

Setting up  
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The language  
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Python nice libraries  
oooooo  
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oooooo

Python common surprises

# Python for people who know matlab

Fedor Baart

July 17, 2011

Setting up  
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# Introduction



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Python common surprises

## 1 Setting up

- Working environment
- Where to get help?
- Some nice features

## 2 The language

- Data types
- Reflection and namespaces
- Performance

## 3 Python nice libraries

- Glue
- Plotting
- Gis

## 4 Python common surprises

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# Outline

## 1 Setting up

- Working environment
- Where to get help?
- Some nice features

## 2 The language

- Data types
- Reflection and namespaces
- Performance

## 3 Python nice libraries

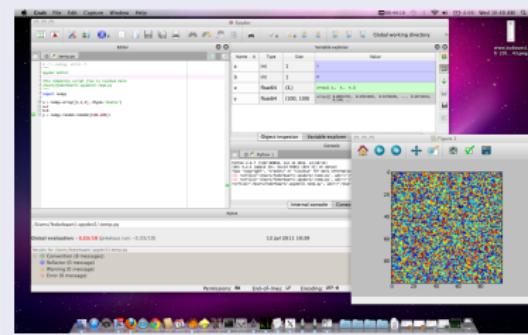
- Glue
- Plotting
- Gis

## 4 Python common surprises

## Most popular python IDE (@SO)

### 15 Spyder

#### Screenshot

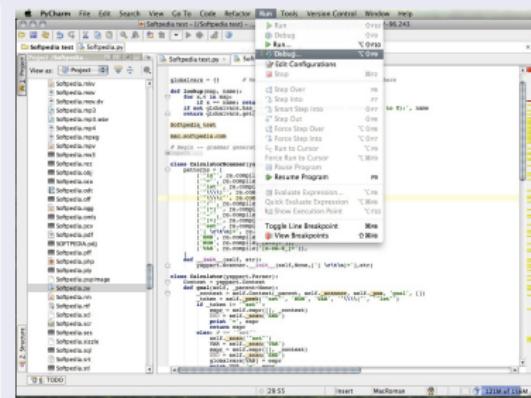


## Most popular python IDE (@SO)

4 PyCharm

15 Spyder

### Screenshot

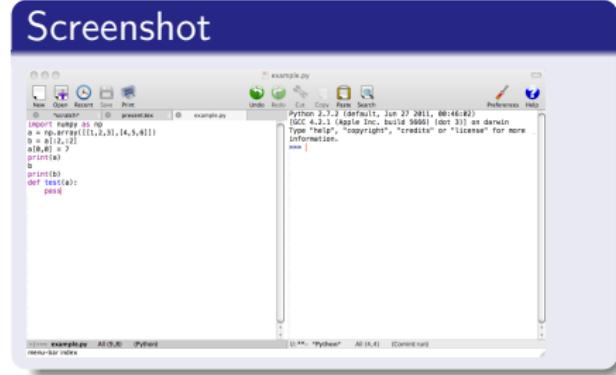


## Most popular python IDE (@SO)

### 3 emacs

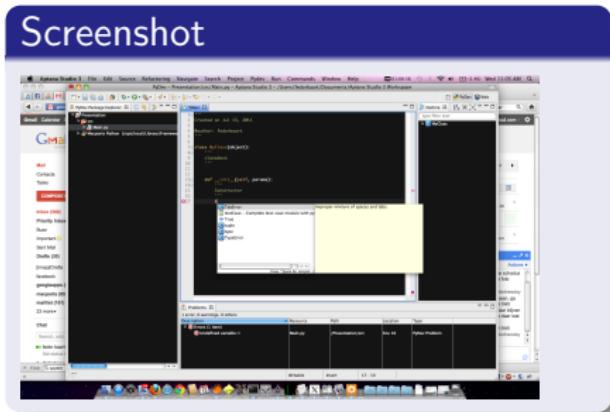
## 4 PyCharm

15 Spyder



## Most popular python IDE (@SO)

- 2 PyDev
  - 3 emacs
  - 4 PyCharm
  - 15 Spyder



## Setting up

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## Working environment

## The language

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## Python nice libraries

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## Python common surprises

# Most popular python IDE (@SO)

- 1 vim
- 2 PyDev
- 3 emacs
- 4 PyCharm
- 15 Spyder

## Screenshot

```
Terminal -- vim -- 132x40 - M1
| o vim | o bash |
from mapnik3d.axes import Axes
from mapnik3d import Map
from mapnik3d import Circle
from mapnik3d.path import Path
from mapnik3d.projection import Transformer, Mercator, PlateCarree, Polymercator, WebMercator
from mapnik3d.transform import AffineTransform, AffineTransforms, Map
from mapnik3d.transforms import IdentityTransform, Transformer, TransformerRagger
from mapnik3d.transforms import HammerProjection, HammerProjectionRagger
import mapnik3d
import mapnik3d.maths as maths
import mapnik3d.maths as maths
import mapnik3d.maths as maths

# This example projection class is rather long, but it is designed to
# illustrate how to implement a projection from scratch with Python.
# It is also common to factor out a lot of these methods into common
# base classes or a number of projections with similar characteristics
# (see merc.py).
class HammerProjection(Axes):
    """ A projection class for the Almert-Hammer projection, an equal-area map
    projection.

    https://en.wikipedia.org/wiki/Hammer_projection

    The projection must specify a name. This will be used by the
    user to select the projection, i.e. 'Hammer3333'.
    A name is required.

    Parameters
    ==========
    left, right, top, bottom: float
        Bounding box of the map in degrees.
    self.click: bool
        If True, the projection supports clicking on points with spines -- as done in
        a Axes._left_right() -- until HammerAxes.click.click works.
        See HammerAxes.click.click.

    self_update_transformable():
        self.source = Maths.Maths(self)
        self.points = Maths.Maths(self)
        self.click = click
        self.click.click()
        self.click.click()

    def __init__(self, left, right, top, bottom):
        Axes.__init__(self, left, right, top, bottom)
        self.click = False
        self.click.click()

    def __projection():
        self.source = Maths.Maths(self)
        self.points = Maths.Maths(self)
        self.click = click
        self.click.click()
        self.click.click()

    def click(clickable):
        """ Override to set up some reasonable defaults.
        
```

# Which version?

## Python

- Python 2.6, Released October 1st, 2008. Still used by python xy
- Python 2.7, Released July 3rd, 2010. Should be in python xy soon.
- Python 3.x, 3.0 released December 3rd, 2008, start using when all your packages are available.

# How to install?

## Windows

- Python x,y
- Enthought Python Distribution

## Linux

- yum
- apt-get (some extra ppd)
- emerge

# How to install?

## OSX

- macports (from source)
- homebrew

## Extra modules

- pip install module
- pypi.python.org
- python setup.py install

## Setting up

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Where to get help?

## The language

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## Python nice libraries

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## Python common surprises

### Python

```
help(function) #inline help 1  
pydoc # from command line  
pydoc -p 10000 # webserver
```

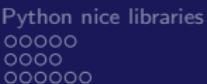
most python modules have a sphinx doc website:

<http://sphinx.pocoo.org/examples.html>

- 1 [docs.python.org](http://docs.python.org)
- 2 [docs.scipy.org](http://docs.scipy.org)
- 3 [matplotlib.sourceforge.net](http://matplotlib.sourceforge.net)

### Matlab

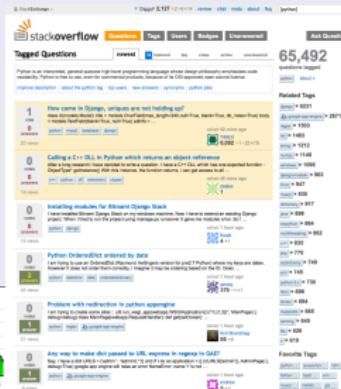
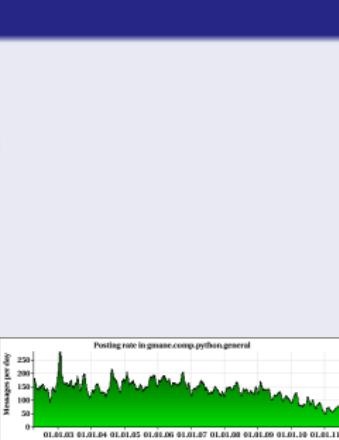
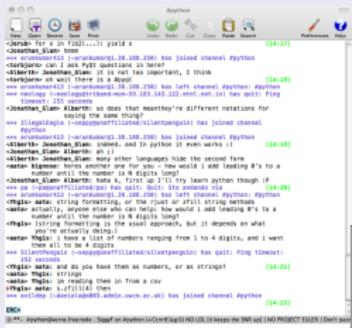
```
help function  
doc function 2
```



## Where to get help?

## Communities

# Python





Where to get help?

# Communities

## Python

**Google Python Class Day 2 Part 2**  
The Google Code Channel 992 videos

```

File Edit Options Buffer Tools Help Python Python Pw Help
#> python -V
Python 2.6.5 (r265:7191, Jul 13 2010, 10:05:35)
[GCC 4.0.3 (Ubuntu 4.0.3-1ubuntu6)] on linux2
Type "help", "copyright", "credits" or "license" for more information.
>>>
>>>
>>>
>>> import os
>>>
>>> os.path.exists('/tmp/test')
True
>>>
>>>
>>> import shutil
>>>
>>> shutil.rmtree

```

Use this point the order is really flexible, what and where to cover things see RWD  
 \* Use some slide set of code, and sometimes, sometimes one wants to use it. How to cover that now

**PyCon 2011: Algorithmic Generation of OpenGL Geometry**  
PyCon US Videos - 2009, 2010, 2011

21:49 33:21

Fedor Baart

Python for people who know matlab

## Some nice features

## nice features

```
>>> x = 5
>>> 1 < x < 10
True
>>> 10 < x < 20
False
```

## nice features

```
>>> re.compile(  
    "[a-zA-Z]*" # zero or more small letters or numbers  
    "$",         # followed by an end of line  
    re.DEBUG     # explain what we're doing  
)  
max_repeat 0 65535  
in  
    range (97, 122)  
    range (48, 57)  
at at_end
```

5

10

## nice features

```
>>> x=(x**2 for x in [0,1,2,3,4] if x>0)
<generator object>
>>> sum(x)
30
```

## nice features

```
a = [10, 20, 30, 40, 50]  
for index, item in enumerate(a):  
    print index, item
```

```
0 10  
1 20  
2 30  
3 40  
4 50
```

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## Setting up

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## Some nice features

## The language

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## Python nice libraries

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## Python common surprises

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### nice features

```
>>> a, b = 1, 2  
>>> b,a = a,b  
>>> a,b  
(2, 1)
```

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Python common surprises

Some nice features

## nice features

```
@cache  
def somethingdifficult():  
    time.sleep(1000)
```

1

## nice features

```
def point(x, y):  
    # do some magic  
point(3, 4)  
point(3, y=4)  
point(x=3, y=4)  
a_tuple = (3, 4)  
a_dict = {'y': 3, 'x': 2}  
draw_point(*point_foo) # pass in each element  
draw_point(**point_bar) # pass named elements
```

2

7

## nice features

```
def add(x, y):  
    """  
        add 2 numbers  
    >>> add(3, 4)  
    7  
    """  
  
import doctest  
doctest.testmod()
```

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## Setting up

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## Some nice features

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## Python nice libraries

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## Python common surprises

## nice features

```
>>> a = {1,2,3,4} # set([]) for python < 2.7?  
>>> b = {3,4,5,6}  
>>> a | b # Union  
{1, 2, 3, 4, 5, 6}  
>>> a & b # Intersection  
{3, 4}
```

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## nice features

```
>>> str(round(1234.5678, -2))  
"1200.0"
```

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# Outline

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- Working environment
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- Some nice features

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- Reflection and namespaces
- Performance

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Python common surprises

## What aspects are relevant when choosing a language?

- People (What are the other people making? )
- Paradigma (Object Oriented, Procedural, Functional)
- Help (Documentation, community)
- Data types (dict, list, strings, numbers)
- Type system (int a = 1 vs a = 1)
- Syntax (Keywords, whitespace, braces)
- Libraries (What can you reuse of others?)

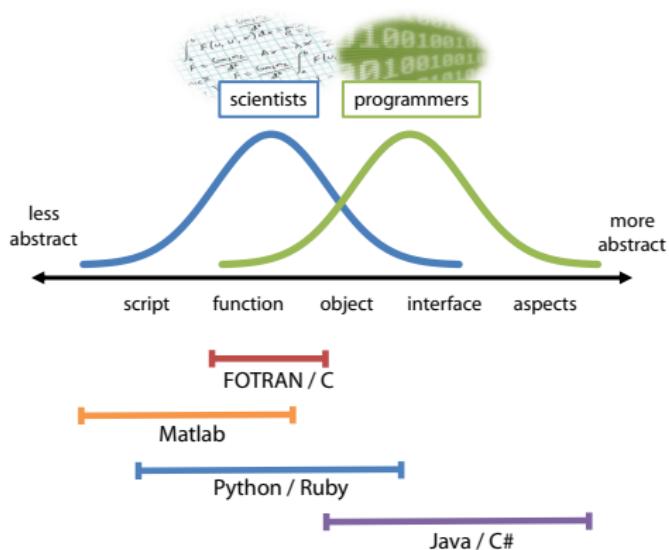
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# People and paradigm



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Python common surprises

## Data types

### Python

```
>>> x1 = 1 # integer
>>> x2 = 2.0 # float
>>> x3 = "three" # string
>>> x4 = [4,4,4,4] # list
>>> x5 = {5,"five"} # set
>>> x6 = {"six":6} # dictionary
>>> x7 = (4,4,4,4) # tuple
```

### Matlab

```
>> x1 = int16(1) % integer
      (16bit)
>> x2 = 2 % double
>> x3 = "three" % string
>> x7 = {4,4,4,4} % cell
>> %x5 no matlab equivalent
>> x6 = struct('six',6) %
      not quite the same
>> %x7 no matlab equivalent
```

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## Data types

### Python

```
>>> x1 = 1 # integer
>>> x2 = 2.0 # float
>>> x3 = "three" # string
>>> x4 = [4,4,4,4] # list
>>> x5 = {5,"five"} # set
>>> x6 = {"six":6} # dictionary
>>> x7 = (4,4,4,4) # tuple
```

### Matlab

```
>> x1 = int16(1) % integer
      (16bit)
>> x2 = 2 % double
>> x3 = "three" % string
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      not quite the same
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Python common surprises

## Data types

### Python

```
>>> x1 = 1
>>> x1 == 1
True
>>> x1 + 1
2
>>> x1 + 2.0
3.0
>>> x1 + "three"
... unsupported +: 'int'
     and 'str'
>>> 2 * "three"
'threethree'
>>> x2 = 2.0
>>> x2 * "three"
... can't multiply sequence
     by 'float'
```

### Matlab

```
>> x1=1;
>> x1==1;
>> x1+1;
>> x1+2.0;
>> x1+'three'
ans =
    117    105    115    102
                  102
>> 2 * 'three'
ans =
    232    208    228    202
                  202
>> 2.0*'three'
ans =
    232    208    228    202
                  202
```

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Python common surprises

## Data types

### Python

```
>>> 9223372036854775807 + 1
9223372036854775808L
>>> 2/3 # 2//3 is explicit
      integer division
0 (0.67 in python3)
```

2

### Matlab

```
>> int64
    (9223372036854775807)+1
ans =
    9223372036854775807
>> int64(2)/int64(3)
ans =
    1
```

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Python common surprises

## Data types

### Python

```
>>> 2.0.is_integer()
True
>>> 2.5.as_integer_ratio()
(5, 2)
>>> 2.0.imag
0.0
```

### Matlab

```
>> isinteger(2.0)
ans =
    0
>> [a,b] = rat(2.5)
a =
            b =
                5                 2
>> imag(2.0)
ans =
    0
```

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Python common surprises

## Data types

```
>>> a = "Фёдор"
>>> len(a)
10
>>> print(a)
Фёдор
>>> a = u"Фёдор"
>>> len(a)
5
>>> a.encode("ascii")
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
UnicodeEncodeError: 'ascii' codec can't encode characters in position 0-4: ordinal no
t in range(128)
>>> a.encode("ascii", "xmlcharrefreplace")
'&#1060;&#1105;&#1076;&#1086;&#1088;'
```

## Data types

## Python

```
>>> x1 = array([[1,2,3],  
[4,5,6]])  
>>> x1  
array([[1, 2, 3],  
       [4, 5, 6]])  
>>> x1[0,0]  
1  
>>> x1[1:,1:]  
array([[5, 6]])
```

## Matlab

```
>> x1 = [1 2 3; 4 5 6] 1  
x1 =  
     1      2      3  
     4      5      6  
>> x1(1,1) 6  
ans =  
     1  
  
>> x1(2:end, 2:end)  
ans =  
     5      6
```

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Python common surprises

## Data types

# Python

```
>>> x1*x1
array([[ 1,  4,  9],
       [16, 25, 36]])
>>> x1.dot(x1.T)
array([[14, 32],
       [32, 77]])
```

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# Matlab

```
>> x1 .* x1
>> x1 * x1
```

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Python common surprises

## Data types

## Python

```
>>> print(np.zeros((100,100)))
[[ 0.  0.  0. ... ,  0.]
 [ 0.  0.  0. ... ,  0.]
 ...
 [ 0.  0.  0. ... ,  0.]
 [ 0.  0.  0. ... ,  0.]]
```

3

## Matlab

```
>>> zeros(100)
ans =
Columns 1 through 13
          0         0         0         0
          0         0         0         0
          0         0         0         0
```

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Python common surprises

## Data types

### Python

```
>>> a = np.array  
      ([[1,2,3],[4,5,6]])  
>>> b = a[:2,:2]  
>>> a[0,0] = 7  
>>> print(a)  
[[7 2 3]  
 [4 5 6]]  
>>> print(b)  
[[7 2]  
 [4 5]]
```

### Matlab

```
1 a = [1 2 3; 4 5 6];  
2 b = a(1:2,1:2);  
3 a(1,1) = 7  
4 a =  
5     7      2      3  
6     4      5      6  
7 b  
8 b =  
9     1      2  
10    4      5
```

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Python common surprises

## Reflection and namespaces

### Python

```
>>> a = 1
>>> a
1
>>> type(a)
<type 'int'>
```

### Matlab

```
>> a = 1
a =
1
>> whos a
  Name      Class
    a        double
```

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Python common surprises

## Reflection and namespaces

### Python

```
import numpy
numpy.array([])
import numpy as np
np.array([])
from numpy import *
array([])
from numpy import array
array([])
```

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### Matlab

```
% Matlab>7.6 +parallel/+gpu 1
/GPUArray.m
import parallel.gpu.*
GPUArray([])
```

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Python common surprises

## Reflection and namespaces

### Python

```
>>> dir(1)
[ '__abs__', ..., 'bit_length', ,
  'conjugate',
  'denominator', ...]
>>> inspect.getfile(inspect)
'/opt/local/.../python2.7/inspect.pyc'
>>> def a(a=1):
...     pass
>>> inspect.getcallargs(a)
{'a': 1}
>>> getframeinfo(currentframe())
Traceback(filename='<stdin>', lineno=1,
          ...)
```

2

### Matlab

```
% no equivalent to dir (I think)
>> which which
built-in (/Applications/MATLAB_R2011a.
           app/toolbox/matlab/general/which)
>> ?object % only for objects
>> dbstack % only in debugging?
```

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Setting up  
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The language  
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Python common surprises

## Performance

### Python

Startup do nothing and shutdown time.

```
$ time python -c "pass"  
real 0m1.471s  
user 0m0.030s  
sys 0m0.036s
```

### Matlab

Startup do nothing and shutdown time.

```
$ time matlab -r exit  
real 1m8.891s  
user 0m11.889s (2s with -  
nodesktop -nojvm)  
sys 0m3.184s
```

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### Other languages

C: 0.000s, Java: 0.3s, Perl 0.001s, Bash 0.001s

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Python common surprises

## Performance

### Python

```
>>> setupcode = """  
import numpy  
x=numpy.zeros((1000,1000))  
"""  
>>> timeit.timeit('a=x.dot(  
    x)',setupcode, number  
=10)  
1.5948209762573242
```

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### Matlab

```
>> x=zeros(1000);  
>> tic;for i=1:10;a=x*x;end  
;toc  
Elapsed time is 1.796690  
seconds.
```

Setting up  
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The language  
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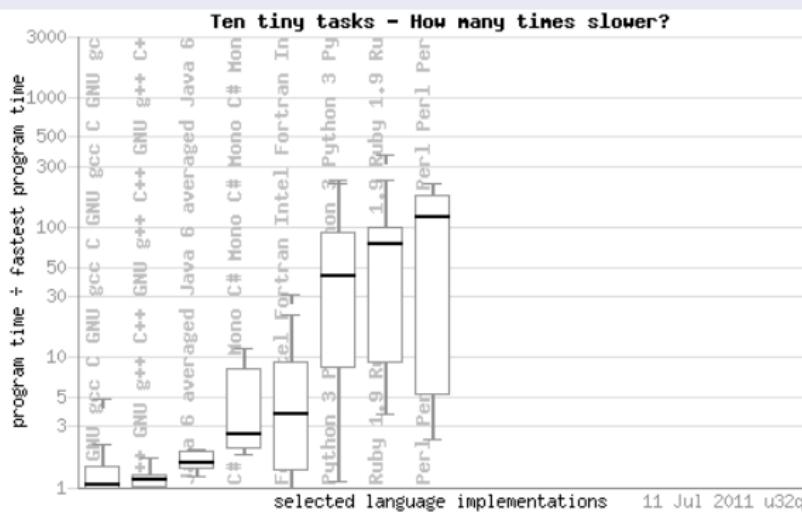
Python nice libraries  
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Python common surprises

Performance

# Performance shootout

## Benchmark (10 different problems)



[shootout.alioth.debian.org](http://shootout.alioth.debian.org)



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Python common surprises

Performance

# Laplace equation

Benchmark using different python techniques (500x500 grid for 100)

- Python: 1500.0s
- Python + NumPy: 29.3s
- Matlab: 29.0s
- Weave 2.3, 4.3, 9.5s
- Fortran 77: 2.9s
- Cython: 2.5s
- Pure C++: 2.16s

[www.scipy.org/PerformancePython](http://www.scipy.org/PerformancePython)

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Python common surprises

# Outline

## 1 Setting up

- Working environment
- Where to get help?
- Some nice features

## 2 The language

- Data types
- Reflection and namespaces
- Performance

## 3 Python nice libraries

- Glue
- Plotting
- Gis

## 4 Python common surprises

Setting up  
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Python nice libraries  
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Python common surprises

- glue (mlabwrap: matlab, ctypes: dll's, fwrap: fortran90)
- plotting (2d: matplotlib, 3d: mayavi, graphs: networkx)
- gis (gdal: data + operations, pyproj: projections)
- data (pydap+netcdf: scientific, sqlalchemy: relational)

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Python common surprises

Glue

## Talking to matlab

```
>>> import numpy
>>> from mlabwrap import mlab
>>> X = numpy.random.random((500,500))
>>> mlab.imshow(X)
array([[ 174.00366211]])
```

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Python common surprises

Glue

## Talking to a dll

```
>>> import ctypes
>>> libz = ctypes.CDLL('/opt/local/lib/libz.dylib')
>>> ver = libz.zlibVersion
>>> ver.restype = ctypes.c_char_p
>>> ver()
'1.2.5'
```

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Python common surprises

Glue

## Wrapping f90

```
function add(x, y, z)
    implicit none
    ! add two vectors and secretly add 1 to the first
    ! element of x
    real(kind=8), dimension(:, :), intent(inout) :: x
    real(kind=8), dimension(:, :), intent(inout) :: y
    real(kind=8), dimension(:, :), intent(inout) :: z
    integer :: add
    z = x + y
    add = 1
end function add
```

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Setting up  
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Python common surprises

Glue

## Wrapping f90

```
fwrapc --name=somefunction --fcompiler=gnu95 test.f90
cd somefunction
python setup.py install
python
```

Setting up  
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The language  
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Python nice libraries  
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Python common surprises

Glue

## Wrapping f90

```
>>> import numpy 1
>>> from somefunction import *
>>> x = numpy.ones((5,5), dtype=fwr_real_8, order='F')
>>> y = numpy.ones((5,5), dtype=fwr_real_8, order='F')
>>> z = numpy.empty((5,5), dtype=fwr_real_8, order='F'
    )
>>> (a,b,c,d) = add(x,y,z) 6
>>> a
1
>>> b is x and c is y
True
>>> d 11
array([[ 2.,  2.,  2.,  2.,  2.],
       [ 2.,  2.,  2.,  2.,  2.],
       [ 2.,  2.,  2.,  2.,  2.],
       [ 2.,  2.,  2.,  2.,  2.],
       [ 2.,  2.,  2.,  2.,  2.]]) 16  
```

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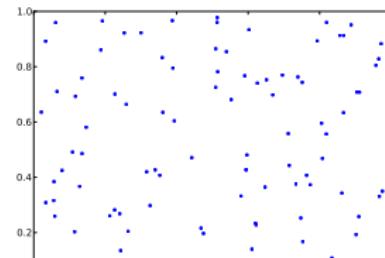
Python nice libraries  
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Python common surprises

## Plotting

### Python

```
>>> plt.plot(random.uniform  
             (0,1,100),  
             random.uniform  
             (0,1,100),  
             ',')  
>>> plt.savefig('  
               plot1python.pdf')
```

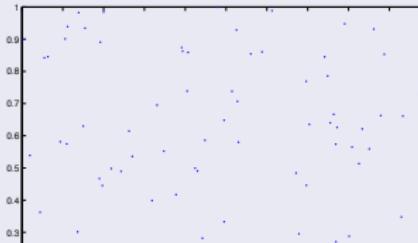


Fedor Baart

Python for people who know matlab

### Matlab

```
>> h = plot(  
             random('unif',0,1,1,100)  
             ,  
             random('unif',0,1,1,100)  
             ,  
             ',')  
h =  
    174.0028  
>> saveas(h,'plot1matlab.  
pdf')
```



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Setting up

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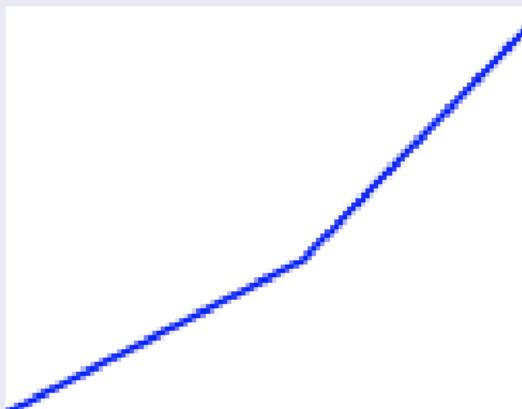
Python nice libraries

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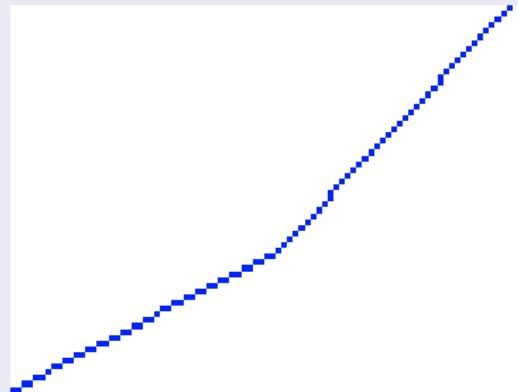
Python common surprises

Plotting

## Python



## Matlab



Setting up  
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Python common surprises

Plotting

## 3d plotting

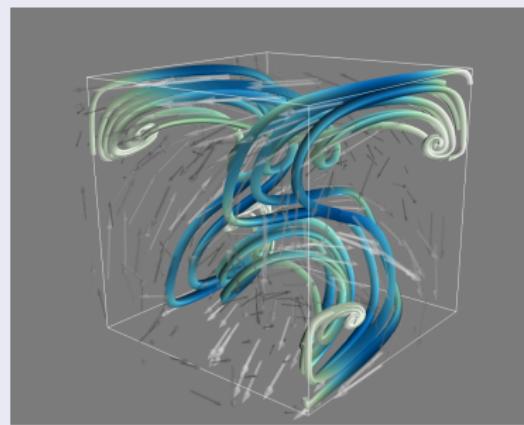
```
import numpy as np
x, y, z = np.mgrid[0:1:20j,
                     0:1:20j, 0:1:20j]

u =      np.sin(np.pi*x) * np
        .cos(np.pi*z)
v = -2*np.sin(np.pi*y) * np
        .cos(2*np.pi*z)
w = np.cos(np.pi*x)*np.sin(
        np.pi*z) +
    np.cos(np.pi*y)*np.sin
        (2*np.pi*z)
mlab.quiver3(u,v,w)
mlab.flow(u,v,w)
```

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## Mayavi plot



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Python common surprises

## Plotting

### networkx

```
import networkx as nx
H = nx.cycle_graph(50)
G = nx.
    convert_node_labels_to_integers(H)
# layout in 3d
pos = nx.spring_layout(G,
    dim=3)
mlab.points3d( ... )
mlab.pipeline.tube( ... )
```

### Networkx plot using mayavi



[networkx.lanl.gov](http://networkx.lanl.gov)

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Python common surprises

Gis

## Python with GDAL

```
>>> dataset = ogr.Open('test.kml')
>>> layer = dataset[0]
>>> feature = layer[0]
>>> geometry = feature.geometry()
>>> geometry.GetPoint()
(-122.0822035425683, 37.42228990140251,
 0.0)
>>> geometry.Buffer(3.0).ExportToKML()
'<Polygon>
<outerBoundaryIs><LinearRing>
<coordinates>
-119.082203542568294,37.422289901402507
...
...
```

3

8

## KML

```
<?xml version="1.0" encoding="UTF-8"?>
<kml xmlns="http://www.opengis.net/kml
  /2.2">
  <Placemark>
    <name>Simple placemark</name>
    <description>Attached to the ground.
      Intelligently places itself
      at the height of the underlying
      terrain.</description>
    <Point>
      <coordinates>
        -122.0822035425683,37.422289901402
      </coordinates>
    </Point>
  </Placemark>
</kml>
```

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Python common surprises

Gis

## Pyproj

```
from pyproj import Geod
old = Geod(ellps='bessel')
new = Geod(ellps='WGS84')
ams_lat = 52.35
ams_lon = 4.917
nyc_lat = 40.+(47./60.)
nyc_lon = -73.-(58./60.)
args = ams_lon,ams_lat,nyc_lon,nyc_lat
az12,az21, olddist = old.inv(*args) # 5872 km
az12,az21, newdist = new.inv(*args) # 5873 km
```

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Python common surprises

Gis

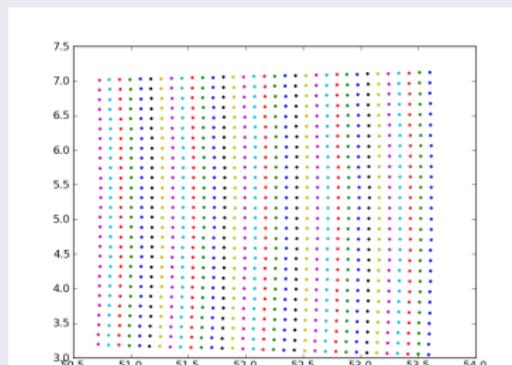
## Python

```
url =  
'http://opendap.deltares.nl/thredds/  
    dodsC/opendap/tno/ahn100m/mv100.nc'  
,  
  
import pydap.client  
ds = pydap.client.open_url(url)  
ds.keys()  
['x', 'y', 'longitude', 'latitude', ,  
    'epsg', 'wgs84', 'depth']  
lat = ds['longitude']['latitude']  
lon = ds['longitude']['longitude']  
depth = ds['depth']['depth']  
plt.plot(lat[::100, ::100], lon  
        [::100, ::100], ',')
```

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## ahn lat/lon



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Python common surprises

Gis

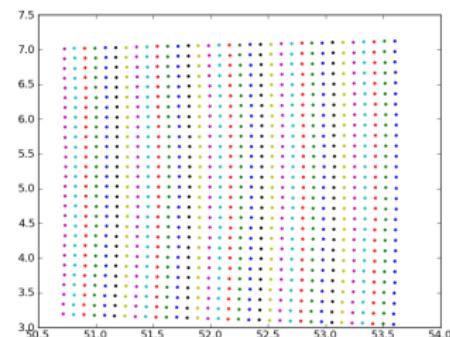
## Python

```
lat100 = lat[::-100, ::100]  
lon100 = lon[::-100, ::100]  
idx = reduce(np.logical_and, [  
    lat100 < 52.8,  
    lat100 > 52.6,  
    lon100 > 5.7,  
    lon100 < 6.1])  
xidx, yidx = np.where(idx)  
xslice = slice(xidx.min()*100, xidx.max()  
    *100)  
yslice = slice(yidx.min()*100, yidx.max()  
    *100)  
noplatt = lat[xslice, yslice]  
noplont = lon[xslice, yslice]  
nopdep = depth[xslice, yslice]
```

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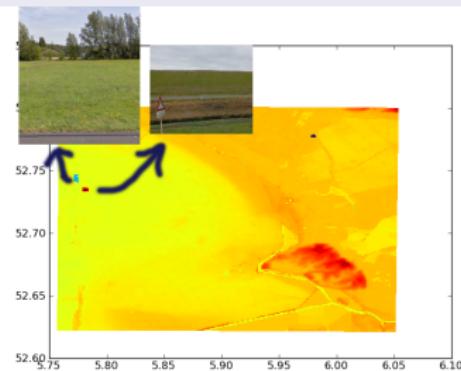
## ahn lat/lon



## Python

```
plt.pcolormesh(noplone,  
                noplatt, noppdep)
```

ahn lat/lon

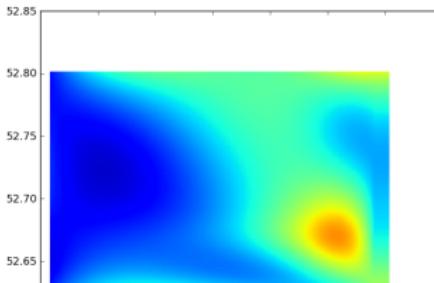
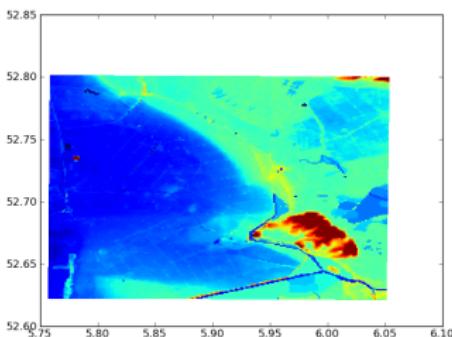


## Can we use a rough height map

```
from scipy.interpolate import bisplrep,  
    bisplev  
roughdep = nopdep[::10, ::10]  
roughlat = noplat[::10, ::10]  
roughlon = noplon[::10, ::10]  
f = bisplrep(roughlon, roughlat, roughdep)  
# expects increasing x and y  
newdep = bisplev(noplon[:, 0], noplat  
    [0, ::-1], f)[:, ::-1].T  
plt.pcolormesh(noplon[:, 0], noplat[0, :],  
    newdep, vmin=-5, vmax=5)
```

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Setting up  
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Python common surprises

# Outline

## 1 Setting up

- Working environment
- Where to get help?
- Some nice features

## 2 The language

- Data types
- Reflection and namespaces
- Performance

## 3 Python nice libraries

- Glue
- Plotting
- Gis

## 4 Python common surprises

Setting up  
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Python common surprises

```
>>> "%s=%s" % (str(3*0.3),repr(3*0.3))  
'0.9=0.8999999999999999'
```

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Python common surprises

```
x = 1.0 / 3
y = 0.333333333333
print x #: 0.333333333333
print y #: 0.333333333333
print x == y #: False
```

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repr prints too many digits:

```
print repr(x) #: 0.3333333333333331
print repr(y) #: 0.33333333333333300003
print x == 0.3333333333333333 #: True
```

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Setting up  
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Python common surprises

```
>>> def a(a=[]):  
...     a.append(1)  
...     print(a)  
  
...  
>>> a()  
[1]  
>>> a()  
[1, 1]
```

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Setting up  
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Python common surprises

```
>>> 01  
1  
>>> 07  
7  
>>> 08  
File "<stdin>", line 1  
 08  
 ^  
SyntaxError: invalid token
```

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Setting up  
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Python common surprises

```
>>> a=[[1,2,3]]*3
[[1, 2, 3],
 [1, 2, 3],
 [1, 2, 3]]
>>> a[0][0] = 2
[[4, 2, 3],
 [4, 2, 3],
 [4, 2, 3]]
```

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Setting up  
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Python common surprises

```
>>> i = 1
>>> ++i
1
>>> i
1
```

2

Setting up  
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Python common surprises

```
a = 1  
a = 2
```