



# **Awesome Python for Science**

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A Python



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# **Who Am I?**

Software Developer



# Python

What is it?

# Programming Language

Like Ruby, Perl, Java, C, C++, C#,  
Objective-C, Clojure





# Python vs Ruby



# Python vs Perl





```
public class HelloWorld {  
    public static void main(String[] args) {  
        System.out.println("Hello, world!");  
    }  
}
```

```
print "hello world"
```

## Python vs Java



# Python vs C/C++



```
using System;
```

```
internal static class HelloWorld{
```

```
    private static void Main(){
```

```
        Console.WriteLine("Hello, world!");
```

```
    }
```

```
}
```

```
print "hello world"
```

# Python vs C#

```
NSString *s =  
    [NSString stringWithFormat:  
        @"I am %d verbose", "very"];  
//I am very verbose
```

```
s = "I am not %s verbose" % "very"
```

## Python vs Objective C



# Python vs Clojure





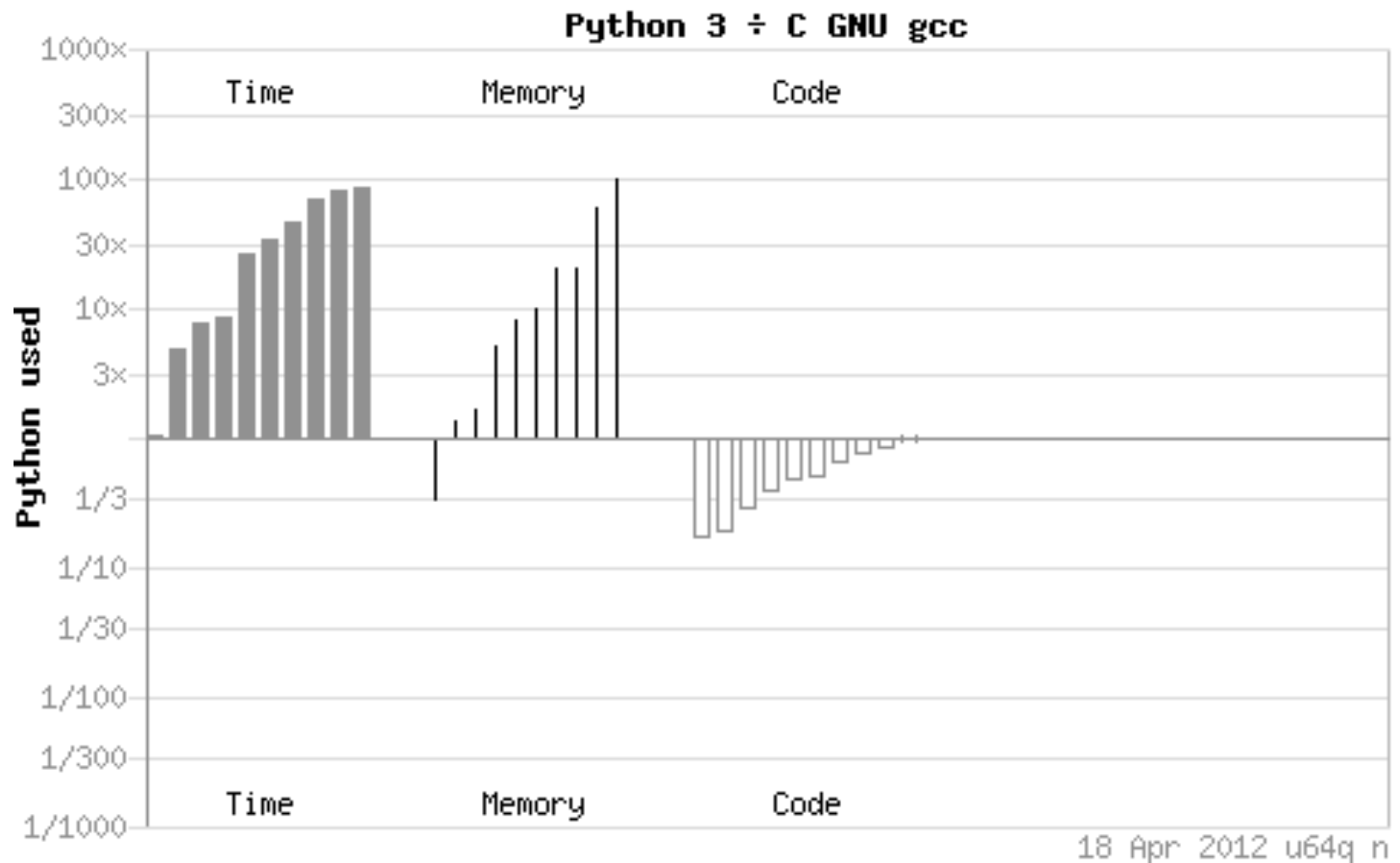
# Dynamic

and strongly typed

# **Automatic Memory Management**

Reference Counting / Garbage Collection

# Poor Concurrency



**Poor Performance**



**Has Many Libraries**





Scipy

Numpy

Obspy

BioPython

PyWavelets

Matplotlib

OpenCV

Django

Flask

Bottle

wxPython

pyGtk

pyQt

PySide

Tkinter

pyOpenGL

PIL

ctypes

SWIG



# Basics of Python

# Numbers

- Integers
  - $1 + 1 \# 2$
  - $1 / 2 \# 0$
- Floats
  - $1.1 + 2.2 \# 3.30000000000003$
- Decimal
  - Never used them
- Fractions
  - Never used them
- Complex Numbers
  - You might use them

# Strings

- Immutable
  - `"foo"[0] = 'a' # ERROR`
- Sequence of Characters
  - `for c in "hello": print c`
- Lots of Nice String Operations
  - `strip()`
  - `join()`
  - `+=`

# Lists (Basic)

```
xs = [1,2,3] #literal  
xs.append(1) #vector  
xs.pop() #stack  
xs.pop(0) #queue
```

```
ArrayList<Integer> arr = new ArrayList<integer>();  
arr.add(1);  
arr.add(2);  
arr.add(3);
```



## **Lists (Advanced)**

```
squares = [x * x for x in [1,2,3]]
```

```
#comprehension
```

```
uniques = set([1,1,1,1,2,3,4]) #sets
```

```
#loops
```

```
for x in range(100):
```

```
    print x
```

# Dictionaries

- Custom Syntax: `{'a' : 1, 'b' : 2}`  
Key -> Value Mappings  
Discussed in "Beautiful Code"  
Basis for Classes and Modules  
Relatively fast (in a Python sense)

# Tuples

- Immutable
- Multiple Assignment
- Multiple Return Values

```
x,y = 1,2
```

```
def multiple_values():  
    return 1,2
```

# Files

Read

Write

Nothing Fancy

```
with open('hello.txt', 'w') as f:  
    f.write("Hello from a file\n")
```

# Control Structures

## Typical C-ish Language Stuff

for/while, break/continue

if/elif/else

try/except

## Exotic Fancy Stuff

with

yield

lambda



# Function

Standard Stuff

Means of combination

Multiple Return Values

Keyword Arguments

Variable Arguments

Default Arguments

**WHAT IF I TOLD YOU**

**THE FIRST VERSION OF PYTHON  
DIDN'T HAVE ANY CLASSES**

# Classes

OOP, Polymorphism, Inheritance

Operator Overloading

Multiple Inheritance

Duck Typing



End of Part 1