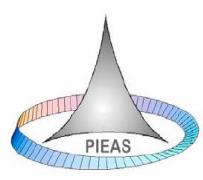


Allah says

عَلَمَهُ الْبَيَانَ o

***He has taught him speech (and intelligence).***

Al-Qur'an, 055.004 (Ar-Rahman)



## Lecture-1.2 *Control Flow in Python*

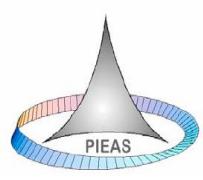
---

**Fayyaz ul Amir Afsar Minhas, Ph.D.**

[fayyazafsar@gmail.com](mailto:fayyazafsar@gmail.com)

<https://piazza.com/pieas.edu.pk/summer2015/python/home>

Department of Computer and Information Sciences  
Pakistan Institute of Engineering and Applied Sciences  
(PIEAS)  
P.O. Nilore, Islamabad.

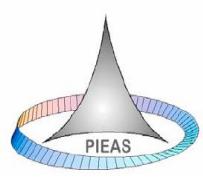


# Python myths

- **But Python is slow...**
  - Yes, because it is interpreted
  - But you can also, very easily, use packages such as PyPy and Numba to do Just-In-Time Compilation to compile the code and make it fast
  - It also integrates with C (through Cython or SWIG)

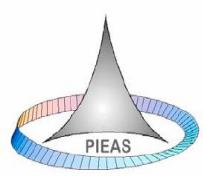
<http://blog.dhananjaynene.com/2008/07/performance-comparison-c-java-python-ruby-jython-jruby-groovy/>

| Language | Version  | Lines of Code | Time per iteration<br>(microseconds) |
|----------|--|---------------|--------------------------------------|
| Java     | Sun JDK 1.6.0.03<br>4.1.3 20070929 (prerelease)<br>(Ubuntu 4.1.2-1ubuntu2)<br>Compiled with optimisation -<br>O3 | 86<br>86      | 1.6<br>3                             |
| C++      | gcc version 4.2.3<br>(Ubuntu 4.2.3-2ubuntu7)<br>Compiled with optimisation -<br>O3<br>2.5.1                      | 124           | ~0<br>192                            |
| Python   | 2.5.1 with psyco   | 41            | 33                                   |



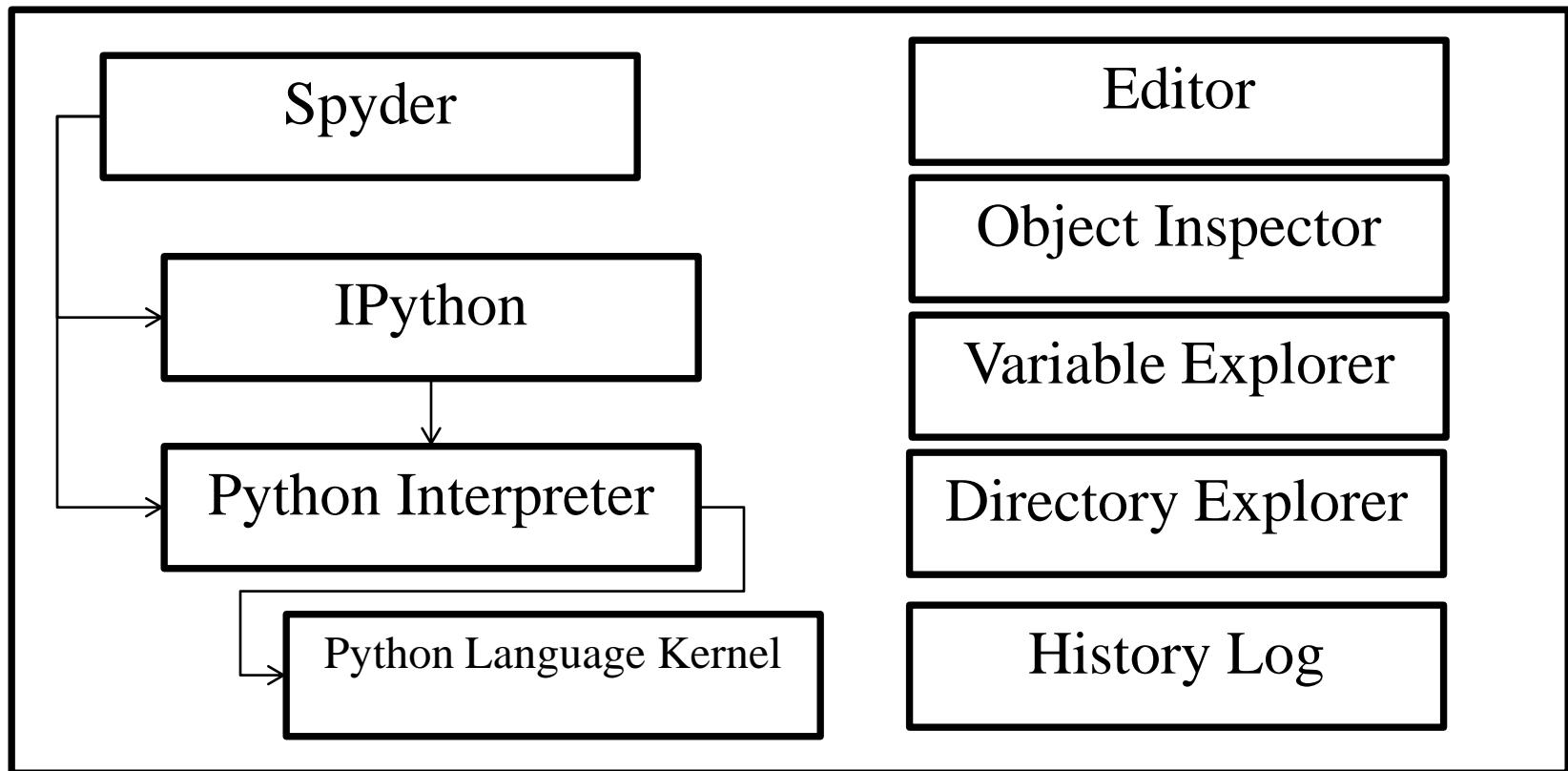
# Another look at Python IDE

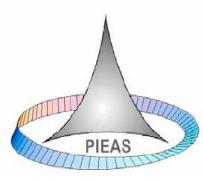
- **We are using Python (x,y)**
  - **Which is a Python IDE**
  - **Contains tools for writing and executing code (Spyder)**
  - **Tools for building GUI (QtDesigner)**
  - **Notebooks**
  - **Debugging (PDB)**
  - ...
- **However, for this course you will be using Spyder primarily**
- **Now Spyder has a file editor, a variable explorer (you can save variables), a directory explorer, an object inspector (to view help by pressing ctrl+l)**
- **Consoles**
  - **Python Console: Python Interpreter**
  - **Ipython Console: Interactive Python , Enhanced capabilities – “magic” functions**
- **The consoles have intellisense**
- **Unlike Matlab, you can have multiple consoles running at the same time**
- **You can also run consoles from your operating system directly**



# Concept Diagram

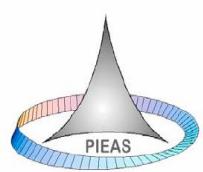
## Python (x,y)





# Assignment-1

- **Finding distance between two cities**

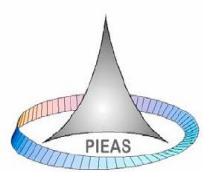


# Assignment-1 Solution

```
from math import sin,cos,atan2,sqrt,radians  
  
phi_1, lambda_1 = 33.6547, 73.2500  
phi_2, lambda_2 = -22.9083, -43.1964  
  
d_phi = phi_2-phi_1  
d_lambda = lambda_2-lambda_1  
  
phi_1,phi_2 = radians(phi_1),radians(phi_2)  
lambda_1,lambda_2 = radians(lambda_1),radians(lambda_2)  
d_phi,d_lambda = radians(d_phi),radians(d_lambda)  
  
a = sin(d_phi/2.0)**2+cos(phi_1)*cos(phi_2)*(sin(d_lambda/2.0)**2)  
B = 2*atan2(sqrt(a),sqrt(1-a))  
R = 6371  
D = R*b  
  
print "Distance is",d
```

Modules

Syntactic Sugar



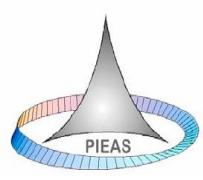
# Imports

```
from math import sin,cos,atan2,sqrt,radians  
r = radians(180)
```

```
import math  
r = math.radians(180)
```

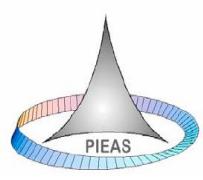
```
from math import radians as rad  
r = rad(180)
```

```
from math import *
```



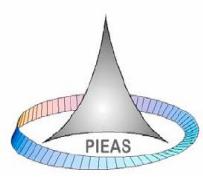
## Important concept

- **Stuff defined or declared in a file can be used in console after the file is run for the first time**
- **Stuff available in the console can be used in the file as well**



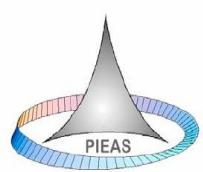
# Functions

- **If you want to write a big program, you may want to reuse your existing code**
- **One way is to create functions**
- **For example**
  - **In a program that will compute distance of one city from all other cities you can easily call our function with different parameters which will depend on the cities**



# Python Functions

- **Python allows the creation of functions**
  - **Allow multiple inputs of different types**
    - Even infinite or different number
  - **Allows multiple outputs of different types**



## Python functions

```
def getDistance(phi_1,lambda_1,phi_2,lambda_2):
    """
    This function computes the distance between two points on the surface of
    the earth.
    Input arguments:
        phi_1: latitude of the first point
        lambda_1: longitude of the first point
        phi_2: latitude of the second point
        lambda_2: longitude of the second point
        All the above values are in degrees.
    Return value:
        Distance in kilometers between the two points
    """
    phi_1,phi_2=radians(phi_1),radians(phi_2)
    lambda_1,lambda_2=radians(lambda_1),radians(lambda_2)

    d_phi=phi_2-phi_1
    d_lambda=lambda_2-lambda_1

    a=sin(d_phi/2.0)**2+cos(phi_1)*cos(phi_2)*sin(d_lambda/2.0)**2
    b=2*atan2(sqrt(a),sqrt(1-a))
    R=6371
    d=R*b
    return d
```

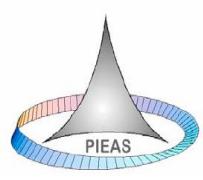
Notice indentation

Input Arguments

Note colon

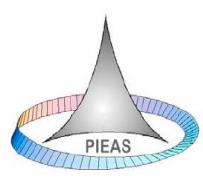
Help string AKA Doc string

Return Value



# Task

- **Create a file “distance\_script.py”**
- **Copy paste your code from yesterday and create a function called getDistance as on the previous slide**
- **This function can be called as**
  - `getDistance(phi_1,lambda_1,phi_2,lambda_2)`
- **Make a call to the function**
- **Run the file**
- **Do not copy from this presentation. Do it for your own code**



## distance\_script.py

```
from math import sin,cos,atan2,sqrt,radians

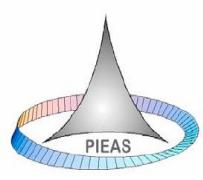
phi_1, lambda_1=33.6547, 73.2500
phi_2, lambda_2=-22.9083, -43.1964

def getDistance(phi_1,lambda_1,phi_2,lambda_2):
    """
    This function computes the distance between two points on the surface of
    the earth.
    Input arguments:
        phi_1: latitude of the first point
        lambda_1: longitude of the first point
        phi_2: latitude of the second point
        lambda_2: longitude of the second point
        All the above values are in degrees.
    Return value:
        Distance in kilometers between the two points
    """
    phi_1,phi_2=radians(phi_1),radians(phi_2)
    lambda_1,lambda_2=radians(lambda_1),radians(lambda_2)

    d_phi=phi_2-phi_1
    d_lambda=lambda_2-lambda_1

    a=sin(d_phi/2.0)**2+cos(phi_1)*cos(phi_2)*sin(d_lambda/2.0)**2
    b=2*atan2(sqrt(a),sqrt(1-a))
    R=6371
    d=R*b
    return d

print "Distance is", getDistance(phi_1,lambda_1,phi_2,lambda_2)
```

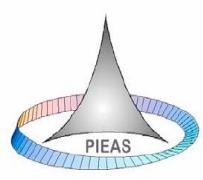


# Things to remember

- **Arguments**
    - Python functions can take multiple arguments
    - Even a variable number of arguments (\*args, \*\*kwargs)
  - **Setting default values**
  - **Named argument calling**
  - **Return values**
    - Can return multiple values
  - **Help**
    - Can add description of the function as comments
    - Use: <func\_name>? Or help(func\_name)
  - **Scope:** locals() and globals()
- ```
def getDistance(phi_1,lambda_1,phi_2=33.6547,lambda_2=73.2500):
    ...
    print "Distance is", getDistance(phi_2,lambda_2)

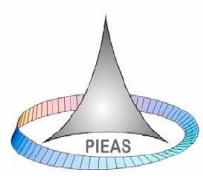
getDistance(phi_2=33.6547,lambda_2=73.2500,phi_1=-22.9083,lambda_1=-43.1964)

return d, d**2
```



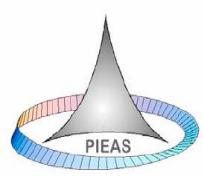
## Developing your first module

- **Create a file ‘distance.py’**
- **Copy the import statement and the getDistance Function into it**
- **Create another file called ‘distance\_script2.py’ in the same directory**
- **Write ‘from distance import getDistance’ and then you can call the function**



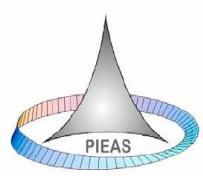
## Task

- **Change the function to return both the distance and the square of the distance**



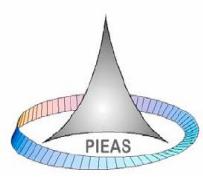
## Concepts on control flow in Python

- **Python is an interpreted language**
- **It executes the code one line at a time**
- **When a Python code encounters an import statement it compiles the code of the required module then**
  - **If a module file is named “distance.py”, its compiled file will be “distance.pyc” which contains the byte code**
  - **The byte code is then executed by the Python Virtual Machine**



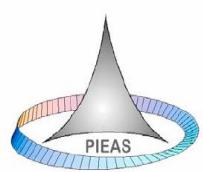
## Concepts on control flow in Python

- If you change a module file but do not “compile” a new .pyc file prior to importing it, the code will not reflect the changes
  - The solution is “reloading”
  - Recompile the code every time it is imported
- Not a problem when not using the console



## Problems in Reloading modules?

- If you make a change to the module file and run the script it does not reflect these changes unless it is 'reloaded'
- Easy to reload using Ipython Magic functions
  - `%load_ext autoreload`
  - `%autoreload 2`

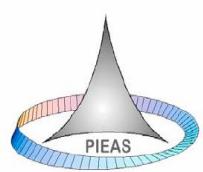


# Adding a module tester to a module

```
from math import sin,cos,atan2,sqrt,radians

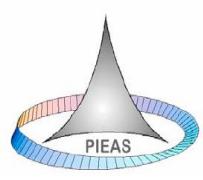
def getDistance(phi_1,lambda_1,phi_2=33.6547,lambda_2=73.2500):
    """
    This function computes the distance between two points on the surface of
    the earth.
    Input arguments:
        phi_1: latitude of the first point
        lambda_1: longitude of the first point
        phi_2: latitude of the second point
        lambda_2: longitude of the second point
        All the above values are in degrees. If phi_2 and lambda_2 are not
            provided, the function uses the default coordinates of Nilore
            as point 2.
    Return value:
        Distance in kilometers between the two points
    """
    phi_1,phi_2=radians(phi_1),radians(phi_2)
    lambda_1,lambda_2=radians(lambda_1),radians(lambda_2)
    d_phi=phi_2-phi_1
    d_lambda=lambda_2-lambda_1
    a=sin(d_phi/2.0)**2+cos(phi_1)*cos(phi_2)*sin(d_lambda/2.0)**2
    b=2*atan2(sqrt(a),sqrt(1-a))
    R=6371
    d=R*b
    return d

if __name__=='__main__':
    print "Distance is", getDistance(phi_2=33.6547,lambda_2=73.2500,phi_1=-22.9083,lambda_1=-43.1964)
```



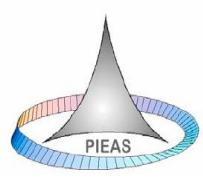
## \_\_name\_\_

- Add the following line to the module and the script
- `print "__name__ in", __file__, "is", __name__`
- 
  
- `__name__ in distance.py is distance`
- `__name__ in distance_script2.py is __main__`
- Distance is 13772.847015



# Control flow statements

```
if condition:  
    # Perform some actions  
    print "Condition is True"  
elif condition != True:  
    # Perform some other actions  
    print "Condition is not True"  
else:  
    # Perform default or fall-through actions  
    print "Anomaly: Condition is neither True nor False"
```



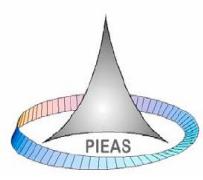
# Control flow statements

- **While loop**

```
while condition:  
    do-something
```

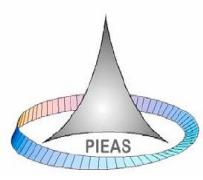
- **Example**

```
a = 10  
while a>0:  
    print a  
    a = a - 1
```



## Python lists

- A list is a data structure in Python
- Required here for understanding loops



# Control flow statements

- **The `range` function**
- **Returns a ‘list’**
  - **More on lists later**
- **The ‘for’ loop iterates over a ‘list’: any list**

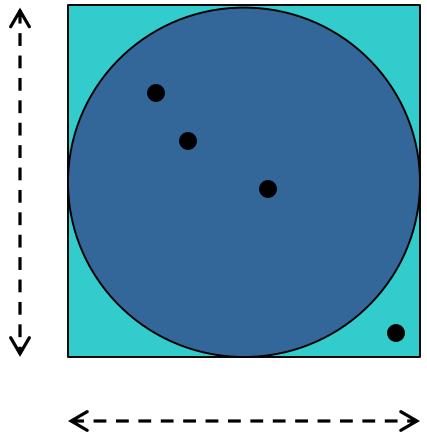
```
print range(10)

for a in range(10):
    print a

for a in ['Mary', 'had', 10, 'little', 'lambs']:
    print a
```



# Estimating the value of Pi

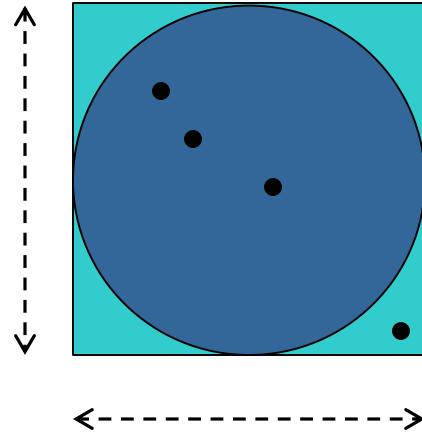


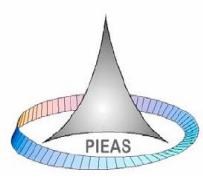
- **Montecarlo methods**
- **Can be used to integrate any function**



## Finding the value of $\pi$

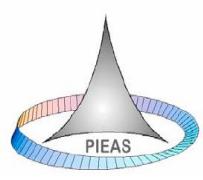
- $r = 1.0$
- $A_{square} = (2r)^2 = 4.0$
- $A_{circle} = \pi r^2 = \pi$
- $\frac{A_{circle}}{A_{square}} = \frac{\pi}{4.0}$
- $\pi = 4 \left( \frac{A_{circle}}{A_{square}} \right)$
- If we throw darts at random at an object, the percentage of darts that land inside it is proportional to its area
- Throw darts at random within the square and calculate the percentage of darts that land inside the circle. This gives an approximate value of the ratio
- Use this to calculate  $\pi$





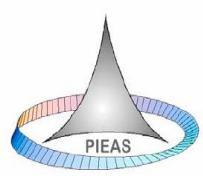
## Throwing darts

- **Generate coordinates using “random” module**
  - **x=random.random()**
  - **y=random.random()**
- **How to see if (x,y) is inside the circle**
  - **If  $x^2 + y^2 < 1.0$**
- **Throw a large number of darts and see what proportion lands inside**



# Python: Do Not Forget

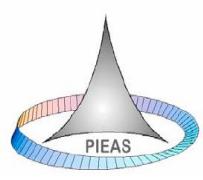
- **Everything is an object**
  - `dir(<obj>)`
  - `type(sqrt)`



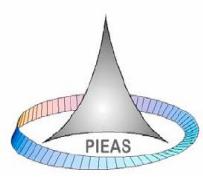
# Challenge

- Make a python program that takes as input any function and computes the area under it using Monte Carlo Simulation
- Example:

```
def circle(x,y):  
    r = 10  
    return x**2+y**2 <=r**2  
  
def findArea(func, trials = 10000):  
    # Implementation  
    return area  
  
Area = findArea(circle)
```

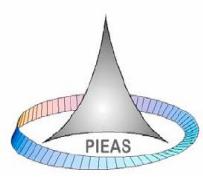


# Summary of topics covered today



## Want to read?

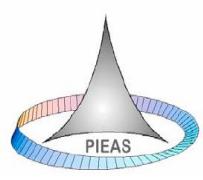
- **Control Flow**
  - <https://docs.python.org/3/tutorial/controlflow.html>
- **Books**
  - **Do exercises in the end of the books**
  - **Deitel!**



## End of Lecture-2

"Python's a drop-in replacement for BASIC in the sense that Optimus Prime is a drop-in replacement for a truck."

- Cory Dodt



## Next

- **Handling files and strings**