Programming Principles in Python (CSCI 503/490)

Arrays

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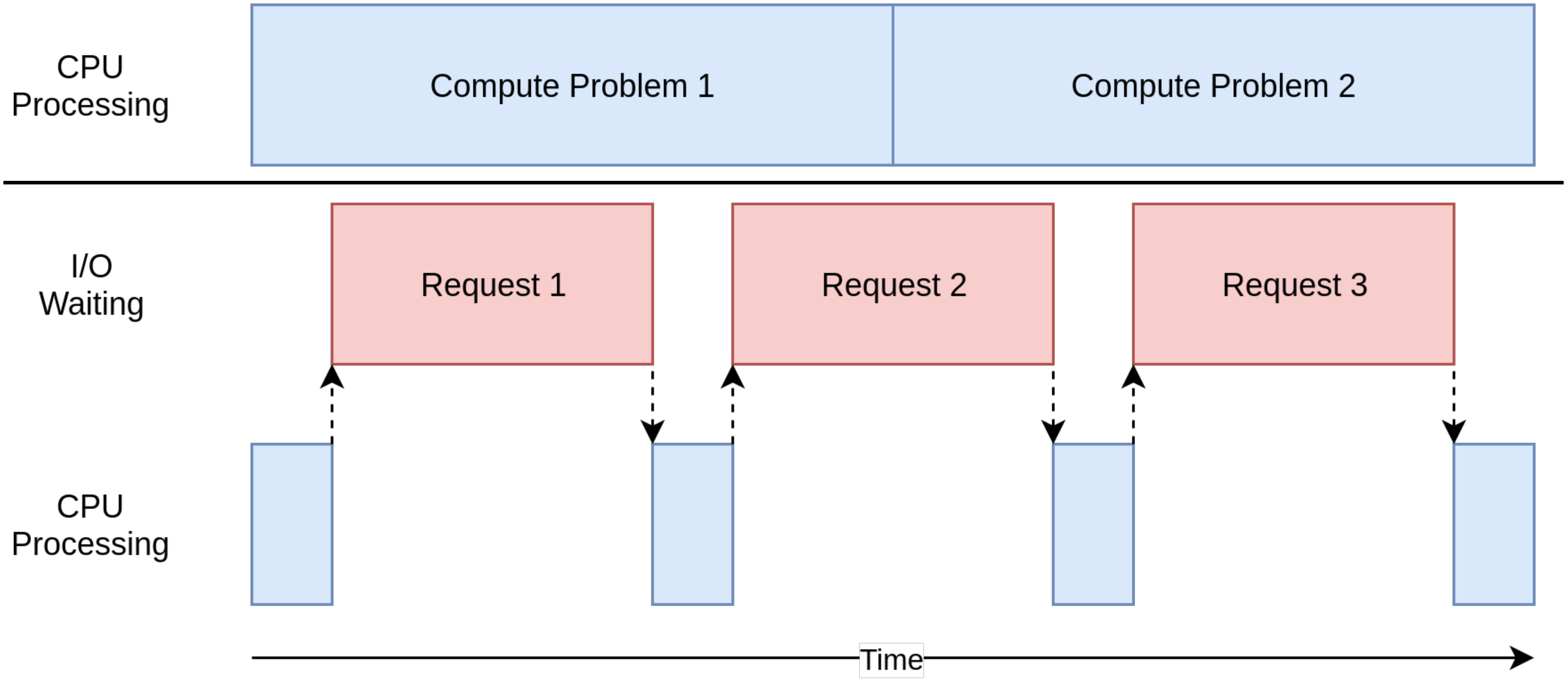
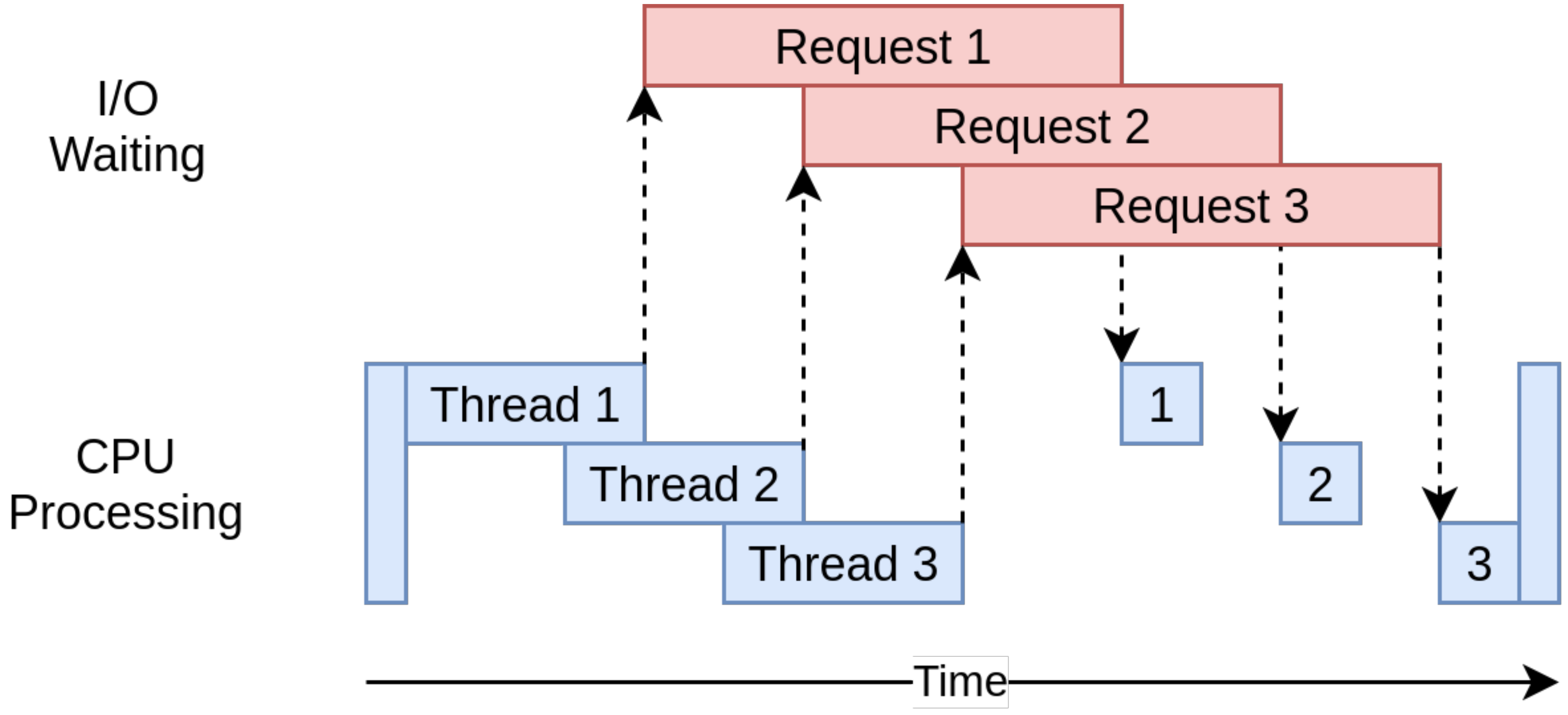
CPU-Bound vs. I/O-Bound



[J. Anderson]

Threading

- Threading address the I/O waits by letting separate pieces of a program run at the same time
- Threads run in the same process
- Threads share the same memory (and global variables)
- Operating system schedules threads; it can manage when each thread runs, e.g. round-robin scheduling
- When blocking for I/O, other threads can run



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Python Threading Speed

- If I/O bound, threads work great because time spent waiting can now be used by other threads
- Threads **do not** run simultaneously in standard Python, i.e. they cannot take advantage of multiple cores
- Use threads when code is **I/O bound**, otherwise no real speed-up plus some overhead for using threads

Python and the GIL

- Solution for reference counting (used for garbage collection)
- Could add locking to every value/data structure, but with multiple locks comes possible **deadlock**
- Python instead has a Global Interpreter Lock (GIL) that must be acquired to execute any Python code
- This effectively makes Python single-threaded (faster execution)
- Python requires threads to give up GIL after certain amount of time
- Python 3 improved allocation of GIL to threads by not allowing a single CPU-bound thread to hog it

Multiprocessing

- Multiple processes do not need to share the same memory, interact less
- Python makes the difference between processes and threads minimal in most cases
- Big win: can take advantage of multiple cores!

Multiprocessing using concurrent.futures

- ```
  import concurrent.futures
  import multiprocessing as mp
  import time

  def dummy(num):
      time.sleep(5)
      return num ** 2

  with concurrent.futures.ProcessPoolExecutor(max_workers=5,
              mp_context=mp.get_context('fork')) as executor:
      results = executor.map(dummy, range(10))
  ```
- `mp.get_context('fork')` changes from `'spawn'` used by default in MacOS, works in notebook
  ```

asyncio

- Single event loop that controls when each task is run
- Tasks can be ready or waiting
- Tasks are **not interrupted** like they are with threading
  - Task controls when control goes back to the main event loop
  - Either waiting or complete
- Event loop keeps track of whether tasks are ready or waiting
  - Re-checks to see if new tasks are now ready
  - Picks the task that has been waiting the longest
- `async` and `await` keywords
- Requires support from libraries (e.g. `aiohttp`)

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When to use threading, asyncio, or multiprocessing?

- If your code has a lot of I/O or Network usage:
  - If there is library support, use asyncio
  - Otherwise, multithreading is your best bet (lower overhead)
- If you have a GUI
  - Multithreading so your UI thread doesn't get locked up
- If your code is CPU bound:
  - You should use multiprocessing (if your machine has multiple cores)

[J. Anderson]

Concurrency Comparison

Concurrency Type	**Switching Decision**	**Number of Processors**
Pre-emptive multitasking (`threading`)	The operating system decides when to switch tasks external to Python.	1
Cooperative multitasking (`asyncio`)	The tasks decide when to give up control.	1
Multiprocessing (`multiprocessing`)	The processes all run at the same time on different processors.	Many

[J. Anderson]

Assignment 7

- Coming soon…

Arrays

What is the difference between an array and a list (or a tuple)?

Arrays

- Usually a fixed size—lists are meant to change size
- Are mutable—tuples are not
- Store only one type of data—lists and tuples can store any combination
- Are faster to access and manipulate than lists or tuples
- Can be multidimensional:
  - Can have list of lists or tuple of tuples but no guarantee on shape
  - Multidimensional arrays are rectangles, cubes, etc.

Why NumPy?

- Fast **vectorized** array operations for data munging and cleaning, subsetting and filtering, transformation, and any other kinds of computations
- Common array algorithms like sorting, unique, and set operations
- Efficient descriptive statistics and aggregating/summarizing data
- Data alignment and relational data manipulations for merging and joining together heterogeneous data sets
- Expressing conditional logic as array expressions instead of loops with `if-elif-else` branches
- Group-wise data manipulations (aggregation, transformation, function application).

[W. McKinney, Python for Data Analysis]

```
import numpy as np
```

Creating arrays

- `data1 = [6, 7, 8, 0, 1]`
  `arr1 = np.array(data1)`
- `data2 = [[1.5,2,3,4],[5,6,7,8]]`
  `arr2 = np.array(data2)`
- `data3 = np.array([6, "abc", 3.57]) # !!! check !!!`
- Can check the type of an array in `dtype` property
- Types:
  - `arr1.dtype # dtype('int64')`
  - `arr3.dtype # dtype('<U21'), unicode plus # chars`

Types

- "But I thought Python wasn't stingy about types…"
- numpy aims for speed
- Able to do array arithmetic
- int16, int32, int64, float32, float64, bool, object
- Can specify type explicitly
  - `arr1_float = np.array(data1, dtype='float64')`
- `astype` method allows you to convert between different types of arrays:

```
arr = np.array([1, 2, 3, 4, 5])
arr.dtype
float_arr = arr.astype(np.float64)
```

numpy data types (dtypes)

Type	Type code	Description
int8, uint8	i1, u1	Signed and unsigned 8-bit (1 byte) integer types
int16, uint16	i2, u2	Signed and unsigned 16-bit integer types
int32, uint32	i4, u4	Signed and unsigned 32-bit integer types
int64, uint64	i8, u8	Signed and unsigned 64-bit integer types
float16	f2	Half-precision floating point
float32	f4 or f	Standard single-precision floating point; compatible with C float
float64	f8 or d	Standard double-precision floating point; compatible with C double and Python float object
float128	f16 or g	Extended-precision floating point
complex64, complex128, complex256	c8, c16, c32	Complex numbers represented by two 32, 64, or 128 floats, respectively
bool	?	Boolean type storing True and False values
object	O	Python object type; a value can be any Python object
string_	S	Fixed-length ASCII string type (1 byte per character); for example, to create a string dtype with length 10, use 'S10'
unicode_	U	Fixed-length Unicode type (number of bytes platform specific); same specification semantics as string_ (e.g., 'U10')

[W. McKinney, Python for Data Analysis]

Array Shape

- Our normal way of checking the size of a collection is… `len`
- How does this work for arrays?
- ```
  arr1 = np.array([1,2,3,6,9])
  len(arr1) # 5
  ```
- ```
  arr2 = np.array([[1.5,2,3,4],[5,6,7,8]])
  len(arr2) # 2
  ```
- All dimension lengths → shape: `arr2.shape # (2,4)`
- Number of dimensions: `arr2.ndim # 2`
- Can also reshape an array:
  - `arr2.reshape(4,2)`
  - `arr2.reshape(-1,2) # what happens here?`

Speed Benefits

- Compare random number generation in pure Python versus numpy
- Python:
  - ```
    import random
    %timeit rolls_list = [random.randrange(1,7)
                          for i in range(0, 60_000)]
    ```
- With NumPy:
  - ```
    %timeit rolls_array = np.random.randint(1, 7, 60_000)
    ```
- Significant speedup (80x+)

Array Programming

- Lists:
  - ```
    c = []
    for aa, bb in zip(a, b):
        c.append(aa + bb)
    ```
- How to improve this?
    ```

Array Programming

- Lists:
  - ```
    c = []
    for aa, bb in zip(a, b):
        c.append(aa + bb)
    ```
  - `c = [aa + bb for aa, bb in zip(a, b)]`
- NumPy arrays:
  - `c = a + b`
- More functional-style than imperative
- **Internal iteration** instead of external
    ```

Operations

- `a = np.array([1,2,3])`
  `b = np.array([6,4,3])`
- (Array, Array) Operations (**Element-wise**)
  - Addition, Subtraction, Multiplication
  - `a + b # array([7, 6, 6])`
- (Scalar, Array) Operations (**Broadcasting**):
  - Addition, Subtraction, Multiplication, Division, Exponentiation
  - `a ** 2 # array([1, 4, 9])`
  - `b + 3 # array([9, 7, 6])`

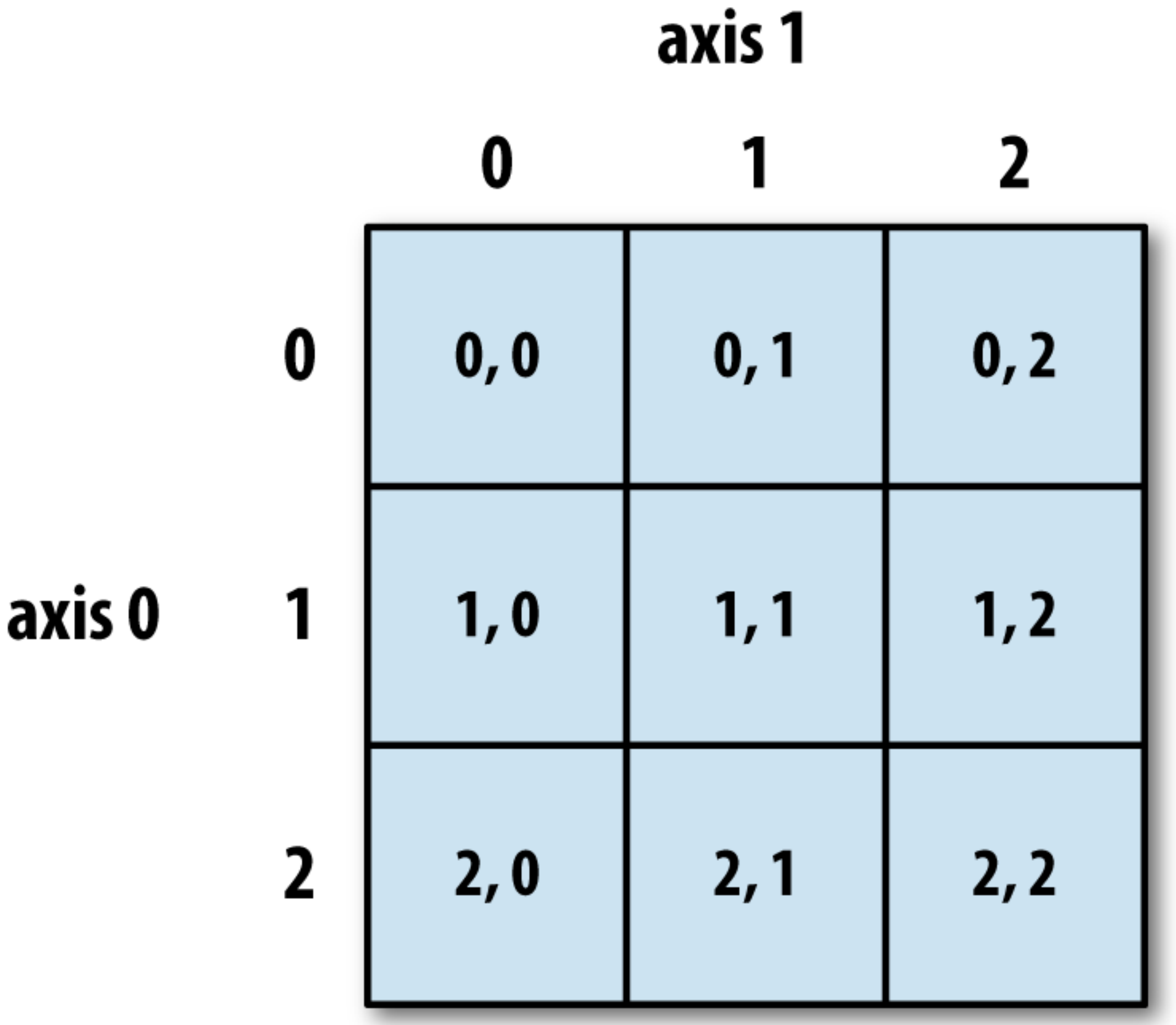
More on Array Creation

- Zeros: `np.zeros(10)`
- Ones: `np.ones((4,5)) # shape`
- Empty: `np.empty((2,2))`
- _like versions: pass an existing array and matches shape with specified contents
- Range: `np.arange(15) # constructs an array, not iterator!`

Indexing

- Same as with lists plus shorthand for 2D+
  - `arr1 = np.array([6, 7, 8, 0, 1])`
  - `arr1[1]`
  - `arr1[-1]`
- What about two dimensions?
  - `arr2 = np.array([[1.5,2,3,4],[5,6,7,8]])`
  - `arr[1][1]`
  - `arr[1,1] # shorthand`

2D Indexing



[W. McKinney, Python for Data Analysis]

Slicing

- 1D: Similar to lists
  - `arr1 = np.array([6, 7, 8, 0, 1])`
  - `arr1[2:5] # np.array([8, 0, 1]), sort of`
- Can **mutate** original array:
  - `arr1[2:5] = 3 # supports assignment`
  - `arr1 # the original array changed`
- Slicing returns **views** (copy the array if original array shouldn't change)
  - `arr1[2:5] # a view`
  - `arr1[2:5].copy() # a new array`