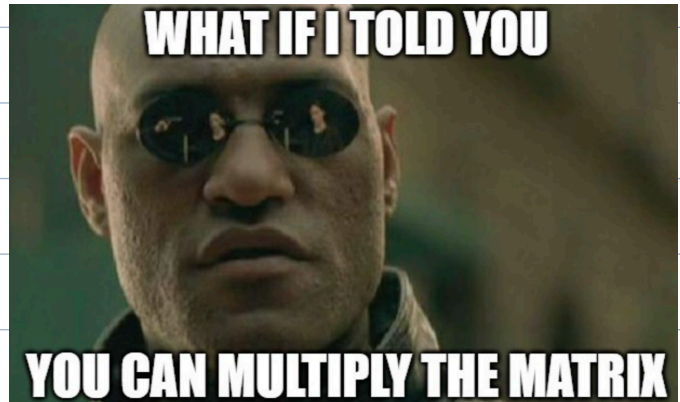


## Agenda

- Sorting
- Matrix Multiplication
  - `np.dot`
  - `@` operator
  - `np.matmul`
- Vectorization
- Broadcasting



## Sorting

- `np.sort` returns a sorted copy of an array.

We can directly call `sort` method on array but it can change the original array as it is an inplace operation.

Code

```
1 a.sort() # sorting is performed inplace
2 a
```

## Element-wise Multiplication

Element-wise multiplication in NumPy involves multiplying corresponding elements of two arrays with the same shape to produce a new array where each element is the product of the corresponding elements from the input arrays.

### Takeaway:

- Array \* Number → WORKS
- Array \* Array (same shape) → WORKS
- Array \* Array (different shape) → DOES NOT WORK

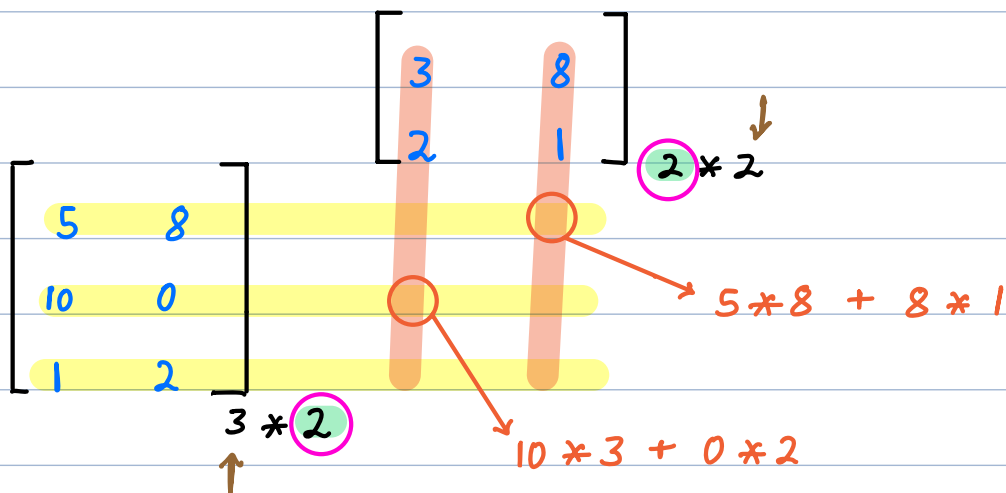
## Matrix Multiplication

**Rule:** Number of columns of the first matrix should be equal to number of rows of the second matrix.

- $(A,B) * (B,C) \rightarrow (A,C)$
- $(3,4) * (4,3) \rightarrow (3,3)$

$\text{np.dot}(a, b)$

$\text{np.matmul}(a, b)$  /  $a @ b$



### Important:

- `dot()` function supports the vector multiplication with a scalar value, which is not possible with `matmul()`.
- `Vector * Vector` will work for `matmul()` but `Vector * Scalar` won't.

## Vectorization

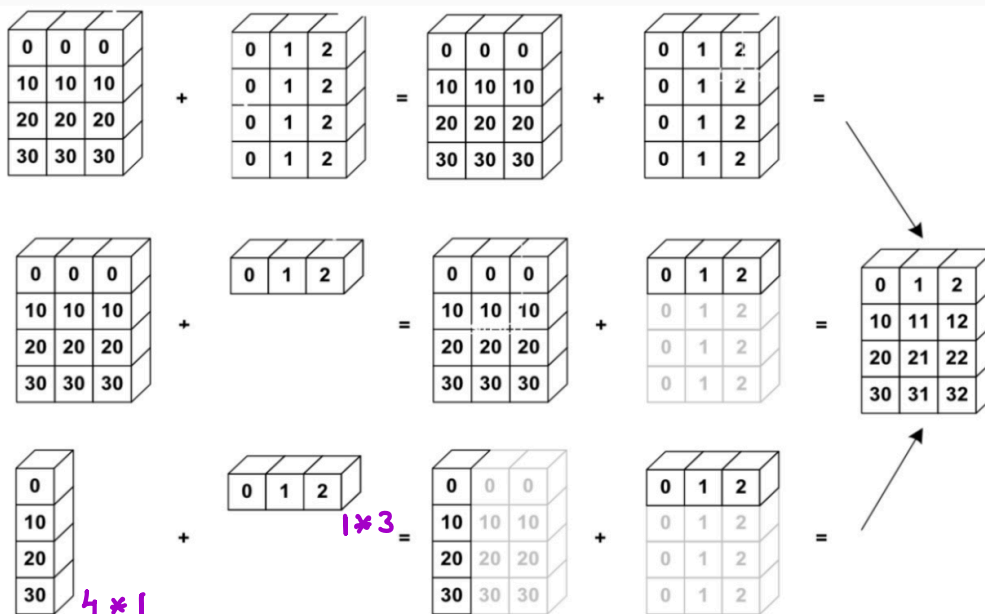
Vectorization in NumPy refers to performing operations on entire arrays or array elements simultaneously, which is significantly faster and more efficient than using explicit loops.

### `np.vectorize()`

- It is a generalised function for vectorization.
- It takes the function and returns an object (which acts like function but can take an array as input and perform the operations).

## Broadcasting

Broadcasting in NumPy is the automatic and implicit extension of array dimensions to enable element-wise operations between arrays with different shapes.



### Note:

- `numpy.tile(array, reps)` constructs an array by repeating `a` the number of times given by `reps` along each dimension.
- `np.tile(array, (repetition_rows, repetition_cols))`

### Broadcasting in 2D Arrays

- $A + A$  (same shape)  $\rightarrow$  WORKS ✓
- $A + A$  (1D)  $\rightarrow$  WORKS ✓
- $A + \text{number}$   $\rightarrow$  WORKS ✓
- $A + A$  (different shape but still 2D)  $\rightarrow$  DOES NOT WORK ✗

