

Python & ML - Module 03 Numpy

Summary: Today you will learn how to use the Python library that will allow you to manipulate multidimensional arrays (vectors) and perform complex mathematical operations on them.

Chapter I

Common Instructions

- The version of Python recommended to use is 3.7, you can check the version of Python with the following command: python -V
- The norm: during this bootcamp, it is recommended to follow the PEP 8 standards, though it is not mandatory. You can install pycodestyle which is a tool to check your Python code.
- The function eval is never allowed.
- The exercises are ordered from the easiest to the hardest.
- Your exercises are going to be evaluated by someone else, so make sure that your variable names and function names are appropriate and civil.
- Your manual is the internet.
- If you are a student from 42, you can access our Discord server on 42 student's associations portal and ask your questions to your peers in the dedicated Bootcamp channel.
- You can learn more about 42 Artificial Intelligence by visiting our website.
- If you find any issue or mistake in the subject please create an issue on 42AI repository on Github.
- We encourage you to create test programs for your project even though this work won't have to be submitted and won't be graded. It will give you a chance to easily test your work and your peers' work. You will find those tests especially useful during your defence. Indeed, during defence, you are free to use your tests and/or the tests of the peer you are evaluating.
- We are constantly looking to improve these bootcamps, and your feedbacks are essential for us to do so !
 - You can tell us more about your experience with this module by filling this form. Thank you in advance and good luck for this bootcamp!

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Chapter II

Exercise 00

AL AFFECIAL ON TOURSEE	Exercise: 00	
NumPyCreator		
Turn-in directory : $ex00/$		
Files to turn in : NumPyCreator.py		
Forbidden functions : None		

Objective

Introduction to the Numpy library.

Instructions

Write a class named NumPyCreator, that implements all of the following methods.

Each method receives as an argument a different type of data structure and transforms it into a Numpy array:

- from_list(self, lst): takes a list or nested lists and returns its corresponding Numpy array.
- from_tuple(self, tpl): takes a tuple or nested tuples and returns its corresponding Numpy array.
- from_iterable(self, itr): takes an iterable and returns an array which contains all of its elements.
- from_shape(self, shape, value): returns an array filled with the same value. The first argument is a tuple which specifies the shape of the array, and the second argument specifies the value of the elements. This value must be 0 by default.
- random(self, shape): returns an array filled with random values. It takes as an argument a tuple which specifies the shape of the array.

• identity(self, n): returns an array representing the identity matrix of size n.

BONUS: Add to these methods an optional argument which specifies the datatype (dtype) of the array (e.g. to represent its elements as integers, floats, ...)



Each of these methods can be implemented in one line. You only need to find the right Numpy functions.

```
from NumpyCreator import NumpyCreator
npc = NumpyCreator()
npc.from_list([[1,2,3],[6,3,4]])
# Output :
array([[1, 2, 3],
[6, 3, 4]])
npc.from_list([[1,2,3],[6,4]])
# Output :
npc.from_list([[1,2,3],['a','b','c'],[6,4,7]])
npc.from_list(((1,2),(3,4)))
# Output :
npc.from_tuple(("a", "b", "c"))
# Output :
array(['a', 'b', 'c'])
npc.from_tuple(["a", "b", "c"])
# Output :
npc.from_iterable(range(5))
# Output :
array([0, 1, 2, 3, 4])
shape=(3,5)
npc.from_shape(shape)
npc.random(shape)
array([[0.57055863, 0.23519999, 0.56209311, 0.79231567, 0.213768],
       [0.39608366, 0.18632147, 0.80054602, 0.44905766, 0.81313615], [0.79585328, 0.00660962, 0.92910958, 0.9905421, 0.05244791]])
npc.identity(4)
# Output :
        [0., 1., 0., 0.],
[0., 0., 1., 0.],
[0., 0., 0., 1.]])
```

Chapter III

Exercise 01

AL AFFECIAL ON TOURSEE	Exercise: 01	
ImageProcessor		
Turn-in directory : $ex01/$		
Files to turn in: ImageProcessor.py		
Forbidden functions : None		

Objective

Basic manipulation of images via the Matplotlib library.

Instructions

Build a tool that will be helpful to load and display images in the upcoming exercises.

Write a class named ImageProcessor that implements the following methods:

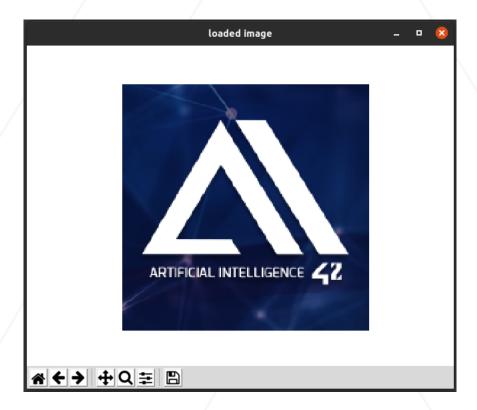
- load(path): opens the PNG file specified by the path argument and returns an array with the RGB values of the pixels in the image. It must display a message specifying the dimensions of the image (e.g. 340 x 500).
- display(array): takes a numpy array as an argument and displays the corresponding RGB image.

You must handle these errors: if the file passed as argument does not exist or if it can't be read as an image, with an appropriate message of your choice.



You can use the library of your choice for this exercise, but converting the image to a numpy array is mandatory. The goal of this exercise is to dispense with the technicality of loading and displaying images, so that you can focus on array manipulations in the upcoming exercises.

```
from ImageProcessor import ImageProcessor
imp = ImageProcessor()
arr = imp.load("non_existing_file.png")
Exception: FileNotFoundError -- strerror: No such file or directory
# Output :
arr = imp.load("empty_file.png")
# Output :
Exception: OSError -- strerror: None
# Output :
arr = imp.load("../resources/42AI.png")
Loading image of dimensions 200 \times 200
# Output :
array([[[0.03529412, 0.12156863, 0.3137255],
         [0.04313726, 0.12941177, 0.3254902],
         [0.02352941, 0.07058824, 0.22352941]],
         [0.02352941, 0.07450981, 0.22745098], [0.02352941, 0.07450981, 0.22745098]],
         [0.03529412, 0.11764706, 0.30588236],
         [0.02352941, 0.07450981, 0.22745098]],
        [[0.03137255, 0.07058824, 0.21960784],
         [0.03137255, 0.07058824, 0.21176471],
         [0.03921569, 0.10588235, 0.26666668]]], dtype=float32)
imp.display(arr)
```



The image must be displayed in a separate window when running in the console.

Chapter IV

Exercise 02

A ART SCAL THE SERVICE	Exercise: 02
ScrapBooker	
Turn-in directory : $ex02/$	
Files to turn in : ScrapBooker.py	
Forbidden functions: None	

Objective

Manipulation and initiation to slicing on numpy arrays.

Instructions

Implement a class named ScrapBooker with the following methods:

- crop,
- thin,
- juxtapose,
- mosaic.

```
def crop(self, array, dim, position=(0,0)):
    Crops the image as a rectangle via dim arguments (being the new height and width of the image) from the coordinates given by position arguments.
      array: numpy.ndarray
dim: tuple of 2 integers.
position: tuple of 2 integers.
                   the cropped numpy.ndarray.
                    (if the combination of parameters is not possible).
       None:
    ... your code ...
def thin(self, array, n, axis):
    Deletes every n-th line pixels along the specified axis (0: vertical, 1: horizontal)
    Args:
                  numpy.ndarray.
                  (depending of axis value). positive non null integer.
       new_arr: thined numpy.ndarray.
       This function should not raise any Exception.
    ... your code ...
def juxtapose(self, array, n, axis):
    Juxtaposes n copies of the image along the specified axis.
    Args:
                   numpy.ndarray.
positive non null integer.
                   juxtaposed numpy.ndarray.
(if the combination of parameters is not possible).
      This function should not raise any Exception.
     ... your code ...
```

```
def mosaic(self, array, dim):

"""

Makes a grid with multiple copies of the array. The dim argument specifies the number of repetition along each dimensions.

Args:
-----
array: numpy.ndarray.
dim: tuple of 2 integers.

Return:
-----
new_arr: mosaic numpy.ndarray.
None (combinaison of parameters not compatible).

Raises:
------
This function should not raise any Exception.
"""
... your code ...
```

In this exercise, when specifying positions or dimensions, we will assume that the first coordinate is counted along the vertical axis starting from the top, and that the second coordinate is counted along the horizontal axis starting from the left. Indexing starts from 0.

```
e.g.:
(1,3)
.....
```

Examples

```
import numpy as np
from ScrapBooker import ScrapBooker
spb = ScrapBooker()
arr1 = np.arange(0,25).reshape(5,5)
spb.crop(arr1, (3,1),(1,0))
#Output
array([[ 5],
      [10],
arr2 = np.array("A B C D E F G H I".split() * 6).reshape(-1,9)
spb.thin(arr2,3,0)
arr3 = np.array([[1, 2, 3],[1, 2, 3],[1, 2, 3]])
spb.juxtapose(arr3, 3, 1)
#Output
array([[1, 2, 3, 1, 2, 3, 1, 2, 3],
      [1, 2, 3, 1, 2, 3, 1, 2, 3],
```

Chapter V

Exercise 03

AL AND BOOK INSTRUMENTS	Exercise: 03	
ColorFilter		
Turn-in directory : $ex03/$		
Files to turn in : ColorFilter.py		
Forbidden functions : None		

Objective

Manipulation of loaded image via numpy arrays, broadcasting.

Instructions

You have to develop a tool that can apply a variety of color filters on images.

For this exercise, the authorized functions and operators are specified for each methods. You are not allowed to use anything else.

Write a class named ColorFilter with 6 methods with the following exact signatures:

```
def invert(self, array):
       array: numpy.ndarray corresponding to the image.
        array: numpy.ndarray corresponding to the transformed image.
        None: otherwise.
    Raises:
       This function should not raise any Exception.
def to_blue(self, array):
    Applies a blue filter to the image received as a numpy array.
        array: numpy.ndarray corresponding to the image.
       array: numpy.ndarray corresponding to the transformed image. None: otherwise.
       This function should not raise any Exception.
def to_green(self, array):
    Applies a green filter to the image received as a numpy array.
        array: numpy.ndarray corresponding to the image.
       array: numpy.ndarray corresponding to the transformed image. None: otherwise.
       This function should not raise any Exception.
def to_red(self, array):
        array: numpy.ndarray corresponding to the transformed image.
        This function should not raise any Exception.
```

```
lef to_celluloid(self, array):
    Applies a celluloid filter to the image received as a numpy array. Celluloid filter must display at least four thresholds of shades.
    Be careful! You are not asked to apply black contour on the object, you only have to work on the shades of your images.
         celluloid filter is also known as cel-shading or toon-shading.
          array: numpy.ndarray corresponding to the image.
         array: numpy.ndarray corresponding to the transformed image. None: otherwise.
    Raises:
         This function should not raise any Exception.
    to_grayscale(self, array, filter, **kwargs):
   Applies a grayscale filter to the image received as a numpy array. For filter = 'mean'/'m': performs the mean of RBG channels. For filter = 'weight'/'w': performs a weighted mean of RBG channels.
    Args:
         array: numpy.ndarray corresponding to the image.
         filter: string with accepted values in ['m', 'mean', 'w', 'weight'] weights: [kwargs] 3 floats where the sum equals to 1,
                       corresponding to the weights of each RBG channels.
                       Expecting keys: 'r_weight', 'g_weight' and 'b_weight'.
          array: numpy.ndarray corresponding to the transformed image.
          This function should not raise any Exception.
```

You have some restrictions on the authorized methods and operators for each filter method in class ColorFilter:

• invert:

- Authorized functions: .copy.
- Authorized operators: +,-,=.

• to_blue:

- Authorized functions: .copy, .zeros,.shape,.dstack.
- Authorized operators: =.

• to_green:

- Authorized functions: .copy.
- Authorized operators: *, =.

to_red:

- Authorized functions: .copy, .to_green,.to_blue.
- Authorized operators: -,+, =.

- to_celluloid(array):
 - Authorized functions: .copy, .arange,.linspace, .min, .max.
 - Authorized operators: =, <=, >, & (or and).
- to_grayscale:
 - Authorized functions: .sum,.shape,.reshape,.broadcast_to,.as_type.
 - Authorized operators: *,/, =.

```
from ImageProcessor import ImageProcessor
imp = ImageProcessor()
arr = imp.load("assets/42AI.png")
# Output :
Loading image of dimensions 200 x 200

from ColorFilter import ColorFilter
cf = ColorFilter()
cf.invert(arr)

cf.to_green(arr)

cf.to_green(arr)

cf.to_blue(arr)

cf.to_blue(arr)

cf.to_celluloid(arr)

cf.to_grayscale(arr, 'm')

cf.to_grayscale(arr, 'weight', r_weight=0.2, 'g_weight'=0.3, 'b_weight'=0.5)
```



The first image is a stylization of Elon Musk that has been generated using a style transfer algorithm implemented in our lab. You can see the code in 42AI repository StyleTransferMirror



Figure V.1: Elon Musk



Figure V.3: Blue filter



Figure V.5: Red filter



Figure V.2: Inverted filter



Figure V.4: Green filter

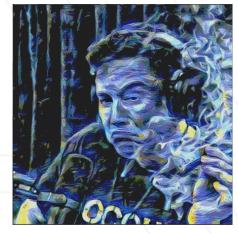


Figure V.6: Celluloid filter

Chapter VI

Exercise 04

as all those, not as oldward	Exercise: 04	
K-means Clustering		
Turn-in directory : $ex04/$		
Files to turn in : Kmeans.py		
Forbidden functions: Any functions allowing you to perform K-Means		

ALERT! DATA CORRUPTED

Objective

Implementation of a basic K-means algorithm.

Instructions

The solar system census dataset is corrupted! The citizens' homelands are missing!

You must implement the K-means clustering algorithm in order to recover the citizens' origins.

You can find good explanations on how K-means is working here: Wikipedia - K-Means clustering

The missing part is how to compute the distance between 2 data points (cluster centroid or a row in the data).

In our case, the data we have to process is composed of 3 values (height, weight and bone_density).

Thus, each data point is a vector of 3 values.

Now that we have mathematically defined our data points (vector of 3 values), it is

very easy to compute the distance between two points using vector properties. You can use L1 distance, L2 distance, cosine similarity, and so forth... Choosing the distance to use is called hyperparameter tuning.

I would suggest you to try with the easiest setting (L1 distance) first.

What you will notice is that the final result of the "training"/"fitting" will depend a lot on the random initialization.

Commonly, in machine-learning libraries, K-means is run multiple times (with different random initializations) and the best result is saved.

NB: To implement the fit function, keep in mind that a centroid can be considered as the gravity center of a set of points.

Your program Kmeans.py takes 3 parameters: filepath, max_iter and ncentroid:

python Kmeans.py filepath='../ressources/solar_system_census.csv' ncentroid=4 max_iter=30

Your program is expected to:

- parse its arguments,
- read the dataset,
- fit the dataset,
- display the coordinates of the different centroids and the associated region (for the case ncentroid=4),
- display the number of individuals associated to each centroid,
- (Optional) display the results on 3 differents plots, corresponding to 3 combinations of 2 parameters, using different colors to distinguish between Venus, Earth, Mars and Belt asteroids citizens.

Create the class KmeansClustering with the following methods:

Dataset

The dataset, named **solar_system_census** can be found in the resources folder.

It is a part of the solar system census dataset, and contains biometric data such as the height, weight, and bone density of solar system citizens.

Solar citizens come from four registered areas:

- The flying cities of Venus,
- United Nations of Earth,
- Mars Republic,
- Asteroids' Belt colonies.

Unfortunately the data about the planets of origin was lost...

Use your K-means algorithm to recover it!

Once your clusters are found, try to find matches between clusters and the citizens' homelands.



- People are slender on Venus than on Earth.
- People of the Martian Republic are taller than on Earth.
- Citizens of the Belt are the tallest of the solar system and have the lowest bone density due to the lack of gravity.

Here is an example of the K-means algorithm in action: https://i.ibb.co/bKFVVx2/ezgif-com-gif-maker.gif

Contact

You can contact 42AI by email: contact@42ai.fr

Thank you for attending 42AI's Python Bootcamp module 03!

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- Amric Trudel (amric@42ai.fr)
- Baptiste Lefeuvre (blefeuvr@student.42.fr)
- Mathilde Boivin (mboivin@student.42.fr)
- Tristan Duquesne (tduquesn@student.42.fr)

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