

# An introduction to Python

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# Scripting versus compiled languages

## Scripting languages (interpreted)

- Bash
- Python
- Perl
- Matlab / Octave
- Basic
- TCL
- ...

Faster development  
Slower execution  
More features  
No compilation

## (Byte-)Compiled languages

- C
- C++
- Fortran
- Cython
- Basic
- Pascal
- Java(script)
- ...

Slower development  
Faster execution  
Less features  
Compilation

## 1994

- First release (1.0)
- Main developer: Guido Van Rossum (BDFL)
- Influences from lisp, ABC, C++, ...
- Small community (not popular)



## 2000

- Influential release (2.0)
- Mature language, easier to use
- Open community, widespread adoption
- Latest in this series 2.7.x (most popular version)



## 2008

- Ideological cleanup release (3.0)
- Remove redundancies: less features
- Fix design mistakes
- Not backward compatible
- Slow adoption

- The website:  
<http://www.python.org/>
- Python Tutorial  
<http://docs.python.org/tutorial/index.html>
- Reference of standard libraries  
<http://docs.python.org/library/index.html>
- Extensive Q&A site  
<http://stackoverflow.com/>
- Python package database  
<http://pypi.python.org/pypi>

# Useful Python links for computational sciences

- Basic numerical tools: Numpy, Scipy and Matplotlib  
<http://www.scipy.org/>
- Storage of numerical data in files: HDF5  
<http://www.h5py.org/>
- Scikit-learn: machine learning, data sciences  
<http://scikit-learn.org/stable/>
- Just-in-time compilation  
<https://numba.pydata.org/>  
<http://www.deeplearning.net/software/theano/>
- Combining Python and C++  
<http://cython.org/>  
<https://github.com/pybind/pybind11>
- Arbitrary precision and symbolic math  
<http://mpmath.org/>  
<http://www.sympy.org/>
- Automatic analytic differentiation  
<https://github.com/HIPS/autograd>
- Cheminformatics  
<http://www.rdkit.org/>
- A longer list:  
<https://scipy.org/topical-software.html>

## Python that comes with your Linux or OSX

- Open a terminal
- Start the `python` or `python3` program. You'll get the Python command line:

```
Python 2.7.13 (default, Jun 26 2017, 10:20:05)
[GCC 7.1.1 20170622 (Red Hat 7.1.1-3)] on linux2
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

- Enter code, line by line, e.g. `1 + 1`
- To exit the interpreter: type `exit()` or press CTRL+d.

## In a conda environment (Windows, Linux, OSX)

- Linux, OSX: open a terminal and activate your conda environment

```
. <your_conda_directory>/bin/activate
```

- Windows: open the anaconda prompt
- Start the `python` program. You'll get the Python command line:

```
Python 2.7.13 |Continuum Analytics, Inc.| (default, Dec 20 2016, 23:09:15)
[GCC 4.4.7 20120313 (Red Hat 4.4.7-1)] on linux2
Type "help", "copyright", "credits" or "license" for more information.
Anaconda is brought to you by Continuum Analytics.
Please check out: http://continuum.io/thanks and https://anaconda.org
>>>
```

## Linux on HPC (gengar and friends)

- Load a Python module

```
module load Python/3.6.1-intel-2017a
```

- Start the `python` program. You'll get the Python command line:

```
Python 3.6.1 (default, May  9 2017, 16:24:49)
[GCC Intel(R) C++ gcc 6.3 mode] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

## Python scripts (Linux, OSX)

- Create a file, e.g. `script.py`
- First line (shebang): `#!/usr/bin/env python`
- Comments start with hash: `#`
- Add some lines of Python code

```
print("Hello world")
```

- Make executable (once) and run:

```
chmod +x script.py
./script.py
```

- Or execute directly:

```
python ./script.py
```

# How to edit code?

- Integrated development environment (IDE):
  - Sublimetext <https://www.sublimetext.com/>
  - Pycharm <https://www.jetbrains.com/pycharm/>
  - Atom <https://atom.io/>
  - ...
- Text editors:
  - Notepad++ (Windows) <https://notepad-plus-plus.org/>
  - Gedit (Linux, Gnome)
  - Kate (Linux, KDE)
  - Vim (terminal, Linux, OSX)
  - Emacs (terminal, Linux, OSX)
  - Nano (terminal, Linux, OSX, too simple, don't use)
  - ...

# Good practices: coding style

- Main purpose: **improve readability**

- The basics (taken from [PEP8](#)):

- Use 4-space indentation, no tabs. (Configure your editor.)
- Wrap lines (don't exceed 100 characters).
- Separate blocks of code by empty line(s).
- Put comments on a line of their own. Space after hash.

```
# This is a comment on the following line.  
print(2)
```

- Write docstrings.

```
def add(a, b):  
    """Compute sum of a and b."""  
    return a + b
```

- Put spaces around operators and after commas, not around brackets: `a = f(1, 2) + g(3, 4)`

- Class names: `CamelCase`

Module-level constant names: `UPPER_CASE_WITH_UNDERSCORES`

Variable, function and method names: `lower_case_with_underscores`

# Good practices: use “linters” (1/2)

- Main purpose: **check for style issues and potential bugs**
- Popular choices: pylint, pycodestyle, pydocstyle
- Example of poor style `poor.py`

```
def add(a,b):  
    '''Adds stuff.'''  
    return a+b  
    c = a+b
```

- Output of `pylint poor.py`

```
***** Module poor  
C:  1, 0: Exactly one space required after comma  
def add(a,b):  
    ^ (bad-whitespace)  
C:  1, 0: Missing module docstring (missing-docstring)  
C:  1, 0: Invalid argument name "a" (invalid-name)  
C:  1, 0: Invalid argument name "b" (invalid-name)  
W:  4, 4: Unreachable code (unreachable)  
C:  4, 4: Invalid variable name "c" (invalid-name)  
W:  4, 4: Unused variable 'c' (unused-variable)
```

```
-----  
Your code has been rated at -13.33/10
```

## Good practices: use “linters” (2/2)

- Main purpose: **check for style issues and potential bugs**
- Popular choices: pylint, pycodestyle, pydocstyle
- Example of poor style `poor.py`

```
def add(a,b):  
    '''Adds stuff.'''  
    return a+b  
    c = a+b
```

- Output of `pycodestyle poor.py`

```
poor.py:1:10: E231 missing whitespace after ','
```

- Output of `pydocstyle poor.py`

```
poor.py:1 in public function `add`:  
    D401: First line should be in imperative mood ('Add', not 'Adds')  
poor.py:1 in public function `add`:  
    D300: Use """triple double quotes""" (found '''-quotes)
```

# Good practices: write unit tests

- Main purpose: **validate features of your code**
- Example: `adder.py`

```
def add(a, b):  
    """Compute the sum of a and b."""  
    return a + b
```

```
def test_add():  
    assert add(1, 2) == 3  
    assert add(2, -3) == -1
```

- Run the tests with nose: `nosetests -v adder.py`

```
adder.test_add ... ok
```

```
-----  
Ran 1 test in 0.085s
```

```
OK
```

- Main purpose: **do not reinvent the wheel**
- Do not copy-paste someone else code (copyright and not sustainable)
- Install someone else's software instead:

```
# Conda, any OS
```

```
conda install <package_name>
```

```
# Python package index, any OS
```

```
pip install --user <package_name>
```

```
# Fedora Linux
```

```
sudo dnf install <package_name>
```

```
# Ubuntu Linux
```

```
sudo apt-get install <package_name>
```

```
# Mac OSX, no package manager installed by default
```

```
sudo port install <package_name>
```

```
brew install <package_name>
```

# Good practices: Git (1/3)

- Main purpose: **record history of your code, collaborate**
- Do not: (1) manually backup code, (2) send code around by e-mail.
- Git = a fast revision control system. Simple example:

```
# Make an project directory  
make petproject  
cd petproject
```

```
# Initialize git (makes and populations .git subdir)  
git init
```

```
# Add some code, e.g. adder.py and record it in git history  
git add adder.py  
git commit -m 'First commit'
```

```
# Add another assert line to the unit test, then run:  
git commit adder.py -m 'Added unit test to adder.py'
```

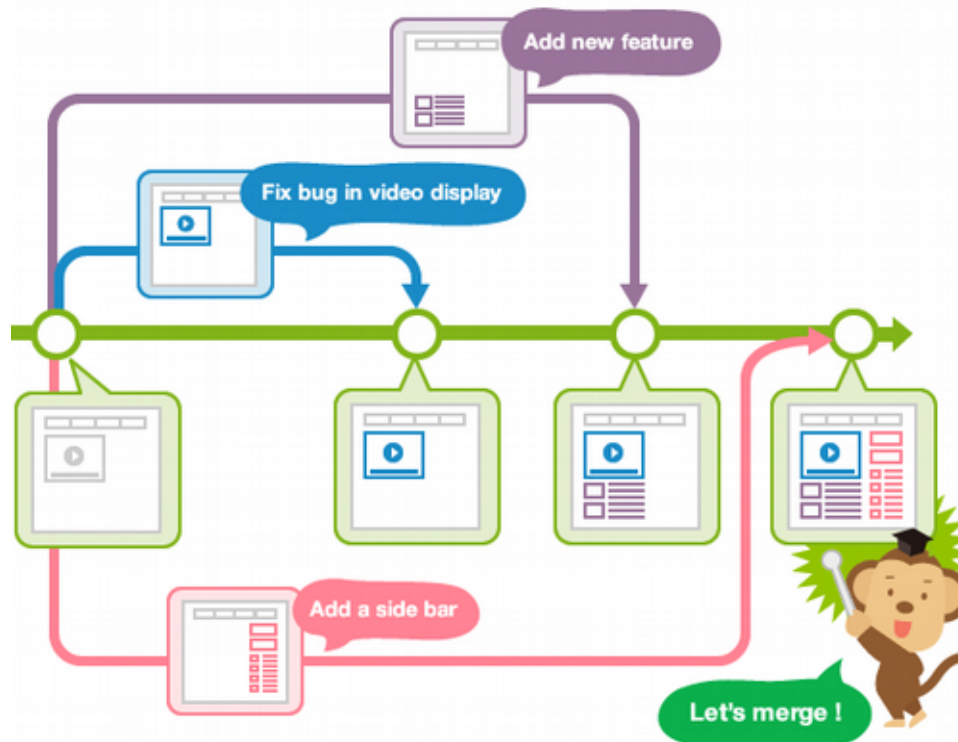
```
# View the history  
git log
```

```
# Create account and repository on github.com, then upload the history:  
git remote set-url origin git@github.com:<account_name>/<project_name>  
git push origin master
```

# Good practices: Git (2/3)

## Some terminology

- **A commit:** one step in the history (changes in files).
- **A repository:** archive containing the history of a project.
- **A fork:** your copy of someone else's repository.
- **A branch:** a line of development, series of commits.
- **A pull request:** request to merge commits into another branch



**Official Git website:** <https://git-scm.com>

**Tutorials for beginners:**

- Try here: <https://try.github.io/>
- [https://backlogtool.com/git-tutorial/en/intro/intro1\\_1.html](https://backlogtool.com/git-tutorial/en/intro/intro1_1.html)

**Git hosting services** (online repositories)

- <http://github.com/> most popular and advanced
- <http://github.ugent.be/> private github repositories
- <http://gitlab.com/> less features but also less limitations

<https://molmod.ugent.be/software>

<https://github.com/molmod>

<https://github.com/theochem>

There is a lot of experience at the CMM. Ask for advice!

I'm currently actively managing:

- **Molmod**: basic molecular modeling tools
- **Yaff**: force-field molecular dynamics
- **TAMkin**: vibrational analysis and thermodynamics
- **HORTON**: experimental electronic structure code