

# Plotting and More About Classes

Chapter 13

# A slight course correction

- The most popular Python plotting package is matplotlib
- So we are going to focus on it
  - <https://matplotlib.org/>
  - [https://matplotlib.org/faq/usage\\_faq.html](https://matplotlib.org/faq/usage_faq.html)



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Matplotlib is a Python 2D plotting library which produces publication quality figures in a variety of hardcopy formats and interactive environments across platforms. Matplotlib can be used in Python scripts, the Python and **IPython** shells, the **Jupyter** notebook, web application servers, and four graphical user interface toolkits.

# Matplotlib

- Most popular Python plotting package
  - Began for only two dimensional plotting
  - Add-ons allow for a number of other types of plotting
    - mplot3D – 3 dimensional plotting
- Open Source
  - Available on github
  - Uses PSF (Python Software License)
  - Many third-party extensions available
- Range of complexity
  - General – plot this function
  - Specific – set this pixel
- `matplotlib.pyplot` tracks hierarchy as a **state machine**

com



# What does a figure contain?

- **Canvas** mostly invisible to us as users
  - A set of **artists**
    - Figure Title
    - Figure Legend
  - A set of **Axes**
- 
- `fig = plt.figure()`

# What, then are Axes?

- An **Axes** contains what we think of when we think of a plot or a graph
  - 2 (or 3) **axis** objects
  - Title
  - Legend
  - Limits on each axis
  - Labels for each axis
  - `fig, ax_lst = plt.subplots(2, 2)` # a figure with a 2x2 grid of Axes
- An **Axis** looks like a number line
  - Positioned by a **Locator**
  - Ticks are controlled by a **Formatter**

# Everybody is an Artist!

- Pretty much everything you see on a Figure is an Artist
  - Axes
  - Axis
  - Lines
  - Text

# Choosing a backend

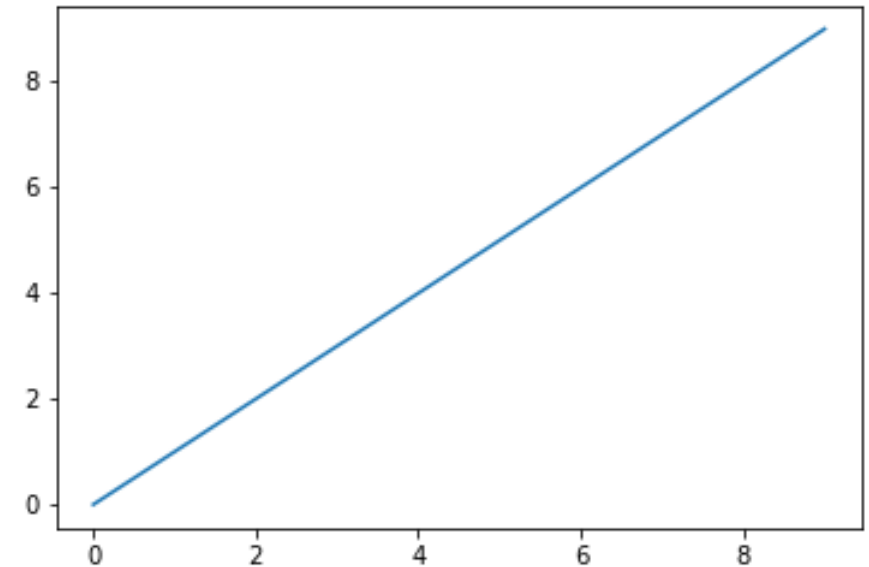
- The **backend** help pyplot render images
  - Agg – Anti-Grain Geometry raster graphics (png files)
  - PS – Post Script vector graphics (ps files)
  - PDF – Vector graphics (Portable Document File)
  - GTK3Agg – Common toolkit for interactive applications
  - macosx – Cocoa rendering for OSX
- Setting up a backend

```
import matplotlib
#matplotlib.use('Agg')
import matplotlib.pyplot as plt
```



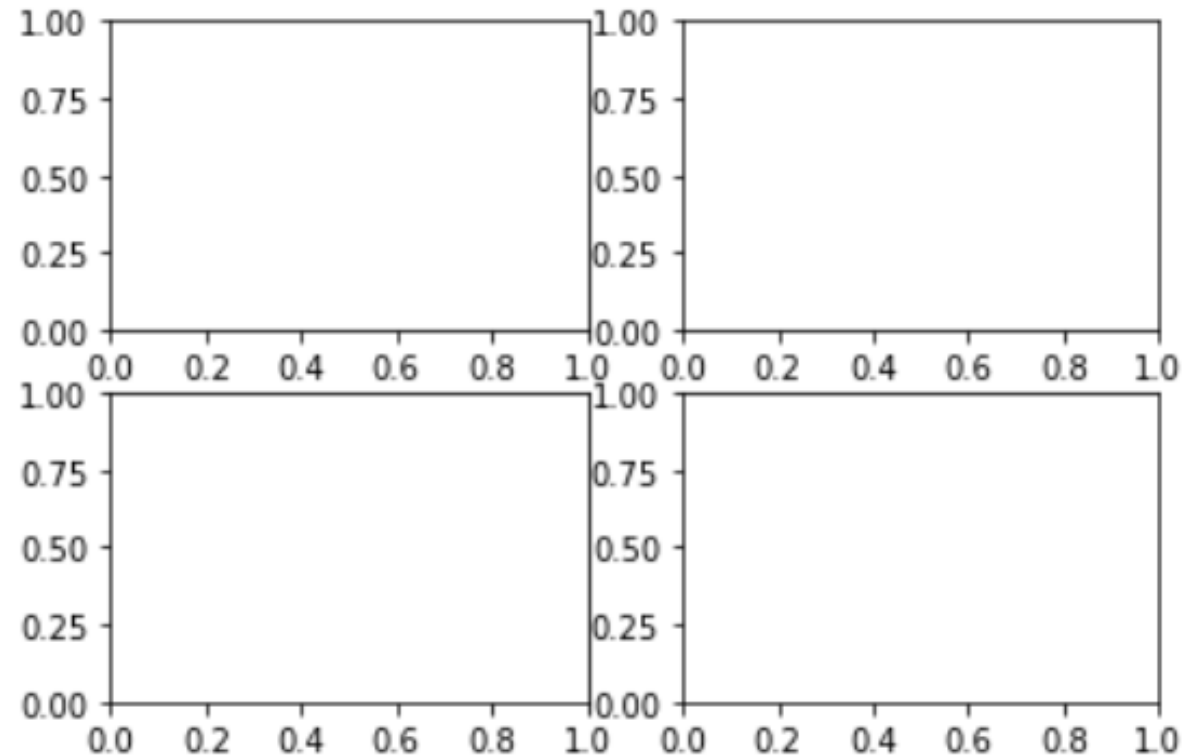
# An Example

```
%matplotlib inline
import matplotlib as mpl    # using alias for matplotlib
#mpl.use('Agg')
import matplotlib.pyplot as plt
fig = plt.figure()
ax = fig.add_subplot(111)  # 1x1 grid, first subplot
# or ax = fig.add_subplot(1,1,1)
ax.plot(range(10))
fig.savefig('firstplot.png')
```



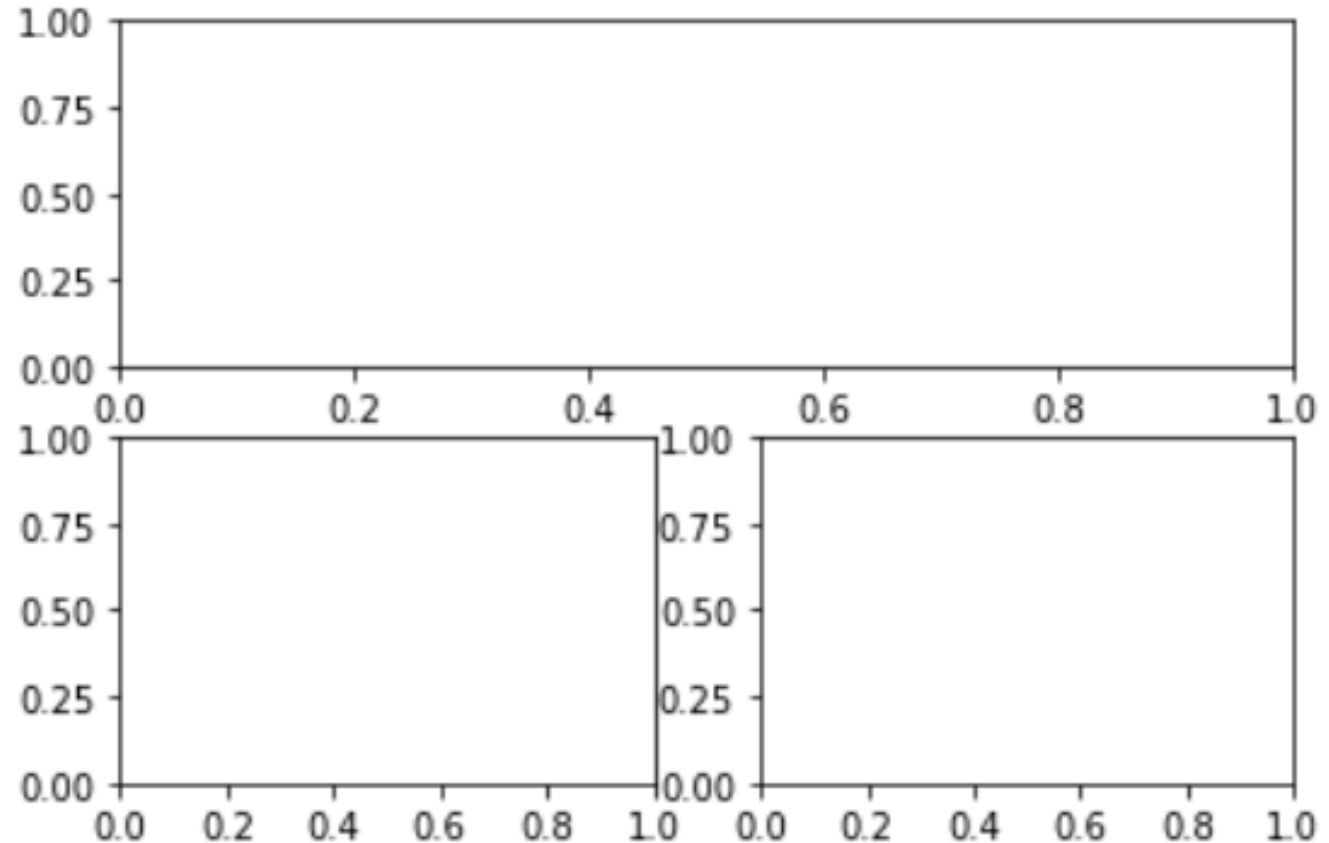
# Another example

```
import matplotlib.pyplot as plt
plt.close()
fig1 = plt.figure()
fig1.add_subplot(221)    #top left
fig1.add_subplot(222)    #top right
fig1.add_subplot(223)    #bottom left
fig1.add_subplot(224)    #bottom right
plt.show()
```



# One more

```
plt.close()
fig2 = plt.figure()
fig2.add_subplot(223)    #bottom left
fig2.add_subplot(224)    #bottom right
plt.subplot2grid((2,2),(0,0), colspan=2)
plt.show()
```



# Let's plot something interesting

```
plt.close()
principal = 10000
interestRate = 0.20
years = 20
values = []
for i in range(years+1):
    values.append(principal)
    principal += principal*interestRate
plt.plot(values)
plt.title('20% growth, compounded annually')
plt.xlabel('Years of compounding')
plt.ylabel('Value of principal ($)')
plt.show()
```

# Colors and shapes

## Markers

character	color	character	description
'b'	blue	'.'	point marker
'g'	green	','	pixel marker
'r'	red	'o'	circle marker
'c'	cyan	'v'	triangle_down marker
'm'	magenta	'^'	triangle_up marker
'y'	yellow		
'k'	black		
'w'	white		

## Line Styles

character	description
'_'	solid line style
'--'	dashed line style
'-.'	dash-dot line style
':'	dotted line style

# Plotting Complexity

- The Python **math** package provides some basic math functions

# And now NumPy

- NumPy is the fundamental package for scientific computing with Python. It contains among other things:
  - a powerful N-dimensional array object
  - sophisticated (broadcasting) functions
  - tools for integrating C/C++ and Fortran code
  - useful linear algebra, Fourier transform, and random number capabilities
- Besides its obvious scientific uses, NumPy can also be used as an efficient multi-dimensional container of generic data. Arbitrary data-types can be defined. This allows NumPy to seamlessly and speedily integrate with a wide variety of databases.
- NumPy is licensed under the [BSD license](#), enabling reuse with few restrictions.
- <http://numpy.org>

# Why use NumPy

- Lists and tuples are okay for storing and manipulating small data sets
  - Can't (easily) do math on them
    - We can use list comprehension to act on each element of a list
    - But how do we multiply two lists?
  - Have to iterate and initialize to create a list of fixed size
  - Difficult to work with mutli-dimensional data
    - `[[1, 0, 0, 0], [0, 1, 0, 0], [0, 0, 1, 0], [0, 0, 0, 1]]`



# What NumPy can do for you!

- NumPy easily creates multi-dimensional arrays
- NumPy uses storage much more efficiently than lists
  - A 100x100x100 matrix of single precision floating point numbers
    - 20MB (approx.) as lists of lists
    - 4MB (approx.) as a NumPy ndarray
- NumPy accesses storage much quicker
- Functionality such as FFT, basic statistics, linear algebra can be accomplished with simple function calls
- Data is mutable – but must be the same type (restriction)

# Vectors from lists

```
# Creating ndarrays from a list  
import numpy  
a = numpy.array([1,3,5,7,9])  
b = numpy.array([3,5,6,7,9])  
c = a + b  
print(c)  
print(type(c))  
print(c.shape)
```

```
[ 4  8 11 14 18]  
<class 'numpy.ndarray'>  
(5,)
```

# Creating matrices from lists

```
# Creating a matrix from a list of lists
list = [[1, 2, 3], [3, 6, 9], [2, 4, 6]]
a = numpy.array(list)
print(a)
print(a.shape)
print(a.dtype)

# or directly as a matrix
M = numpy.array([[1, 2], [3, 4]])
print(M.shape)
```

```
[[1 2 3]
 [3 6 9]
 [2 4 6]]
(3, 3)
int32
(2, 2)
```

# Accessing matrix elements

```
# Some operations on matrices  
print(a[0])           # Single row  
print(a[1,2])         # Single element (row major)  
print(a[1,1:3])       # Slice  
a[:, 0] = [0,9,8]     # Replace a slice  
print(a)
```

```
[1 2 3]  
9  
[6 9]  
[[0 2 3]  
 [9 6 9]  
 [8 4 6]]
```

# Some functions to create matrices

```
x = numpy.arange(0, 10, 1)      # arguments: start, stop, step
print(x)
y = numpy.linspace(0, 10, 10)  # arguments: first, last, number of values
print(y)
```

```
[0 1 2 3 4 5 6 7 8 9]
[ 0.          1.11111111  2.22222222  3.33333333  4.44444444
  5.55555556  6.66666667  7.77777778  8.88888889 10.          ]
```

```
print(numpy.logspace(0, 10, 10, base=numpy.e))
print(numpy.logspace(0, 10, 10, base=2))
print(numpy.logspace(0, 10, 11, base=10))
```

```
[ 1.00000000e+00  3.03773178e+00  9.22781435e+00  2.80316249e+01
 8.51525577e+01  2.58670631e+02  7.85771994e+02  2.38696456e+03
 7.25095809e+03  2.20264658e+04]
[ 1.00000000e+00  2.16011948e+00  4.66611616e+00  1.00793684e+01
 2.17726400e+01  4.70315038e+01  1.01593667e+02  2.19454460e+02
 4.74047853e+02  1.02400000e+03]
[ 1.00000000e+00  1.00000000e+01  1.00000000e+02  1.00000000e+03
 1.00000000e+04  1.00000000e+05  1.00000000e+06  1.00000000e+07
 1.00000000e+08  1.00000000e+09  1.00000000e+10]
```

# Some common square matrices

```
diag = numpy.diag([1,2,3])
print(diag)
zeros = numpy.zeros(5)
print(zeros)
print(zeros.dtype)
zerosints = numpy.zeros(5, dtype=numpy.int)
print(zerosints)
print(zerosints.dtype)
ones = numpy.ones((3,3))
print(ones)
```

```
[[1 0 0]
 [0 2 0]
 [0 0 3]]
[ 0.  0.  0.  0.  0.]
float64
[0 0 0 0 0]
int32
[[ 1.  1.  1.]
 [ 1.  1.  1.]
 [ 1.  1.  1.]]
```

# ndarray type safety

- Once created an ndarray element can't be assigned a new type

```
d = numpy.arange(5) # just like range()
print(d)            # [0 1 2 3 4]
d[1]= 9.7
print(d)            # [0 9 2 3 4]
```

- But operations can change type

```
print(d*0.4)        # [ 0.   3.6  0.8  1.2  1.6]
```

# Type driven explicitly or by 'step'

```
d = numpy.arange(5, dtype=numpy.float)
print(d)
d = numpy.arange(3, 7, 0.5)
print(d)
```

```
[ 0.  1.  2.  3.  4.]
```

```
[ 3.   3.5  4.   4.5  5.   5.5  6.   6.5]
```

---



# NumPy Files

- Reading files

```
votes = numpy.genfromtxt('votes.csv', delimiter=',', skip_header=1)
print(votes.shape)
print(votes[0:5])
votes = numpy.genfromtxt('votes.csv', delimiter=',', skip_header=1, usecols=(1,2,3))
print(votes.shape)
print(votes[0:5])
```

- Writing

```
numpy.savetxt('votes2.pipe', votes, delimiter='|', newline='\r\n')
```

# Random numbers

```
# Random Numbers  
randomNums = numpy.random.rand(3,3) # of 3x3 matrix shape  
print(randomNums)  
  
# to generate a random integer within two integers  
randomInts = numpy.random.randint(1,100)  
print(randomInts)
```

# More random number functions

[`rand`](#)(d0, d1, ..., dn)

Random values in a given shape.

[`randn`](#)(d0, d1, ..., dn)

Return a sample (or samples) from the “standard normal” distribution.

[`randint`](#)(low[, high, size, dtype])

Return random integers from *low* (inclusive) to *high* (exclusive).

[`random\_integers`](#)(low[, high, size])

Random integers of type np.int between *low* and *high*, inclusive.

[`random\_sample`](#)([size])

Return random floats in the half-open interval [0.0, 1.0).

[`random`](#)([size])

Return random floats in the half-open interval [0.0, 1.0).

[`randf`](#)([size])

Return random floats in the half-open interval [0.0, 1.0).

[`sample`](#)([size])

Return random floats in the half-open interval [0.0, 1.0).

[`choice`](#)(a[, size, replace, p])

Generates a random sample from a given 1-D array

[`bytes`](#)(length)

Return random bytes.

# NumPy basic statistics

- NumPy provides a variety of stats
  - Order
  - Averages and Variances
  - Correlating
  - Histograms

```
a = numpy.array([1, 4, 3, 8, 9, 2, 3], float)
print(numpy.median(a))
```

3.0

```
import numpy as np

a = np.array([[1, 2, 1, 3], [5, 3, 1, 8]], dtype=np.float)
c = np.corrcoef(a)
print(c)

# .T returns the transposed version of the array
x = np.array([[0, 2], [1, 1], [2, 0]]).T
print(x)
print(np.cov(x))
```

```
[[ 1.          0.72870505]
 [ 0.72870505  1.          ]]
[[0 1 2]
 [2 1 0]]
[[ 1. -1.]
 [-1.  1.]]
```

- <https://docs.scipy.org/doc/numpy/reference/routines.statistics.html>

# Putting it together

Matplotlib & NumPy

# A pretty 'regular' plot

```
import matplotlib.pyplot as plt
import numpy as np

X = np.linspace(-np.pi, np.pi, 256, endpoint=True)
C = np.cos(X)
S = np.sin(X)

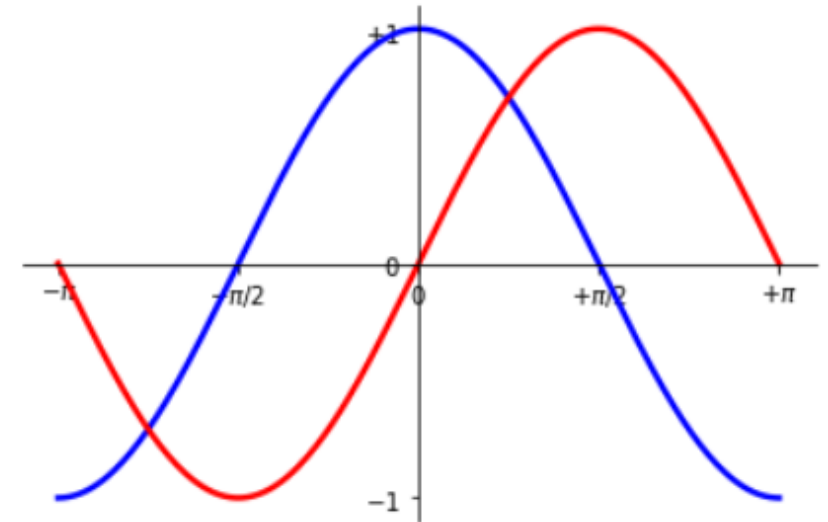
plt.plot(X, C, color="blue", linewidth=2.5, linestyle="-")
plt.plot(X, S, color="red", linewidth=2.5, linestyle="-")

ax = plt.gca()
ax.spines['right'].set_color('none')
ax.spines['top'].set_color('none')
ax.xaxis.set_ticks_position('bottom')
ax.spines['bottom'].set_position(('data', 0))
ax.yaxis.set_ticks_position('left')
ax.spines['left'].set_position(('data', 0))

plt.xlim(X.min() * 1.1, X.max() * 1.1)
plt.xticks([-np.pi, -np.pi/2, 0, np.pi/2, np.pi],
           [r'$-\pi$', r'$-\pi/2$', r'$0$', r'$+\pi/2$', r'$+\pi$'])

plt.ylim(C.min() * 1.1, C.max() * 1.1)
plt.yticks([-1, 0, +1],
           [r'$-1$', r'$0$', r'$+1$'])

plt.show()
```

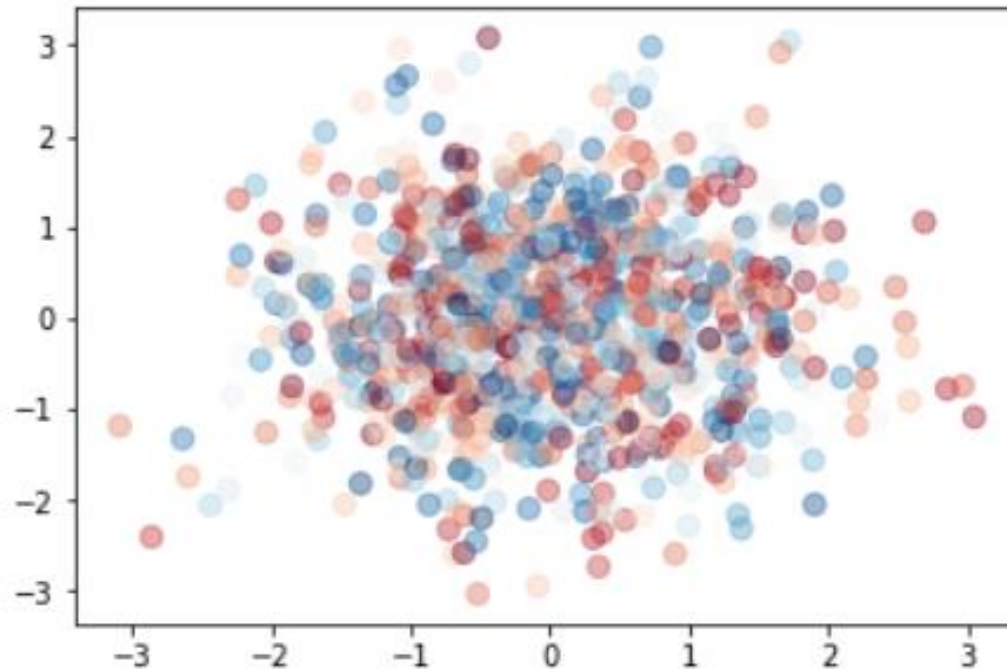


# Scatter plot

- Scatter
  - At least X and Y

```
plt.close()
n = 1024
X = np.random.normal(0,1,n)
Y = np.random.normal(0,1,n)
C = np.random.randint(0, 256**3, n)
cmap = plt.get_cmap("RdBu")

plt.scatter(X, Y, s=60, alpha=0.4, c=C, cmap=cmap)
plt.show()
```



# Bar chart

```
n = 12
X = np.arange(n)
Y1 = (1 - X / float(n)) * np.random.uniform(0.5, 1.0, n)
Y2 = (1 - X / float(n)) * np.random.uniform(0.5, 1.0, n)

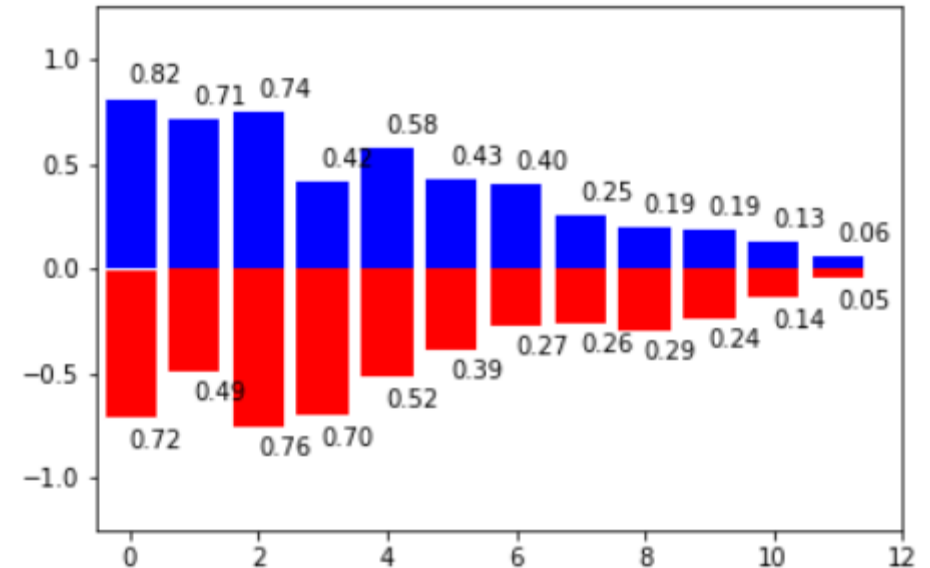
plt.bar(X, +Y1, facecolor='blue', edgecolor='white')
plt.bar(X, -Y2, facecolor='red', edgecolor='white')

for x, y in zip(X, Y1):
    plt.text(x + 0.4, y + 0.05, '%.2f' % y, ha='center', va='bottom')

for x, y in zip(X, Y2):
    plt.text(x + 0.4, -y - 0.05, '%.2f' % y, ha='center', va='top')

plt.xlim(-.5, n)
plt.ylim(-1.25, 1.25)

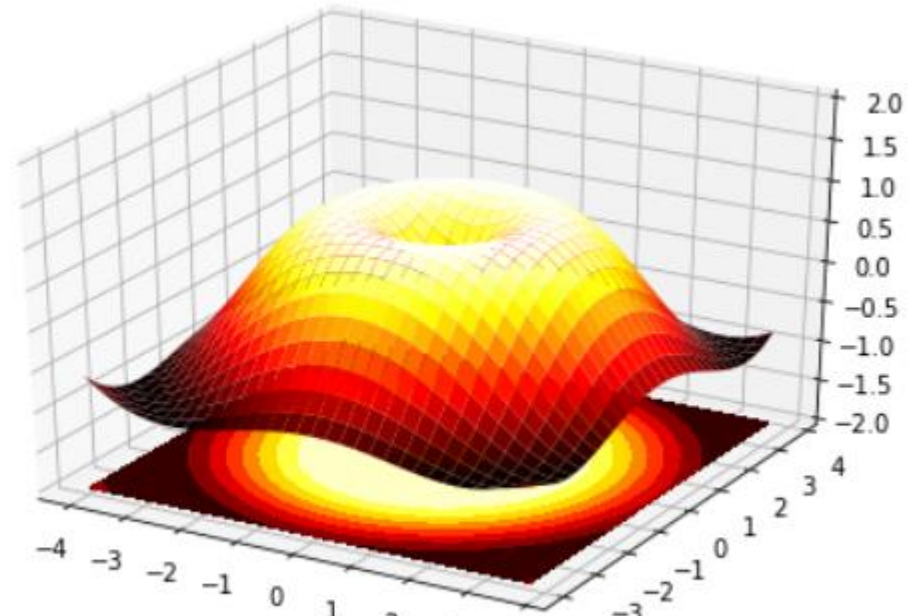
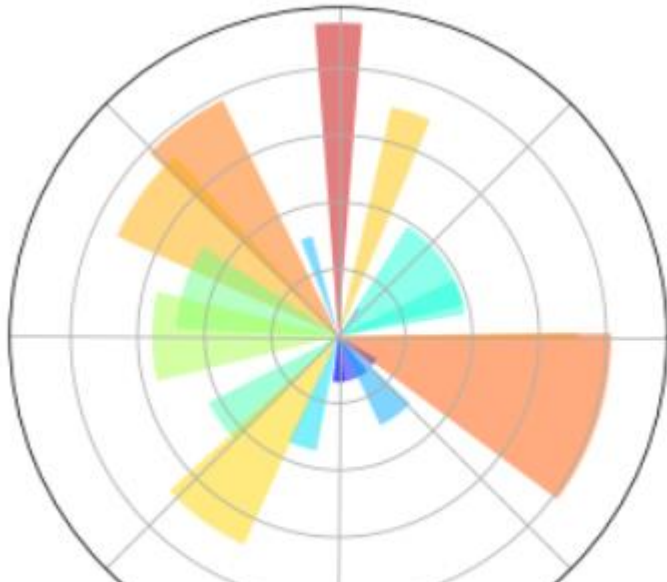
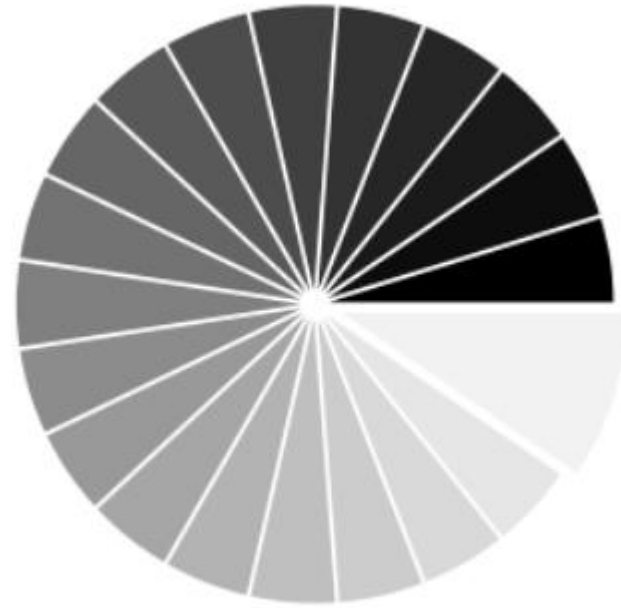
plt.show()
```





# Other graphs

- Pie Chart
- Polar Chart
- 3-D
- Animations



# Plotting Mortgages

- Please be sure to read and understand this.
- Work through the code using matplotlib.pyplot and numpy

# Interactive Plotting

- Let's go to the code