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DOOH(Digital Out of Home) Advertising



VUERON is working to:

- Bring about an innovative and cost-effective digital system of advisement flow.
- Provide an easily accessible platform for masses.
- Bridge the gaps in the chain between advertisers and buyers.
- Overcome the barriers of conventional marketing.
- Empower advertisers to reach their exact audiences in a better manner.

Example: Ad of a Lipstick



Any guesses where do

we *jump* in???

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A three days Workshop

by Ravin Kumar

DAY 1 : PYTHON PROGRAMMING

DAY 2 : AUTOMATION & IMAGE PROCESSING

DAY 3 : MACHINE LEARNING

Python Programming

What is Python ?



Image credit: <https://pixabay.com>



<https://github.com/mr-ravin/python3-workshop>

Let's do some mathematics



Let's do some mathematics

Consider a function, $f(x) = x+2$

when $x = 1$, $f(1) = 3$

$x = 3$, $f(3) = 5$

$x = 5$, $f(5) = 7$

How can we implement this function in programming ?

Basics of a function

In computer science, a function can be of many types

S.NO	Input Parameter	Output Return
1	NO	VOID
2	NO	YES
3	YES	VOID
4	YES	YES

Syntax for a function

```
>>> def f():    # no input parameter
```

```
-----
```

```
-----    # no return output
```

```
>>> def f(x):   # input 'x'
```

```
-----
```

```
-----    # no return output
```

Syntax for a function

```
>>> def f( ):    # no input parameter
```

```
-----
```

```
    return res    # return 'res'
```

```
>>> def f( x ):  # input 'x'
```

```
-----
```

```
    return res    # return 'res'
```

Numbers

```
>>> value_1 = 11  # this is an integer
>>> value_2 = 7   # this is an integer
>>> value_3 = 1.0  # this is a float
>>> value_4 = 1/2  ## this is an NOT integer
                        ## in Python 3.6, But is an
                        ## integer in Python 2.7
```


Numbers

```
>>> value_5 = 1.0 / 2  # this is a float  
>>> value_6 = 1 / 2.0 # this is a float  
>>> value_7 = 1.0 / 2.0 # this is a float  
>>> value_8 = 1.0 * 1   # this is a float  
>>> value_9 = 1.0 + 1   # this is a float
```

What about these ?

```
>>> value_10 = 1.0 - 1 # this is ?
```

```
>>> value_11 = 1.0 * 0 # this is ?
```

Convert int to float

```
>>> value_12 = 21 # integer
```

```
>>> value_12_new = float( value_12 )
```

```
>>> type( value_12 )
```

```
>>> type( value_12_new )
```

Convert float to int

```
>>> value_13 = 12.0  # float
>>> value_13_new = int( value_13 )
>>> type( value_13 )
>>> type( value_13_new )
```

Numbers, and Lists

```
>>> this_is_an_integer = 1
```

```
>>> this_is_a_float = 1.0
```

```
>>> list_of_integers= [ 1, 2, 3 ]
```

```
>>> list_of_floats=[ 1.0, 2.0, 3.0 ]
```

```
>>> list_of_numbers=[ 1, 2.0, 3/2 ]
```

Indexing in Lists

```
>>> a = [ 21, 22, 23, 24 ] # index starts with 0
>>> print( a ) # this function prints entire list a
>>> print( a[0] ) # element at zero index i.e 21
>>> print( a[1] ) # element at 1 index i.e. 22
>>> print( a[-1] ) # element at last index i.e. 24
```

List Operations

```
>>> a = [ 0 ]
```

```
>>> a = a.append(1)
```

```
>>> print(a) # value of updated list ?
```

```
>>> b = [2, 3, 4]
```

```
>>> c = a.extend(b)
```

```
>>> print(c) # value of updated list ?
```

List of Lists

```
>>> list_a = [ 1, 2, 3.0 ]
```

```
>>> list_b = [ 7, 8.0, 0 ]
```

```
>>> list_a[ 0 ] = list_b      # what will happen ?
```

```
>>> print( list_a )
```

```
>>> print( list_a[0][0] )    # what will happen ?
```

```
>>> print( list_a[0][-1] )  # what will happen ?
```


Copying a List

```
>>> list_1 = [ 1, 2 ,3 ]
```

```
>>> list_2 = [ 7, 8 ,9 ]
```

```
>>> list_1[0] = list_2
```

```
>>> list_2[0] = -1
```

```
>>> print( list_1 )
```

Copying a List

```
>>> list_1 = [ 1, 2 ,3 ]  
>>> list_2 = [ 7, 8 ,9 ]  
>>> list_1[0] =list_2.copy( )      # copying the list  
>>> list_2[0] = -1  
>>> print( list_1 )  
>>> print( list_2 )
```

Indexing in depth

```
>>> list_a = [ 91, 92, 93, 94, 95 ]
```

```
>>> new_list = list_a[ 1 : 3 ] ## represent [ 1, 3)
                                ## index values
```

```
>>> print( new_list )          # what will happen ?
```

```
>>> print( list_a )           # what will happen ?
```

```
>>> print( list_a[3:-1])      # what will happen ?
```

Copying a List

```
>>> list_1 = [ 1, 2 ,3 ]  
>>> list_2 = [ 7, 8 ,9 ]  
>>> list_1[0] =list_2[ : ]    # copying the list  
>>> list_2[0] = -1  
>>> print( list_1 )  
>>> print( list_2 )
```

Length Function

```
>>> list_1 = [1, 2, 3, 4, 50 ]
```

```
>>> print ( len( list_1 ) )
```

**## prints 5 as total no. Of
elements in list_1 is 5**

```
>>> list_2 = [ 9, 8 ]
```

```
>>> print ( len( list_2 ) )
```

```
>>> list_3 = list_2.copy( )
```

```
>>> list_3[0] = list_1
```

```
>>> print ( len( list_3 ) )
```

what will happen ?

Range Function

```
>>> range_val_1 = range( 5 ) # [ 0, 1, 2, 3, 4 ]
```

```
>>> range_val_2 = range ( 2, 5 ) # [ 2, 3, 4 ]
```

```
print("break time")
```

Swapping

Let us say **a = 2**, and **b = 7**, now swap(i.e interchange) the values of **a** and **b**

```
>>> a = 2
```

```
>>> b = 7
```

```
>>> c = a
```

```
>>> a = b
```

```
>>> b = c
```

```
>>> print(a)
```

```
>>> print(b)
```


Relational Operators

S.NO	RELATION	SYMBOL
1	GREATER THAN	>
2	GREATER THAN OR EQUAL	> =
3	LESS THAN	<
4	LESS THAN OR EQUAL	< =
5	EQUAL TO	==
6	NOT	!
7	NOT EQUAL	!=

if-elif-else

```
value_a = 10
```

```
value_b = 7
```

```
if value_a > value_b:
```

```
    print("value_a is greater than value_b")
```

```
print("completed")
```

if-elif-else

```
value_a = 10
```

```
value_b = 7
```

```
if value_a > value_b:
```

```
    print("value_a is greater than value_b")
```

```
else:
```

```
    print("value_a is less than or equal to value_b")
```

```
print("completed")
```

if-elif-else

```
value_a = 10
```

```
value_b = 7
```

```
if value_a > value_b:
```

```
    print("value_a is greater than value_b")
```

```
elif value_a == value_b:
```

```
    print("value_a is equal to value_b")
```

```
else:
```

```
    print("value_a is less than to value_b")
```

```
print("completed")
```

Loops

1. **for** loop (element based)
2. **while** loop (condition based)

for loop

```
>>> for elem in range(0,10):  
    print(elem)
```

while loop

```
>>> a = 12
```

```
>>> b = 7
```

```
>>> while a > b :
```

```
    print("a is greater than b")
```

```
    a = a - 1
```

Sum of ***N*** natural numbers with loops

```
>>> sum = 0
>>> n = int( input( ) )
>>> for elem in range( n+1 ):
    sum = sum + elem
>>> print(sum)
```


Sum of N natural numbers with loops

```
>>> cnt = 1
>>> sum = 0
>>> n = int( input( ) )
>>> while cnt <= n:
    sum = sum + cnt
    cnt = cnt + 1
>>> print(sum)
```

Strings

```
>>> s_1 = "this is one string"
```

```
>>> s_2 = "this is also 1 string"
```

```
>>> s_3 = "this is " + "also 1 string"
```

```
>>> s_4 = "this is also " + str(1) + " string"
```

Operation on Strings

```
>>> s_1 = "this is a string"  
>>> length_of_s1 = len(s_1)  
>>> print(length_of_s1)  
>>> s_2 = s_1[ 1:4 ]  
>>> print(s_2)
```

Split and Join

```
>>> s_data = "abc @company.com"  
>>> s_split = s_data.split("@")  
>>> print(s_split)
```

Split and Join

```
>>> s_data = "abc @company.com"
>>> s_split = s_data.split("@")
>>> s_data = "@".join(s_split)
>>> print(s_data)
```

Tuples & Dictionary

```
>>> t1 =( 7,0,11 ) ## once defined, we can not  
##change length of a tuple
```

```
>>> print(t1)
```

```
>>> print(t1[0] )
```

Tuples

```
>>> t1 = ( 1, 2, 3 )
```

```
>>> list_a = [ 9, 10, 11 ]
```

```
>>> t1[0] = list_a.copy( ) # Error
```

```
>>> t1 = ( [1], 2, 3 )
```

```
>>> t1[0] = t1[0].append( 9 ) # it is possible !!!
```

```
>>> print( t1 )
```

Dictionary { }

```
>>> dict_a = { "fruit": "apple", "cards": [ 1, 2, 3 ] }
```

```
>>> print( dict_a["fruit"] )
```

```
>>> dict_a[ "cards" ] = [ 4, 5, 6, 7 ]
```

```
>>> print( dict_a["cards"] )
```

```
>>> dict_a[ "cards" ].append( 10 )
```

```
>>> print( dict_a["cards"] )
```


Functions without parameters

```
>>> def square_1( ):
    x = int(input( ))
    print( x**2 )
```

```
>>> def square_2( ):
    x = int(input( ))
    return x**2
```

Functions without parameters

```
>>> square_1( )
```

```
>>> square_2( ) # store the return value ?
```

```
>>> result = square_2( )
```

```
>>> print( result )
```

Functions with parameters

```
>>> def square_3( x ):  
    print( x**2 )
```

```
>>> def square_4(x ):  
    return x**2
```

Functions with parameters

```
>>> x = int( input( ) )
```

```
>>> square_3( x )
```

```
>>> result_4 = square_4( x )
```

```
>>> print( result )
```

Lets make this function

Write a function **f** such that-

$$\mathbf{f}(x) = x, \text{ when } x > 0$$

$$\text{and, } \mathbf{f}(x) = 0, \text{ when } x \leq 0$$

Surprise !!!

```
>>> def f(x):  
    if x <= 0:  
        x = 0  
    return x
```

Recursion

Question: Let us assume $f(x) = x + 2$, now calculate $f(f(x))$ for $x = 7, 9$, and 11 .

Recursion

Question: Let us assume $f(x) = x + 2$, now calculate $f(f(x))$ for $x = 7, 9$, and 11 .

1. $f(f(7)) = 11$

2. $f(f(9)) = 13$

3. $f(f(11)) = 15$

Sum of N natural numbers using recursion

```
>>> def sum_n(n,s):  
    if n == 0:  
        return s  
    else:  
        s = s + n  
        n = n - 1  
        s = sum_n(n,s)  
    return s
```

Iterations

- In this, a **small** step is **repeated** for large number of times to reach the goal.

Sum of ***N*** natural numbers using iteration

```
>>> def sum_n(n):  
    cnt = 0  
    s = 0  
    while cnt <= n:  
        s = s + cnt  
        cnt = cnt + 1  
    return s
```

Importing / using standard Libraries

```
>>> import os
```

```
>>> os.system("echo \" a new file \" >> a.txt ")
```

```
>>> import datetime
```

```
>>> data = datetime.datetime.now()
```

```
>>> print(data)
```

Command Line Arguments

It allows passing details to a program before it is **run**.

It is helpful for a program to know some details ahead of its running. **Example- operating system version, hardware type.**

Single command-line argument

Consider following source code of a python3 file

abc.py

```
import sys
```

```
arg1 = sys.argv[1]
```

```
print(arg1)
```

run command: python3 abc.py **thisdata**

Multi command-line arguments

Consider following source code of a python3 file

abc.py

```
import sys  
arg1 = sys.argv[1]  
arg2 = sys.argv[2]  
print(arg1)  
print(arg2)
```

run command: python3 abc.py **this data**

Mathematical Operations

```
>>> import math
>>> var_1 = 16
>>> var_2 = math.sqrt( var_1)
>>> print(var_2)
>>> val_pi = math.pi      # Pi
>>> print(var_pi)
```


Mathematical Operations

```
>>> import math
```

```
>>> val_1 = math.sin(0)
```

```
>>> val_2 = math.sin(90)
```

```
>>> print(val_1)
```

```
>>> print(val_2)    # is val_2 == 0 ?
```

Mathematical Operations

```
>>> import math
```

```
>>> val_1 = 64
```

```
>>> base_value = 2
```

```
>>> val_2 = math.log(val_1, base_value)
```

File Operations

Read a file:

```
>>> file_name= "sample.txt"
>>> data_link=open(file_name, "r")
>>> data=data_link.readlines()
>>> print(data)
>>> data_link.close()
```

File Operations

Write a file:

```
>>> file_name= "sample.txt"
>>> data_to_write="this is the data"
>>> data_link=open(file_name, "w")
>>> data=data_link.write(data_to_write) ## pass string
                                         ## type data
>>> data_link.close()
```

File Operations

Append a file:

```
>>> file_name= "sample.txt"
```

```
>>> data_to_write="this is the data"
```

```
>>> data_link=open(file_name, "a")
```

```
>>> data=data_link.write(data_to_write) ## pass string  
                                         ## type data
```

```
>>> data_link.close()
```

Other methods to read a file

```
>>> data_link = open("sample.txt", "r")
```

```
>>>
```

```
>>> data = data_link.read()
```

OR

```
>>> data = data_link.readline()
```

OR

```
>>> data = data_link.readlines()
```

```
>>>
```

```
>>> data_link.close()
```

<https://github.com/mr-ravin/python3-workshop>

```
print("Discussion")
```

Presentation Link:

<https://github.com/mr-ravin/python3-workshop>

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