## Python for scientific research

Number crunching with NumPy and SciPy

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Researcher Development



## Speedy express

- Declare variables using built-in data types and execute operations on them
- Use flow control commands to dictate the order in which commands are run and when
- Encapsulate programs into reusable functions, modules and packages
- Use string manipulation and regex to work with textual data
- Interact with the file system
- Next: Number crunching using NumPy/SciPy

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Example of a NumPy vector

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```
1 x_list = list(x) # [1, 3, 4, 2]
2 x_list.reverse() # now x_list is [2, 4, 3, 1]
```

$$\mathbf{x} = \left[ \begin{array}{rrr} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{array} \right]$$

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import numpy as np
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3 x = np.array([[1, 2, 3], [4, 5, 6], [7, 8, 9]])
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6 np.dot(x, x) # matrix multiplication (dot product)
```

### A taste of NumPy: linear algebra

Calculate eigenvalues and eigenvecturs

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#### Calculate eigenvalues and eigenvecturs

```
import numpy as np
3 # declare a 2x2 matrix
4 x = np.array([[1, 2], [3, 4]])
6 # calculate eigenvalues
7 eival = np.linalg.eigvals(x) # [-0.37228132]
      5.372281321
9 # calculate eigenvalues and right eigenvectors
10 eival, eivec = np.linalg.eig(x)
11 # eigenvalues (eival):
12 # [-0.37228132 5.37228132]
13 # [-0.37228132 5.37228132]
14 #
15 # eigenvectors (eivec):
16 # [-0.82456484 -0.41597356]
17 # [ 0.56576746 -0.90937671]]
```

### Numpy: number sequences

#### • Functions to create evenly spaced sequences of numbers:

```
# 0 to 1 (but not including 1) in steps of 0.1
2 np.arange(0, 1, 0.1)
3
# 100 evenly spaced values between 0 and 1 (including 1)
5 np.linspace(0, 1, 100)
6
7 # 10 evenly spaced values between 10^0 and 10^1 (log scale)
8 np.logspace(0, 1, 10)
```

### Numpy: random numbers

Random numbers using numpy.random.default\_rng:

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1 # import the default random number generator function
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# import the default random number generator function
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# initialize random number generator object
# optionally one can provide it with a seed:
# same random sequence is then 'replayed' each time
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7 rng_obj = default_rng(seed=3434)
  # uniform distribution
  rng_obj.uniform(size=5)
11
  # normal distribution
  rng_obj.normal(size=10)
14
15 # random integers from 0 to 9 (in this case: returns a
      5x5 matrix)
rng_obj.integers(low=0, high = 10, size=(5,5))
```

### A taste of SciPy

- Basic statistics provided by scipy.stats
- For more advanced statistical tests (e.g., GLM, GLMM), check out the statsmodels package

```
1 import scipy.stats as sp
3 # Create two random arrays
4 x1 = rng_obj.normal(size=30)
5 x2 = rng_obj.normal(size=30)
6
7 # Correlation coefficientss
8 sp.pearsonr(x1, x2) # pearson correlation
  sp.spearmanr(x1, x2) # spearman correlation
10 sp.kendalltau(x1, x2) # kendall correlation
11
12 # Statistical tests
  sp.ttest_ind(x1, x2) # independent t-test
  sp.mannwhitneyu(x1, x2) # Mann-Whitney rank test
  sp.wilcoxon(x1, x2) # Wilcoxon signed-rank test
16
17 # Least-squares regression
18 sp.linregress(x1, x2)
```

## Predator prey equations (Lotka Volterra)

$$\frac{\mathrm{d}u}{\mathrm{d}t} = \alpha u - \beta uv$$

$$\frac{\mathrm{d}v}{\mathrm{d}t} = -\gamma v + \delta uv$$

#### Where:

- u: is the number of prey (e.g rabbits)
- v: is the number of predators (e.g foxes)
- $\alpha$ : prey growth rate in the absence of predators
- $\beta$ : dying rate of prey due to predation
- ullet  $\gamma$ : dying rate of predators in the absence of prey
- $\delta$ : predator growth rate when consuming prey



### Predator prey equations in Python

$$\frac{\mathrm{d}u}{\mathrm{d}t} = \alpha u - \beta uv$$

$$\frac{\mathrm{d}v}{\mathrm{d}t} = -\gamma v + \delta uv$$

```
def predator_prey(x, t):
2
       Predator prey model (Lotka Volterra)
3
       0.00
4
      # Constants
5
6
       alpha = 1
7
       beta = 0.1
       gamma = 1.5
8
       delta = 0.075
9
10
      \# x = [u, v] describes prey and predator populations
11
      u, v = x
13
       # Define differential equation (u = x[0], v = x[1])
14
       du = alpha*u - beta*u*v
15
       dv = -gamma*v + delta*u*v
16
17
18
      return du, dv
```

```
from scipy.integrate import odeint

time = np.linspace(0, 35, 1000) # time vector

init = [10, 5] # initial condition: 10 prey, 5 predators

x = odeint(predator_prey, init, time) # solve
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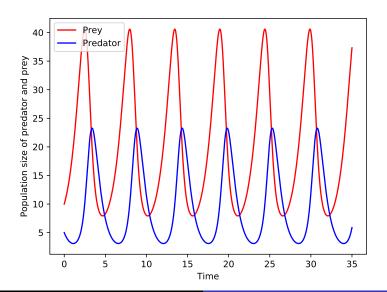
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19 plt.plot(time, x[:,0], "r", time, x[:,1], "b")
20 plt.xlabel("Time")
21 plt.ylabel("Population size of predator and prey")
22 fig.savefig("graph.pdf")
```

# Solve differential equations: resulting graph





### Fourier transform

```
from scipy.fftpack import fftfreq, fft

2

# Create frequency vector

N = len(time)

freq = fftfreq(N, np.mean(np.diff(time)))

freq = freq[range(int(N/2))]

# Compute Fast Fourier Transform

y = fft(x[:, 0])/N # compute and normalise fft

y = y[range(int(N/2))] # keep only positive frequencies
```

### Fourier transform

