GOVERNMENT OF KERALA DEPARTMENT OF TECHNICAL EDUCATION

RAJIV GANDHI INSTITUTE OF TECHNOLOGY

(GOVT. ENGINEERING COLLEGE)

KOTTAYAM - 686501



RECORD BOOK

GOVERNMENT OF KERALA

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RAJIV GANDHI INSTITUTE OF TECHNOLOGY

(GOVT. ENGINEERING COLLEGE)

KOTTAYAM - 686501



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INTERNAL EXAMINER

EXTERNAL EXAMINER

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Assignment 1 Review of python programming

Problem Statement

Write Python code to explore and practice with the basic data types, containers, functions, and classes of Python.

- 1. Start by creating variables of various numeric data types and assigning them values.
- 2. Print the data types and values of these variables.
- 3. Perform mathematical operations on these variables.
- 4. Update the values of these variables.
- 5. Create boolean variables with True or False values.
- 6. Print the data types of these boolean variables.
- 7. Perform Boolean operations on these boolean variables.
- 8. Create string variables with text values.
- 9. Print the contents and lengths of these string variables.
- 10. Concatenate strings.
- 11. Format strings with variables.
- 12. Use string methods to manipulate strings by capitalizing, converting to uppercase, justifying, centering, replacing substrings, and stripping whitespace.
- 13. Create and use Python lists. Perform tasks like appending elements, indexing, slicing, and iterating through the list.
- 14. Create and use Python tuples. Perform tasks like indexing, slicing, and concatenation.
- 15. Create and use Python sets. Perform tasks like accessing, adding, deleting set elements.
- 16. Create and use Python dictionaries. Perform tasks like adding, updating, and removing key-value pairs, and accessing values.
- 17. Define simple functions with parameters and return values.
- 18. Call functions with different arguments and use the returned results.
- 19. Write functions that accept other functions as arguments.

- 20. Define and use Python classes. Include tasks like creating a class, defining methods, and creating instances.
- 21. Implement class inheritance and method overriding.
- 22. Create a class with class variables and instance variables, and demonstrate their usage.

1.1 Basic data types

1.1.1 Numbers

```
1 x = 10
2 print(x)
3 print("Addition",x + 1)
4 print("Subtraction",x - 1)
5 print(" Multiplication",x * 2)
6 print("Exponentiation",x ** 2)
7 print("Division",x / 2)
  10 <class 'int'>
  Addition 11
  Subtraction 9
  Multiplication 20
  Exponentiation 100
  Division 5
  1.1.2 Booleans
1 t, f = True, False
2 print(type(t))
3 print(t and f) # Logical AND;
4 print(t or f)
                 # Logical OR;
5 print(not t)
                 # Logical NOT;
 print(t != f) # Logical XOR;
```

1.1.3 Strings

<class 'bool'>

False True False True

```
1     str1='Hello'
2     str2='World'
3     print(str1, len(str1))
4     str3 = str1 + ' ' + str2
5     print(hw)
6     hw12 = '{} {} {}'.format(str1, str2, 7)
7     print(hw12)
```

```
hello 5
  hello world
  hello world 7
1
     s = "hello"
2
     print(s.capitalize())
     print(s.upper())
3
    print(s.rjust(7))
4
    print(s.center(7))
   print(s.replace('l', '(ell)'))
    print(' world '.strip())
  Hello
  HELLO
   hello
     hello
  he(ell)(ell)o
  world
  1.2 Containers
  1.2.1 Lists
1 \quad 1i = [2, 3, 4, 5]
2 print(li, li[2])
3 print(li[-1])
4 li[2] = 'fig'
5 print(li)
6 li.append('big')
7 print(li)
8 r = li.pop()
9 print(r, li)
  [2, 3, 4, 5] 4
  [2, 3, 'fig', 5]
  [2, 3, 'fig', 5, 'big']
  big [2, 3, 'fig', 5]
```

```
1.2.2 Slicing
```

```
1 n = list(range(6))
2 print(n)
3 print(n[1:3])
4 print(n[3:])
5 print(n[:3])
6 print(n[:])
7 print(n[:-1])
8 n[2:4] = [8, 9]
9 print(n)
  [0, 1, 2, 3, 4,5]
  [1, 2]
  [0, 1, 2]
  [3, 4, 5]
  [0, 1, 2, 3, 4, 5]
  [0, 1, 2, 3, 4]
  [0, 1, 8, 9, 4, 5]
  1.2.3 Loops
1 animals = ['cat', 'dog', 'elephent']
2 for animal in animals:
     print(animal)
  cat
  dog
  elephent
  1.2.4 List comprehensions
1 num = [ 1, 2, 3, 4, 5]
2 \text{ sq = []}
3 for i in num:
       sq.append(i ** 2)
5 print(sq)
  [ 1, 4, 9, 16, 25]
  1.2.5 Dictionaries
1 d = {'cat': 'cute', 'dog': 'furry'}
2 print(d['cat'])
3 print('cat' in d)
4 d['fish'] = 'wet'
5 print(d['fish'])
  cute
  True
  wet
```

```
1.2.6 Sets
```

```
1 animals = {'cat', 'dog'}
2 print('cat' in animals)
3 print('fish' in animals)
4 animals.add('cat')
5 print(len(animals))
6 animals.remove('cat')
7 print(len(animals))
  True
  False
  3
  2
  1.2.7 Tuples
1 d = \{(x, x + 1): x \text{ for } x \text{ in range}(10)\}
2 t = (5, 6)
3 print(type(t))
4 print(d[t])
5 print(d[(1, 2)])
  <class 'tuple'>
  5
  1
  1.3
       Functions
  def sign(x):
2
       if x > 0:
3
           return 'positive'
4
       elif x < 0:</pre>
           return 'negative'
5
       else:
6
           return 'zero'
8 for x in [-1, 0, 1]:
      print(sign(x))
  negative
  zero
  positive
```

```
1 def hello(name, loud=False):
2
       if loud:
3
           print("HELLO, {}".format(name.upper()))
4
            print("Hello, {}!".format(name))
5
6 hello("vishnu")
7 hello("Prasad", loud=True)
  Hello, Vishnu!
  HELLO, PRASAD
1 \quad {\tt def \ apply\_function(func, \ value):}
       return func(value)
3 \text{ def square(x):}
       return x * x
4
5 \text{ def cube(x):}
       return x * x * x
7 print(apply_function(square, 5))
8 print(apply_function(cube, 5))
  25
  125
```

1.4 Classes

```
class Greeter:
def __init__(self, name):
    self.name = name
def greet(self, loud=False):
    if loud:
        print('HELLO, {}'.format(self.name.upper()))
else:
        print('Hello, {}!'.format(self.name))
g = Greeter('Fred')
g.greet()
g.greet(loud=True)
```

```
Hello, Fred!
HELLO, FRED
```

1.4.1 inheritance and method overriding

```
class Animal:
2
       def __init__(self, name):
3
           self.name = name
4
5
   class Dog(Animal):
6
       def speak(self):
           return f"{self.name} barks."
7
8
9
  class Cat(Animal):
10
       def speak(self):
           return f"{self.name} meows."
11
12
13 print(Dog("Buddy").speak())
14 print(Cat("Whiskers").speak())
```

Buddy barks.

Whiskers meows.

1.4.2 class variables and instance variables

```
class MyClass:
class_var = "I am a class variable"
def __init__(self, instance_var):
self.instance_var = instance_var
obj = MyClass("I am an instance variable")
print(MyClass.class_var)
print(obj.class_var)
print(obj.instance_var)
```

I am a class variable

I am a class variable

I am an instance variable

Assignment 2 Vectorized Computations using Numpy

Problem Statement

Implement the following computations using NumPy:

- 1. Create a matrix U of shape (m, n) with input values where m and n are input positive integers.
- 2. Compute X as the transpose of U.
- 3. Create a matrix Y of shape (1, m) with random values $\in [0, 1]$.
- 4. Create a matrix W1 of shape (p, n) with random values $\in [0, 1]$ where p is an input positive integer.
- 5. Create a vector B1 of shape (p, 1) with random values $\in [0, 1]$.
- 6. Create a vector W2 of shape (1, p) with all zeros.
- 7. Create a scalar B2 with a random value $\in [0, 1]$.
- 8. Perform the following computations iteratively 15 times:
 - (a) $Z1 = W1 \cdot X + B1$ (Matrix Multiplication)
 - (b) A1 = f(Z1) where f is a function that returns 0 for negative values and the input value itself otherwise.
 - (c) $Z2 = W2 \cdot A1 + B2$
 - (d) A2 = g(Z2) where g is a function defined as $g(x) = \frac{1}{1 + e^{-x}}$.
 - (e) $L = \frac{1}{2}(A2 Y)^2$
 - (f) dA2 = A2 Y
 - (g) $dZ2 = dA2 \circ gprime(Z2)$ where gprime(x) is a function that returns $g(x) \cdot (1 g(x))$ and \circ indicates element-wise multiplication.
 - (h) $dA1 = W2^T \cdot dZ2$
 - (i) $dZ1 = dA1 \circ fprime(Z1)$ where fprime is a function that returns 1 for positive values and 0 otherwise and \circ indicates element-wise multiplication.
 - (j) $dW1 = \frac{1}{m} \cdot dZ1 \cdot X^T$
 - (k) $dB1 = \frac{1}{m} \sum dZ1$ (sum along the columns)
 - (l) $dW2 = \frac{1}{m} \cdot dZ2 \cdot A1^T$

```
(m) dB2 = \frac{1}{m} \sum dZ2 (sum along the columns)
```

(n) Update and print W1, B1, W2, and B2 for $\alpha = 0.01$:

```
i. W1 = W1 - \alpha \cdot dW1

ii. B1 = B1 - \alpha \cdot dB1

iii. W2 = W2 - \alpha \cdot dW2

iv. B2 = B2 - \alpha \cdot dB2
```

1.1 Matrix

1.1.1 Create Matrix

```
1 import numpy as np
2 m=int(input("Enter row size:"))
3 n=int(input("Enter column size:"))
4 print("Enter values in single line(space seperated format):")
5 entries=list(map(int,input().split()))
6 U=np.array(entries).reshape(m,n)
7 print(U)
  Enter row size: 3
  Enter column size: 2
  Enter values in single line(space seperated format):
   4 5 6 7 8 9
  [[4 5]
   [ 6 7]
   [8 9]]
  1.1.2 Matrix Transpose
1 \quad X = U . T
2 print("Transpose of matrix U:")
3 print(X)
  Transpose of matrix U:
  [[4 6 8]
   [5 7 9]]
```

1.1.3 Matrix with random values

```
1 m=5
2 Y=np.random.rand(1,m)
3 print(Y)
4
5 p=int(input("Enter positive value,p :"))
7 W1=np.random.rand(p,n)
8 print("Matrix W1\n",W1)
10 p=int(input("Enter a value for p :"))
11 B1=np.random.rand(p,1)
12 print("Vector B1:")
13 print(B1)
   [[0.77443087  0.54251259  0.98966121  0.90284055  0.23850017]]
   Enter positive value, p: 2
   Matrix W1
    [[0.17123873 0.38860149 0.8942191 0.33339399 0.55808285]
    [0.33533201 0.72976372 0.25007668 0.50705875 0.63305019] ]
    Enter a value for p: -3
   Vector B1:
   [[0.65182645]
    [0.54404735]
    [0.85631588]]
   1.1.4 Matrix with Zeros
1 p=int(input("Enter value for p :"))
2 W2=np.zeros((1,p))
3 print(W2)
   Enter value for p : 3
   [[0. 0. 0.]]
   1.1.5 Scalar matrix
1 B2=np.random.rand()
2 print("Scalar B2:")
3 print(B2)
   Scalar B2:
```

0.2917723950656034

1.1.6 Matrix Computations

```
1 import numpy as np
2
 3 \quad def \quad f(Z):
4
       return np.maximum(0,Z)
5
6 \text{ def } g(Z):
7
       return 1/(1+np.exp(-Z))
8
9
   def gprime(Z):
10
        gz=g(Z)
        return gz*(1-gz)
11
12
13 def fprime(Z):
       return (Z > 0).astype(float)
14
15
16 \quad \texttt{alpha=0.01}
17 for i in range (15):
18
        Z1=np.dot(W1,X) + B1
19
20
        A1=f(Z1)
21
22
        Z2=np.dot(W2,A1) + B2
23
24
        A2=g(Z2)
25
        L=0.5 * np.square(A2 - Y)
26
27
28
        dA2=A2-Y
29
30
        dZ2=dA2 * gprime(Z2)
31
32
        dA1=np.dot(W2.T,dZ2)
33
34
        dZ1=dA1 * fprime(Z1)
35
36
        dW1=np.dot(dZ1, X.T)
```

```
1
       dB1=np.sum(dZ1, axis=1,keepdims=True)/m
2
3
       dW2=np.dot(dZ2,A1.T)/m
4
       dB2=np.sum(dZ2)/m
       W1 -= alpha * dW1
       B1 -=alpha * dB1
8
9
       W2 = alpha * dW2
10
       B2 -= alpha * dB2
11
12 print("\n Updated W1:\n",W1)
13 print("\n Updated B1:\n",B1)
14 print("\n Updated W2:\n",W2)
15 print("\n Updated B2:\n",B2)
16 print("\n Loss L:\n",L)
   Updated W1:
    [[0.91607861 078653667 ]
    [0.7542901 0.6444458333]
    [ 0.31695958 0.90471041]]
    Updated B1:
    [[0.27108419]
    [0.56487425]
    [0.45061062]]
    Updated W2:
    [[0.00830779
                    0.00813867 0.00833619]]
    Updated B2:
    0.7309443342862254
    Loss L:
    [[0.04591595 0.00085737 0.019902 ]]
```

Assignment 3 Vectorized Computations using

TensorFlow

Problem Statement

Implement the following computations using TensorFlow:

- 1. Create a matrix U of shape (m, n) with input values where m and n are input positive integers.
- 2. Compute X as the transpose of U.
- 3. Create a matrix Y of shape (1, m) with random values $\in [0, 9]$.
- 4. Create a matrix W1 of shape (p, n) with random values $\in [0, 1]$ where p is an input positive integer.
- 5. Create a vector B1 of shape (p, 1) with random values $\in [0, 1]$.
- 6. Create a vector W2 of shape (10, p) with all zeros.
- 7. Create a scalar B2 with a random value $\in [0, 1]$.
- 8. Perform the following computations iteratively 15 times:
 - (a) $Z1 = W1 \cdot X + B1$ (Matrix Multiplication)
 - (b) A1 = ReLU(Z1) where ReLU(x) is a function that returns 0 for negative values and the input value itself otherwise.
 - (c) $Z2 = W2 \cdot A1 + B2$
 - (d) A2 = softmax(Z2) where $softmax(x) = \frac{e^{x_i}}{\sum_i e^{x_j}}$
 - (e) $dZ2 = A2 \text{one_hot_Y}$ where one_hot_Y is the one-hot encoded form of Y.
 - (f) $dA2 = W2^T \cdot dZ2$
 - (g) $dW2 = \frac{1}{m} \cdot dZ2 \cdot A1^T$
 - (h) $dB2 = \frac{1}{m} \sum dZ2$ (sum along the columns)
 - (i) $dZ1 = dA1 \circ \text{ReLU_deriv}(Z1)$ where $\text{ReLU_deriv}(x)$ returns 1 for positive values and 0 otherwise, and \circ indicates element-wise multiplication.
 - (j) $dA1 = W2^T \cdot dZ1$
 - (k) $dB1 = \frac{1}{m} \sum dZ1$ (sum along the columns)
 - (l) $dW1 = \frac{1}{m} \cdot dZ1 \cdot X^T$
 - (m) Update and print W1, B1, W2, and B2 for $\alpha = 0.01$:

```
i. W1 = W1 - \alpha \cdot dW1

ii. B1 = B1 - \alpha \cdot dB1

iii. W2 = W2 - \alpha \cdot dW2

iv. B2 = B2 - \alpha \cdot dB2
```

[0.16107185 1.4481225 0.17040999]]

1.1 Matrix

1.1.1 CREATE MATRIX

```
1 import numpy as np
2 import tensorflow as tf
3 def create_matrix(m,n):
4 u=tf.Variable(tf.random.normal(shape=(m,n)))
5 return u
6 m=int(input("enter the number of rows:"))
7 n=int(input("enter the number of columns:"))
8 matrix=create_matrix(m,n)
9 print(matrix.numpy())
  enter the number of rows: 3
  enter the number of columns: 4
  [[-1.1837945 -0.33722427 0.23563308 0.16107185]
  [-1.5149251 -0.5944967 1.4439311 1.4481225 ]
  [-0.14096595 -0.60184324 1.3875078 0.17040999]]
  1.1.2 MATRIX TRANSPOSE
1 x=tf.transpose(matrix)
2 print(x.numpy())
  [[-1.1837945 -1.5149251 -0.14096595]
  [-0.33722427 -0.5944967 -0.60184324]
  [ 0.23563308 1.4439311 1.3875078 ]
```

1.1.3 MATRIX WITH RANDOM VALUES

```
1 \quad \texttt{y=tf.Variable(tf.random.uniform(shape=(1,m),minval=0,maxval=10,dtype=tf.int32)} \leftarrow \\
2 print(y.numpy())
3
4 p=int(input("enter the number of rows for w1:"))
5 w1=tf.Variable(tf.random.uniform(shape=(p,n),minval=0,maxval=1,dtype=tf.
     float32 ))
7 print(w1.numpy())
9 B1=tf.Variable(tf.random.uniform(shape=(p,1),minval=0,maxval=1,dtype=tf.
10
   float32 ))
11 print(B1.numpy())
   [[7 3 4]]
   enter the number of rows for w1: 3
   [[0.41094923 0.64525306 0.21415687 0.05348241]
   [0.6334413 0.387007 0.71524847 0.2568928 ]
   [0.39981616 0.39820206 0.48125303 0.20443547]]
   [[0.2172625]
   [0.86350536]
   [0.48577976]]
   1.1.4 MATRIX WITH ZEROS
1 w2=tf.Variable(tf.zeros(shape=(10,p)))
2 print(w2.numpy())
   [[0. 0. 0.]]
   [0. 0. 0.]
   [0. 0. 0.]
   [0. 0. 0.]
   [0. 0. 0.]
   [0. 0. 0.]
   [0. 0. 0.]
   [0. 0. 0.]
   [0. 0. 0.]
   [0. 0. 0.]]
```

1.1.5 SCALAR MATRIX

```
B2=tf.Variable(tf.random.uniform([],minval=-1,maxval=2,dtype=tf.float32))
print(B2.numpy())
```

1.9291875

1.1.6 MATRIX COMPUTATIONS

```
1 alpha=0.01
2 def relu(x):
       return tf.maximum(0,x)
  def relu_deriv(x):
       return tf.where(x>0,tf.ones_like(x),tf.zeros_like(x))
6
  def softmax(x):
       return tf.nn.softmax(x,axis=0)
8
   def one_hot_encode(y,depth):
9
       return tf.one_hot(y,depth)
10
   for _ in range(15):
       with tf.GradientTape() as tape:
11
           Z1 = tf.matmul(w1, x) + B1
12
13
           A1 = tf.nn.relu(Z1)
           Z2 = tf.matmul(w2, A1) + B2
14
           A2 = tf.nn.softmax(Z2)
15
16
           y_one_hot = one_hot_encode(y, 10)
17
            y_one_hot = tf.transpose(y_one_hot, perm=[2, 1, 0])
18
            y_one_hot = tf.reshape(y_one_hot, [10, 3])
19
           L = 0.5 * tf.reduce_sum(tf.square(A2 - tf.cast(y_one_hot, tf.float32)) \leftarrow
               )
20
           dZ2 = A2 - tf.cast(y_one_hot, dtype=tf.float32)
            dA2 = tf.matmul(w2, dZ2, transpose_a=True)
21
22
            dW2 = (1/m) * tf.matmul(dZ2, A1, transpose_b=True)
23
           dB2 = (1/m) * tf.reduce_sum(dZ2, axis=1, keepdims=True)
           dZ1 = dA2 * tf.cast(Z1 > 0, dtype=tf.float32)
24
25
            dA1 = tf.matmul(w1, dZ1, transpose_a=True)
26
            dB1 = (1/m) * tf.reduce_sum(dZ1, axis=1, keepdims=True)
27
            dW1 = (1/m) * tf.matmul(dZ1, x, transpose_b=True)
28
29
       gradients = tape.gradient(L, [w1, B1, w2, B2])
30
       dW1, dB1, dW2, dB2 = gradients
31
       w1.assign_sub(alpha * dW1)
32
       B1.assign_sub(alpha * dB1)
33
       w2.assign_sub(alpha * dW2)
34
       B2.assign_sub(alpha * dB2)
35
36
       print(f"Updated W1:\n{w1.numpy()}")
37
       print(f"Updated B1:\n{B1.numpy()}")
       print(f"Updated W2:\n{w2.numpy()}")
38
       print(f"Updated B2:\n{B2.numpy()}")
39
```

Updated W1:

- [[0.41094914 0.6452527 0.21415766 0.05348251]
- [0.6334481 0.3870048 0.71525824 0.2568947]
- [0.39982006 0.39820063 0.4812594 0.20443718]]

Updated B1:

- [[0.21726307]
- [0.86350536]
- [0.48577976]]

Updated W2:

- [[-1.5348143e-11 -5.6607086e-10 -3.0818986e-10]
- [-1.5348143e-11 -5.6607086e-10 -3.0818986e-10]
- [-1.5348143e-11 -5.6607086e-10 -3.0818986e-10]
- [-1.7174566e-04 8.5782167e-04 7.8074128e-04]
- [3.4333178e-04 4.1825897e-03 2.5001424e-03]
- [-1.5348143e-11 -5.6607086e-10 -3.0818986e-10]
- [-1.5348143e-11 -5.6607086e-10 -3.0818986e-10]
- [-1.7152089e-04 -5.0434656e-03 -3.2830592e-03]
- [1.5348143e-11 5.6607086e-10 3.0818992e-10]
- [1.5348143e-11 5.6607086e-10 3.0818992e-10]]

Updated B2:

1.929187536239624