

# Python and Scientific Computing Notes

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## CHAPTER 1

# Why python?



## CHAPTER 2

# A whirlwind tour of python and the standard library

### 2.2. Python is a calculator

Aside from my daughter's solar powered cash-register calculator, Python is the only calculator I use. From the python shell, you can type arbitrary arithmetic expressions.

```
>>> 2+2  
4
```





## FUNCTIONS

```
acos(...)  
acos(x)
```

Return the arc cosine (measured in radians) of x.

```
asin(...)  
asin(x)
```

Return the arc sine (measured in radians) of x.

And much more which is snipped. Likewise, we can get information on the complex object in the same way

```
>>> s = "Hi Mo6!"
>>> s = """Porky said, "That's all folks!" """
```

You can add strings together to concatenate them

```
# concatenating strings
>>> first = 'John'
>>> last = 'Hunter'
>>> first+last
'JohnHunter'
```

or call string methods to process them: upcase them or downcase them, or replace one character with another

```
# string methods
```



Exercise 2.6. Suppose you have data files named like

```
data/2005/exp0100.dat  
data/2005/exp0101.dat  
data/2005/exp0102.dat  
...  
data/2005/exp1000.dat
```

Write the python code that iterates over these files, constructing the filenames as strings in using `os.path.join` to construct the paths in a platform-independent way. *Hint:* read the help for `os.path.join`!

OK, I promised to torture you a bit more with string interpolation – don't worry, I remembered. The ability to properly format your data when printing it is crucial in scientific endeavors: how many



```
['__add__', '__class__', '__contains__', '__de-  
lattr__', '__delitem__', '__del-  
slice__', '__doc__', '__eq__', '__ge__', '__getat-  
tribute__', '__getitem__', '__get-
```



function that can be overridden. Below is an example which provides a `normalize` keyword argument. The default argument is `normalize=None`

```
>>> norm = Normalize(65356) # good for 16 bit images
>>> norm(255)               # call this function
```

but we didn't actually do anything with these files. Here we'll show how to read in the data and do





## CHAPTER 3

# A tour of IPython

•





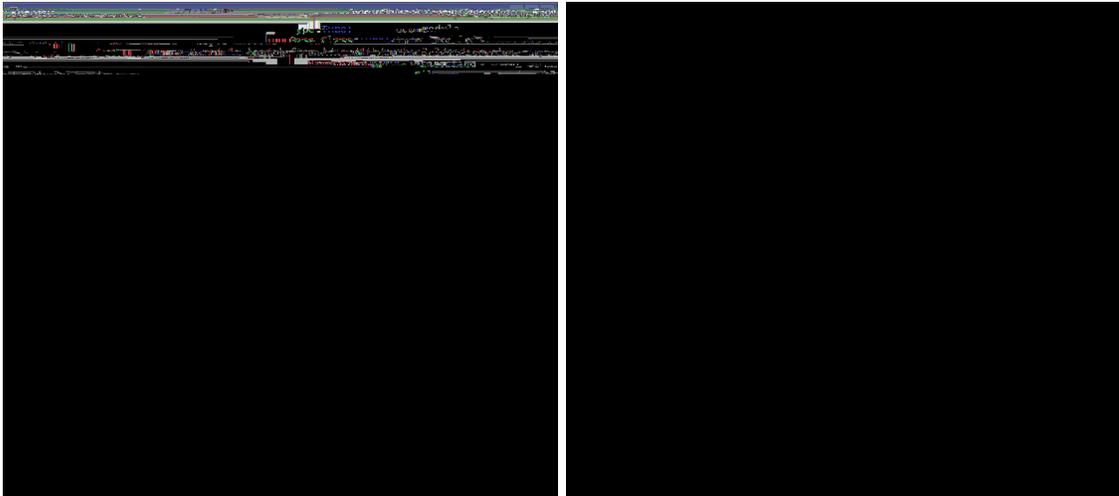


Figure 3.2.1. IPython can show syntax-highlighted source code for objects whose source is available.





```
bigobject  
print "We
```



**3.3.3. Directory management.** IPython comes with some pre-defined aliases and a complete system for changing directories, both via a stack (see `%pushd`, `%popd` and `%ds`) and via direct `%cd`. The latter keeps a history of visited directories and allows you to go to any previously visited one. You can see this history with the `%dhist` magic:

```
In [1]: cd ~/code/python
/home/fperez/code/python
In [2]: cd ~/teach/
/home/fperez/teach
In [1]: cd ~/research
/home/fperez/research
(n)-523([1(1)14]: dhist
Directory history (kept in [dh)
0: /home/fperez/teach/courseexamples
1: /home/fperez/code/python
3: /home/fperez/research
(n)-523([1(1)15]: cd -1
/home/fperez/code/python
```

The

system:





```
# Try running this code
```

# - A

```
print 'Main program finished. Bye!'
```

```
#
```

```
def ipshell(): pass
```

```
#
```



## CHAPTER 4

# Introduction to numerix arrays

Numeric tut



## CHAPTER 5

# Introduction to plotting with matplotlib / pylab

### 5.1. A bird's eye view



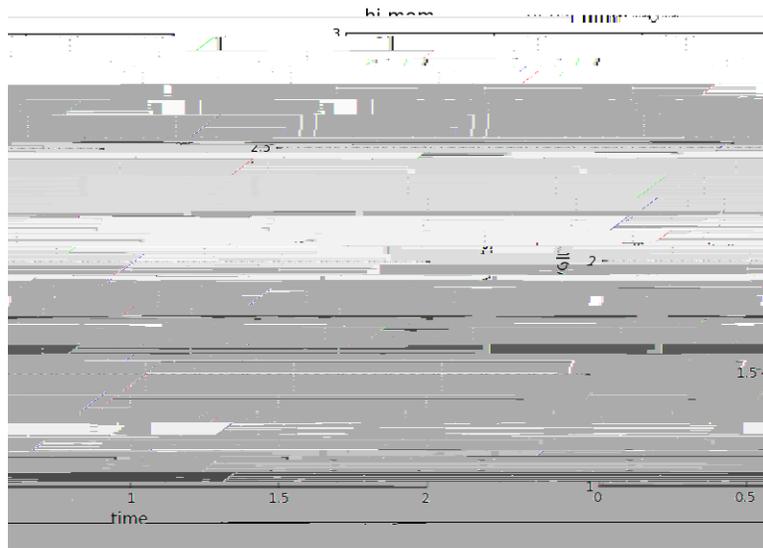


Figure 5.1.1.

The point under your mouse when you begin the zoom remains stationary, allowing you to zoom to an

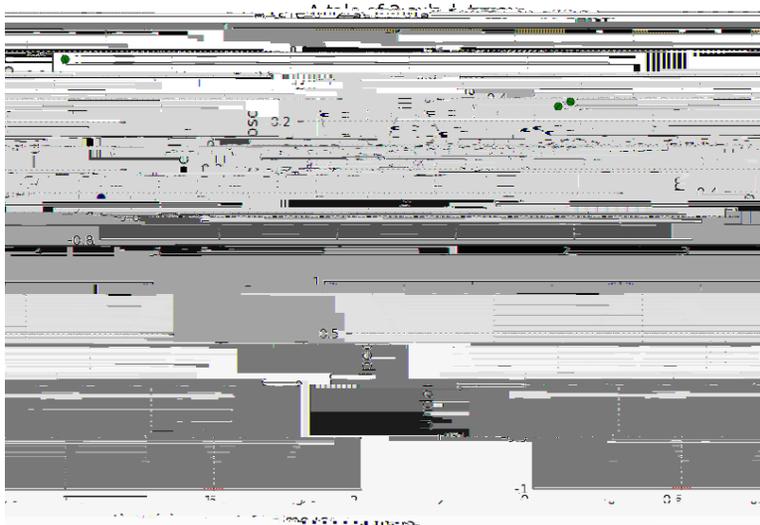


Figure 5.2.2.











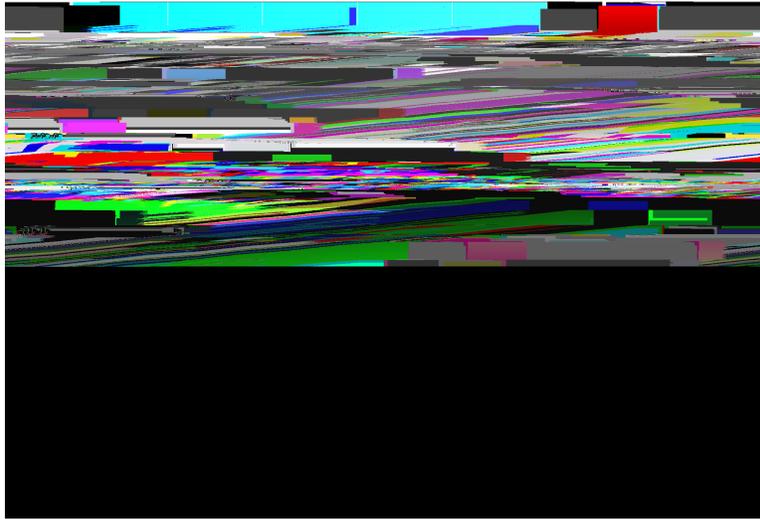


Figure 5.7: A plot showing a dense, multi-colored horizontal band of noise and artifacts, likely a plot that failed to render correctly.



## CHAPTER 6

# A tour of scipy

Purpose  
Module overview  
Some examples

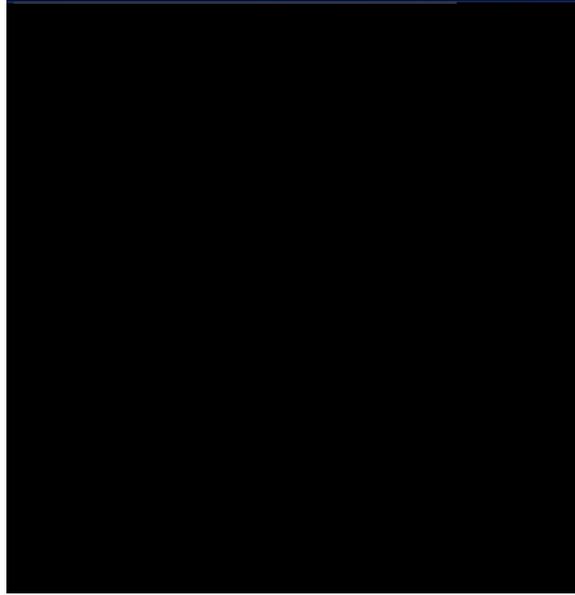


## CHAPTER 7

### 3D visualization with VTK

The Visualization Toolkit is a library for creating, analyzing, and visualizing 3D data, and is a high level library that sits on top of a low-level library like OpenGL. Because 3D interaction and visualization is so computationally intensive, video cards come with special processors to do computations for 3D geometry at the hardware level, and low-level software libraries like OpenGL are used to communicate with the video card. However, low level libraries are just that, and do not support the higher level







```
import vtk
```



Figure 7.4.2.

## CHAPTER 8

# 3D visualization with MayaVi







