

Numpy ### From basic to advance

Why Numpy?

- Effecient use of storage; numpy allocates less space for the same numerical value compared to python
- · Faster computations
- Functionality
 - numpy array are mutable

```
In [1]: import numpy as np
```

Create rank 1 numpy array

```
In [2]: | an_array=np.array([1,2,3,4,5,6])
In [3]: an_array.dtype
Out[3]: dtype('int32')
In [4]: type(an_array)
Out[4]: numpy.ndarray
In [6]: an_array.shape
Out[6]: (6,)
In [7]: print(an_array.shape)
        (6,)
In [8]: #arrays are mutiple
        an_array[0]=888
        an_array
Out[8]: array([888,
                      2,
                           3, 4,
                                     5,
                                          6])
In [9]: an_array.size
Out[9]: 6
```

```
In [10]: twoD= np.array([[1,2,3,4],[5,6,7,8]])
In [11]: twoD.shape
Out[11]: (2, 4)
In [12]: twoD[1]
Out[12]: array([5, 6, 7, 8])
```

Special kinds of numpy arrays

- Zero matrix np.zeros(shape of ndarray)
- Array of ones np.ones(shape of ndarray)
- Full of a specific number np.full(shape, desired number)
- Diagonal np.eye()
- Random foats between 0 and 1 np.random.random(shape) shape is of the form (rows, columns)

```
In [15]: # make sure you put the dimension of the array in tuple, otherwise it will giv
         e only 1D array of zeros
         zeros= np.zeros((3,3))
In [83]: | zeros
Out[83]: array([[0., 0., 0.],
                [0., 0., 0.],
                [0., 0., 0.]
In [18]: np.zeros(2)
Out[18]: array([0., 0.])
In [23]: nines = np.full((4,4), 9)
In [24]: nines
Out[24]: array([[9, 9, 9, 9],
                [9, 9, 9, 9],
                [9, 9, 9, 9],
                [9, 9, 9, 9]])
In [21]: np.full(3,4)
Out[21]: array([9, 9, 9])
In [25]: diag = np.eye(4,4)
```

Numpy Random Numbers Generators

- 1. np.random.rand or np.random.random: uniform </U> distribution betweein 0 and 1
- 2. np.random.randn: from standard normal distribution -3 to 3, mean =0, std =1
- 3. <u>np.random.randint(low, high, shape): generates a random int within a specific range</u>
- 4. <u>np.random.uniform(low,high,size)</u>: generates random numbers number from a uniform distribution within <u>a specified range</u>
- 5. <u>np.random.normal(mean, std, size)</u>: generates random numbers from a normal distribution with specified mean and std
- 6. np.random.choice: picks a random from a given 1D array
- 7. np.random.shuffle: shuffles the elelments of an array in place
- 8. *np.random.permutation()

```
<u>In [39]: np.random.uniform(1,7,(3,3))</u>
Out[39]: array([[3.13064547, 4.58887848, 2.04410522],
                  [6.00838127, 1.12004857, 4.19955574],
                  [3.15636952, 4.16583232, 3.08835395]])
In [40]: | np.random.normal(34,2.5,(3,3))
Out[40]: array([[36.75160641, 35.37859239, 36.79095631],
                  [34.65084341, 35.23104313, 35.20395724],
                  [34.51542855, 33.96079292, 27.52431136]])
<u>In [56]: np.random.choice([1,2,3])</u>
Out[56]: 3
<u>In [49]: | x=[]</u>
          for i in range(20):
          x.append(np.random.choice(np.arange(1,7)))
<u>In [50]:</u> x
<u>Out[50]:</u> [3, 6, 3, 5, 3, 1, 3, 5, 2, 4, 5, 3, 1, 3, 5, 3, 6, 6, 3, 1]
In [57]: | np.random.choice(np.arange(100))
<u>Out[57]:</u> 68
<u>In [71]: x2=np.arange(10)</u>
<u>In [72]: x2</u>
Out[72]: array([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
In [73]: | np.random.shuffle(x2)
<u>In [74]: x2</u>
<u>Out[74]:</u> array([0, 4, 2, 6, 9, 8, 1, 3, 5, 7])
<u>In [75]:</u> x2
Out[75]: array([0, 4, 2, 6, 9, 8, 1, 3, 5, 7])
<u>In [77]:</u> x3=['a','b','c','d']
In [78]: | np.random.shuffle(x3)
<u>In [79]: x3</u>
Out[79]: ['c', 'b', 'd', 'a']
```

```
In [80]: x3
Out[80]: ['c', 'b', 'd', 'a']
In [81]: np.random.shuffle(x3)
In [82]: x3
Out[82]: ['a', 'c', 'd', 'b']
```

Indexing Arrays

Things to remember:

- indexing starts with 0
- output is -1
- :x means everything before to x-1
- <u>slicing creates reference to the original array, not a new array. Any changes made to either the original or the slice is reflected in both.</u>
- If we need to create a new array we need to place the slice inside np.array() ex(np.array(array[:,3])

```
<u>In [110]:</u> an_array=My_array[1:3,1:3]
  <u>In [111]:</u> <u>an_array</u>
  <u>In [112]:</u> | new_array=np.array(My_array[1:3,1:3])
  <u>In [113]:</u> new_array
  Out[113]: array([['i', 'j'],
              ['y', 'z']], dtype='<U1')</pre>
Numpy array are mutable
  In [114]: # we will see that changing element [2,2] in My_array will also be relflected
             in an array
             My_array[2,2]='m'
  <u>In [115]: My_array</u>
  Out[115]: array([['a', 'b', 'c'],
                    <u>['h', 'i', 'j'],</u>
<u>['x', 'y', 'm']], dtype='<U1')</u>
  <u>In [116]:</u> an_array
  Out[116]: array([['i', 'j'],
               ['y', 'm']], dtype='<U1')</pre>
  In [117]: # new_array is not affected
             new array
  Out[117]: array([['i', 'j'],
              ['y', 'z']], dtype='<U1')</pre>
  In [118]: | new_array[0,0]='n'
  <u>In [119]:</u> new_array
  Out[119]: array([['n', 'j'],
              ['y', 'z']], dtype='<U1')</pre>
  <u>In [120]: My_array</u>
 Out[120]: array([['a', 'b', 'c'],
             ['h', 'i', 'j'],
['x', 'y', 'm']], dtype='<U1')</pre>
```

Boolean Indexing

- Filter creates an array of true and false
- array[filter] returns the values where the index was true

'any()' and 'all()'

```
In [226]: filter.any()
Out[226]: True
```

```
In [227]: filter.all()
Out[227]: False
```

Arithmetic and Statistical Operations

```
<u>In [145]: big_array+0.5</u>
Out[145]: array([[ 1.5, 2.5, 3.5, 4.5],
                [ 11.5, 22.5, 33.5, 44.5],
                   [111.5, 222.5, 333.5, 444.5]])
<u>In [148]: x=np.array([[1,2,3],[1,2,3]])</u>
           y = np.array([[1,1,1],[0,0,0]])
<u>In [149]:</u> x+y
Out[149]: array([[2, 3, 4],
           <u>[1, 2, 3]])</u>
<u>In [150]: x-y</u>
Out[150]: array([[0, 1, 2],
            <u>[1, 2, 3]])</u>
<u>In [151]:</u> <u>x*y</u>
Out[151]: array([[1, 2, 3],
           [0, 0, 0]])
<u>In [153]: np.sqrt(16)</u>
Out[153]: 4.0
<u>In [154]:</u> x.sum()
<u>Out[154]: 12</u>
<u>In [155]:</u> <u>y.mean()</u>
Out[155]: 0.5
<u>In [156]: big_array.max()</u>
Out[156]: 444
In [157]: big_array.min()
<u>Out[157]: 1</u>
```

```
In [160]: big_array.mean(axis=0)
  Out[160]: array([ 41., 82., 123., 164.])
  In [161]: | big_array.mean(axis=1)
  Out[161]: array([ 2.5, 27.5, 277.5])
  <u>In [163]: big_array.std()</u>
  Out[163]: 143.53135545935598
Sorting
array .sort()
  In [182]: unsorted = np.random.randint(0,15,5)
  In [183]: unsorted
  Out[183]: array([13, 0, 13, 11, 1])
  <u>In [190]:</u> sorted.sort()
  <u>In [191]:</u> sorted
  Out[191]: array([ 0, 1, 11, 13, 13])
  In [192]: unsorted
  Out[192]: array([13, 0, 13, 11, 1])
  In [193]: | ex = np.array(['x', 'y', 'a', 'd', 'c'])
  <u>In [194]: ex.sort()</u>
  <u>In [195]:</u> ex
  Out[195]: array(['a', 'c', 'd', 'x', 'y'], dtype='<U1')</pre>
Unique
np.unique(array)
  <u>In [196]:</u> redun = np.array([1,1,1,1,1,333,2,2,2])
```

```
In [199]: np.unique(redun)
Out[199]: array([ 1,  2, 333])
```

Set Operations

np.intersection1d np.union1d np.setdif1d np.inld

```
In [200]: s1 = np.array(['desk', 'chair', 'bulb'])
s2 = np.array(['lamp', 'bulb', 'chair'])

In [201]: np.intersect1d(s1,s2)

Out[201]: array(['bulb', 'chair'], dtype='<U5').

In [202]: np.union1d(s1,s2).

Out[202]: array(['bulb', 'chair', 'desk', 'lamp'], dtype='<U5').

In [204]: np.setdiff1d(s1,s2).

Out[204]: array(['desk'], dtype='<U5').

In [205]: np.in1d(s1,s2).

Out[205]: array([False, True, True]).</pre>
```

Broadcasting

```
In [211]: y = start + add rows
           print(y)
           [[1. 0. 1.]
           <u>[1. 0. 1.]</u>
           [1. 0. 1.]
           [1. 0. 1.]
In [212]: add_col = np.array([[0,1,2,3]])
In [215]: add_col = add_col.T
In [216]: x = start + add_{col}
<u>In [217]: print(x)</u>
           [[0. 0. 0.]
           [1. 1. 1.]
           <u>[2. 2. 2.]</u>
           [3. 3. 3.]]
<u>In [223]:</u> <u>ar=np.arange(20)</u>
<u>In [224]: ar.reshape(4,5)</u>
Out[224]: array([[ 0, 1, 2, 3, 4],
                  <u>[5,6,7,8,9],</u>
                   [10, 11, 12, 13, 14],
                 [15, 16, 17, 18, 19]])
  <u>In [_]:</u> _
```