Scientific Computing: Lecture 3

- Functions
- Random Numbers
- More I/O
- Practice Exercises

CLASS NOTES

- **×** You should be finishing Chap. 2 this week.
- * HW00 due by midnight Friday into the Box folder
- × You should have a functional python system now installed.
- **×** See me if you have concerns or questions.

Function Basics

- Functions provide a way to perform some operation. Makes code more 'modular' and efficient.
- Use def keyword to define a function name and input parameters. ':' and indentation required to define the block of code in the function
- Almost always want function to return SOMETHING to the main program. Good programming practice to ALWAYS return something – even just a '1' of successful or '0' if it failed.

```
#Define the function
def sum3(n1,n2,n3):
    result= n1 + n2 + n3
    print 'Sum of the numbers is %2.3f' % result
    return result
#Use the function
total = sum3(10.3,20.5,5.1)
```

More on functions

Position of arguments is important!

```
def funct(a,b,x,c=1,printFlag=True):
    result = a +b*x**c
    if printFlag:
        print `For a = %2.2f, b=%2.2f, x=%2.2f, and c=%2.2f \n' \
            % (a,b,x,c)
        return result
```

Can also pass an arbitrary number of parameters by adding a '*' in front of the parameter. All params get grouped in a tuple which can be looped over:

```
def sumnums(*nums):
    sum = 0
    for num in nums:
        sum += num
    return sum
#Usage
total = sumnums(1,2,3,4,5,20,45)
```

more on functions

Functions can be called from within other functions.

```
#Look at last slide for sumnums definition
def avg(*nums):
```

```
return sumnums(nums)/len(nums)
```

Can also pass a function as an argument to another function! (This is pretty unique to Python)

def powerlaw(x,m,b): return m*x**b
scipy.curve fit(powerlaw,xdata,ydata,p0=(1.0,1.5))

Functions can return multiple items in a tuple.

```
def simplestats(*nums):
    avg = avg(nums)
    max=max(nums)
    min=min(nums)
    return avg,max,min
mystats=simplestats(10,20,8,20,24)
#OR assign the return values directly
avg1,max1,min1=simplestats(10,20,8,20,24)
```

Documenting functions

- Documentation is an important (and often overlooked) part of programming. But it's important to people reading and using your code (including you, one year later!)
- Docstrings are the standard method in Python.
- Users access this string by help (functionName)
- Any string right after the definition will do, but a <u>triple quote</u> is convenient. It maintains the formatting when returned to the user.

Practice Excercise

• What does the following function do?

```
def squareit(somenums):
    for i in range(len(somenums)):
        somenums[i]=somenums[i]**2
    return 0
```

- Now alter the function to return a NEW list and leave the original list unchanged.
 - Hint: use range() function to create a list of proper length.

Variable scope in functions

- 'Scope' means where a variable is defined. Typically labeled as 'global' (known everywhere) or 'local' (only known within the block). How and where each variable is defined is called the "namespace".
- Any variable defined in the 'main' part of the program is global, meaning it is known inside the functions of that program.
- Variables defined inside functions are local and are not known outside – even after the function is called.

Variable scope in functions

- Lists and dictionaries are different.
 - If they are created outside the function, then changed inside the function, the changes are global.

Exercises

Write a function that takes in a list of numbers and returns the sum of the numbers. Call it 'sumnums'

Write a second function that uses 'sumnums' to then compute and return the average of those numbers.

 Write a third function to compute the standard deviation of those numbers
 (N is total number of numbers):

•You will need to import 'sqrt' from the 'math' module.

$$\sigma = \sqrt{\frac{\sum_{i=0}^{N} (x_i - \bar{x})^2}{N}}$$

Random numbers

Core Python has a random number module: "random"

 Other interesting method is 'shuffle' which returns the list in a random order (like shuffling a deck of cards). Note that it actually changes the list ('in place').

mylist = ['A', 'K', 'Q', 'J']
r.shuffle(mylist) -> ['A', 'J', 'K', 'Q']

More i/o in python

Output to screen usually handled by <u>formatted</u> print statements.

 Other useful things to improve formatting output are '\n' -> inserts a line break and '\t' inserts a tab

```
Formatted output takes the form:
```

```
` Some text: %s \n a float: %2.4f \n \
integer: %i \n scientific: %2.2e' % \
(`hello',3.14159, 101, 12563.667)
this prints out-
Some text: hello
a float: 3.1416
integer: 101
scientific: 1.26e+04
```

f: float, g: float with best guess on formati: integer, s: string, e: scientific notation

file output

Can also write print output to a file rather than the screen.

 'open' command creates a *file object* with methods to write lines to the file and close it. It creates a text file.

Put in a loop to write lists of things like data to save

```
outfile=open('test.txt','w') # 'w' to write, 'r' to read
outfile.write('First line \n second line \t %1.2f' % (25.4) )
outfile.write('='*30) #prints 30 '=' characters
x=[1,2,3,4,5]
y=[1,4,9,16,25]
for xi,yi in zip(x,y):
        outfile.write(' \n %2.2f \t %2.2f' % (xi,yi))
outfile.close()
```

file input

Similar procedure to read in data from a file

readlines method creates a list of strings with each element a line in the file.

Handy string method is "split()" which splits up a string into a list of strings split by the argument – None: any white space, '\t': at tabs, ',': at commas. You get the idea...

```
infile=open('data.dat','r')
lines = infile.readlines()
# returns a list of each line in file
infile.close()
x=[]
y=[]
for line in lines:
    if line[0] == '#': continue #Comments
    x.append( float( line.split()[0]))
    y.append( float( line.split()[1]))
```