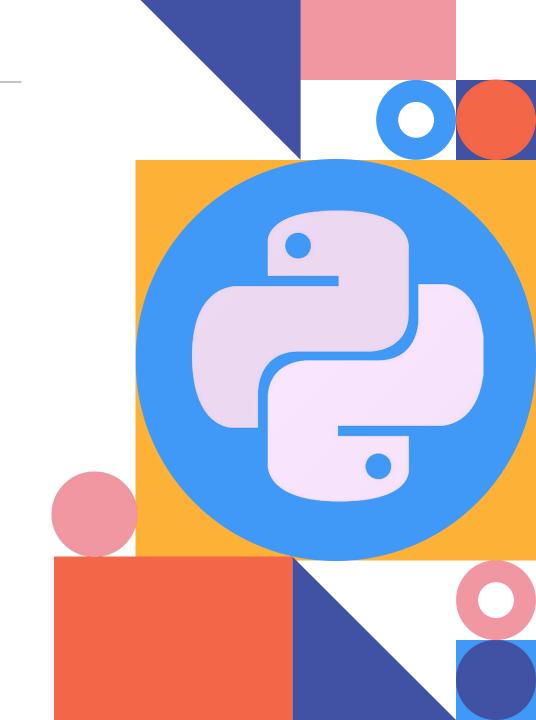
Data Analysis

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Dept. of Biomechatronics Engineering
National Taiwan University





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Variable Inspector

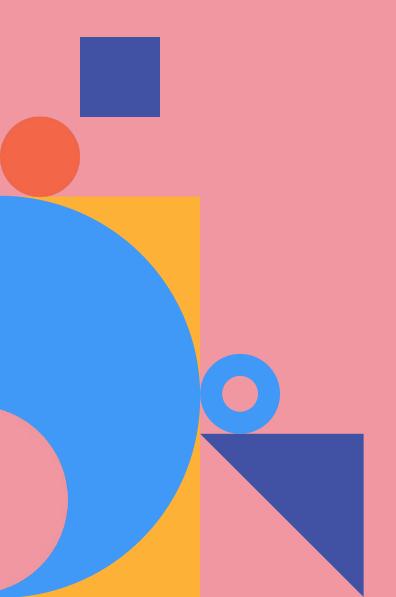
02 Useful Build-in Modules

OS

SHUTIL

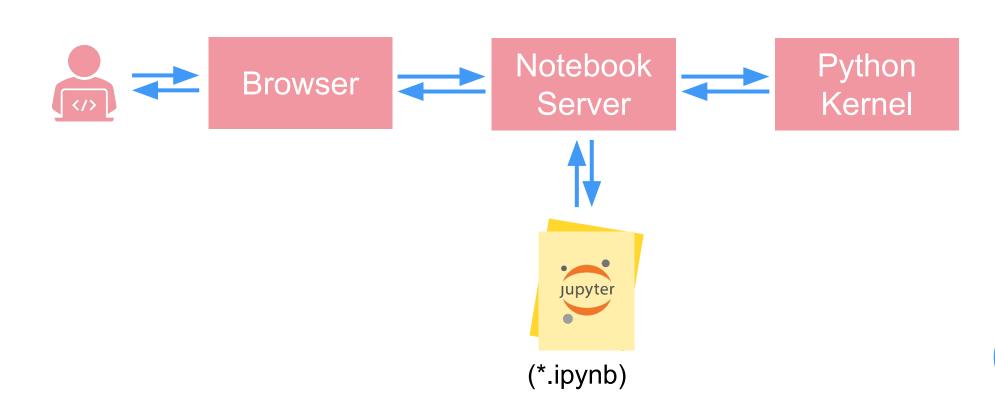
CSV

03 Data Analysis Packages
Numpy

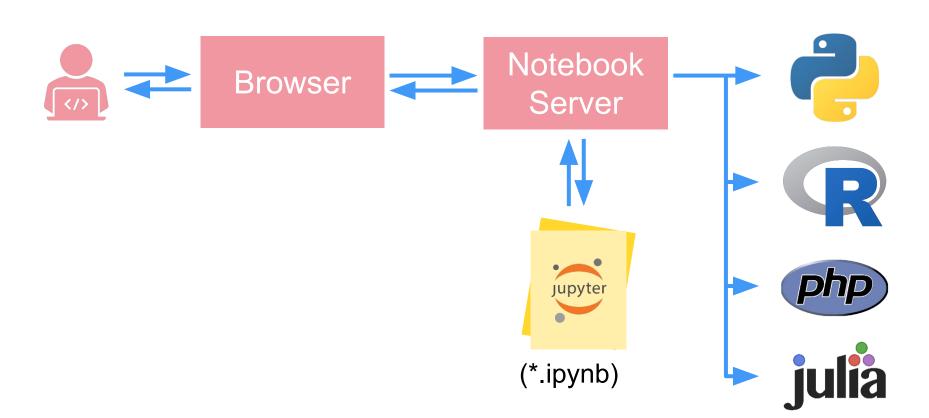


01 Jupyter Notebook

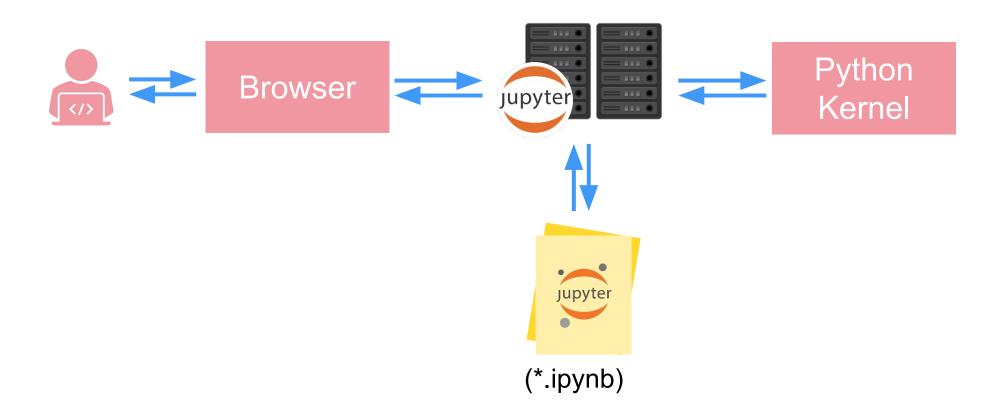
Jupyter



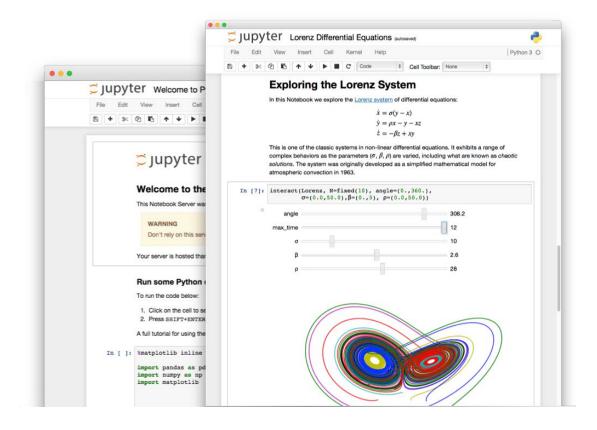
Jupyter Advantages - 1



Jupyter Advantages - 2



Jupyter Advantages - 3

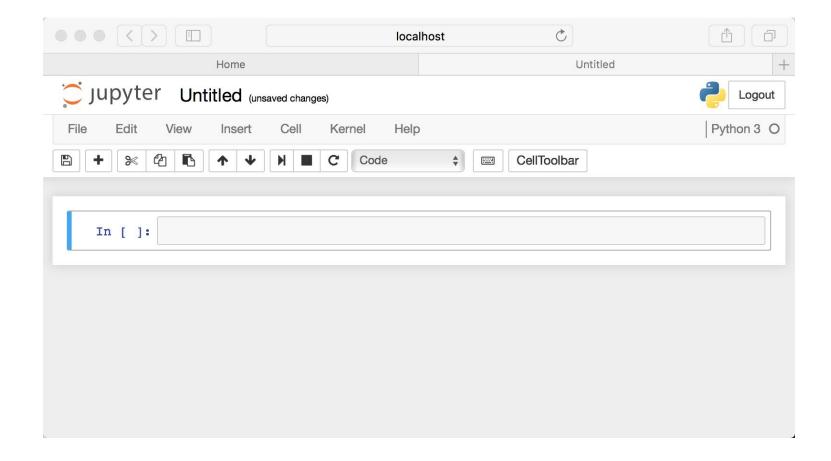


Text

Code

Output

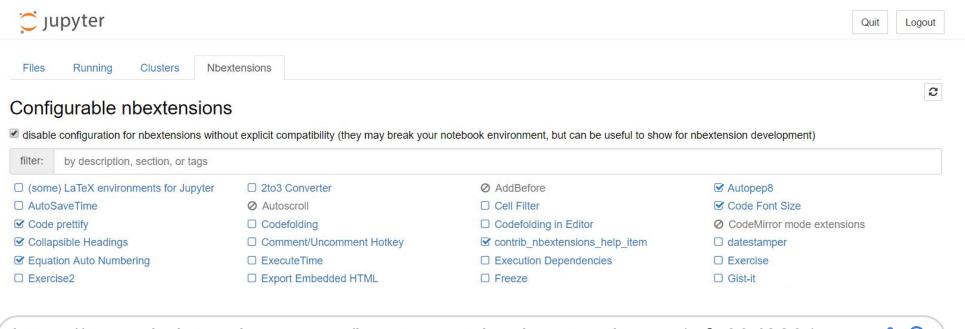
Jupyter Interface





Extensions

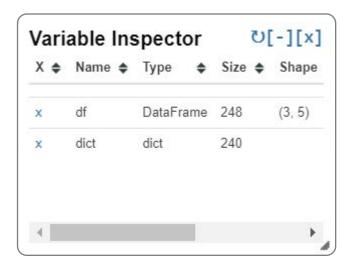
\$ pip3 install jupyter_contrib_nbextensions
\$ jupyter contrib nbextension install

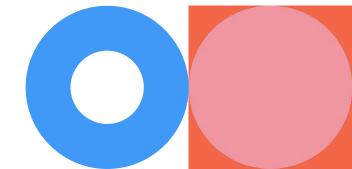




Which to Use

- Table of Contents: easier navigation
- Autopep8: neat code in one click
- Variable inspector: keep track of your workspace
- ExecuteTime: show when and how long cells ran
- Hide Code input: hide the work show the results





02 Useful Build-in Modules

os Modules

import os

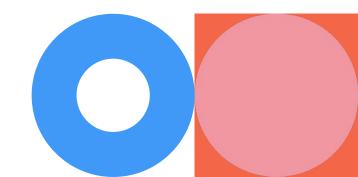
mkdir cp mv rm (rename)



os Modules

os.getcwd() os.chdir() os.listdir() os.mkdir()
os.makedirs()
os.rmdir()
os.remove()
os.rename()

os.walk()



os.path Sub-module

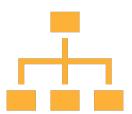
.isdir()

.isfile()

.join()











shutil Modules

import shutil

mkdir cp mv rm (rename)



Copying and Moving Files

shutil.copyfile(src, dst)

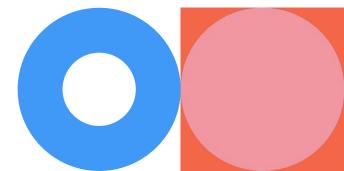
Copy the contents (no metadata) of the file named src to a file named dst. dst must be the complete target file name; look at shutil.copy() for a copy that accepts a target directory path. If src and dst are the same files, Error is raised. The destination location must be writable; otherwise, an IOError exception will be raised. If dst already exists, it will be replaced. Special files such as character or block devices and pipes cannot be copied with this function. src and dst are path names given as strings.

shutil.copy(src, dst)

Copy the file src to the file or directory dst. If dst is a directory, a file with the same basename as src is created (or overwritten) in the directory specified. Permission bits are copied. src and dst are path names given as strings.

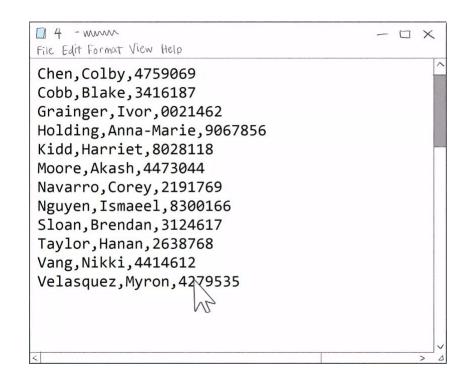
shutil.move(src, dst)

Recursively move a file or directory (*src*) to another location (*dst*).



csv Modules

A comma-separated values (CSV) file is a delimited text file that uses a comma to separate values.



import csv

Reading a CSV

csv.reader() – Reading data from the csv file The reader can be used as an iterator to process

```
import csv

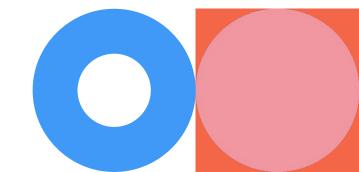
f = open('titanic.csv')
csv_reader = csv.reader(f, delimiter=',')
for row in csv_reader:
    print(row)
f.close()
```

Writing a CSV

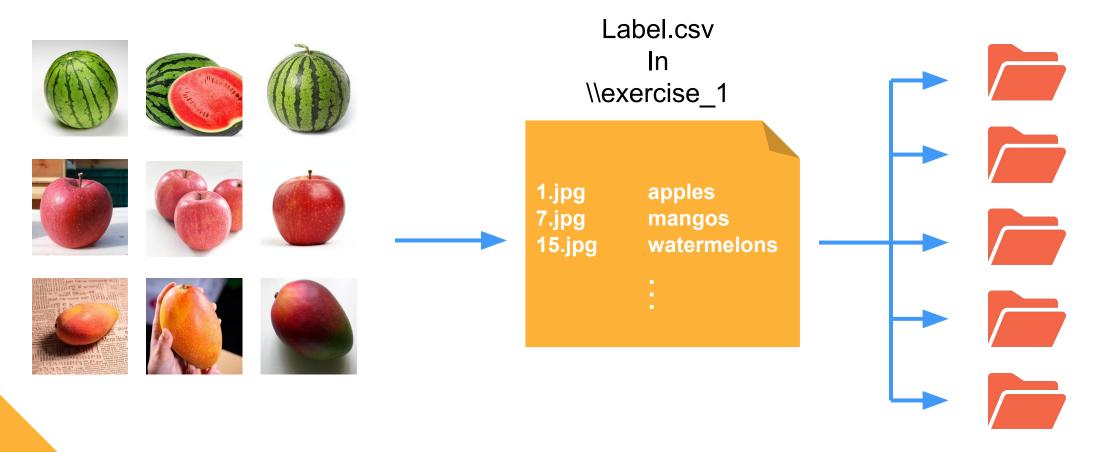
csv.writer() - Writing a CSV file

```
with open('employee_file.csv', mode='w') as employee_file:
    employee_writer = csv.writer(employee_file, delimiter=',')

employee_writer.writerow(['John Smith', 'Accounting', 'November'])
    employee_writer.writerow(['Erica Meyers', 'IT', 'March'])
```



Exercise 1



Hint: next(), os.makedirs(), shutil.copy()



NumPy (Numerical Python)





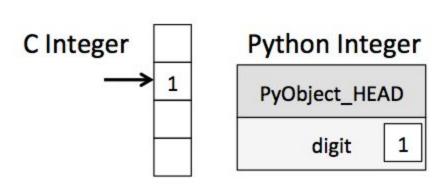


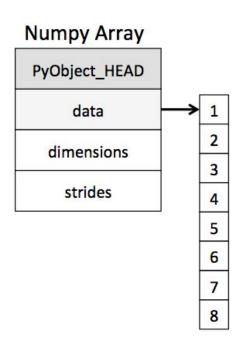






Python list vs. NumPy array





Creating NumPy Array

Creating Arrays from Python Lists

```
import numpy as np
a = np.array([1, 2, 3])
b = np.array([1, 2, 3, 4], dtype='float32')
```

Creating Arrays from Scratch

```
c = np.ones(2, dtype=int)
d = np.zeros((3, 2), dtype=float)
```







d 0. 0.0. 0.



NumPy Standard Data Types

np.zeros(10, dtype='int16')

or

np.zeros(10, dtype=np.int16)

Data type	Description
bool_	Boolean (True or False) stored as a byte
int_	Default integer type (same as C long; normally either int64 or int32)
int8	Byte (-128 to 127)
int16	Integer (-32768 to 32767)
int32	Integer (-2147483648 to 2147483647)
int64	Integer (-9223372036854775808 to 9223372036854775807)
uint8	Unsigned integer (0 to 255)
uint16	Unsigned integer (0 to 65535)
float16	Half precision float: sign bit, 5 bits exponent, 10 bits mantissa
float32	Single precision float: sign bit, 8 bits exponent, 23 bits mantissa
float64	Double precision float: sign bit, 11 bits exponent, 52 bits mantissa

Creating NumPy Array

Try these functions:

NumPy Array Class

np

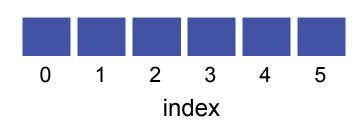
.ndim	the number of axes (dimensions) of the array.		1	3	6	
.shape	the number of axes (dimensions) of the array. the dimensions of the array. ← tuple		5	9	8	
.size	the total number of elements of the array.					
.dtype	an object describing the type of the elements in the array.			n = 2		
.itemsize	the size in bytes of each element of the array.			(2, 3)	
.data	the buffer containing the actual elements of the array.			= 6	- 100	
			atyp	e = i	nt32	

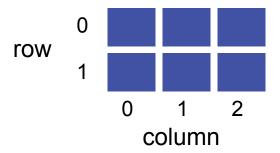


Array Indexing

array[index]

array[row, column]





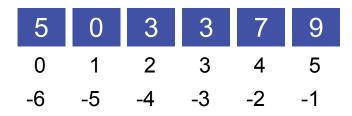
Array Indexing

```
x = np.array([5, 0, 3, 3, 7, 9])

print(x[0]) #5
print(x[-1]) #9

x[0] = 12

x[1] = 3.14
print(x) #???
```



Values can also be modified using any of the index notation



What is the value of x after executing the last command

Fancy Indexing

Accessing multiple array elements at once.

```
rand = np.random.RandomState(42)
x = rand.randint(100, size=10)
print(x)
type(x)
y = x[3], x[7], x[2]
print(y)
type(y)
z = x[np.array([3, 7, 4])]
print(z)
type(z)
```

```
x: [51 92 14 71 60 20 82 86 74 74]
```

```
y: 71, 86, 14
```

z: array([71, 86, 60])





Array Slicing: 1D

```
array[start:stop:step]
```

default values: start=0, stop=size of dimension, step=1

```
x = np.arange(10)
x[:5] # first five elements
x[5:] # elements after index 5
x[4:7] # middle sub-array
x[::2] # every other element
x[::-1] # all elements, reversed
```

```
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9]

[0, 1, 2, 3, 4]

[5, 6, 7, 8, 9]

[4, 5, 6]

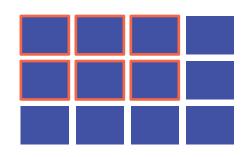
[0, 2, 4, 6, 8]

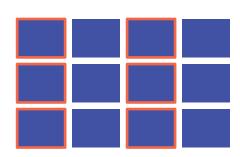
[9, 8, 7, 6, 5, 4, 3, 2, 1, 0]
```

Array Slicing: 2D

```
array[:2, :3]
```

array[:3, ::2]





How to access a single row and column?

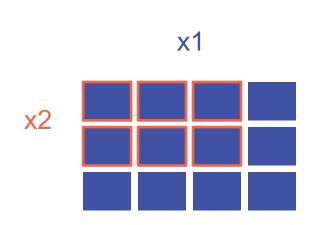
What is the value of array[::-1, ::-1]?

Array Aliasing

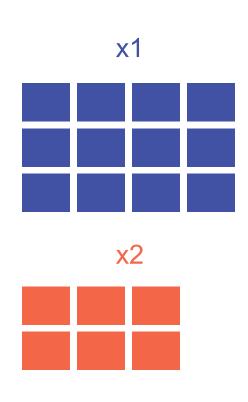
```
x1 = np.random.randint(10, size=(3, 4))
x2 = x1[:2, :3]
print(x2)

x2[0, 0] = 99
print(x2)

print(x1)
```



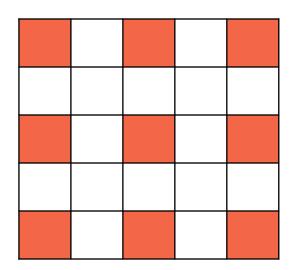
Creating Copies of Arrays



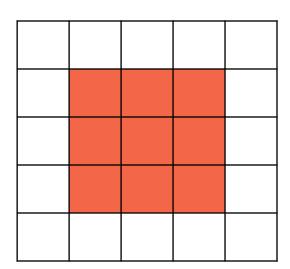
Exercise 2

An M-by-M matrix X is given. Without using loops, extract values from matrix X to create the following:

A composed of all values in odd columns AND odd rows of X



B composed of all entries of X, except for the outside rows and columns

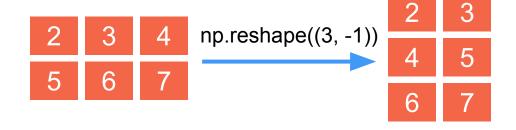




Reshaping of Arrays

```
grid = np.arange(1, 10).reshape((3, 3))
print(grid)
```





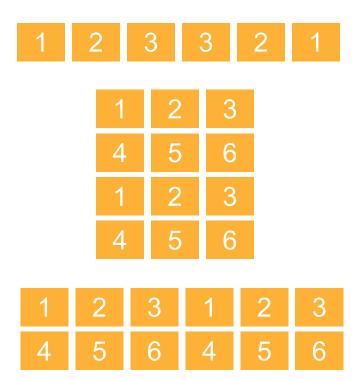


Concatenation of Arrays

One-dimensional array

```
x = np.array([1, 2, 3])
y = np.array([3, 2, 1])
np.concatenate([x, y])
```

Two-dimensional array



Array Arithmetic

```
x = np.arange(4)
print("x = ", x)
print("x + 5 = ", x + 5)
print("x - 5 = ", x - 5)
print("x * 2 = ", x * 2)
print("x / 2 = ", x / 2)
print("x // 2 = ", x // 2)
```

```
x = [0 \ 1 \ 2 \ 3]
x + 5 = [5 \ 6 \ 7 \ 8]
x - 5 = [-5 \ -4 \ -3 \ -2]
x * 2 = [0 \ 2 \ 4 \ 6]
x / 2 = [0 \ 0 \ 1 \ 1]
x / 2 = [0 \ 0 \ 1 \ 1]
```

Array Arithmetic

```
x = np.arange(4)
-(0.5*x + 1) ** 2
array([-1. , -2.25, -4. , -6.25])
```

```
np.add(x, 2)
array([2, 3, 4, 5])
```

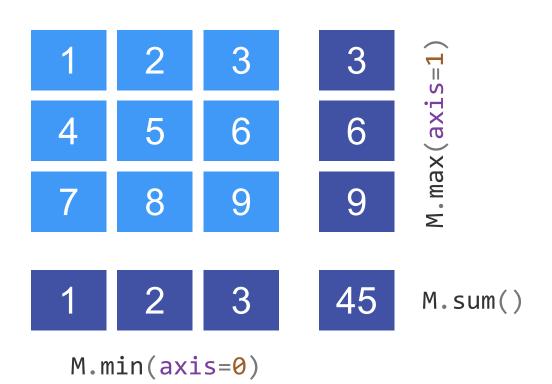
Name	Operator	Equivalent func.
Addition	+	np.add
Subtraction	-	np.subtrat
Multiplication	*	np.multiply
Division	/	np.divide
Modulus	%	np.mod
Exponentiation	**	np.power
Floor Division	//	np.floor_divide

Aggregation Functions

Function Name	NaN-safe Version	Description
np.sum	np.nansum	Compute sum of elements
np.prod	np.nanprod	Compute product of elements
np.mean	np.nanmean	Compute mean of elements
np.std	np.nanstd	Compute standard deviation
np.var	np.nanvar	Compute variance
np.min	np.nanmin	Find minimum value
np.max	np.nanmax	Find maximum value
np.argmin	np.nanargmin	Find index of minimum value
np.argmax	np.nanargmax	Find index of maximum value
np.median	np.nanmedian	Compute median of elements
np.percentile	np.nanpercentile	Compute rank-based statistics of elements
np.any	N/A	Evaluate whether any elements are true
np.all	N/A	Evaluate whether all elements are true



Multi Dimensional Aggregates



Broadcasting

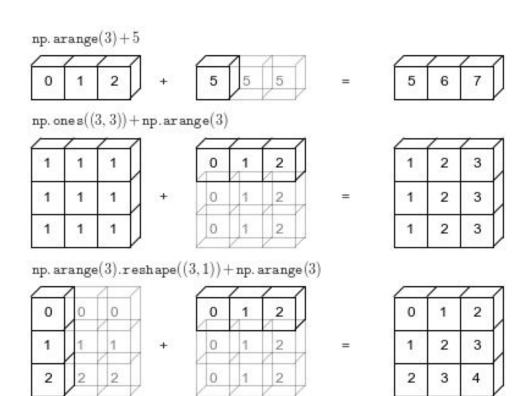
Broadcasting allows binary operations to be performed on arrays of different sizes

```
a = np.array([0, 1, 2])
b = np.array([5, 5, 5])
a + b
```

```
a + 5
```

```
M = np.ones((3, 3))
M + a
```

Broadcasting



Rules of Broadcasting

Rule 1: If the two arrays differ in their number of dimensions, the shape of the one with fewer dimensions is padded with ones on its leading (left) side.

Rule 2: If the shape of the two arrays does not match in any dimension, the array with shape equal to 1 in that dimension is stretched to match the other shape.

Rule 3: If in any dimension the sizes disagree and neither is equal to 1, an error is raised.

