

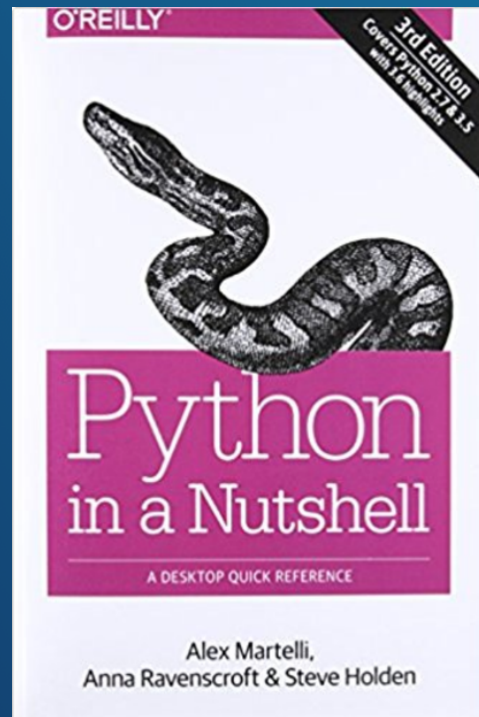
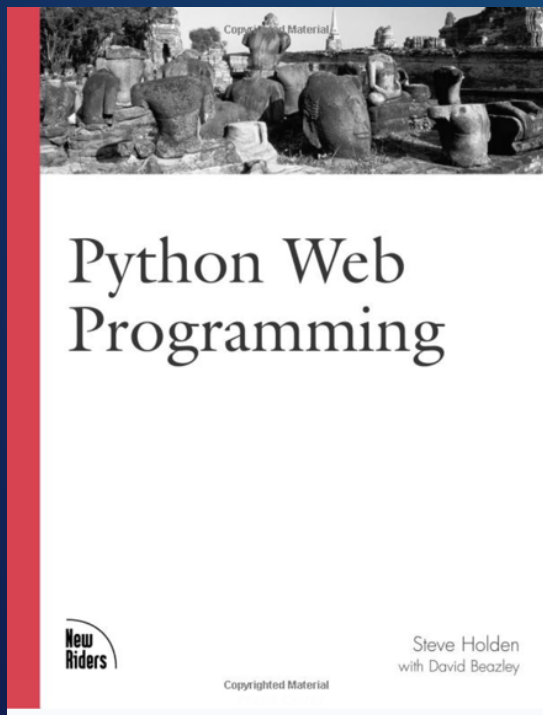
How Python is Winning New Friends

Steve Holden
CTO, Global Stress Index Limited
sh@felix.com

Introductions

- Programmer since 1967
- Computational scientist by training
- Engineer at heart
- Python user since Python 1.4 (c. 1995)
- Enjoy helping people to learn

I've Written about Python



Any Python users out there?

Developments in Computing

SOME HISTORY

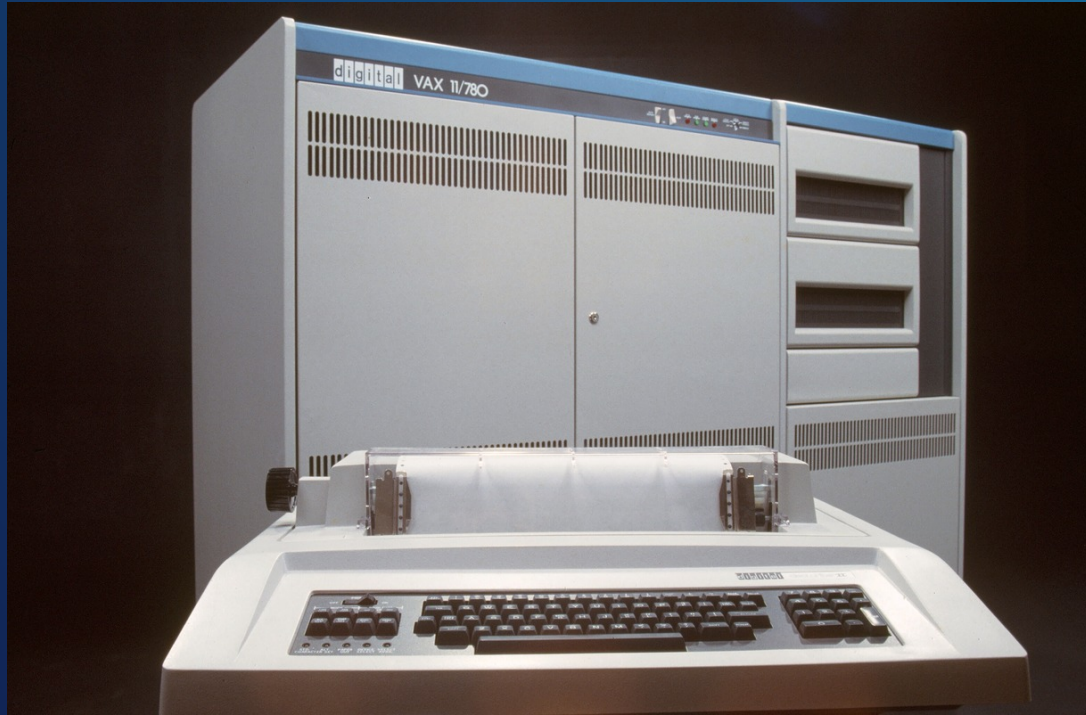
1948



Programming Was Hard

- No operating system
- No libraries
- No compilers
- No assemblers
- The painful process of abstraction layering began

1977



Easier to Program

- Assemblers/compilers available
- UNIX starting to emerge as a common base
 - Microprogramming handled hardware complexity
- Storage flexibly handled by the OS
- Networking heading to ubiquity

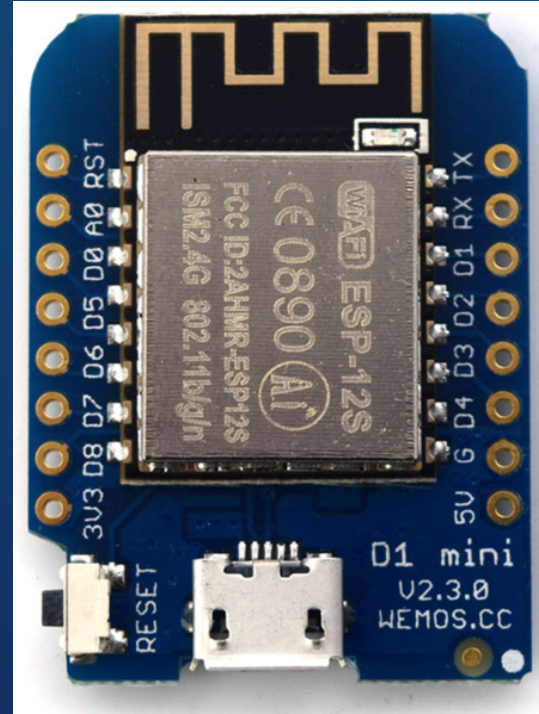
1984



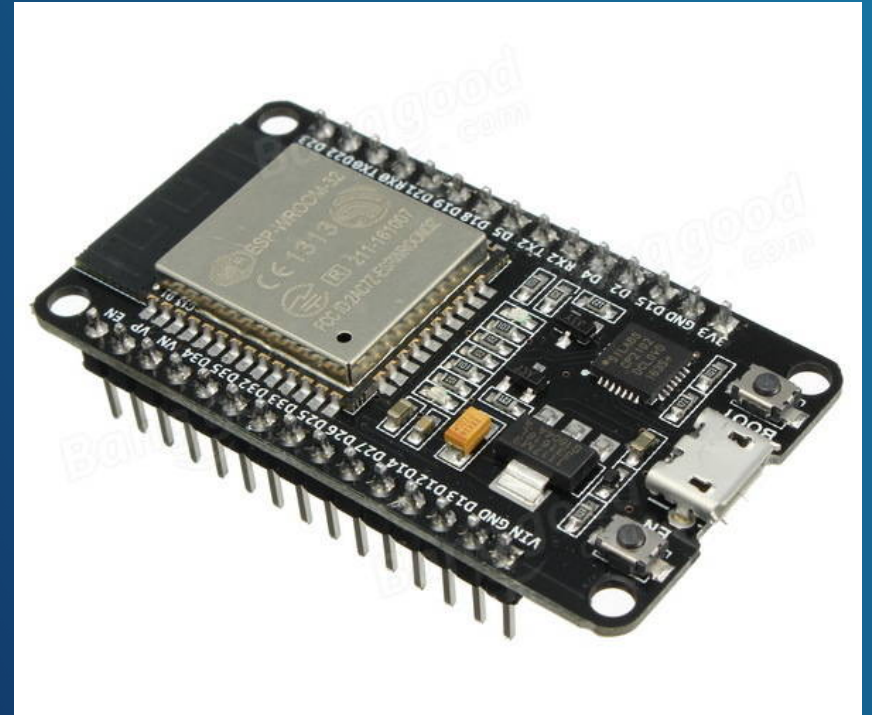
2015



2016



2017



2020



Whatever it is, it will be complex!

And so to Python

“BUT IT’S [JUST] A SCRIPTING LANGUAGE ...”



The problem with taking offense is that it's really hard to figure out what to do with it after you're done using it. Better to just leave it on the table and walk away. Umbrage untaken quietly disappears.

— *Seth Godin* —

AZ QUOTES

What's a "Scripting Language"?

- "First they ignore you; then they abuse you; then they crack down on you and then you win." – *not Mahatma Ghandi*

What's a "Scripting Language"?

- "First they ignore you; then they abuse you; then they crack down on you and then you win." – *not Mahatma Gandhi*
- "Ridicule is like repression. Both give place to respect when they fail to produce the intended effect." – *Mahatma Gandhi*

Note to Purists

- *Learners* do not have complex needs
 - Simplicity and consistency are important
 - Execution speed mostly isn't
- Direct hands-on experience *enables*
- Large resources not required
 - Wide availability and ease of access are critical

The Programming Audience

- Professional software engineers
- Scientists
- Lab technicians
- Teachers and students
- Self-guided learners
- Anyone who wants to control the billions of IoT devices
- ...

Python's Popularity

WHY DO PEOPLE USE PYTHON?

Easy for Beginners

- Simple Object Model
 - Abstracts memory allocation away
- *Everything* is an object
- Names are references to objects
 - Names live in *namespaces*
 - Objects live in the *heap*

Simple Assignment Semantics

- References keep objects alive
 - Object lifetime management is a non-problem
 - Dangling references therefore impossible
- Data is *never* copied on assignment
 - Python instead “binds names to values”

The REPL

- Interactively manipulate objects – live!
- Allows *direct* learning
 - Answer your own questions authoritatively

The Ecosystem

HOW MANY PYTHONS?

Jupyter Notebook/Lab

- Heading towards “literate programming”
- Integrates graphical and other outputs with code and commentary in Markdown
- Great way to communicate executable code solutions

File browser sidebar with categories: Running, Commands, Cell Tools, Tabs.

Name	Last Modified
1024px-Hubble_Interacting_Galaxy_AM_0500-620_(2008-04-24).jpg	5 months ago
bar.vl.json	7 minutes ago
Dockerfile	5 months ago
iris.csv	6 months ago
japan_meterological_a...	5 months ago
Museums_in_DC.geoj...	6 months ago
README.md	5 months ago
zika_assembled_geno...	5 months ago

Open a CSV file using Pandas

```
In [5]: 1 import pandas
        2 df = pandas.read_csv('../data/iris.csv')
        3 df.head(20)
```

```
Out[5]:
```

	sepal_length	sepal_width	petal_length	petal_width	species
0	5.1	3.5	1.4	0.2	se
1	4.9	3.0	1.4	0.2	setosa
2	4.7	3.2	1.3	0.2	setosa



JupyterLab Demo

JupyterLab: The next generation user interface for Project Jupyter

<https://github.com/jupyter/jupyterlab>

It has been a collaboration between:

- Project Jupyter
- Bloomberg
- Anaconda



1024px-Hubble_Interacting_Galaxy_AM_0500-620_(2008-04-24).jpg

01-custom-futur x

File Notebook Editor Terminal Console Help

01-custom-futur x

Wall time: 122 ms

```
In [8]: total.result()
Out[8]: 98688
```

Custom computation: Tree summation

As an example of a non-trivial algorithm, consider the classic tree reduction. We accomplish this with a nested for loop and a bit of normal Python logic.

```

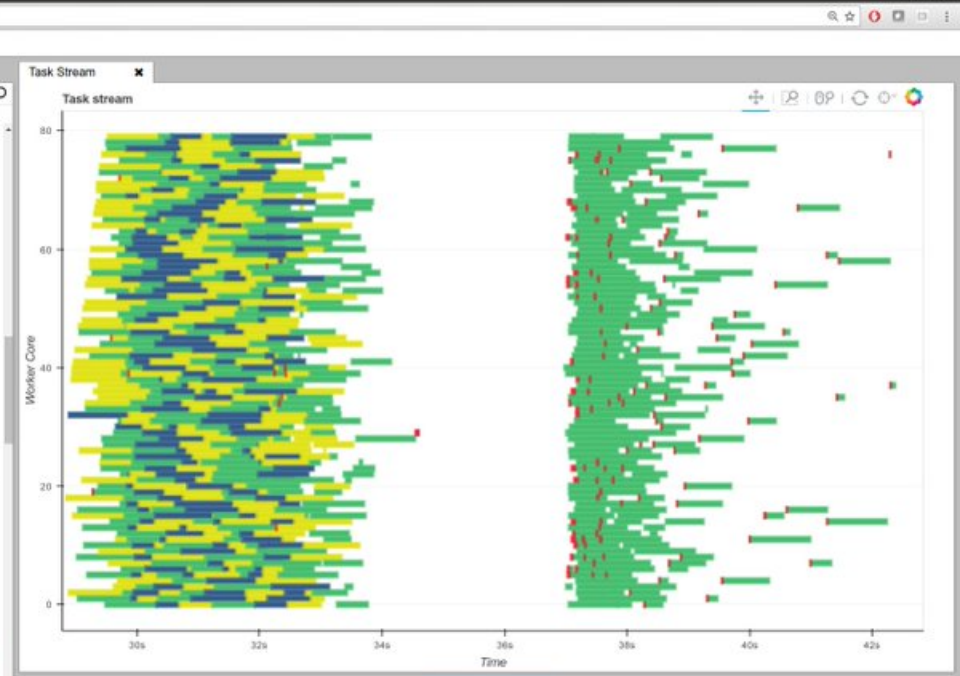
graph TD
    start --> a1
    start --> a2
    start --> a3
    start --> a4
    start --> a5
    start --> a6
    start --> a7
    start --> a8
    a1 --> b1
    a2 --> b1
    a3 --> b2
    a4 --> b2
    a5 --> b3
    a6 --> b3
    a7 --> b4
    a8 --> b4
    b1 --> c1
    b2 --> c1
    b3 --> c2
    b4 --> c2
    c1 --> total
    c2 --> total
    total --> finish
    
```

single output
 neighbors merge
 neighbors merge
 many inputs

```
In [9]: L = zs
while len(L) > 1:
    new_L = []
    for i in range(0, len(L), 2):
        future = c.submit(add, L[i], L[i + 1]) # add neighbors
        new_L.append(future)
    L = new_L # swap old list for new
progress(L)
```

Widget Javascript not detected. It may not be installed properly. Did you enable the widgetsnbextension? If no, then run "jupyter nbextension enable --py --sys-prefix widgetsnbextension"

Visualize Computation



Launcher x Processing and Pe x Workers Table x mrocklin@carb x

```

ehDeprecationWarning: Setting a fixed font size value as a string '10pt' is deprecated, set with value('10pt') or ['10pt'] instead
warn(message)
distributed.core - INFO - Connection from 127.0.0.1:54180 to Scheduler
distributed.core - INFO - Connection from 127.0.0.1:54182 to Scheduler
distributed.scheduler - INFO - Receive client connection: 6d7a4976-859f-11e6-8656-1f4cc8010550
distributed.core - INFO - Connection from 127.0.0.1:54624 to Scheduler
distributed.core - INFO - Connection from 127.0.0.1:54784 to Scheduler
distributed.core - INFO - Connection from 127.0.0.1:54728 to Scheduler
distributed.core - INFO - Lost connection: ('127.0.0.1', 54728)
distributed.core - INFO - Close connection from 127.0.0.1:54728 to Scheduler
    
```



PyPy

- “Python written in Python”
- Implementation based on *Rpython*
 - Restricted, compilable language subset
- Gives C-like speeds on regular Python code
 - Retains Python-like clarity

Cython

- Optimising static compiler
- Compiles Python (with C typing information) into C
- Great for wrapping existing C/C++ code in Python

MicroPython

- The *entire* Python 3.4 syntax, including
 - Exceptions
 - `with`, `yield from`, *etc.*
- Also adds 3.5's `async` and `await`
- Optional machine code!
- Types include `str`, `bytes`, `bytearray`, `tuple`, `list`, `dict`, `set`, `frozenset`, `array.array`, `collections.namedtuple`
- Classes and instances
- And the REPL!

pythontutor.com

Get live help!

These Python Tutor users are asking for help right now. Please volunteer to help!

- user_c76 from Greece needs help with Java - [click to help](#) (IDLE: last active 32 minutes ago, requested an hour ago)

Start private chat

[How do I use this?](#)

Python 3.6

```
1 class Crafty:
2     def __init__(self, **kws):
3         self.__dict__.update(kws)
4
5 c1 = Crafty(a=1, b="two", three={1, 2, 3})
6 print(c1.a, c1.b)
7
8 c2 = Crafty(x="axe", y="sword", z="depth")
9 print(c2.a, c2.b)
```

[Edit this code](#)

→ line that has just executed

→ next line to execute

Click a line of code to set a breakpoint; use the Back and Forward buttons to jump there.

<< First < Back Program terminated Forward > Last >>

AttributeError: 'Crafty' object has no attribute 'a' (see [unsupported features](#))

Created by [@pgbovine](#). Support with a [small donation](#).

Help improve this tool by clicking whenever you learn something:

Print output (drag lower right corner to resize)

1 two

Frames

Global frame

Crafty
c1
c2

Objects

Crafty class

[hide attributes](#)

__init__ function
__init__(self, **kws)

Crafty instance

a	1
b	"two"
three	set 1 2 3

Crafty instance

x	"axe"
y	"sword"
z	"depth"

Summary

MOST OF ALL

Python is FREE and FUN!

- Direct interaction with complex objects
- Ability to hook DIY classes into standard language syntax
- Easy for the motivated student to learn

Possibilities ...

- Robot control
- Toys and games
- Weather stations
- Light patterns
- Science instrumentation/data collection
- Home automation

Final Thoughts

- Computers *don't* just belong in mathematics
 - Computer programming is ***not*** computer science

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- Computers *don't* just belong in mathematics
 - Computer programming is **not** computer science
- Python gives learners *direct, hands-on* experience
 - *Puts them in control*
- Let people find their *own uses* for computers

Questions?

sh@felix.com

@holdenweb

Slides available (soon, promise) at
<http://github.com/holdenweb/ACCU2018>