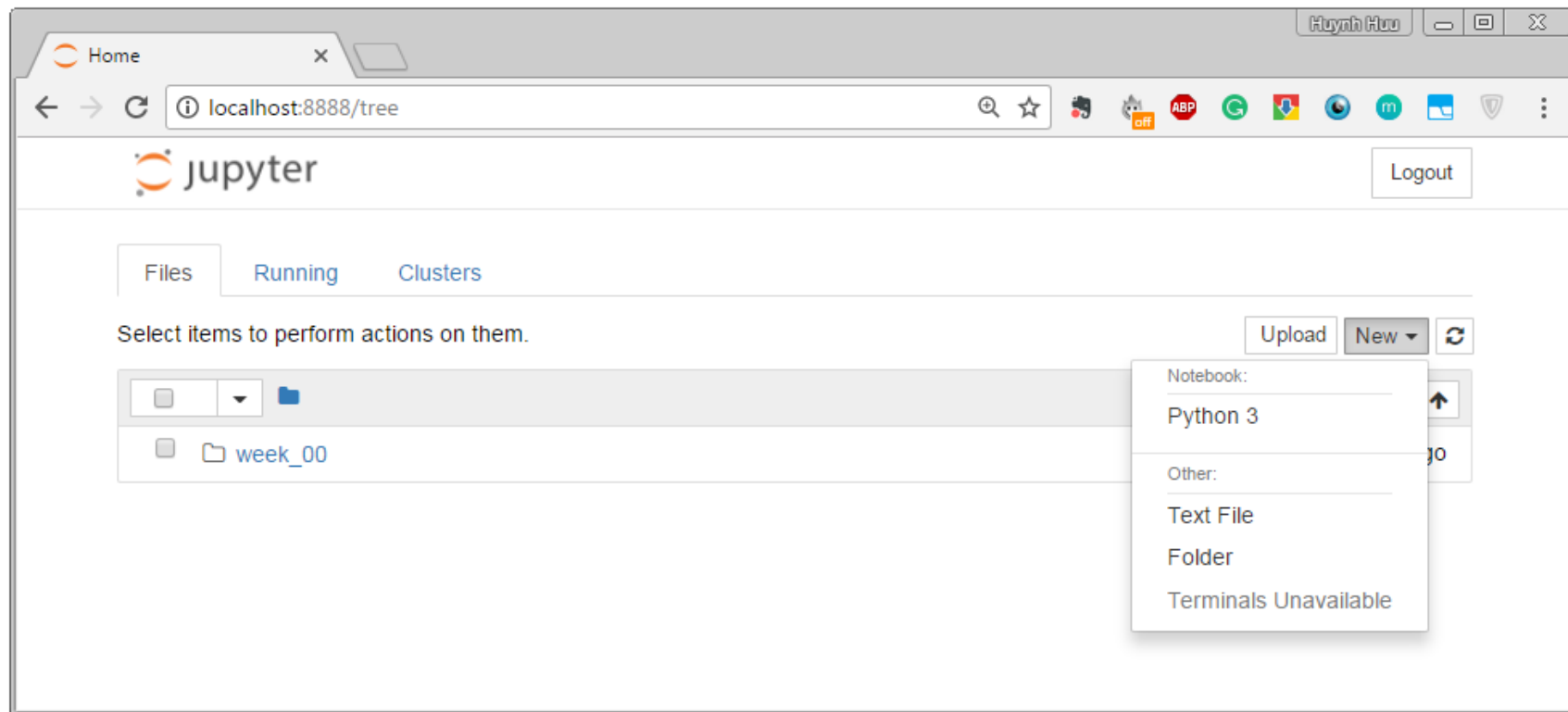
The Ipython Notebook is running at: <http://localhost:8888/>

...



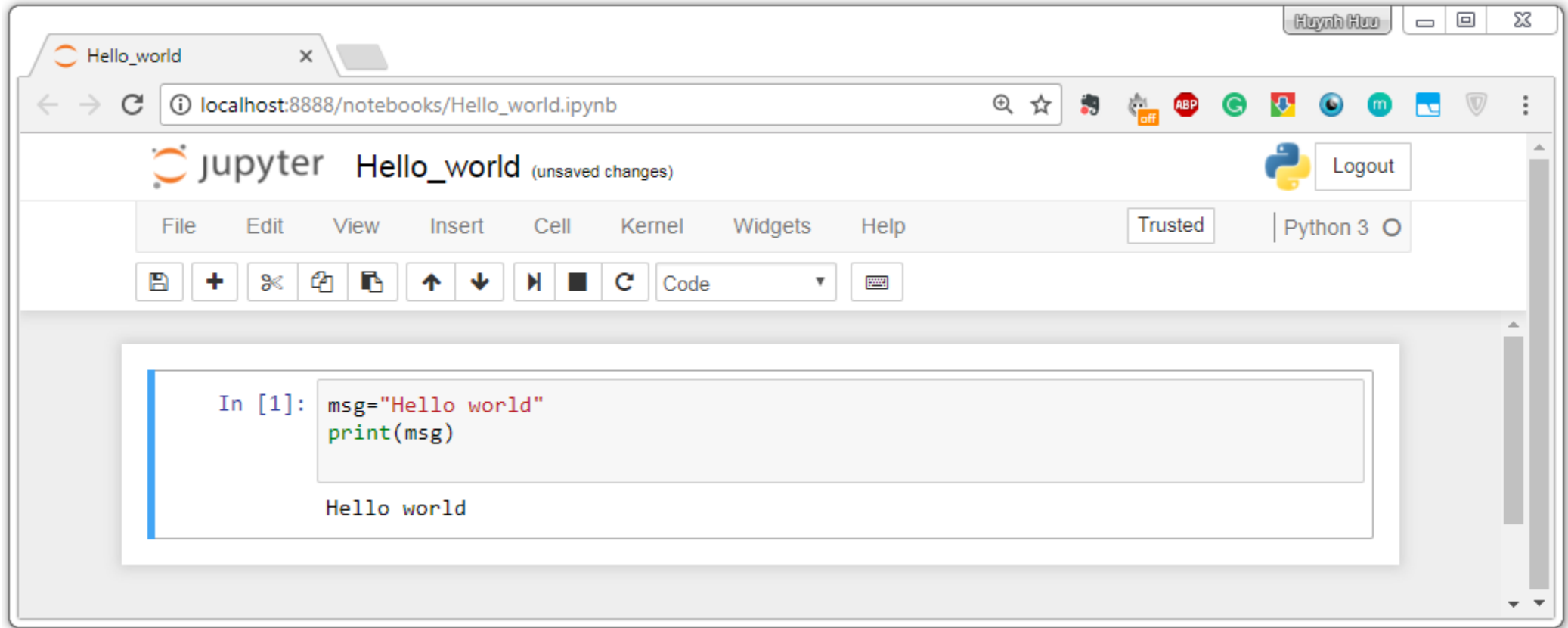
# Jupyter (Ipython) Notebook

- To create a new notebook, click on New -> Python 3



# IPython Notebook

- To run a code cell in a notebook, press **Ctrl+Enter**.
- Or, **Shift-Enter** (which automatically moves to the next shell)





# Comments

## □ Single-line Commenting

```
# This is a one-line comment
```

```
Print("Hello, World")
```

Hello World

## □ Multi-line Commenting

```
'''  
This is a  
Multi-line comment  
'''
```

```
Print("Hello, World")
```

Hello World

# Fundamental components

- Data types
  - String, Number, Boolean, etc.
- Operations
  - Arithmetic operators, Relational operators, Logical Operators
- Input and Output
- Functions

# Variables

- Variable names can contain a-z, A-Z, 0-9, \_
  - convention: variables start with a lower-case letter and classes with upper-case.
- A variable is created when a value is assigned to it

```
x = 10
y = "I am a string"

print("x = ", x)          # use a comma to print multiple statements
print("y = {}".format(y)) # or use string formatter
```

```
x = 10
y = I am a string
```

# Variables Types

- Not explicitly specified, variables have types
  - The type is derived from the value that was assigned to it

```
y = "I am a string"
```

```
type(y)
```

```
str
```

```
x = 1
```

```
type(x)
```

```
int
```

# Variables Types

## □ Fundamental types

- Integer
- Float
- Boolean
- Complex

## □ Compound types

- List
- String
- Tuple
- Dictionary

# Variables Types

## □ Integer

```
x = 1  
  
type(x)
```

int

## □ Float

```
x = 1.0  
  
type(x)
```

float

# Variables Types

## □ Boolean

```
b1 = True  
b2 = False  
  
type(b1)
```

bool

## □ Complex

```
x = 1.0 - 1.0j  
  
type(x)
```

complex

# Variables Types

- **List**, [item\_0, item\_1, ..., item\_n]
  - items need not to be of the same type

```
l = [10, 2, 30, 4, 50, 6, 70, 8]
print(type(l))
print(l)
print(len(l))
```

```
<type 'list'>
[10, 2, 30, 4, 50, 6, 70, 8]
8
```

```
l1 = [1, 'a', 1.0, 1-1j]
l2 = [1, 2, ['a', 1.0], 3]

print(l1, l2)
```

```
[1, 'a', 1.0, 1-1j] [1, 2, ['a', 1.0], 3]
```



# Variables Types

## □ Indexing

- index starts at 0

```
l = [10, 2, 30, 4, 50, 6, 70, 8]

print(l[0]) # The first element
print(l[3]) # The fourth element
print(l[-1]) # The last element
print(l[-2]) # The second last element
```

10

4

8

70

# Variables Types

## □ String

- similar to a list of characters

```
s = "Hello World!"
```

```
print(type(s))  
print(len(s))
```

```
<type 'str'>  
12
```

```
s = "Hello World!"
```

```
print(s[3])  
print(s[0])
```

```
l
```

```
H
```

# Variables Types

## □ Slicing to extract a part of a list/string

- [start:stop]
- [start:]

```
l = [1, 2, 3, 4, 5, 6, 7, 8]
s = "This is a string"
```

```
print(l[2:5])
print(s[0:6])
print(s[0:-1])
```

```
[3, 4, 5]
This i
This is a strin
```

# Variables Types

## □ Slicing forward

```
s = "This is a string"

print(s[0:10:2]) # 2: step
print(s[:10:2])
```

Ti sa

Ti sa

## □ Slicing backward

```
print(s[10:2:-1])
print(s[::-1])
```

s a si s

gnirts a si sihT

# Variables Types

## □ Tuples

- immutable lists

```
states = ('VIC', 'NSW', 'QLD', 'WA', 'ACT', 'NT', 'TAS', 'SA')
```

```
print(type(states))
```

```
print(states[1])
```

```
<type 'tuple'>
```

```
NSW
```

# Variables Types

## □ Dictionary

- list of key-value pairs

```
params = {"param1": 1.0,  
          "param2": "a string",  
          "param3": [1, 2, 3]}
```

```
print(type(params))  
print(params)
```

```
<type 'dict'>
```

```
{'param1': 1.0, 'param3': [1, 2, 3], 'param2': 'a string'}
```

# Operators

## □ Operators

- Arithmetic: + - \* / // % \*\*
- Boolean: and or not
- Comparison: > < >= <= == is identical

```
l1 = [1, 2]
l2 = [1, 2]
print(l1 is l2, l1 == l2)
```

```
l1 = l2 = [1, 2]
print(l1 is l2, l1 == l2)
```

False, True

True, True

# Control Flow

- if, elif, else
  - note the indentation

```
statement1 = False
statement2 = False

if statement1:
    print("statement1 is True")

elif statement1:
    print("statement2 is True")

else:
    print("statement1 and statement2 are False")
```

Statement1 and statement2 are False



# Loops

## □ for loops

- works on any iterator

```
l1 = [1, 2, 3, 4, 5]
```

```
for item in l1:  
    print(item)
```

```
1 2 3 4 5
```

```
course = ["an", "introduction", "to", "data", "science"]
```

```
for word in course:  
    print word
```

```
an introduction to data science
```

# Loops

## □ enumerate

```
course = ["an", "introduction", "to", "data", "science"]  
  
for i, word in enumerate(course):  
    print(i, word)
```

```
0 an  
1 introduction  
2 to  
3 data  
4 science
```

## □ list comprehension

```
l1 = [x**2 for x in range(2, 6)]  
  
print(l1)
```

```
[4, 9, 16, 25]
```

# Loops

## □ while loop

- Pay attention to the indentation, `print("done")` is outside the loop

```
i = 0

while i < 5:
    print(i)
    i += 1

print "done"
```

0 1 2 3 4 done

# Functions

- keyword **def**:
  - Pay attention to the indentation

```
def powers(x):  
    """  
    Returns a few powers of x.  
    """  
    return x**2, x**3, x**4
```

```
print(powers(3))
```

```
x1, x2, x3 = powers(3)  
print(x2)
```

```
(9, 27, 81)
```

```
27
```

# Anonymous Functions

- keyword **lambda**

```
def f(x):  
    return x**2  
  
g = lambda x: x**2
```

```
Print(f(8), g(8))
```

64 64

```
def n_increment(n):  
    return lambda x: x+n  
  
f5 = n_increment(5)  
f9 = n_increment(9)  
  
print(f5(2), f9(2))
```

7 11

# NumPy

- Fundamental package for scientific computing
  - powerful N-dimensional arrays
  - broadcasting functions
  - integrating with C/C++/Fortran
  - linear algebra, Fourier transform, random numbers, ...

# Importing NumPy

```
import numpy
```

## □ Convention

```
import numpy as np
```

# Arrays

## From a list

- Use 'np.array()' function

```
x = [1, 7, 3, 0, -4]  
y = np.array(x)  
y
```

```
array([1, 7, 3, 0, -4])
```



# Arrays

From a range

```
print(np.array(range(5)))  
print(np.arange(2, 3, 0.2))  
print(np.linspace(2, 3, 5))  
print(np.logspace(2, 3, 5))
```

```
[0 1 2 3 4]
```

```
[ 2.  2.2  2.4  2.6  2.8]
```

```
[ 2.  2.25  2.5  2.75  3. ]
```

```
[ 100.  177.827941  316.22776602  562.34132519 1000. ]
```

□ help!

```
logspace?
```

# Arrays

## Pre-filled

```
print(np.zeros(5))  
print(np.ones(5, dtype=int))
```

```
[0.  0.  0.  0.  0.]
```

```
[1  1  1  1  1]
```

- Also check out `zeros_like()` and `ones_like()`

# Arrays

## Attributes

- Many attributes and methods are associated with arrays, such as:

```
y = np.array([3, 0, -4, 6, 12, 2])  
print(y.ndim)  
print(y.shape)  
print(y.dtype)  
print(y.max())  
print(y.argmax())  
print(y.mean())
```

```
1  
(6, )  
int32  
12  
4  
3.1666
```

# Arrays

## Multi-dimensional

- 2D or higher

```
x = [[1, 2, 10, 20], [3, 4, 30, 40]]  
y = np.array(x)
```

```
print(y)  
print(y.ndim, y.shape)
```

```
[[1  2 10 20]  
 [3  4 30 40]]
```

```
2, (2, 4)
```

# Arrays

## Multi-dimensional

```
x = np.zeros((3, 5), dtype='int')
```

```
print(x)
```

```
print(x.ndim, x.shape)
```

```
[[0 0 0 0 0]
 [0 0 0 0 0]
 [0 0 0 0 0]]
```

```
2, (3, 5)
```

```
np.diag([1, 2, 3])
```

```
array([[1, 0, 0],
       [0, 2, 0],
       [0, 0, 3]])
```

# Array Manipulating

## Indexing

```
x = np.array([2, 8, -2, 4, 3])  
print(x[3])
```

4

```
x = np.array([[2, 8, 2, 4, 3],  
              [4, 9, 7, 3, 1]])  
  
print(x[1, 3])  
print(x[1, :])  
print(x[:, 3])
```

3

[4 9 7 3 1]

[4 3]

# Array Manipulating

## Indexing with other arrays

```
x = np.array([2, 8, -2, 4, 3, 6, 9])
```

```
idx1 = [1, 3, 4]      # list
```

```
idx2 = np.array(idx1)  # array
```

```
print(x[idx1], x[idx2])
```

```
[8 4 3], [8 4 3]
```

```
x[idx2] = 0
```

```
x
```

```
[2 0 -2 0 0 6 9]
```

# Array Manipulating

## Index masks

```
x = np.array([2, 8, -2, 4, 3, 9, 0])  
mask = np.array([False, True, True, False, False, True, False])
```

```
x[mask]
```

```
array([8, -2, 9])
```

```
x[idx2] = 0
```

```
x
```

```
[2 0 -2 0 0 6 9]
```



# Array Manipulating

Index masks + comparison operators

```
x = np.array([2, 8, -2, 4, 3, 9, 0])  
mask = (x >= 2) * (x < 9)
```

```
x[mask]
```

```
array([2, 8, 4, 3])
```

# Array Manipulating

## Slicing

```
x = np.array([2, 8, -2, 4, 3, 9, 0])
```

```
print(x[3:7])
```

```
print(x[3:7:2])
```

```
[4 3 9 0]
```

```
[4 9]
```

```
x = np.array([[7, 6, 8, 6, 4, 3],  
              [4, 7, 0, 5, 9, 5],  
              [7, 3, 6, 3, 5, 1]])
```

```
print(x[1, 1:4])
```

```
print(x[:2, 1::2])
```

```
[7 0 5]
```

```
[[6 6 3]
```

```
[4 5 5]]
```

# Array Manipulating

## Iteration

- Since most of NumPy functions support vectors, in many cases iteration over items is not necessary.

```
a = np.arange(0, 50, 7)
for item in a:
    print (item)
```

0 7 14 21 28 35 42 49

```
# iterate using indices
a = np.arange(0, 50, 7)
for i in range(a.shape[0]):
    print (a[i])
```

0 7 14 21 28 35 42 49

# Array Manipulating

`copy()`

- Python uses references not values

```
x = [1, 2, 3]
y = x

y[0] = 0      # now we alter an element of y
print (x, y)  # note that x has changed as well
```

```
[0, 2, 3] [0, 2, 3]
```

```
x = np.array([1, 2, 3])
y = x

y[0] = 0      # now we alter an element of y
print (x, y)  # note that x has changed as well
```

```
[0 2 3] [0 2 3]
```

# Array Manipulating

`copy()`

- Use `copy()` to obtain a copy not view

```
x = np.array([1, 2, 3])
y = x.copy()      # or np.copy(x)

y[0] = 0          # now we alter an element of y
print (x, y)      # note that x has not changed as well
```

```
[1 2 3] [0 2 3]
```

# Array Manipulating

## reshape()

```
x = np.arange(6)
y = x.reshape((2, 3))      # or np.reshape(x, (2, 3))

print (x)
print (y)
```

```
[0 1 2 3 4 5]
```

```
[[0 1 2]
 [3 4 5]]
```

# Array Manipulating

## astype()

- Type casting

```
x1 = np.arange(5)
x2 = x1.astype(float)
```

```
print (type(x1), x1)
print (type(x2), x2)
```

```
<type 'numpy.ndarray'> [0 1 2 3 4]
```

```
<type 'numpy.ndarray'> [0. 1. 2. 3. 4.]
```

# Array Manipulating

## transpose

- Keyword: T

```
x1 = np.random.randint(5, size=(2, 4))  
x2 = x1.T
```

```
print (x1)  
print (x2)
```

```
[[1 0 2 4]  
 [4 2 3 2]]
```

```
[[1 4]  
 [0 2]  
 [2 3]  
 [4 2]]
```



# Array Operation

## Arithmetic

### □ Operators are element-wise

- + - \* /

```
x1 = np.array([[2, 3, 5, 7],  
               [2, 4, 6, 8]], dtype=float)  
x2 = np.array([[6, 5, 4, 3],  
               [9, 7, 5, 3]], dtype=float)  
  
print (x1 + x2)  
print (x1 / x2)
```

```
[[ 8.  8.  9. 10.]  
 [11. 11. 11. 11.]
```

```
[[0.33 0.6  1.25 2.33]  
 [0.22 0.57 1.2  2.6]]
```

# Array Operation

## Arithmetic

```
x1 = np.array([[2, 3, 5, 7],  
               [2, 4, 6, 8]], dtype=float)
```

```
print (3 + x1)
```

```
[[8.  6.  8. 10.]  
 [5.  7.  9. 11.]]
```

```
x1 = np.array([[2, 3, 5, 7],  
               [2, 4, 6, 8]], dtype=float)
```

```
print (3 / x1)
```

```
[[1.5  1.    0.6  0.428]  
 [1.5  0.75  0.5  0.375]]
```

# Array Operation

## Boolean

```
x1 = np.array([2, 3, 5, 7])  
x2 = np.array([2, 4, 6, 8])
```

```
print (x1<x2)
```

```
[False True True False]
```

```
y = x1<x2
```

```
print (y.all())    # all items are True
```

```
print (y.any())    # at least one item is True
```

```
False
```

```
True
```

# Random Numbers

- Draw from standard normal

```
print (np.random.rand())  
  
print (np.random.random([2, 3]))
```

0.75

```
[[0.42 0.68, 0.79],  
 [0.09 0.55, 0.47]]
```

```
print (np.random.rand(2, 3))
```

```
[[0.26 0.45 0.83]  
 [0.53 0.17 0.89]]
```

# Random Numbers

## □ Random seed

```
for i in range(5):  
    print (np.random.rand())
```

0.42 0.68, 0.79 0.09 0.55

```
for i in range(5):  
    np.random.seed(123)  
    print (np.random.rand())
```

0.26 0.26 0.26 0.26 0.26

# Vectorizing functions

```
def step_func(x):  
    if x >= 0:  
        return 1  
    else:  
        return 0
```

```
step_func(np.array([2, 7, 0, -1]))
```

ValueError

```
step_func_vectorized = np.vectorize(step_func)  
step_func_vectorized([2, 7, 0, -1])
```

```
array([1, 1, 1, 0])
```

# Python Programming

# Python Modules and Packages

- Store your useful function definitions in a file.
- Import it as a module in your current program

```
>>> import myfunctions
```

Imports all functions in myfunctions.py to current namespace

```
>>> myfunctions.func1(5)
```

myfunctions.py

```
def func1(x):  
    statement(s)
```

```
def func2(x):  
    statement(s)
```

```
def func3(x):  
    statement(s)
```



# Python Packages

## □ Python package: directory of modules

Import all modules into our program

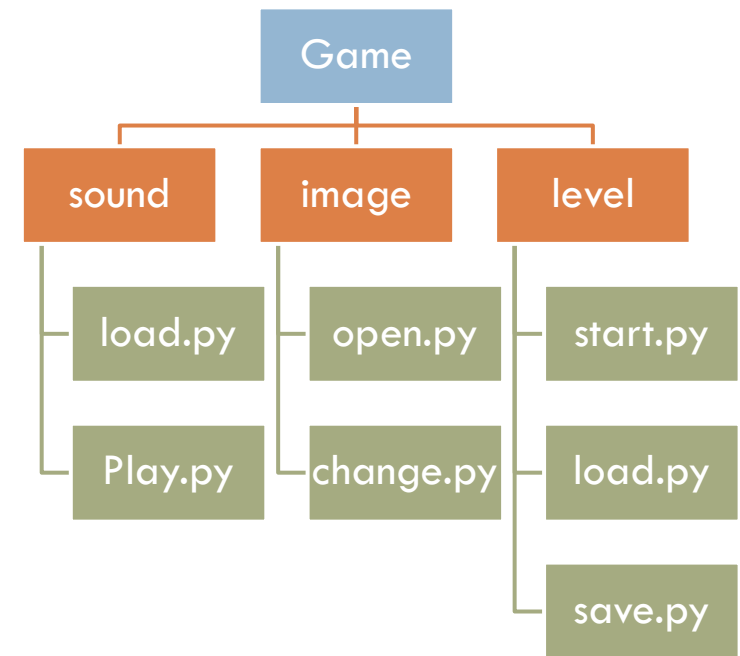
```
import game
```

Individual modules can be referenced as:

```
game.sound.load()  
game.level.start()
```

Another way to do this:

```
from game import *
```



# Python Packages

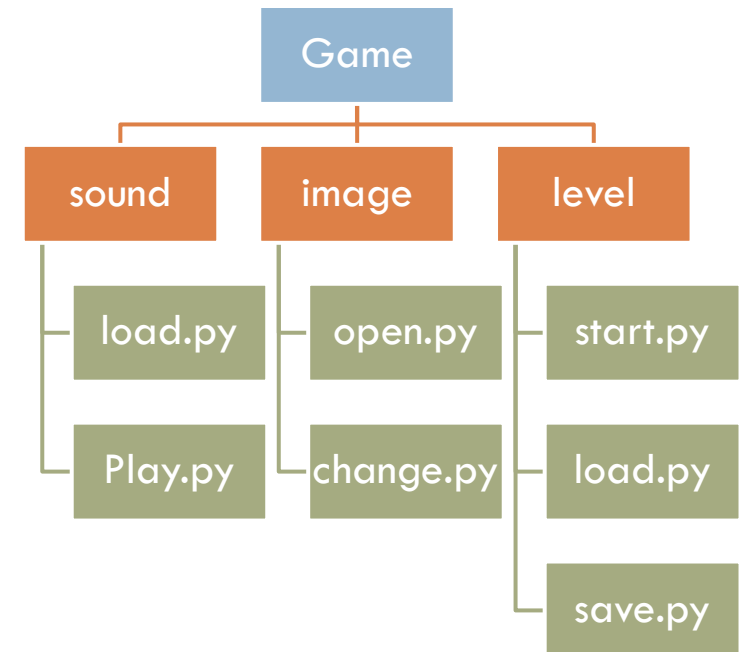
- You can also import specific modules

Import only the modules in level package

```
from game.level import *
```

Import a specific module

```
from game.level import load
```



# Most heavy lifting is done

- We will use standard modules, packages and libraries
- Contains all popular functions and algorithms



# Numpy



- Fundamental package for scientific computing
- Support for large multidimensional arrays and matrices
- Support for high-level mathematical operations on these arrays and matrices
- Similar to lists, but more capable, and fixed size.

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SciPy.org Docs NumPy v1.12.dev0 Manual NumPy User Guide index next previous

## Quickstart tutorial

### Prerequisites

Before reading this tutorial you should know a bit of Python. If you would like to refresh your memory, take a look at the [Python tutorial](#).

If you wish to work the examples in this tutorial, you must also have some software installed on your computer. Please see <http://scipy.org/install.html> for instructions.

### The Basics

NumPy's main object is the homogeneous multidimensional array. It is a table of elements (usually numbers), all of the same type, indexed by a tuple of positive integers. In Numpy dimensions are called *axes*. The number of axes is *rank*.

#### Table Of Contents

- Quickstart tutorial
  - Prerequisites
  - The Basics
    - An example
    - Array Creation
    - Printing Arrays
    - Basic Operations
    - Universal Functions
    - Indexing, Slicing and

<https://docs.scipy.org/doc/numpy-dev/user/quickstart.html>



# Numpy

- Import the package numpy:

```
import numpy as np
```

- All functions can now be accessed as `np.<function_name>`
- for multidimensional numeric data (arrays) and related arithmetic operations.
- Similar to lists, but more capable, and fixed size.



# Numpy: Examples

```
import numpy as np
```

```
# One dimensional array
```

```
a = np.array([0,1,2,3])
```

```
# Two dimensional array
```

```
b = np.array([[0,1], [2,3]])
```

```
#Get the dimensions and shape
```

```
a.ndim
```

```
a.shape
```

```
b.ndim
```

```
b.shape
```

```
>>> a = np.array([1,2,3], float)
>>> b = np.array([5,2,6], float)
>>> a + b
```

```
array([6., 4., 9.])
```

```
>>> a - b
```

```
array([-4., 0., -3.])
```

```
>>> a * b
```

```
array([5., 4., 18.])
```

```
>>> b/a
```

```
array([5., 1., 2.])
```



# Numpy: Popular functions

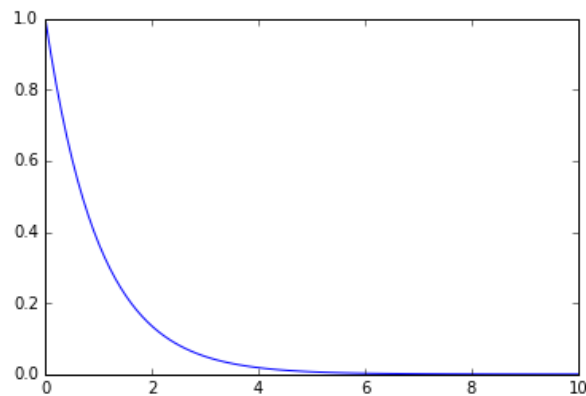
- Random number generation
  - draw random integers, floats from different probability distributions
  
- Linear Algebra functions
  - dot product, outer product
  - matrix decompositions
  - Matrix inversion
  - Eigenvalues and norms
  
- Statistics
  - Max, min, percentile of values
  - Mean, median, variance of values
  - correlation and histograms

# Matplotlib: Plotting in Python

- Open source plotting library for python

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

```
a = np.linspace(0,10,100)
b = np.exp(-a)
plt.plot(a,b)
plt.show()
```



home | examples | gallery | pyplot | docs » User's Guide » previous | next | modules

## Beginner's Guide

**Release:** 1.5.1  
**Date:** June 18, 2016

- **Pyplot tutorial**
  - Controlling line properties
  - Working with multiple figures and axes
  - Working with text
  - Logarithmic and other nonlinear axis
- **Customizing plots with style sheets**
  - Defining your own style
  - Composing styles
  - Temporary styling
- **Interactive navigation**

**Related Topics**

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<http://matplotlib.org/users/beginner.html>

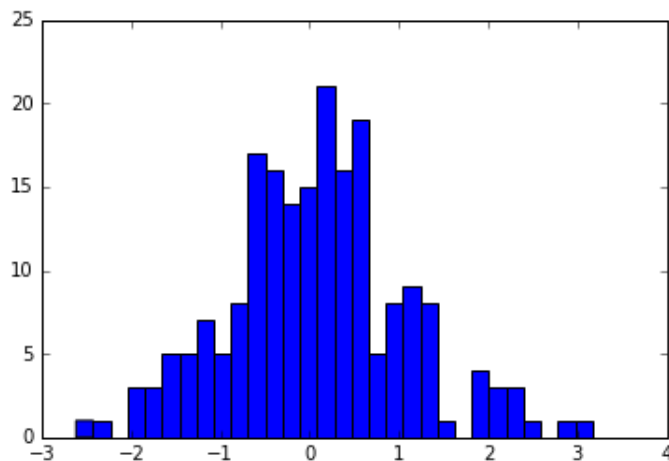


# Matplotlib: Example

- Plot a histogram with 30 bins for 200 data points from a normal distribution

```
import matplotlib.pyplot as plt  
from numpy.random import normal
```

```
x = normal(size=200)  
plt.hist(x, bins=30)  
plt.show()
```



With matplotlib you can also:

- Label the axis
- Change colors of the plot
- Insert plot legend
- Insert other text

Lot of example code from:  
<http://matplotlib.org/examples/>

# Scipy



- Package for scientific computing
- Builds on Numpy objects
- Contains functions for:
  - optimization
  - linear algebra
  - integration and interpolation
  - Signal and Image processing
  - Differential equation solvers

A screenshot of the SciPy.org website. The header is blue with the SciPy logo and 'SciPy.org' text. To the right, it says 'Sponsored By ENTHOUGHT' with a logo. Below the header, there are navigation buttons: 'SciPy.org', 'Docs', 'index', 'modules', 'modules', and 'next'. The main content area has the 'SciPy' title, followed by 'Release: 0.17.1' and 'Date: May 12, 2016'. A paragraph describes SciPy as open-source software for mathematics, science, and engineering. A bulleted list titled 'SciPy Tutorial' includes links to 'Introduction', 'Basic functions', 'Special functions (scipy.special)', 'Integration (scipy.integrate)', 'Optimization (scipy.optimize)', and 'Interpolation (scipy.interpolate)'.

<http://docs.scipy.org/doc/scipy-0.17.1/reference/>

# Important Subpackages

Subpackage	Description
cluster	Clustering algorithms
constants	Physical and mathematical constants
fftpack	Fast Fourier Transform routines
integrate	Integration and ordinary differential equation solvers
interpolate	Interpolation and smoothing splines
io	Input and Output
linalg	Linear algebra
ndimage	N-dimensional image processing
odr	Orthogonal distance regression
optimize	Optimization and root-finding routines
signal	Signal processing
sparse	Sparse matrices and associated routines
spatial	Spatial data structures and algorithms
special	Special functions
stats	Statistical distributions and functions
weave	C/C++ integration

Example:

```
from scipy import linalg, optimize
```

# Scipy Example



- Lets try to find the minimum of a function

```
import numpy as np
from scipy.optimize import fmin

x = np.arange(-3,3)
a,b,c = 3,2,5

y = lambda x: a*x**2 + b*x + c

solution = fmin(y, 3)
print(solution)
```

```
Optimization terminated successfully.
      Current function value: 4.666667
      Iterations: 19
      Function evaluations: 38
[-0.3333252]
```

- `fmin()`: uses simplex method
- More complex methods need function derivative as input