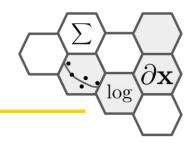


#### ML.DL Intermediate Course

#### numpy

조준우 metamath@gmail.com

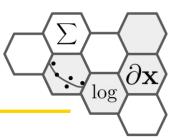
### 넘파이Numpy





Numpy is the core library for scientific computing in Python. It provides a
high-performance <u>multidimensional array</u> object, and tools for working
with these arrays. If you are already familiar with MATLAB®, you might find
this tutorial useful to get started with Numpy. – cs231n

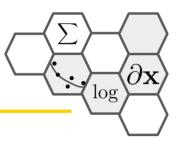
### Import



• 약칭을 np로 쓰는 것이 거의 표준

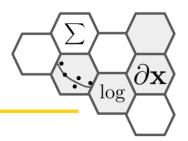
#### import numpy as np

# ndarray



- numpy에서 제공하는 메인 객체인 배열
- 다차원 배열multidimensional array로써 1차원 배열(벡터), 2차원 배열 (행렬), 3차원 배열(큐브), 4차원 배열(큐브가 여러 개 모인 것) 등등 계속 차 원을 늘릴 수 있음

# ndarray 생성

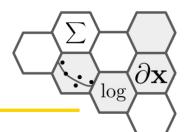


- 생성:행우선방식으로[]로적어주면됨
- Python 리스트와 만드는 방식 동일

#### import numpy as np

```
# 값을 지정하여 생성 수차적으로 다음 행을 나열 A = np.array([[1,2],[3,4]]) 가로(행)으로 먼저 숫자를 나열하고
```

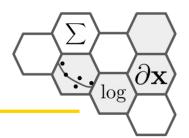
### ndarray 생성



• 다양한 생성 방법

```
import numpy as np
# 모든 요소가 0인 어레이
B = np.zeros(3,3)
# 랜덤 생성
E = np.random.rand(10)
F = np.random.rand(25).reshape(5,-1)
G = np.random.randint(1, 11, 9).reshape(3,3)
# 대각 요소만 1인 어레이
D = np.eye(2)
```

### Numpy 어레이 연산



- 기본연산: 덧셈, 뺄셈, 곱셈, 나눗셈은 요소끼리 계산
- Numpy 어레이 곱 ≠ 행렬곱

```
c = np.ones((3, 3))
C = np.matrix(c)

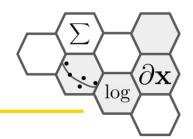
print("numpy array multiplication")
print(c*c)

print("numpy dot function")
print(c.dot(c))

print("numpy matrix multiplication")
print(C*C)

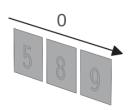
[[1. 1. 1.]
[1. 1. 1.]]
[3. 3. 3.]
[3. 3. 3.]
```

#### 축axis

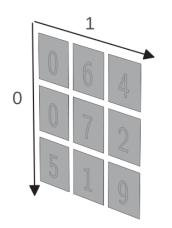


- 배열의 요소가 늘어선 방향
- 축에 번호를 붙여서 관리하는데 0부터 번호가 증가, 새롭게 생긴 axis가 0번

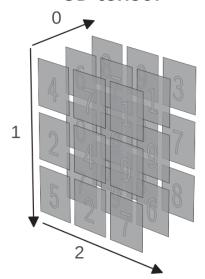
1D tensor: vector



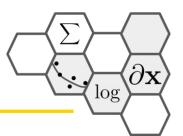
2D tensor: matrix



3D tensor



# shape



• 배열의 모양

```
기본적으로 숫자 3개가 나열 됨

x = np.array([1,2,3]) / 1차원 어레이

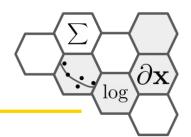
print(x.shape) # (3,)

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

print(x.shape) # (2,3)

0번 축으로 2개, 1번 축으로 3개가 나열됨
```

### reshape



• 기본 1차원 배열

```
x = np.array([1,2,3])
print(x.shape) # (3,)
```

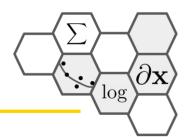
숫자가 가로로 나열되게

```
x_row_vector = x.reshape(1,3)
print(x_row_vector)
x_row_vector.shape
```

숫자가 세로로 나열되게

```
x_col_vector1 = x.reshape(3,1)
print(x_col_vector1)
print(x_col_vector1.shape)
```

### reshape



• 2차원 이상에서 배열의 모양 변경

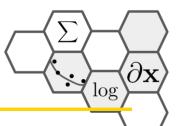
A = np.arange(12).reshape(4,3)

차원추가

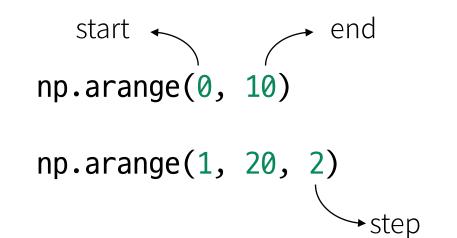
 $A_{-} = A.reshape(-1, 2, 3)$ # (2,2,3) 차원축소

A\_.reshape(-1,3) # (4,3)

### 자주쓰는 기능: arange

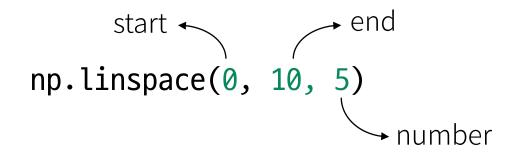


Return evenly spaced values within a given interval.

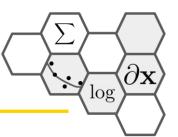


# 자주쓰는 기능: linspace <

• Return evenly spaced numbers over a specified interval.



# 인덱싱indexing



- 배열의 요소에 접근하기 위해서는 인덱스를 사용
- 인덱스는 0부터 시작, 끝 인덱스 포함 안됨
- 2축 이상에 대한 인덱싱
- 3행 3열 요소 A[2,2]
- [start:end:stride]
  - A[:, 0::2]: 행은 모든 행 ->:, 열은 start 0번부터, end 생략, stride는 2

import numpy as np

A = np.arange(30).reshape(5,6)

Α

[6, 7, 8, 9, 10, 11], [12, 13, 14, 15, 16, 17], [18, 19, 20, 21, 22, 23],

#>>> array([[0, 1, 2, 3, 4, 5],

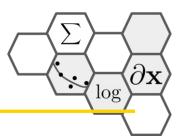
[24, 25, 26, 27, 28, 29]])

array([[0, 2, 4],[6, 8, 10],

> [12, 14, 16], [18, 20, 22],

[24, 26, 28]])

# 어레이 인덱싱array indexing



- 인덱싱할 숫자를 임의의 어레이로 전달하는 방법
- 숫자를 지정할 자리에 숫자 대신 숫자 여러 개를 포함한 어레이를 전달하면 해당되는 요소 여러 개가 한번에 추출

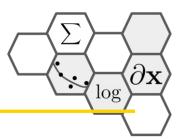
```
np.array([A[0,1], A[1,2], A[2,3], A[3,1], A[4,0]]) ── 추출할 모든 요소를 다 지정
```

#>>> array([ 1, 8, 15, 19, 24])

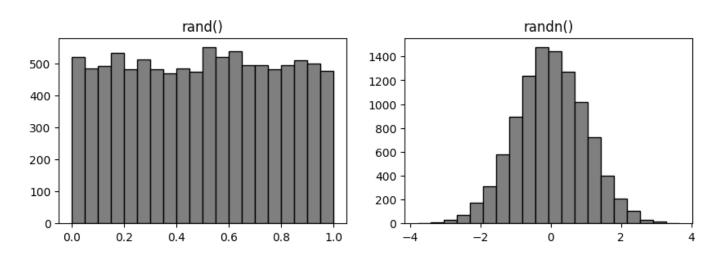
A[[0,1,2,3,4], [1,2,3,1,0]] → 추출할 모든 인덱스를 행과 열로 묶어 어레이로 지정

#>>> array([ 1, 8, 15, 19, 24])

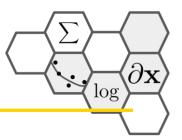
#### 자주쓰는 기능: rand



- rand(): np.random.rand(10000)
  - Create an array of the given shape and populate it with random samples from a uniform distribution over [0, 1).
- randn(): np.randon.randn(10000)
  - Return a sample (or samples) from the "standard normal" distribution.



#### 자주쓰는 기능: randint, choice

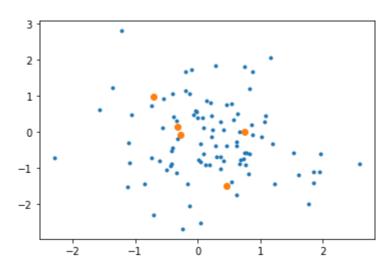


- randint(): np.random.randint(0,10,5)
  - Return random integers from the "discrete uniform" distribution of the specified dtype in the "half-open" interval [low, high). If high is None (the default), then results are from [0, low).
- choice(): np.random.choice(np.random.randint(0,10,5), 3)
  - Generates a random sample from a given 1-D array.

#### 어레이 인덱싱 예제: 임의점 선택

 $\frac{\sum}{\log \partial \mathbf{x}}$ 

- X = np.random.randn(100, 2) # N,D
- # 임의의 점 5개 선택하기, np.random.choice, replace=False: 비복원 추출
- selected\_idx = ...

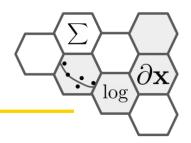


# 불린 인덱싱Boolean indexing

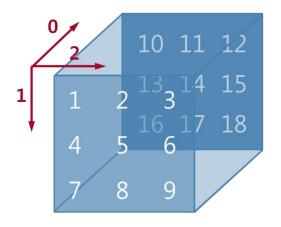
Boolean 형 어레이를 전달

```
A > 20
 #>>> array([[False, False, False, False, False, False],
           [False, False, False, False, False],
           [False, False, False, False, False],
           [False, False, True, True, True],
           [ True, True, True, True, True]])
A[A > 20]
#>>> array([21, 22, 23, 24, 25, 26, 27, 28, 29])
            20보다 큰 요소만 추출
```

### 전치transpose



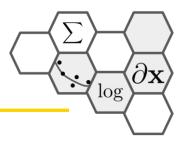
• transpose(axis) : 행렬의 전치와 같은 역할, 3개축 이상에서도 같은 논리로 동작



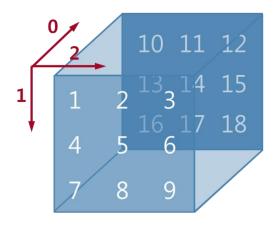
```
B = A[0,:]
print(B)
        [[1 2 3]
        [4 5 6]
        [7 8 9]]

print(B.T)
        [[1 4 7]
        [2 5 8]
        [3 6 9]]
```

### 전치transpose

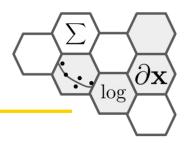


• transpose(axis) : 행렬의 전치와 같은 역할, 3개축 이상에서도 같은 논리로 동작

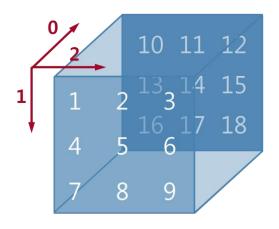


```
print(A.transpose(2, 0, 1))
```

### 전치transpose



• transpose(axis) : 행렬의 전치와 같은 역할, 3개축 이상에서도 같은 논리로 동작



```
print(?)
                   [[[ 1, 10],
                     [ 2, 11],
                     [ 3, 12]],
                    [[ 4, 13],
                     [ 5, 14],
                     [ 6, 15]],
                    [[ 7, 16],
                     [ 8, 17],
                     [ 9, 18]]]
```

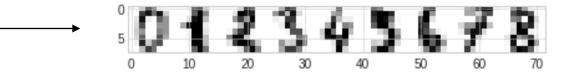
#### Matplotlib 예제 파일에서…<

 $\frac{\sum}{\log \partial \mathbf{x}}$ 

• transpose와 reshape을 이용한 이미지 모양 변형



transpose & reshape



(9,8,8) (8,72)

# 자주쓰는 기능: max, argma

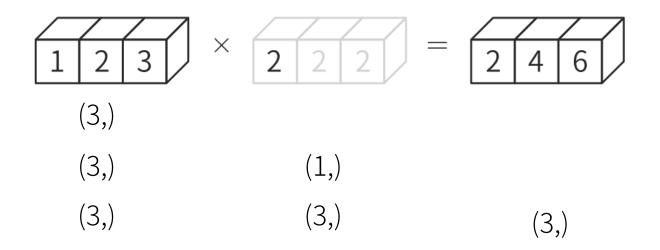
- max()
  - Return the maximum along a given axis.
- argmax()
  - Returns the indices of the maximum values along an axis.

```
[[0.1891 0.1962 0.5885 0.6224 0.0469] [0.6224 [0.8457 0.8005 0.1416 0.9693 0.3967]] 0.9693]

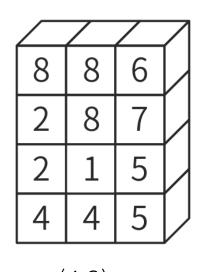
np.max(x)
np.max(x)
np.max(x, axis=0)
np.max(x, axis=1)
np.argmax(x, axis=0)
```

# 브로드캐스팅broadcastin

• Numpy에서 shape가 다른 배열 간에도 산술 연산이 가능하게 하는 메커니즘



# 브로드캐스팅broadcasting



			/
7	3	6	
7	3	6	
7	3	6	
7	3	6	

				/
	56	24	36	
=	14	24	42	
	14	3	30	
	28	12	30	

log

(4,3)(4,3)(4,3)

(4,3)

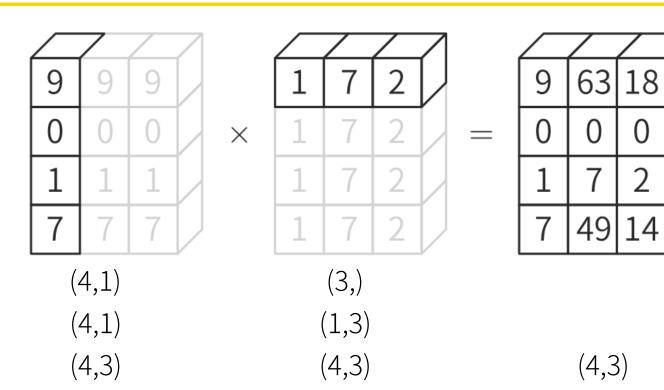
(3,)

(1,3)

(4,3)

# 브로드캐스팅broadcasting

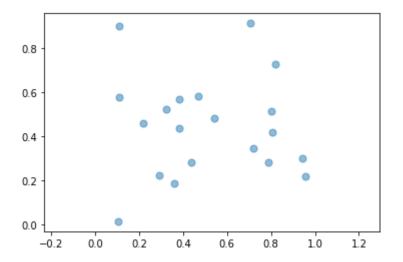
log

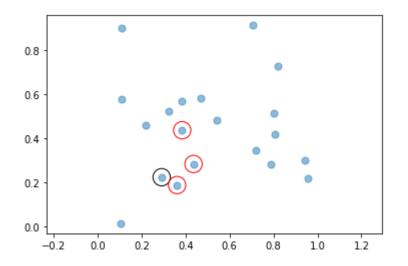


#### 브로드캐스팅 예제: kNN

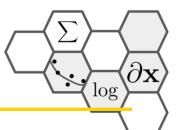
 $\frac{\sum_{\log \partial \mathbf{x}} \partial \mathbf{x}}{\sum_{\log \partial \mathbf{x}} \partial \mathbf{x}}$ 

- X = np.random.rand(20, 2)
- fig = plt.figure()
- ax = plt.axes()
- ax.scatter(X[:,0], X[:,1], s=50, alpha=0.5)
- ax.axis('equal')
- plt.show()





### 자주쓰는 기능: concatenate



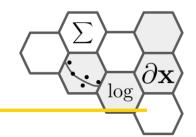
- concatenate(): np.concatenate((a1,a2,...),axis=0)
  - Join a sequence of arrays along an existing axis.

```
a = np.array([[1, 2], [3, 4]])
b = np.array([[5, 6]])
```

```
[[1 2]
[3 4]
[5 6]]
```

[[1 2 5] [3 4 6]]

#### 자주쓰는 기능: stack



- stack()
  - Join a sequence of arrays along a new axis.
- hstack()
  - Stack arrays in sequence horizontally (column wise).
- vstack()
  - Stack arrays in sequence vertically (row wise).

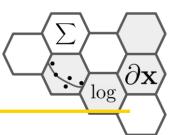
### 자주쓰는 기능: squeeze

- squeeze()
  - Remove axes of length one from an array.

```
x = np.array([[[0], [1], [2]]])
x.shape # (1,3,1)

np.squeeze(x).shape # (3,)
np.squeeze(x, axis=0).shape # (3,1)
# np.squeeze(x, axis=1).shape # error
np.squeeze(x, axis=2).shape # (1,3)
```

### 자주쓰는 기능: where



- where()
  - Return elements chosen from x or y depending on condition.

```
np.where(condition, [x, y])
```