

Lab work

Correlation:

For this we use numpy and matplot

1. Create an array of NumPy through the array function.
2. Apply all the functions:

- **ndarray.ndim**: the dimension number of the array. It's called rank in Python.
- **ndarray.shape**: the dimension of the array. It's a series of numbers whose length is determined by the dimension (ndim) of the array. For example, the shape of a one-dimensional array with length n is n. And the shape of an array with n rows and m columns is n,m.
- **ndarray.size**: the number of all elements in the array.
- **ndarray.dtype**: the type of the element in the array, such as numpy.int32, numpy.int16, or numpy.float64.
- **ndarray.itemsize**: the size of each element in the array, in bytes.

3. Create a specific array

zeros: used to create an array whose elements are all 0

- **ones**: used to create an array whose elements are all 1
- **empty**: used to create uninitialized data. so the content is undefined.
- **arange**: used to create an array by specifying the scope and step-length
- **linspace**: used to create an array by specifying the range and the number of elements
- **random**: used to generate random numbers

4. Shape and operation

- **reshape**: used to generate a new array based on the existing array and the specified shape
- **vstack**: used to stack multiple arrays in vertical direction (the dimensions of the array must be matched)
- **hstack**: used to stack multiple arrays in horizontal direction (the dimensions of the array must be matched)
- **hsplit**: used to split the array horizontally
- **vsplit**: used to split the array vertically

5. Index

- Create a one-dimensional array first. Its content is integers in the interval of [100,200].
- 6. Mathematics
 - amin, amax, average , sum, sin

- `sqrt(arr)`#Returns the square root of each element
- `exp(arr)` #Returns the exponentials of each element
- `sin(arr)` #Returns the sin of each element
- `cos(arr)` #Returns the cosine of each element
- `log(arr)` #Returns the logarithm of each element
- `sum(arr)` #Returns the sum total of elements in the array • `std(arr)`)

7. Random Number

The four usages are:

- to generate 20 random numbers, each of which is between **[0.0, 1.0)**
- to generate a random number based on the specified **shape**
- to generate a specified number (such as 20) of random integers within the specified range (such as **[0, 100)**)
- to disorder the sequence of the existing data (**[0, 1, 2, ..., 19]**) randomly