

Introduction to Python

MATH 249

1. To start Python, first find and run **Anaconda Prompt**. Change to your H: drive by entering **H:** and hitting enter, then type **jupyter notebook <enter>**. This will begin a Jupyter notebook that can see (and save to) your H: drive instead of just your local hard drive. (If you're working on your own laptop and always will be, this matters less.) Note that if you have assigned a different letter to your network drive, you should use that instead of H.
2. To execute a command, use **SHIFT+ENTER**. **ENTER** alone will give you another line in the same command window (also useful).
3. Python has a number of useful libraries of routines that have already been written. We will take advantage of several of these. Enter

```
import numpy as np (numerical functions)
import sympy as sp (symbolic functions)
import matplotlib.pyplot as plt (needed for graphing)
from mpl_toolkits.mplot3d import axes3d (needed for 3D graphing)
```

in the first cell and execute it **twice**. (I have no idea why it takes twice.)
4. Loops look like **for i in range(100):** (for example). Note that in Python, **range(100)** refers to the integers 0, 1, 2, ..., 99 (not 1 to 100).
5. Python requires that you declare variables. Use **symbols** for this; e.g., **x,y=sp.symbols("x,y")** (note the **.** notation - in this context, this is how we tell Python which library to look in for a particular command).
6. Exponentiation is performed with ****** instead of **^** – watch out for that! (E.g., **3**2** instead of **3^2**.)
7. You can solve equations (and systems of equations) with the solve command:
solve((x+y-2,x-y-4),(x,y)) (for example). Python's solve command assumes that the equation is of the form **your_expression=0** – note that neither “equation” in the command has an **=** in it. Also, be sure to declare your variables first. Finally, solve is in the sympy package, so you may need to use **sp.solve** instead of just **solve**.
8. If **solve** fails, you can try to solve numerically: **sp.nsolve([expr1, expr2],[x,y],[x-guess,y-guess])**.
9. Sometimes Python just does what you want but doesn't report out. If you want to be sure to see the output, you may have to “print” it: **print(whatever)**.
10. In Python, you can define objects using the equal sign, **=**. To define **a** to have the value 3.14, enter **a=3.14**
11. Here are some individual commands we will use. Note that **arg** refers to the argument of a function (the number you plug in). More will be added to this sheet as we find we need them.
 - (a) For the number π : **np.pi**
 - (b) For ∞ : **sp.oo** (letter o repeated)
 - (c) Common functions in numpy: **np.cos(arg)**, **np.sin(arg)**, **np.exp(arg)** (which is e^{arg}), **np.sqrt(arg)**, **np.arccos(arg)**, **np.arcsin(arg)**
 - (d) For the same functions in sympy, use **sp** as a prefix instead of **np**.
 - (e) Other common functions: **abs(arg)** (for $|arg|$),
12. Vector operations.
 - (a) Vectors are defined as lists, as in **u=[2,4,-3]**
 - (b) Dot product of **u** and **v**: **np.dot(u,v)**

(c) Cross product of u and v : `np.cross(u,v)`

(d)

Graphing

13. Setup:

`a=np.arange(-5,5,0.1)` This creates a list of values from -5 to 5 separated by 0.1 . Change this to your desired range.

`b=np.arange(-5,5,0.1)` (Same.)

`x, y = np.meshgrid(a, b)` Here, `np.meshgrid(a,b)` creates a list with two arrays in such a way that every possible pairing of a and b values occurs. Then we set x equal to the first array and y equal to the second. This is how we set up for 3D graphing.

Note that for both 2D and 3D graphing, the input values are arrays: one-dimensional arrays for 2D graphing, and two-dimensional arrays for 3D graphing. This tells Python what specific inputs to use.

14. 2D graphing

`plt.plot(a,a**2)` graphs $y = x^2$ (using the a defined above by `arange`). (For graphing functions).

`plt.plot(a**3,a**2)` graphs the parametric curve $\vec{r}(t) = \langle t^3, t^2 \rangle$. Note that the structure is the same as for graphing a function.

15. 3D graphing

(a) Surfaces:

`z = np.sqrt(x**2+y**2)` (Sample function.)

`fig=plt.figure()` (Initiates a graph.)

`ax = fig.add_subplot(111, projection='3d')` (Sets up the graph to be 3D. We are calling the graph "ax.")

`ax.plot_surface(x,y,z)`

You can plot multiple things together on the same set of axes by including them in the same cell before executing. For example, if you add the line

`ax.plot_surface(x,y,np.sqrt(z))`

to the above, it will graph both the original z and \sqrt{z} on the same set of axes.

(b) Parametric curves:

`fig=plt.figure()`

`ax=fig.add_subplot(111,projection='3d')`

`ax.plot(t+2,3*t-1,2*t+1)`

16. To define a function:

```
def F(x,y,z):
```

```
    return(x**2+y**2+z**2-4)
```

gives $F(x,y) = x^2 + y^2 - 4$ (for example).

17. To evaluate a defined function, use natural notation: `F(1,2,3)`

18. Calculus (in the `sympy` package)

(a) To differentiate: `sp.diff(x**2,x)` (declare x as a variable first, and substitute your function for x^2)

(b) To integrate: `sp.integrate(x**2,x)`

(c) For limits: `sp.limit(f(x), x,x0)` (where x_0 is the limit point)

19. Vector fields: these are unfortunately rather awkward to work with.

- (a) `from sympy.physics.vector import ReferenceFrame, gradient, curl, divergence` (The tools we will need)
- (b) `R=ReferenceFrame('R')`
`F=R[0]**2+R[1]**2+R[2]**2-4`
(This defines F as $x^2 + y^2 + z^2 - 4$. `R[0]` means x , the first coordinate in R .)
`F=gradient(F,R)` (This computes the gradient of F in this coordinate system.)
`v=R[0]*R.x+R[2]*R.y+2*R[1]*R.z` (Defines the vector field $\vec{v} = \langle x, z, 2y \rangle$.)
`curl(v,R)` (Computes $\text{curl}(\vec{v})$)
`divergence(v,R)` (Computes $\text{div}(v)$)

The notation `R.x` gives us the first vector in the R reference frame. If we're working in a Cartesian system, it means \hat{i} .

20. To plot vector fields

```
X = np.arange(-10, 10, 1)
Y = np.arange(-10, 10, 1)
U, V = np.meshgrid(X, Y) (Setting up the points to plot)
fig, ax = plt.subplots()
q = ax.quiver(X, Y, U**2, V**2)
(This plots the vector field  $\langle x^2, y^2 \rangle$ .)
```