

## Understanding Data Types in Python

- **Effective data-driven science** and computation requires understanding how **data is stored and manipulated**.
- This chapter outlines and contrasts how **arrays of data** are handled in the **Python language itself**, and how **NumPy improves** on this.
- Understanding this difference is **fundamental** to understanding much of the material throughout the rest of the book.

Users of **Python** are often drawn in by its **ease of use**, one piece of which is **dynamic typing**.

While a **statically typed** language like C or Java requires each variable to be **explicitly declared**, a dynamically typed language like Python **skips** this specification.

**For example**, in C you might specify a particular operation as follows:

```
/* C code */  
int result = 0;  
for(int i=0; i<100; i++){  
    result += i;  
}
```

While in **Python** the equivalent operation could be written this way:

```
# Python code  
result = 0  
for i in range(100):  
    result += i
```

Notice one **main difference**:

**In C**, the data types of each variable are **explicitly** declared.

While in **Python** the types are **dynamically inferred**.

This means, for example, that we can **assign any kind of data to any variable**:

```
# Python code  
x = 4  
x = "four"
```

Here we've **switched the contents** of `x` from an integer to a string.

The same thing **in C** would lead (depending on compiler settings) to a **compilation error** or other unintended consequences:

```
/* C code */  
int x = 4;  
x = "four"; // FAILS
```

This sort of **flexibility** is one element that makes Python and other **dynamically** typed languages **convenient** and easy to use.

Understanding **how** this works is an important piece of **learning to analyze data efficiently** and effectively with Python.

But what this type flexibility also points to is the fact that **Python variables are more than just their values:**

They also contain extra information about the **type** of the value.

## A Python Integer Is More Than Just an Integer

The **standard** Python implementation is **written in C**.

This means that every **Python object** is simply a **cleverly disguised C structure**, which contains not only its **value**, but **other information** as well.

**For example**, when we define an **integer** in Python, such as `x = 10000`, `x` is **not just a "raw" integer**.

It's actually a **pointer to a compound C structure**, which contains several values.

Looking through the **Python 3.10 source code**, we find that the integer (long) **type definition** effectively looks like this (once the C macros are expanded):

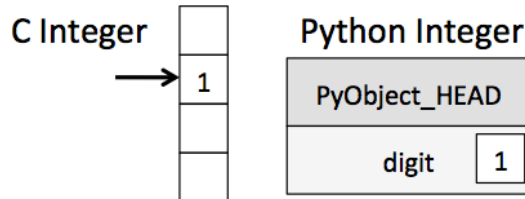
```
struct _longobject {  
    long ob_refcnt;  
    PyObject *ob_type;  
    size_t ob_size;  
    long ob_digit[1];  
};
```

A **single integer** in Python 3.10 actually contains **four pieces**:

- `ob_refcnt`, a reference count that helps Python silently handle memory allocation and deallocation
- `ob_type`, which encodes the type of the variable

- `ob_size` , which specifies the size of the following data members
- `ob_digit` , which contains the actual integer value that we expect the Python variable to represent

This means that there is some **overhead involved** in storing an integer in Python as compared to a **compiled language** like C:



Here, `PyObject_HEAD` is the part of the **structure** containing the reference count, type code, and other pieces mentioned before.

Notice the difference here: a **C integer is essentially a label** for a position in memory whose bytes encode an **integer value**.

A **Python integer is a pointer** to a position in memory containing **all the Python object information**, including the bytes that contain the integer value.

This **extra information** in the **Python** integer structure is what allows Python to be coded so **freely and dynamically**.

All this **additional information** in Python types comes at **a cost**, however, which becomes **especially apparent** in structures that **combine many of these objects**.

## A Python List Is More Than Just a List

Consider **what happens when we use** a Python data **structure that holds many Python objects**.

The standard mutable multielement container in Python is the list. We can **create a list of integers** as follows:

```
In [ ]: L = list(range(10))  
L
```

```
Out[ ]: [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

```
In [ ]: type(L[0])
```

```
Out[ ]: int
```

Or, similarly, a list of strings:

```
In [ ]: L2 = [str(c) for c in L]  
L2
```

```
Out[ ]: ['0', '1', '2', '3', '4', '5', '6', '7', '8', '9']
```

```
In [ ]: type(L2[0])
```

```
Out[ ]: str
```



Because of **Python's dynamic typing**, we can even create **heterogeneous lists**:

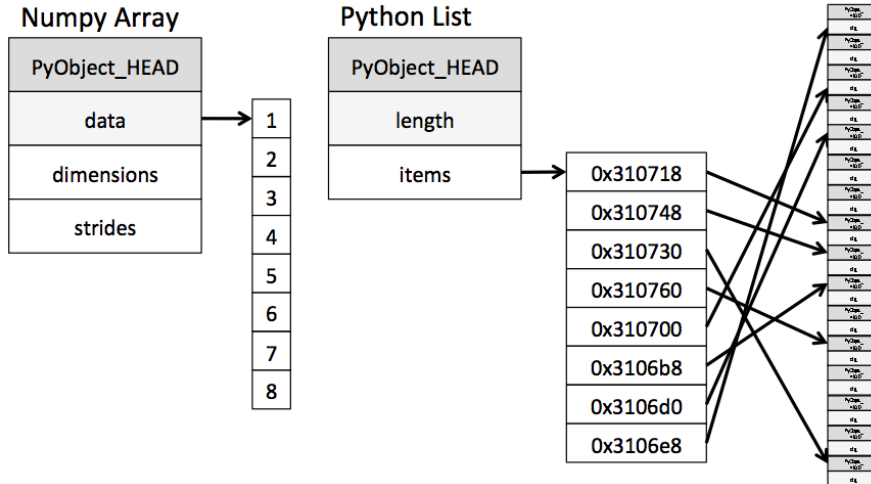
```
In [ ]: L3 = [True, "2", 3.0, 4]
         [type(item) for item in L3]
```

```
Out[ ]: [bool, str, float, int]
```

But this **flexibility** comes at a **cost**:

- To allow these flexible types, **each item** in the list **must contain** its own **type, reference count, and other information**.
- That is, **each item** is a **complete Python object**.
- In the **special case** that **all variables** are of the **same type**, much of this information is **redundant**.
- So it can be much **more efficient** to store the data in a **fixed-type array**.

- The difference between a **dynamic-type list** and a **fixed-type** (NumPy-style) **array** is illustrated in the following figure:



At the implementation level, **the array** essentially contains a **single pointer** to one **contiguous block of data**.

The **Python list**, on the other hand, contains **a pointer to a block of pointers**, each of which in turn points to a **full Python object** like

the Python integer we saw earlier.

Again, the **advantage** of the **list** is **flexibility**.

(because each list element is a full structure containing both data and type information, the list can be filled with data of any desired type.)

**Fixed-type** NumPy-style arrays **lack this flexibility**, but are much **more efficient for storing and manipulating data**.

## Fixed-Type Arrays in Python

**Python** offers several **different options** for **storing** data in efficient, **fixed-type** data buffers.

The **built-in** `array` module (available since Python 3.3) can be used to create dense arrays of a uniform type:

```
In [ ]: import array
        L = list(range(10))
        A = array.array('i', L)
        A
```

```
Out[ ]: array('i', [0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
```

Here, `'i'` is a **type** code indicating the contents are **integers**.

**Much more useful**, however, is the `ndarray` object of the **NumPy** package.

While Python's `array` object provides efficient storage of array-based data, **NumPy** adds to this **efficient operations** on that data.

## Creating Arrays from Python Lists

We'll start with the standard NumPy import, under the alias `np` :

```
In [ ]: import numpy as np
```

Now we can use `np.array` to create arrays from Python lists:

```
In [ ]: # Integer array  
np.array([1, 4, 2, 5, 3])
```

```
Out[ ]: array([1, 4, 2, 5, 3])
```

Remember that unlike Python lists, **NumPy arrays** can only contain data of the **same type**.

If the **types do not match**, NumPy will **upcast** them according to its **type promotion rules**; here, integers are upcast to floating point:

```
In [ ]: np.array([3.14, 4, 2, 3])
```

```
Out[ ]: array([3.14, 4. , 2. , 3. ])
```

If we want to **explicitly set the data type** of the resulting array, we can use the `dtype` keyword:

```
In [ ]: np.array([1, 2, 3, 4], dtype=np.float32)
```

```
Out[ ]: array([1., 2., 3., 4.], dtype=float32)
```

Finally, **unlike Python lists**, which are always **one-dimensional** sequences, **NumPy arrays** can be **multidimensional**. Here's one way of initializing a multidimensional array using a list of lists:

```
In [106... [range(i, i + 3) for i in [2, 4, 6]]
```

```
Out[106... [range(2, 5), range(4, 7), range(6, 9)]
```

```
In [ ]: # Nested lists result in multidimensional arrays  
np.array([range(i, i + 3) for i in [2, 4, 6]])
```

```
Out[ ]: array([[2, 3, 4],  
               [4, 5, 6],  
               [6, 7, 8]])
```

The **inner lists** are treated as **rows** of the resulting two-dimensional array.

## Creating Arrays from Scratch

Especially for **larger arrays**, it is more **efficient** to create arrays from **scratch** using routines built into NumPy.

Here are several examples:

```
In [ ]: # Create a length-10 integer array filled with 0s  
np.zeros(10, dtype=int)
```

```
Out[ ]: array([0, 0, 0, 0, 0, 0, 0, 0, 0, 0])
```

```
In [ ]: # Create a 3x5 floating-point array filled with 1s  
np.ones((3, 5), dtype=float)
```

```
Out[ ]: array([[1., 1., 1., 1., 1.],  
               [1., 1., 1., 1., 1.],  
               [1., 1., 1., 1., 1.]])
```

```
In [ ]: # Create a 3x5 array filled with 3.14  
np.full((3, 5), 3.14)
```

```
Out[ ]: array([[3.14, 3.14, 3.14, 3.14, 3.14],  
               [3.14, 3.14, 3.14, 3.14, 3.14],  
               [3.14, 3.14, 3.14, 3.14, 3.14]])
```

```
In [ ]: # Create an array filled with a linear sequence  
# starting at 0, ending at 20, stepping by 2  
# (this is similar to the built-in range function)  
np.arange(0, 20, 2)
```

```
Out[ ]: array([ 0,  2,  4,  6,  8, 10, 12, 14, 16, 18])
```



```
In [ ]: # Create an array of five values evenly spaced between 0 and 1  
np.linspace(0, 1, 5)
```

```
Out[ ]: array([0. , 0.25, 0.5 , 0.75, 1.  ])
```

```
In [ ]: # Create a 3x3 array of uniformly distributed  
# pseudorandom values between 0 and 1  
np.random.random((3, 3))
```

```
Out[ ]: array([[0.09610171, 0.88193001, 0.70548015],  
               [0.35885395, 0.91670468, 0.8721031 ],  
               [0.73237865, 0.09708562, 0.52506779]])
```

```
In [ ]: # Create a 3x3 array of normally distributed pseudorandom  
# values with mean 0 and standard deviation 1  
np.random.normal(0, 1, (3, 3))
```

```
Out[ ]: array([[ -0.46652655, -0.59158776, -1.05392451],  
               [-1.72634268,  0.03194069, -0.51048869],  
               [ 1.41240208,  1.77734462, -0.43820037]])
```

```
In [ ]: # Create a 3x3 identity matrix  
np.eye(3)
```

```
Out[ ]: array([[1., 0., 0.],  
               [0., 1., 0.],  
               [0., 0., 1.]])
```

```
In [ ]: # Create an uninitialized array of three integers; the values w  
# whatever happens to already exist at that memory location  
np.empty(3)
```

```
Out[ ]: array([1., 1., 1.])
```

## NumPy Standard Data Types

**NumPy arrays** contain values of a **single type**, so it is important to have detailed **knowledge** of those **types** and their limitations.

Because **NumPy is built in C**, the types will be familiar to users of C, Fortran, and other related languages.

The **standard NumPy data types** are listed in the **following table**.

Note that when **constructing an array**, they can be specified using a **string**:

```
np.zeros(10, dtype='int16')
```

**Or** using the associated **NumPy object**:

```
np.zeros(10, dtype=np.int16)
```

Data type	Description
<code>bool_</code>	Boolean (True or False) stored as a byte
<code>int_</code>	Default integer type (same as C <code>long</code> ; normally either <code>int64</code> or <code>int32</code> )
<code>intc</code>	Identical to C <code>int</code> (normally <code>int32</code> or <code>int64</code> )
<code>intp</code>	Integer used for indexing (same as C <code>ssize_t</code> ; normally either <code>int32</code> or <code>int64</code> )

Data type	Description
<code>int8</code>	Byte (−128 to 127)
<code>int16</code>	Integer (−32768 to 32767)
<code>int32</code>	Integer (−2147483648 to 2147483647)
<code>int64</code>	Integer (−9223372036854775808 to 9223372036854775807)
<code>uint8</code>	Unsigned integer (0 to 255)
<code>uint16</code>	Unsigned integer (0 to 65535)
<code>uint32</code>	Unsigned integer (0 to 4294967295)
<code>uint64</code>	Unsigned integer (0 to 18446744073709551615)
<code>float_</code>	Shorthand for <code>float64</code>
<code>float16</code>	Half-precision float: sign bit, 5 bits exponent, 10 bits mantissa

Data type	Description
<code>float32</code>	Single-precision float: sign bit, 8 bits exponent, 23 bits mantissa
<code>float64</code>	Double-precision float: sign bit, 11 bits exponent, 52 bits mantissa
<code>complex_</code>	Shorthand for <code>complex128</code>
<code>complex64</code>	Complex number, represented by two 32-bit floats
<code>complex128</code>	Complex number, represented by two 64-bit floats

More **advanced type specification** is possible:

- Such as specifying **big- or little-endian** numbers; for more information, refer to the [NumPy documentation](#).
- NumPy also supports **compound data types**, which will be covered in [Structured Data: NumPy's Structured Arrays](#).