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Programmieren für Studierende der Naturwissenschaften

Lecture 6 – Imports and NumPy

Contents

- L6: External Packages, Introduction NumPy and SciPy
P6: Exercises
- L7: External Packages 2
P7: Exercises
- L8: Handling external data and visualization
P8: Exercises
- L9: Design of algorithms
P9: Exercises (not graded) and independent work in small groups

A module is a self-contained part of software, consisting of several sub-programs (procedures and functions) and data structures

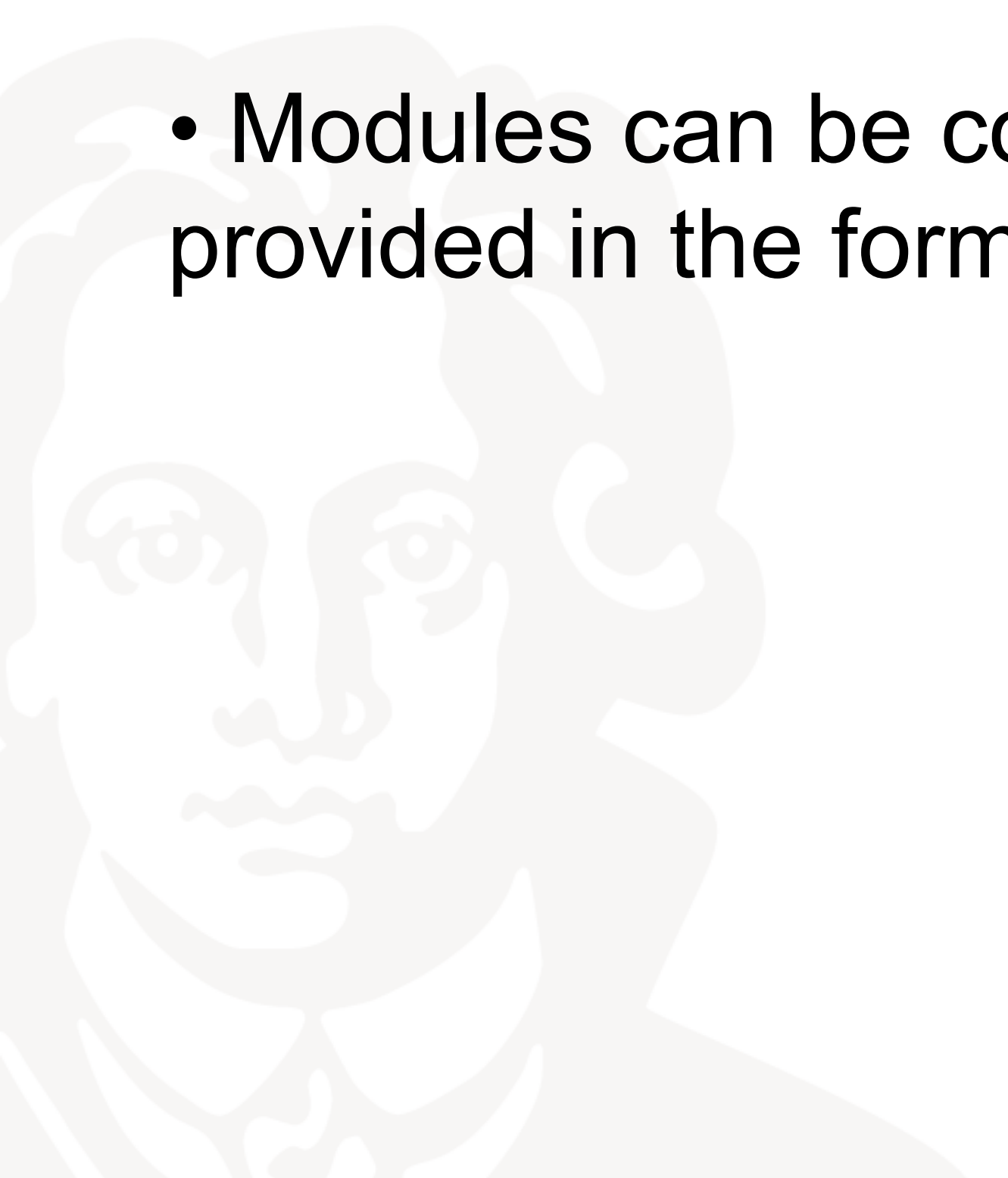
- Modules are a means for encapsulation of software, i.e. separation of "Interface" and implementation and protection against "uncontrolled" error propagation.
- Programs or parts of programs become reusable without having to create and maintain redundant code

Modularization

- Larger, complex programs can be organized and structured through the use of modules. Functionalities can be integrated according to the modular principle
- Several developers (groups) can work on and test individual modules independently of each other once the interface has been defined.

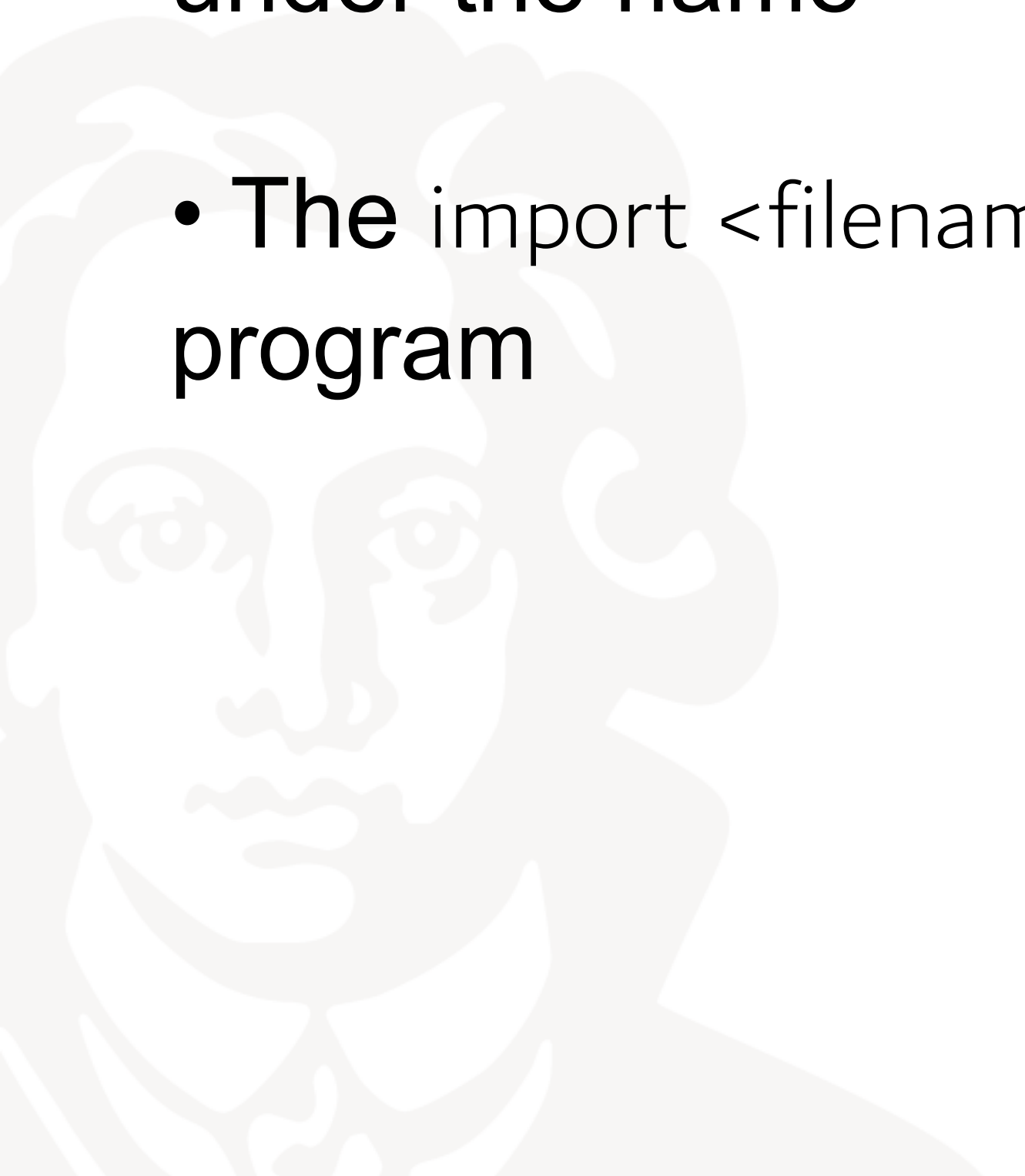


- Many programming languages support the module concept through built-in language resources, including Python.
- Modules can be compiled separately in many programming languages and provided in the form of program libraries



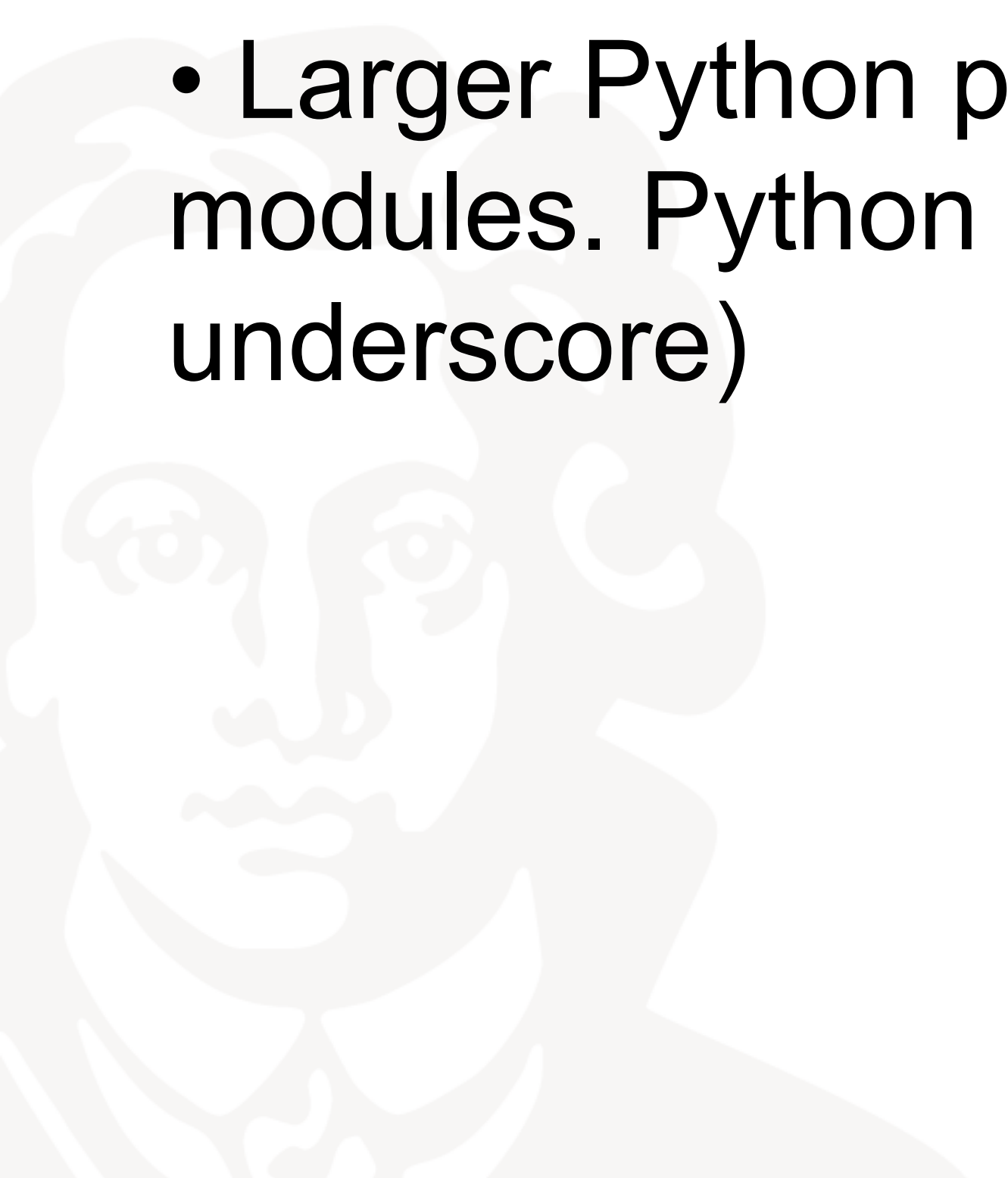
Modules in Python

- A module is a "container" that contains objects. Modules define a so-called namespace
- A module is created by saving a program in Python with the extension `.py` under the name
- The `import <filename>` statement makes modules available for the current program



Modules in Python

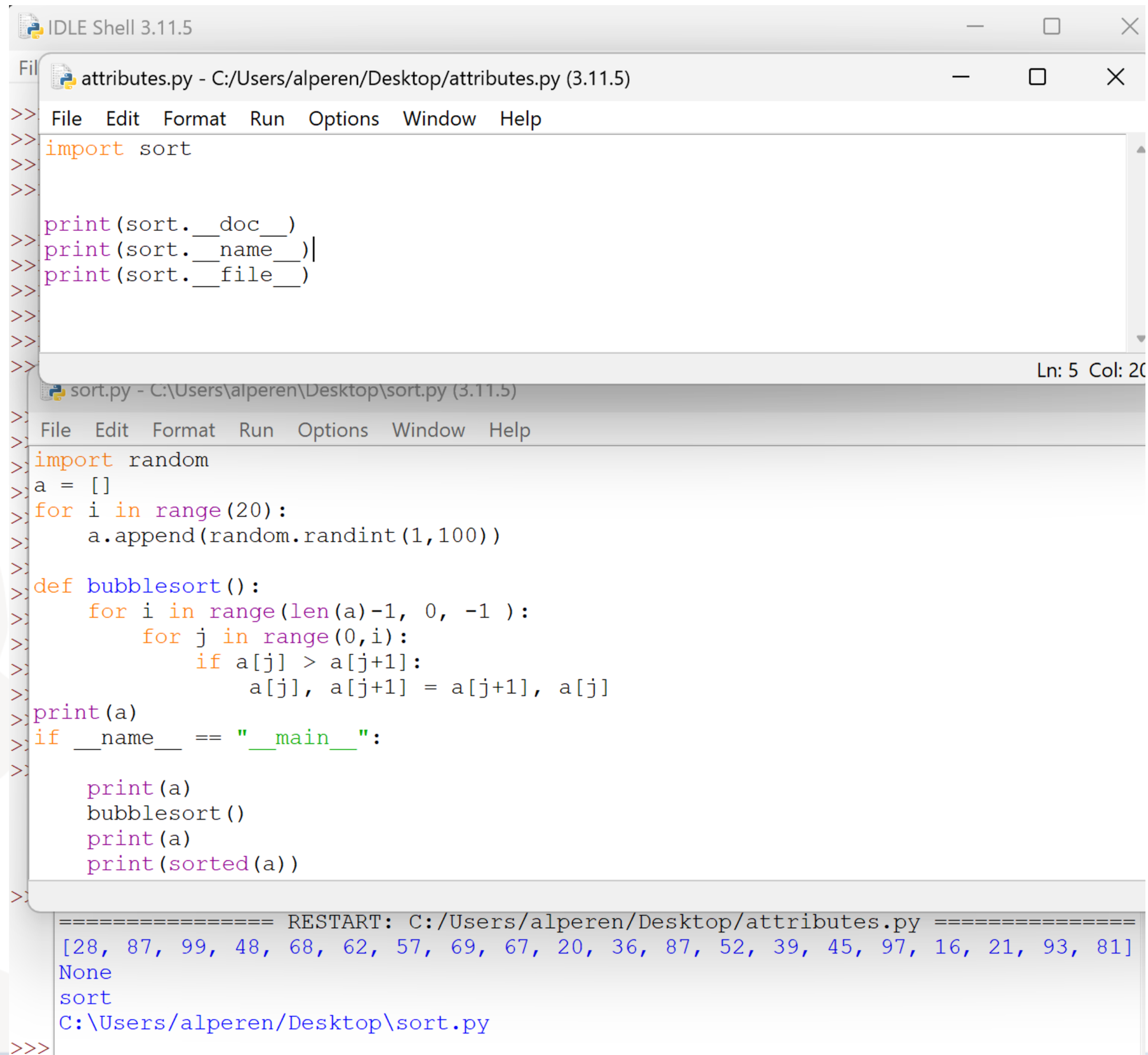
- Modules should have short names, all in lowercase, no special characters (especially no dots!). Underscores only if it increases readability
- Larger Python programs are often organized as a package of modules. Python package names use only lowercase letters (no underscore)



Automatically generated attributes of a module m

Attribute	Description
m.__dict__	The dictionary, which belongs to the module and supports especially the name management
m.__doc__	Doc string of the module
m.__name__	Module name
m.__file__	File from which the module was loaded

Attributes of a module



```

IDLE Shell 3.11.5
File Edit Format Run Options Window Help
attributes.py - C:/Users/alperen/Desktop/attributes.py (3.11.5)
>>> import sort
>>>
>>> print(sort.__doc__)
>>> print(sort.__name__)
>>> print(sort.__file__)
>>>
Ln: 5 Col: 20

sort.py - C:/Users/alperen/Desktop/sort.py (3.11.5)
File Edit Format Run Options Window Help
>>> import random
>>> a = []
>>> for i in range(20):
>>>     a.append(random.randint(1,100))
>>>
>>> def bubblesort():
>>>     for i in range(len(a)-1, 0, -1):
>>>         for j in range(0,i):
>>>             if a[j] > a[j+1]:
>>>                 a[j], a[j+1] = a[j+1], a[j]
>>>
>>> print(a)
>>> if __name__ == "__main__":
>>>
>>>     print(a)
>>>     bubblesort()
>>>     print(a)
>>>     print(sorted(a))
>>>
===== RESTART: C:/Users/alperen/Desktop/attributes.py =====
[28, 87, 99, 48, 68, 62, 57, 69, 67, 20, 36, 87, 52, 39, 45, 97, 16, 21, 93, 81]
None
sort
C:\Users\alperen\Desktop\sort.py
>>>
```



Attributes of a module

```

IDLE Shell 3.11.5
File Edit Format Run Options Window Help
attributes.py - C:/Users/alperen/Desktop/attributes.py (3.11.5)
>>> import sort
>>>
>>> print(sort.__doc__)
>>> print(sort.__name__)
>>> print(sort.__file__)
>>>
>>>
>>>
>>>
>>>
>>>
Ln: 1 Col: 11

sort.py - C:\Users\alperen\Desktop\sort.py (3.11.5)
File Edit Format Run Options Window Help
>>>
>>> def bubblesort(a):
>>>     """ Sorts the given list from small to largest
>>>
>>>     It uses a bubblesort algorithm
>>>     """
>>>     for i in range(len(a)-1, 0, -1 ):
>>>         for j in range(0,i):
>>>             if a[j] > a[j+1]:
>>>                 a[j], a[j+1] = a[j+1], a[j]
>>>     return a
>>>
>>> if __name__ == "__main__":
>>>     a = []
>>>     for i in range(20):
>>>         a.append(random.randint(1,100))
>>>     a = bubblesort(a)
>>>
>>>
>>>
===== RESTART: C:/Users/alperen/Desktop/attributes.py =====
None
sort
C:\Users\alperen\Desktop\sort.py
>>>

```



Imports of a module

```
import module
```

Zugriff auf Funktionen des Moduls durch Qualifizierung:
`module.Funktionsname`

```
from module import name [,name] *
```

Zugriff auf die **Funktion** `name` des Moduls einfach durch `name`

```
from module import *
```

~~Alle benutzten Namen werden importiert und können unqualifiziert benutzt werden~~

- **Do not use the last variant because of potential name conflicts!**
- **Alternative:** `import module as <nickname>`

What happens during the import?

- The module file is searched in the computer/path and hopefully found
- The code is translated into bytecode (if necessary)
- The module is executed once i.e. the code on "top level" of the module (but only once, at the first import !)
- Thereby the names of the module are made known (like a "RunModule" or F5 in IDLE)

Main function

- Often you can find in Python programs/modules the statement

```
if __name__ == "__main__":  
    <code>
```

- What is it for? Why do you need that?
- Any Python code can query at runtime what is called by using the variable `name` reads out
- This is
 - == `"__main__"`, if it was started from the operating system, from the console or in IDLE with Run Module (F5)
 - == `"<own module name>"` if it was imported

Main example

```

print('Hallo, hier ist das Modul testfile.')
print('Bei mir ist __name__ auf', __name__, 'gesetzt.')

def sr_in_test ():
    print('Hier läuft sr_in_test .')
    print('Bei mir ist __name__ auf', __name__, 'gesetzt.')

def main():
    print('Hier könnte z.B. Initialisierungscode für das Programm testfile \
        stehen, wenn es als selbstständiges Programm aufgerufen wird.')

if __name__ == '__main__':
    main()

```

Main example

```

print('Hallo, hier ist das Modul testfile.')
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def sr_in_test ():
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def main():
    print('Hier könnte z.B. Initialisierungscode für das Programm testfile \
        stehen, wenn es als selbstständiges Programm aufgerufen wird.')

if __name__ == '__main__':
    main()

```

```

Hallo, hier ist das Modul testfile.
Bei mir ist __name__ auf __main__ gesetzt.
Hier könnte z.B. Initialisierungscode für das Programm testfile
stehen, wenn es als selbstständiges Programm aufgerufen wird.
>>> import testfile
Hallo, hier ist das Modul testfile.
Bei mir ist __name__ auf testfile gesetzt.
>>> |

```

Why do we write this in a separate function instead of the if condition?

Response:

- Writing this as a subroutine is a bit safer because this way no "global" variables for the test file can be created accidentally
- Also, in case the program was called from outside, you can revisit the code.

- To summarize: With a.py – file you can do the following:
 - Import as module and then use in an other program
 - all statements (except after def and class) are executed (once)
 - start and use as a script (program):
 - Here you may have initialization code, which you only need if it is executed as a script/main program

```
• if name == " main " :  
    main ()
```

- So is a switch that detects in which environment the code is executed

Where should I store my own modules so that the interpreter can find them?

When you import a module, for example `module_1`, the interpreter searches for `module_1.py` on the so-called module search path in the following order:

- 1-) in the current directory of the interpreter (where it loaded the calling module)
- 2-) in `PYTHONPATH`,
- 3-) in the default path `"PATH"`
 - This is the search path for the standard libraries
 - It is installation dependent, here especially the folder for sitepackages.
- 4-) In the content of `.pth` files located in the default path.

1-) Search path: In the current directory of the interpreter

- This is practical, especially during program development
- Pay attention: The current working directory of the interpreter is valid - not the one of IDLE.
- However, built-in libraries are stored somewhere else.

```
>>> import os
>>> os.getcwd()
'/Users/alexanderwolodkin/Documents'
```

2-) PYTHONPATH

- If these environment variables are present and have system-specific file paths, then the Python interpreter looks to see if it can find the module name in these folders.
- After the default installation, PYTHONPATH is not present.
- However, these environment variables have to be set in a comparatively complicated way under Windows (please look up your operating system if you want to know more).
- It is interesting that this path is then taken over into the path (see 3.) when booting.

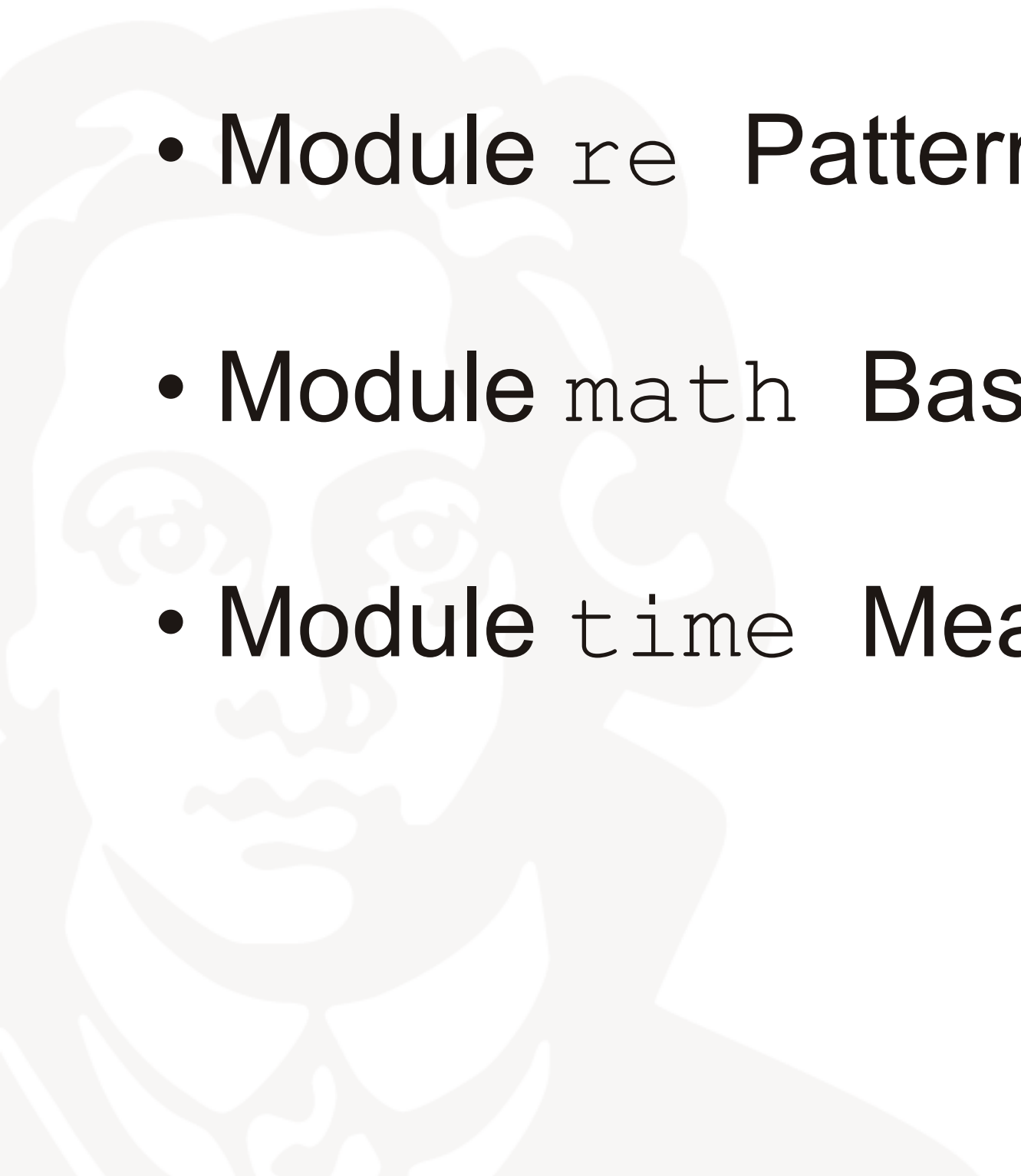
3-) In the default PATH

- The path variable in the sys module , i.e. `sys.path`, is a list of strings that specifies the default module search path.
- This search path is system and installation dependent – check it!
- Under Windows, ready-made modules belong in the folder [installation path to Python]\lib\site-packages (depending on the version)

```
>>> import sys
>>> sys.path
['', '/Users/alexanderwolodkin/Documents', '/Library/Frameworks/Python.framework/Versions/3.9/lib/python39.zip', '/Library/Frameworks/Python.framework/Versions/3.9/lib/python3.9', '/Library/Frameworks/Python.framework/Versions/3.9/lib/python3.9/lib-dynload', '/Library/Frameworks/Python.framework/Versions/3.9/lib/python3.9/site-packages']
```

Frequently used modules from built-in packages

- Module `sys` Accesses to environment components like command line etc.
- Module `os` Tools of the operating system environment: processes, files, shell commands
- Module `re` Pattern Recognition, Regular Expressions
- Module `math` Basic mathematical functionalities
- Module `time` Measuring time



- Already seen in the last lectures and exercises!
- A subroutine (a function in Python) opens (when called) its own namespace for name encapsulation.
- Therefore, each time a function is called, a new local namespace is created.
- This namespace contains the names that are defined here: the (formal) function parameters as well as the names of variables to which values are assigned in the body of the function.

Summary: Structured Programming

- We divide our programs into main program (the calling program, e.g. the interactive interpreter in IDLE), if necessary into modules and into functions.
- If we are "careful", i.e.restrictive, with the `import statement`, we can largely avoid naming conflicts (same name for different objects written by different programmers, for example).
- The key to this is the qualified name, which uses dot notation to separate the different namespaces: `import <module>` gives access to functions of the module by qualifying: `module.functionname`

Important packages

- Packages we still want to use:
 - NumPy
 - SciPy
 - Matplotlib
- Installation: <https://www.scipy.org/install.html>
- Documentation: <https://docs.scipy.org/doc/>
- Try it out afterwards!

numpy package

- Must be imported as

```
import numpy
```

- **everyone on the planet uses like this:**

```
import numpy as np
```



NumPy Features - Arrays

- The most important feature numpy provides are the so-called multi-dimensional arrays
- These work similar to the lists in Python
- Integration of C/C++ (not considered in detail)
- Fast generation of generic data

NumPy Features - Arrays

- Important differences to lists in Python:
- The entries may only be of one (numeric) data type (No more strings with integers at the same list)
- Access to multidimensional arrays works "as you wish" (i.e. as via indices of a matrix)
- Subsequent change of the number of entries is not possible
- With a concatenation a new object is created!

Examples

```
9 import numpy as np
10
11 test = np.array([1, 15, 30])
12 print(test, end="\n\n")
13
14 print(type(test), end="\n\n")
15
16 print(test[0],
17       test[1],
18       test[:1],
19       test[:2],
20       test[-1],
21       end="\n\n")
22
23 print(test[0],
24       type(test[0]),
25       test[:1],
26       type(test[:2]),
27       end="\n\n")
```

```
In [8]: runfile('/Users/alexanderwolodkin/Documents/Python/temp.py', wdir='/Users/alexanderwolodkin/Documents/Python')
[ 1 15 30]

<class 'numpy.ndarray'>

1 15 [1] [ 1 15] 30

1 <class 'numpy.int64'> [1] <class 'numpy.ndarray'>

In [9]:
```

Example 2

```
9 import numpy as np
10
11 test = np.array([
12     [1, 2, 3],
13     [4, 5, 6],
14     ],
15     dtype=float)
16 print("Array, Datentyp float:",
17       test, end="\n\n")
18
19 print("Ein bestimmtes Element:",
20       test[0, 1], end="\n\n")
21
22 print("Und was passiert hier?",
23       test[:, 2])
```

```
In [12]: runfile('/Users/alexanderwolodkin/Documents/Python/temp.py', wdir='/Users/alexanderwolodkin/Documents/Python')
Array, Datentyp float: [[1. 2. 3.]
 [4. 5. 6.]
```

Ein bestimmtes Element: 2.0

Und was passiert hier? [3. 6.]

```
In [13]:
```

Example 2

```
9 import numpy as np
10
11 test = np.array([
12     [1, 2, 3],
13     [4, 5, 6],
14 ],
15 dtype=float)
16 print("Array, Datentyp float:",
17       test, end="\n\n")
18
19 print("Ein bestimmtes Element:",
20       test[0, 1], end="\n\n")
21
22 print("Und was passiert hier?",
23       test[:,2])
```

```
In [12]: runfile('/Users/alexanderwolodkin/Documents/Python/temp.py', wdir='/Users/alexanderwolodkin/Documents/Python')
Array, Datentyp float: [[1. 2. 3.]
 [4. 5. 6.]
```

Ein bestimmtes Element: 2.0

Und was passiert hier? [3. 6.]

```
In [13]:
```

Example 3

```
9 import numpy as np
10
11 temp = np.array([
12     [1, 2, 3],
13     [4, 5, 6],
14 ],
15     float)
16 print("Wie lang ist unser temp:",
17     len(temp), end="\n\n")
18
19 print("Wie sieht temp aus",
20     temp, end="\n\n")
21
22 print("Welche Form hat temp?",
23     temp.shape, end="\n\n")
24
25 print("Dann ändern wir das:",
26     temp.reshape(3,2))
```

```
In [25]: runfile('/Users/alexanderwolodkin/Documents/Python/temp.py', wdir='/Users/alexanderwolodkin/Documents/Python')
Wie lang ist unser temp: 2

Wie sieht temp aus [[1. 2. 3.]
 [4. 5. 6.]]

Welche Form hat temp? (2, 3)

Dann ändern wir das: [[1. 2.]
 [3. 4.]
 [5. 6.]]

In [26]:
```


Lets try some examples

