Assn2_Parth_Dethaliya_24-27-29

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[1]: # Name: Parth Jilubhai Dethaliya
     # Reg No: 24-27-29
     # Programme: M. Tech. Data Science
     # Assignment Number: 2
[2]: import numpy as np
     def print_var_info(var):
         print(f"values
                        : \n{var}")
         print(f"Shape
                           : {var.shape}")
         print(f"Dimension : {var.ndim}")
[3]: ## Q1
     # a
     var1 = np.arange(31) # including 0 and 30 as well, total 31 values
     print_var_info(var1)
[4]: # b
     # Since 31 values are present in var1 (5,6) or (6,5) shapes may not work so,
     var2 = var1.reshape(31,1)
     print_var_info(var2)
[5]: # c
     # Similarly 3d shape
     var3 = var2.reshape(1,31,1) # or var1.reshape() both would result in same
     print_var_info(var3)
[6]: # d
     var2[1,0] = -1
     print(var1)
     print(var3)
```

The values in var1 as well as var3 changes because reshapes doesn't returns copy rather it returns view (in most of the cases).

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[7]: # e i) Sum var3 over its second dimension
     print(f"Shape
                    : {var3.shape}")
     sum_var3_ax1 = np.sum(var3, axis=1)
     print("Sum over second dimension:", sum_var3_ax1) # Second dimension contains_
      ⇔all the 31 values so it sums over it
     # e ii) Sum var3 over its 3rd dimension
     sum_var3_ax2 = np.sum(var3, axis=2)
     print("Sum over second dimension:", sum_var3_ax2) # it will sum between columns
      →but since we only have 31 rows and
     # single column so it will be same thing but with dimension 2 (as it has,
      →reduced that 2nd axis by summin over it)
     # e iii) Sum var3 over its 1st & 3rd dimension
     sum_var3_ax1_3 = np.sum(var3, axis=(0,2))
     print("Sum over second dimension:", sum_var3_ax1_3) # it willfirst sum over_u
     →axis 0 which is between the depth, but since
     # there exists only one depth so the output information may not change, only __
     ⇔axis 0 will be reduces
     # then it sums over axis 2, again same thing will happen as mention in "e (ii)" _{\sqcup}
      ⇔and the dimension will be 1 now
```

Conclusion regarding output shape: if an array is of shape (a,b,c), any_operation(axis=0) returns (b,c) (eliminates the given axis) example: i) any_operation(axis=1) returns (a,c) ii) any_operation(axis=(0,1) returns (b) likewise...

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[8]: # f i)
    print("Second row")
    print(var2[1,:])

# f ii)
    print("\nLast column")
    print(var2[:,-1]) # Only 1 column exists so the output will with full data buture old

# f iii) Top right 2x2
# Since it's not possible with shape (31,1) so creating new variable with (5,6)ure shape to do this
    var4 = np.arange(30).reshape(5,6)
    print("\nvar4: ")
    print_var_info(var4)

print("\n")
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print("Top right 2x2: \n")
      print(var4[:2,-2:])
 [9]: # 02
      # a
      arr = np.arange(10)
      print("original array : ", arr)
      arr2 = arr + 1
      print("Broadcasted + 1 : ",arr2)
[10]: # b 10x10 matrix
      column_vector = arr2.reshape(10,1)
      arr3 = column_vector + arr2
[11]: arr3
[12]: # c
      import numpy.random as npr
      data = np.exp(npr.randn ( 50 , 5 ) )
      print(data)
[13]: std = np.std(data,axis=0)# for each column that means we have to compute
       ⇒between rows
      mean = np.mean(data,axis=0)
      print(std)
      print(mean)
[14]: normalized = (data-mean)/std
      print(normalized)
[15]: std = np.std(normalized,axis=0)
      mean = np.mean(normalized,axis=0)
      print("Standard Deviation : ",std)
      print("Mean
                               : ",mean)
      # Mean 0, Std = 1
[16]: # 3 Vandermonde matrix
      N = 12
      def vandermonde(N):
         vec = np.arange (N) +1
          vector = np.arange(N) + 1
          v2 = np.arange(N) # Power Vector
          output = vector.reshape(N,1)**v2
          return output
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def printMat(Mat):
          for row in Mat:
              print(" ".join(f"{elem}" for elem in row))
      Vector = vandermonde(N)
      printMat(Vector)
[17]: # b
      x = np.ones(12)
      b = np.dot(Vector,x)
      print(b)
[18]: # c naive solution
      Vector_inv = np.linalg.inv(Vector)
      Sol = np.dot(Vector_inv,b)
      print(Sol)
      # The result is almost ones(12) with slight variation maybe due to floating_
       →points instability while inversing Vector
[19]: # d solve using numpy
      Sol_inbuilt = np.linalg.solve(Vector,b)
      print(Sol_inbuilt)
[20]: # The solution using .solve() seems more accurate but let's verify that using
      ⇔some statistics
      Diff_solve = x - Sol
      Diff_solve_inbuilt = x - Sol_inbuilt
      print(np.std(Diff_solve) , np.std(Diff_solve_inbuilt) )
      # clearly the inbuilt function method's solution is more closer to ones(12)
[21]: #https://github.com/PARTH1D/Parth_24-27-29/blob/main/
       →Assn2_Parth_Dethaliya_24-27-29.ipynb
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