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Good code practice in Python

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Outline

About SURFsara & PRACE

Best practices for scientific computing

PEP 8 & PEP 20

Conventions and Idioms

Structuring your project

Testing your code



SURFsara & PRACE-5IP WP4

SURFsara

- Offers an integrated ICT research infrastructure and provides services in the areas of computing, data storage, visualization, networking, cloud and e-Science.
- Hosts the Dutch National supercomputer since 1984
- The first Dutch national supercomputer – a CDC Cyber 205
- Is a partner of the PRACE project

PRACE - Partnership for Advanced Computing in Europe

- The mission of PRACE is to enable high impact scientific discovery and engineering research and development across all disciplines to enhance European competitiveness for the benefit of society.
- PRACE is established as an international not-for-profit association with its seat in Brussels.
- It has 24 member countries whose representative organizations create a pan-European supercomputing infrastructure.
- PRACE Fifth Implementation Phase (PRACE-5IP)
- Work Package Four – Training (WP4)





Best Practices for Scientific Computing



Write programs for people, not computers.

- a) A program should not require its readers to hold more than a handful of facts in memory at once.
- b) Make names consistent, distinctive, and meaningful.
- c) Make code style and formatting consistent.



Let the computer do the work.

- a) Make the computer repeat tasks.
- b) Save recent commands in a file for re-use.
- c) Use a build tool to automate workflows.



Make incremental changes.

- a) Work in small steps with frequent feedback and course correction.
- b) Use a version control system.
- c) Put everything that has been created manually in version control.



Don't repeat yourself (or others).

- a) Every piece of data must have a single authoritative representation in the system.
- b) Modularize code rather than copying and pasting.
- c) Re-use code instead of rewriting it.



Plan for mistakes.

- a) Add assertions to programs to check their operation.
- b) Use an off-the-shelf unit testing library.
- c) Turn bugs into test cases.
- d) Use a symbolic debugger.



Optimize software only after it works correctly.

- a) Use a profiler to identify bottlenecks.
- b) Write code in the highest-level language possible.



Document design and purpose, not mechanics.

- a) Document interfaces and reasons, not implementations.
- b) Refactor code in preference to explaining how it works.
- c) Embed the documentation for a piece of software in that software.



Collaborate.

- a) Use pre-merge code reviews.
- b) Use pair programming when bringing someone new up to speed and when tackling particularly tricky problems.
- c) Use an issue tracking tool.



PEPs (Python Enhancement Proposals)

PEP 8 Style Guide for Python code
PEP 20 The Zen of Python



PEP 8 Style **GUIDE** for Python Code

The guidelines are intended to improve the readability of code
Consistency is the KEY

- Consistency with the style guide is important.
- Consistency within a project is more important.
- Consistency within one module or function is the most important.

A Foolish Consistency is the Hobgoblin of Little Minds



Code Lay-out – Indentation & Line break

Indentation

- Use 4 spaces per indentation level.
- Spaces are the preferred indentation method.

Should a line break before or after a binary operator?

- Consistency is the key

```
income = (gross_wages
          + taxable_interest
          + (dividends - qualified_dividends)
          - ira_deduction
          - student_loan_interest)
```



Code Lay-out – Blank Lines

Blank Lines

- Surround top-level function and class definitions with two blank lines.
- Method definitions inside a class are surrounded by a single blank line.

```
from setuptools import setup
from setuptools.command.test import test as TestCommand

class PyTest(TestCommand):
    user_options = [('pytest-args=', 'a', "Arguments to pass into py.test")]

    def initialize_options(self):
        TestCommand.initialize_options(self)
        self.pytest_args = []
```



Code Lay-out – Imports

Imports should usually be on separate lines, e.g.:

Yes:

```
import os
import sys
```

No:

```
import sys, os
```

Imports are always put at the top of the file
Absolute imports are recommended

```
import mypkg.sibling
from mypkg import sibling
from mypkg.sibling import example
```

Wildcard imports (`from module import *`) should be avoided



Code Lay-out – Comments

Comments that contradict the code are worse than no comments.

Always make a priority of keeping the comments up-to-date when the code changes!

Comments should be complete sentences.

Write your comments in English.



Code Lay-out – Comments Contd.

Block Comments

- Block comments generally apply to some (or all) code that follows them, and are indented to the same level as that code.
- Each line of a block comment starts with a # and a single space.

```
# Code examples for Good code practice in Python.
```

Inline Comments

- Use inline comments sparingly.
- Inline comments are unnecessary and in fact distracting if they state the obvious. **DON'T** do this:

```
x = x + 1           # Increment x
```




Code Lay-out – Comments Contd.

Documentation Strings (a.k.a. "docstrings")

- A docstring is a string literal that occurs as the first statement in a module, function, class, or method definition.
- Such a docstring becomes the `__doc__` special attribute of that object.
- PEP 257 describes good docstring conventions.

Most importantly, the `"""` that ends a multiline docstring should be on a line by itself
For one liner docstrings, please keep the closing `"""` on the same line.

```
"""Return a foobang.
```

```
Optional plotz says to frobnicate the bizbaz first.  
"""
```



Docstring Versus Block Comments

```
# This function slows down program execution for some reason.  
def square_and_rooter(x):  
    """Return the square root of self times self."""  
    ...
```

The leading comment block is a programmer's note.

The docstring describes the operation of the function or class and will be shown in an interactive Python session when the user types

```
help(square_and_rooter)
```



Self-Documenting Code - Naming

A variable, class, or function name should speak for themselves.

```
decay()  
decay_constant()  
get_decay_constant()
```

```
p = 100  
pressure = 100
```



Self-Documenting Code – Simple functions

Functions must be small to be understandable and testable.
It should do ONLY one thing.

```
import numpy as np
```

```
def initial_cond(N, D):  
    """Generates initial conditions for N unity masses at rest  
    starting at random positions in D-dimensional space.  
    """  
  
    position0 = np.random.rand(N, D)  
    velocity0 = np.zeros((N, D), dtype=float)  
    mass = np.ones(N, dtype=float)  
    return position0, velocity0, mass
```



PEP 20 The Zen of Python

By Tim Peters



Beautiful is better than ugly.
Explicit is better than implicit.

The Zen of Python



Explicit is better than implicit

Bad

```
def make_complex(*args):  
    x, y = args  
    return dict(**locals())
```

Good

```
def make_complex(x, y):  
    return {'x': x, 'y': y}
```



Simple is better than complex.
Complex is better than complicated.
Sparse is better than dense.

The Zen of Python



Make only one statement per line

Bad

```
print 'one'; print 'two'

if x == 1: print 'one'

if <complex comparison> and
<other complex comparison>:
    # do something
```

Good

```
print 'one'
print 'two'

if x == 1:
    print 'one'

cond1 = <complex comparison>
cond2 = <other complex comparison>
if cond1 and cond2:
    # do something
```



Errors should never pass silently. Unless explicitly silenced.

The Zen of Python



There should be one-- and preferably only one --obvious way to do it.
Although that way may not be obvious at first unless you're Dutch.

The Zen of Python



If the implementation is hard to explain,
it's a bad idea.

If the implementation is easy to explain, it
may be a good idea.

The Zen of Python



```
>>> import this
```

Want to see the complete list of The Zen of Python?



Conventions and Idioms



Alternatives to checking for equality

Bad

```
if attr == True:
    print 'True!'

if attr == None:
    print 'attr is None!'
```

Good

```
# Just check the value
if attr:
    print 'attr is truthy!'

# or check for the opposite
if not attr:
    print 'attr is falsey!'

# or, since None is considered false,
explicitly check for it
if attr is None:
    print 'attr is None!'
```



Accessing dictionary elements

Bad

```
d = {'hello': 'world'}

if d.has_key('hello'):
    print d['hello']
else:
    print 'default_value'
```

Good

```
d = {'hello': 'world'}

print d.get('hello', 'default_value')
print d.get('thingy', 'default_value')

# Or:
if 'hello' in d:
    print d['hello']
```



Looping over dictionary keys

```
d = {'matthew': 'blue', 'rachel': 'green', 'raymond': 'red'}
```

```
for k in d:  
    print k
```

```
for k in d.keys():  
    if k.startswith('r'):  
        del d[k]
```



Manipulating lists

Bad

```
# Filter elements greater than 4
a = [3, 4, 5]
b = []
for i in a:
    if i > 4:
        b.append(i)
```

Good

```
# List comprehension
a = [3, 4, 5]
b = [i for i in a if i > 4]

# Or:
b = filter(lambda x: x > 4, a)
```




Manipulating lists Contd.

Bad

```
# Add three to all list members.  
a = [3, 4, 5]  
for i in range(len(a)):  
    a[i] += 3
```

Good

```
# List comprehension  
a = [3, 4, 5]  
a = [i + 3 for i in a]  
  
# Or:  
a = map(lambda i: i + 3, a)
```



Looping over a collection and indices

What people normally do

```
colors = ['red', 'green', 'blue', 'yellow']
```

```
for i in range(len(colors)):
    print i, '--->', colors[i]
```

Better

```
for i, color in enumerate(colors):
    print i, '--->', color
```



Distinguishing multiple exit points in loops

What people normally do

```
def find(seq, target):  
    found = False  
    for i, value in enumerate(seq):  
        if value == target:  
            found = True  
            break  
    if not found:  
        return -1  
    return i
```

Better

```
def find(seq, target):  
    for i, value in enumerate(seq):  
        if value == target:  
            break  
    else:  
        return -1  
    return i
```



Unpacking sequences

What people normally do

```
p = 'Raymond', 'Hettinger', 0x30, 'python@example.com'
```

```
fname = p[0]  
lname = p[1]  
age = p[2]  
email = p[3]
```

Better

```
fname, lname, age, email = p
```



Updating multiple state variables

What people normally do

```
def fibonacci(n):  
    x = 0  
    y = 1  
    for i in range(n):  
        print x  
        t = y  
        y = x + y  
        x = t
```

Better

```
def fibonacci(n):  
    x, y = 0, 1  
    for i in range(n):  
        print x  
        x, y = y, x+y
```



Concatenating strings

What people normally do

```
names = ['raymond', 'rachel', 'matthew', 'roger',  
         'betty', 'melissa', 'judith', 'charlie']
```

```
s = names[0]  
for name in names[1:]:  
    s += ', ' + name  
print s
```

Better

```
print ', '.join(names)
```




How to open and close files

What people normally do

```
f = open('data.txt')
try:
    data = f.read()
finally:
    f.close()
```

Better

```
with open('data.txt') as f:
    data = f.read()
```



Structuring Your Project



Sample repository by Kenneth Reitz

```
samplemod
├── LICENSE
├── MANIFEST.in
├── Makefile
├── README.rst
├── docs
│   ├── Makefile
│   ├── conf.py
│   ├── index.rst
│   └── make.bat
├── requirements.txt
├── sample
│   ├── __init__.py
│   ├── core.py
│   └── helpers.py
├── setup.py
└── tests
    ├── __init__.py
    ├── context.py
    ├── test_advanced.py
    └── test_basic.py
```



Pitfalls to avoid

Multiple and messy circular dependencies

Hidden coupling

- Modifying code in one class breaks many tests in unrelated test cases

Heavy use of global state or context

Spaghetti code

- Multiple pages of nested `if` clauses and `for` loops with a lot of copy-pasted procedural code and no proper segmentation

Ravioli code

- Consists of hundreds of similar little pieces of logic without proper structure



Decorators

Dynamically alter the functionality of a function, method, or class without having to change the source code of the function being decorated

Helps separate business logic from administrative logic

```
from python_toolbox.caching import cache
@cache()
def f(x):
    print('Calculating...')
    return x ** x
```



Dynamic Typing

Avoid using the same variable name for different things

Good discipline: assign a variable only once

Check your code: Pylint, Pyflakes, Flakes8, Pychecker

Bad

```
a = 1
a = 'a string'
def a():
    pass # Do something
```

```
items = 'a b c d'
items = items.split(' ')
items = set(items)
```

Good

```
count = 1
msg = 'a string'
def func():
    pass # Do something
```

```
items_string = 'a b c d'
items_list = items_string.split(' ')
items = set(items_list)
```




Virtual environment

Keeps dependencies required by different projects in separate places
Keeps your global site-packages directory clean
Very handy when you need a specific version of a package for certain projects
Easy to setup the environment thanks to `requirements.txt`

```
$ cd projectname
$ virtualenv -p python2 venv
$ source venv/bin/activate
$ source venv/bin/activate
$ (venv)$ pip install -r requirements.txt
```



Virtual environment – Use requirements.txt

Method 1:

```
$ pip freeze > requirements.txt  
$ pip install -r requirements.txt
```

Method 2:

Use pipreqs: generate requirements.txt based on imports

```
$ pip install pipreqs  
$ pipreqs /path/to/project  
$ pip install -r requirements.txt
```



Testing your code



Why, when and where?

It is important

- Check whether your code works correctly
- Save time in debugging

Always test your code

- When you start, and again when you finish
- Test-Driven Development
- Continuous integration

Separate code from tests as much as possible

- Have a top-level `tests/` directory in your project



Good tests should be

Automated

Fast

Reliable

Informative

- Test functions should have names starting with `test_`.
- Name of test functions should describe what the test does, it can be very long if needed.

Focused – test just one thing per test



What and how to test?

Test what is important

- Compare expected outputs versus observed outputs for known inputs
- Should cover behavior from the common to the extreme, but not every single value within those bounds
- Test edge/corner cases

Test frameworks

- unittest – included in Python standard library
- pytest
- nose2

Test coverage

- Can be used to see which part of the code is tested
- Though caution needs to be taken when interpreting the results



Write tests with unittest

```
import unittest
```

```
class BasicTestSuite(unittest.TestCase):  
    """Basic test cases."""
```

```
    def test_absolute_truth_and_meaning(self):  
        assert True
```

```
if __name__ == '__main__':  
    unittest.main()
```



Running tests

```
[MLT0093:samplmod zhengm$ nose2
```

```
hmmm...
```

```
..
```

```
-----  
Ran 2 tests in 0.000s
```

```
OK
```

```
[MLT0093:samplmod zhengm$ py.test
```

```
===== test session starts =====  
platform darwin -- Python 2.7.13, pytest-3.1.1, py-1.4.33, pluggy-0.4.0  
rootdir: /Users/zhengm/src/play/python/samplmod, inifile:  
collected 2 items
```

```
tests/test_advanced.py .  
tests/test_basic.py .
```

```
===== 2 passed in 0.04 seconds =====
```



Write tests with nose

```
from nose.tools import assert_equal
from myproject.fibonacci import fibonacci

def test_fibonacci_0():
    # test edge 0
    obs = fibonacci(0)
    assert_equal(0, obs)

def test_fibonacci_1():
    # test edge 1
    obs = fibonacci(1)
    assert_equal(1, obs)
```



Write tests with pytest (1)

```
import pytest
from myproject.wallet import Wallet, InsufficientAmount

@pytest.fixture
def empty_wallet():
    """Returns a Wallet instance with zero balance"""
    return Wallet()

@pytest.fixture
def wallet():
    """Returns a Wallet instance with a balance of 10"""
    return Wallet(10)
```



Write tests with pytest (2)

```
@pytest.fixture
def my_wallet():
    """Returns a Wallet instance with a balance of 20"""
    return Wallet(20)

def test_default_initial_amount(empty_wallet):
    assert empty_wallet.balance == 0

def test_setting_initial_amount(wallet):
    assert wallet.balance == 10

def test_wallet_add_cash(wallet):
    wallet.add_cash(90)
    assert wallet.balance == 100
```




Write tests with pytest (3)

```
def test_wallet_spend_cash(wallet):  
    wallet.spend_cash(10)  
    assert wallet.balance == 0  
  
def  
test_wallet_spend_cash_raises_exception_on_insufficient_amount(empty_  
wallet):  
    with pytest.raises(InsufficientAmount):  
        empty_wallet.spend_cash(100)
```




Write tests with pytest (4)

```
@pytest.mark.parametrize("earned, spent, expected", [
    (30, 10, 40),
    (20, 2, 38),
])
def test_transactions(my_wallet, earned, spent, expected):
    my_wallet.add_cash(earned)
    my_wallet.spend_cash(spent)
    assert my_wallet.balance == expected
```



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