

## Python warm-up/recap

-Getting used to python and numpy.

-Creating, using and modifying objects in python.

To get ready for the IO calculations, in this exercise, more emphasis is placed on integers, floats and lists.

0: Install python and numpy (NumPy is a python package that was created specifically scientific computing in python. It is optimized for creating, handling and calculating with n-dimensional arrays.)

1.

- a) Divide the integer 3 by the integer 5 in python. What is the object type of the result? What is the object type if you multiply instead?
- b) Create a float and multiply it by an integer. What is the object type of the result?
- c) Create a list of three integers and a float and calculate the sum of the list.
- d) Retrieve the second item in the previously created list.

2.

- a) Create an array (array\_one) from a list of integers.
- b) What happens when you do `array_one + 3`? And `array_one / 5`?
- c) Create an array (array\_two) with two rows and three columns of integers and floats.
- d) Find the sum of all values in array\_two.
- e) Find the sum of values in each row of array\_two. How did the dimensions of the resulting array change?
- f) Find the sum of values in each row of array\_two while retaining the dimensions.

Python code guide for the exercises after the Week 3 lecture

Display an array $A$	<code>print(A)</code>
Import numpy library as ' $np$ '	<code>import numpy as <math>np</math></code>
Create an array $A = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}$	<code>A = np.array([[ 1, 2, 3 ], [ 4, 5, 6 ]])</code>
Display the shape of an array $A$	<code>np.shape(A)</code>
Matrix multiplication, e.g. $A \times B$	<code>np.dot(A, B)</code> or <code>A @ B</code>
Diagonalizing a vector $a$ , e.g. $\begin{bmatrix} 1 \\ 2 \end{bmatrix}$ to $\begin{bmatrix} 1 & 0 \\ 0 & 2 \end{bmatrix}$	<code>np.diag(<math>a</math>)</code>
Invert a matrix $A$	<code>numpy.linalg.inv(A)</code>
Transpose an array $A$	<code>numpy.transpose(A)</code> or <code>A.transpose()</code>
Collapse a 2D array $A$ to 1D	<code>A = A.flatten()</code> or <code>A.flatten()</code>
Create an identity matrix, e.g. $\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$	<code>np.identity(2)</code>
Create a vector of '1', e.g. $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$	<code>np.ones((2,1))</code>
Element-wise matrix division, e.g. $\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} / \begin{bmatrix} 2 & 2 & 3 \end{bmatrix} = \begin{bmatrix} 0.5 & 1 & 1 \\ 2 & 2.5 & 2 \end{bmatrix}$	$A/B$