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A hands-on introduction to Scientific Python

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What about speed?
(philosophical remarks)

What about speed?

- Python needs an interpreter
- executes slower than compiled code
- loops are usually the bottleneck

What about speed?

- The most important time is *your* time.
- The second most important time is *your* time, six months from now.

What about speed?

- Python needs an interpreter
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NUMERICS?

Numerics

scipy

numpy

numpy array

Python

numpy arrays

- n -dimensional arrays of one data type

```
import numpy as np
```

```
A = np.array([5, 2, 8, 2, 7, 9, 1, 5, 0, 3])
```

- manipulation (like Matlab)
 - vectorisation
 - slicing
 - reduction

construction

- `np.zeros(10)` → array of 10 zeros
`np.ones(10)` → array of 10 ones
- `np.arange(2, 15)` → 2, 3, ..., 14
- Convert from and to a list:
`my_list = list(my_array)`
`my_array = np.array(my_list)`
- Read from text file:
`data = np.fromfile("data.txt", sep=" ")`



A

5	3	8	2	7	9	1	5	0	3
---	---	---	---	---	---	---	---	---	---

+

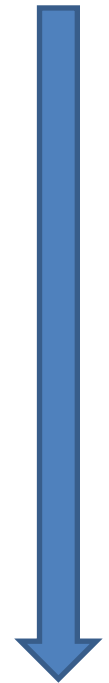
B

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

=

C

6	5	11	6	12	15	8	13	9	13
---	---	----	---	----	----	---	----	---	----



"vectorisation"

- $C = A + B$
- $C = A * B$
- $C = 2 * A$
- $C = \sin(A)$
- $C += 1$
- $C[...] = 3$
- ~~$C = 3$~~

for i in range(9):

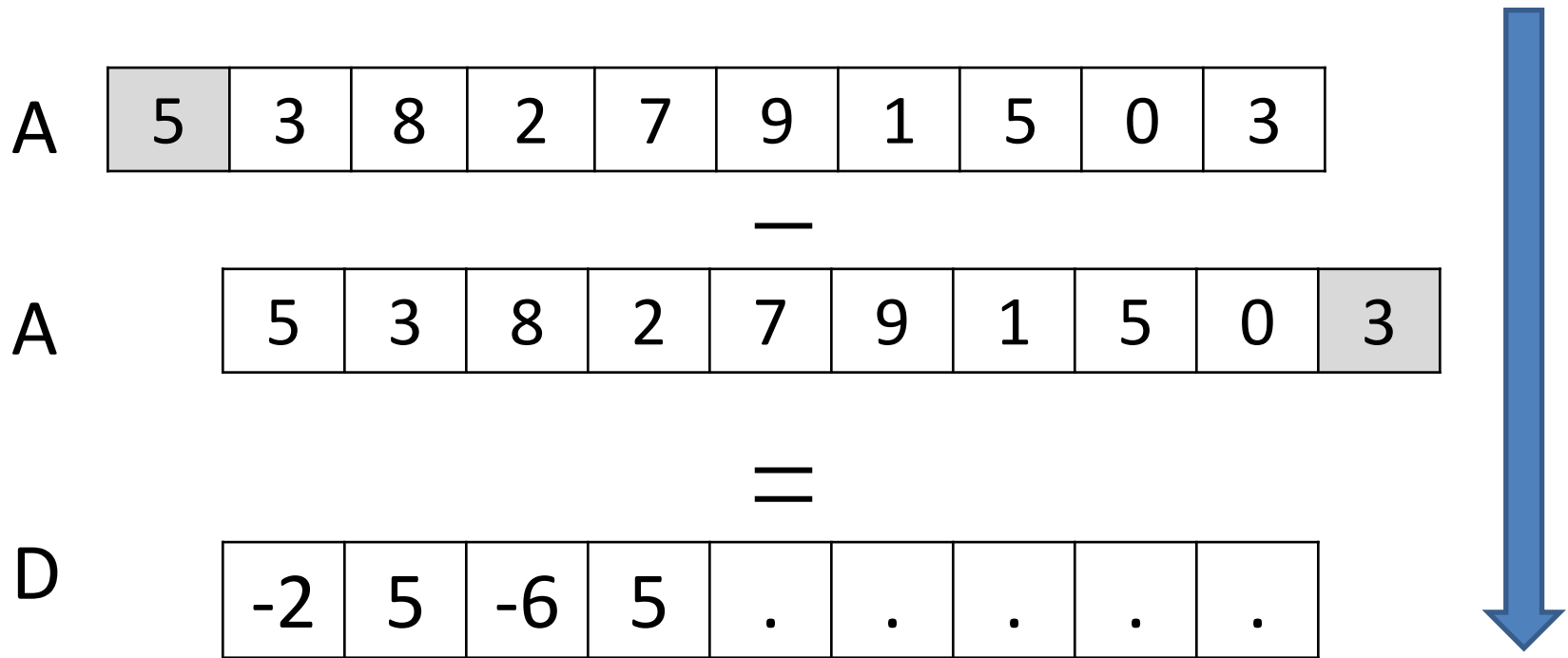
- $C[i] = A[i] + B[i]$
- $C[i] = A[i] * B[i]$
- $C[i] = 2 * A[i]$
- $C[i] = \sin(A[i])$
- $C[i] = C[i] + 1$
- $C[i] = 3$

slicing

- $A[2:5] = 1$
- $A[:: -1] = C$
- for i in $\text{range}(2,5)$:
 $A[i] = 1$
- for i in $\text{range}(9)$:
 $A[9-i] = C[i]$

How would you implement forward differences?

$$\Delta f_n \approx f(x_{n+1}) - f(x_n)$$



$$D = A[1:] - A[:-1]$$

masking

- vectorisation also for conditions

$A > 5$ → array of **True** and **False**

- can be combined with slicing

$A[A > 5] = 0$

- **for** i **in** $\text{range}(9)$:
 if $A[i] > 5$:
 $A[i] = 0$

- $\text{np.where}(\text{cond}, \text{then_expr}, \text{else_expr})$

$$A[A > 5] = 0$$

A

5	3	8	2	7	9	1	5	0	3
---	---	---	---	---	---	---	---	---	---

A > 5

F	F	T	F	T	T	F	F	F	F
---	---	---	---	---	---	---	---	---	---

=

0

		0		0	0				
--	--	---	--	---	---	--	--	--	--

A

5	3	0	2	0	0	1	5	0	3
---	---	---	---	---	---	---	---	---	---

Cherry-picking

- using one array as indices for another array

```
indices = np.array([4, 2, 5])  
A = np.array([1., 2., 3., 5., 8., 0., 13., 21.])  
A[indices]
```

- useful: some functions return indices:
- `np.nonzero(A)` → indices of non-zero elements
- `np.argsort(A)` → indices that give a sorted A

reduction

- `np.sum(A)`
- `np.prod(A)`
- `np.mean(A)`
- `np.amax(A)` → value of the maximum
`np.argmax(A)` → index of the maximum
- `np.count_nonzero(A)` → number of **Trues**

- **import** numpy as np
- np.*[press TAB]*
- np.arange?
- x = np.arange(10)
- x + 1
- x.*[press TAB]*
- x/2
- x[1:3]
- x[x%2 == 0]
- y = 4.5 * np.ones(10)
- np.sum(y)
- x * y
- np.dot(x,y)
- np.sin(x/np.pi)

play around a bit:
Get a "feel" for the numpy array

Generate an array x from 100 values between 0 and 2π . Then generate an array y of the same size, with the values $2\sin(x)\cos(x)$.

implement the Trapezoid integration rule for some function in arrays x and $y = f(x)$

For an array of random numbers in the range $[0, 1)$, give the number of elements > 0.5 . Then multiply all numbers < 0.5 with two.

given a permutation p (an array of indices $0 .. n$, but shuffled), compute the permutation q such that $p[q]$ gives the trivial permutation.