

* NumPy Revision *

↳ Numerical Python.

↳ Deal with nums, used to perform math operatⁿ on 1-D array.

↳ Numpy array: Homogeneous data, same dtype to array.

• why NumPy?

① Time-efficient.

② Has many math operations.

③ Probability.

④ Linear algebra.

⑤ Matrix related problems.

⑥ Statistics & Logarithms.

⑦ Random funⁿ (Generate random numbers).

① Get started:-

① Install numpy library: Use pip command:

`pip install numpy`

② Import numpy: Use following import statement:

`import numpy as np`

③ Check version: Use --version-- attribute?

`np.__version__`

① Create Arrays in NumPy:-

① 1-D Array:

```
>>> arr = np.array([1, 2, 3, 4, 5])
```

↳ Represented by <class 'numpy.ndarray'>

② 2-D Array:

↳ Array having elements as arrays.

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

O/P → $\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}$

③ Higher Dimensional Array:

↳ Array with high-dim array elements.

```
>>> arr = np.array([1, 2, 3, 4], ndmin=5)
```

O/P → $\underbrace{\begin{bmatrix} \begin{bmatrix} \begin{bmatrix} \begin{bmatrix} 1 & 2 & 3 & 4 \end{bmatrix} \end{bmatrix} \end{bmatrix} \end{bmatrix}}_{5-D \text{ Array}}$

④ Reshape: create array with diff shape.

```
>>> a = np.array([1, 2, 3, 4, 5, 6, 7, 8, 9])
```

```
>>> arr = a.reshape(3, 3)
```

↑ No. of elements.

O/P → $\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$ $\left\{ \begin{array}{l} 3*3 \text{ must equal to} \\ \text{create 2D array from 1D array.} \end{array} \right.$

⑤ Flattening arrays:-

↳ Convert multi-dim array to 1D array.

↳ Use reshape(-1) for flattening.

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

```
>>> arr = a.reshape(-1)
```

O/p → [1 2 3 4 5 6]
create 1D array.

⑥ Convert np array to list:-

↳ Convert 'numpy.ndarray' to 'list' data type.

```
>>> arr = np.array([1, 2, 3, 4, 5])
```

```
<class 'numpy.ndarray'> [1 2 3 4 5]
```

```
>>> l = arr.tolist()
```

```
<class 'list'> [1, 2, 3, 4, 5]
```

⑦ arange() Function:-

↳ Used to create seq of numbers.

↳ Generate 'numpy.ndarray'

```
>>> np.arange(10)
```

O/p → [0 1 2 3 4 5 6 7 8 9]

np.arange(start, stop, step, dtype)

Default 0.

provided.

Default 1.

Data type for array.

'f' - float

'i' - int

● Array creation using NumPy Functions:-

① zeros - create array with all elements 0, with given dimensions.

```
>>> a = np.zeros((2,3), dtype=int)
```

$$\frac{O/P}{2} \rightarrow \begin{bmatrix} [0 & 0 & 0] \\ [0 & 0 & 0] \end{bmatrix}$$

3

`np.zeros(shape = (), dtype = int, order = '')`

int / tuple of int for multi-dim array.

Data type or

{ 'C', 'F' }

row-major (C-style)

column-major (Fortran style)

② ones - Array with all elements 1, with dims.

```
>>> a = np.ones((2,3), dtype = int)
```

O/P \rightarrow $\begin{bmatrix} [1, 1, 1] \\ [1, 1, 1] \end{bmatrix}$

int / tuple (multi-dim array)

np.ones(shape, dtype, order)

③ arange() - create sequence of numbers.

```
>>> a = np.arange(10)
```

O/p → [0 1 2 3 4 5 6 7 8 9]
By default start from 0.

```
>>> b = np.arange(11, 21, dtype = int)
```

O/p \rightarrow [11 12 13 14 15 16 17 18 19 20]
start end-1

④ linspace - create 1-D array of linear space numbers / values, by default 50 linspace.

```
>>> p = np.linspace(3, 5)
```

O/p → [3. 3.04081
..... 4.9591 5.]

50 nums array betⁿ 3 & 5.

linspace(start, stop, num, endpoint, retstep, dtype)

No. of samples to generate. default 50.

bool
If True, stop included, otherwise not. Default True.

If True, return tuple - (samples, step)
↓
Spacing betⁿ samples

Data type. Never int.

```
>>> p = np.linspace(5, 2, 5, retstep=True)
```

O/p → (array([5. , 4.25, 3.5, 2.75, 2.]), -0.75)

Array of 5 samples

step

```
>>> p = np.linspace(2, 5, 5, endpoint=False, retstep=True)
```

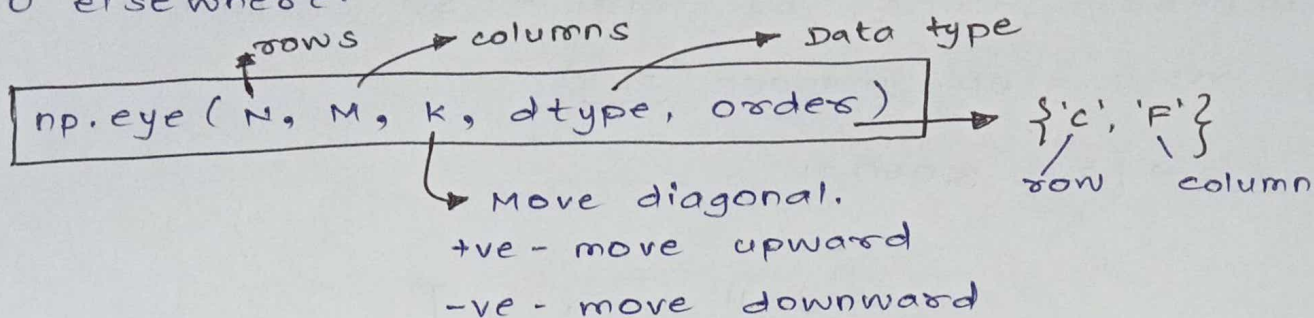
end not included

O/p → (array([2. , 2.6, 3.2, 3.8, 4.4]), 0.6)

Array of 5 samples

Step

⑤ eye - Return 2D array with 1 at diagonal & 0 elsewhere.



```
>>> e = np.eye(4, 4, k=-1)
```

```
[[0.  0.  0.  0.]
 [1.  0.  0.  0.]
 [0.  1.  0.  0.]
 [0.  0.  1.  0.]]
```

4x4 & k=-1

```
[[1.  0.  0.  0.]
 [0.  1.  0.  0.]
 [0.  0.  1.  0.]
 [0.  0.  0.  1.]]
```

4x4

-1 move 1 diagonal down.

```
>>> e = np.eye(2, 3)
```

rows cols

```
[[1.  0.  0.]
 [0.  1.  0.]]
```

⑥ identity - same as `eye()`, but take only 1 arg.
∴ row = column.

```
>>> d = np.identity(3)
```

```
[[1.  0.  0.]
 [0.  1.  0.]
 [0.  0.  1.]]
```

Generate square matrix
with given int.

row = column

```
np.identity(n, dtype)
```

Data type.

⑦ fromiter - create ndarray from iterable obj:

↳ Return 1D ndarray object.

```
>>> lst = [0, 2, 4, 6, 8]
```

```
>>> it = iter(lst)
```

<list_iterator object at 0x000.....>

```
>>> x = np.fromiter(it, dtype = float)
```

O/p → [0. 2. 4. 6.]

<class 'numpy.ndarray'>

⑧ Accessing Array Elements :-

① Iterating array using nditer() -

↳ Easy to iterate th' each scalar element in array, even for complex dimensions.

↳ i.e. iterate array like 1-D.

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

```
>>> for x in np.nditer(arr):
```

```
>>>     print(x)
```

O/p →

1	}	Access create array like 1-D.
2		
3		
4		
5		
6		

② nditer() with step :-

```
>>> arr = np.array([[1, 2, 3, 4], [5, 6, 7, 8]])  
>>> for x in np.nditer(arr[:, ::2]):  
>>>     print(x)
```

O/p → 1
3
5
7

③ iterate using ndenumerate() -

- ↳ enumerate - Mention sequence num one-by-one.
- ↳ Return index of elements while iterating.

```
>>> arr = np.array([[1, 2, 3], [4, 5, 6]])  
>>> for idx, x in np.ndenumerate(arr):  
>>>     print(idx, x)
```

O/p →

	row	col	
(0, 0)	1		
(0, 1)	2		
(0, 2)	3		
(1, 0)	4		
(1, 1)	5		
(1, 2)	6		

Return tuple of index in multi-dim arr.

1) Array Indexing :-

① 1D array Indexing :- Indexing start from 0.

```
>>> np.array([01, 12, 23, 34, 45])
```

```
>>> arr[0] ==> 1
```

② 2D Indexing - Provide comma-separated indices.

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

```
>>> a[0, 1], a[0][1] 0 0[01 12 23]
                        1 [4 5 6]
```

O/P → 2

③ 3D Indexing - 3 indices.

```
>>> [[1, 2, 3], [4, 5, 6]], [[7, 8, 9], [10, 11, 12]]]
```

```
>>> arr[0, 1, 2]
```

```
>>> arr[0][1][2]
```

O/P → 6

```
0 0 [1 2 3]
   1 [4 5 6]
1 0 [7 8 9]
   1 [10 11 12]
```

0 1 2

④ Negative Indexing - starts from the end.

```
>>> [[1, 2, 3, 4, 5], [6, 7, 8, 9, 10]]
```

```
>>> arr[-1, -1]
```

O/P → 10

```
0 -2 [01 12 23 34 45]
1 -1 [6 7 8 9 10]
    -5 -4 -3 -2 -1
```

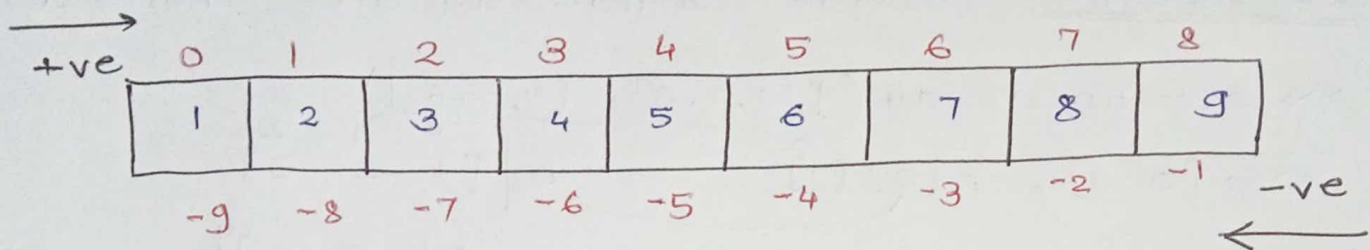
2) Array Slicing:-

Access elements betⁿ start & end indices.

`arr[start: end]`

`arr[start: end: step]`

end index is not included.



`>>> arr[1:5]` → 5 not included

O/p → $\begin{bmatrix} 2 & 3 & 4 & 5 \\ 1 & 2 & 3 & 4 \end{bmatrix}$

`>>> arr[4:]` → when end not given, default `len(arr)`.

O/p → $\begin{bmatrix} 5 & 6 & 7 & 8 & 9 \\ 4 & 5 & 6 & 7 & 8 \end{bmatrix}$
4 to end

• Slice 2D Array:

0 $\begin{bmatrix} 0 & 1 & 2 & 3 & 4 \\ 1 & 2 & 3 & 4 & 5 \end{bmatrix}$
1 $\begin{bmatrix} 6 & 7 & 8 & 9 & 10 \end{bmatrix}$

`>>> arr[1, 1:4]` → $\begin{bmatrix} 7 & 8 & 9 \end{bmatrix}$

`>>> arr[0:2, 2]` → $\begin{bmatrix} 3 \\ 8 \end{bmatrix}$

`>>> arr[0:2, 1:4]` → $\begin{bmatrix} 2 & 3 & 4 \\ 7 & 8 & 9 \end{bmatrix}$

● Attributes of ndarray:-

$$a = [42]$$

$$b = [1, 2, 3, 4, 5]$$

$$c = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}$$

$$d = \begin{bmatrix} 0 \begin{bmatrix} 0 & 1 & 2 \\ 1 & 2 & 3 \end{bmatrix} & 0 \begin{bmatrix} 0 & 1 & 2 \\ 7 & 8 & 9 \end{bmatrix} \\ 1 \begin{bmatrix} 4 & 5 & 6 \end{bmatrix}, & 1 \begin{bmatrix} 10 & 11 & 12 \end{bmatrix} \end{bmatrix}$$

① ndim - Return dimensions of the array.

② shape - Return shape - (row, col) of array.

③ size - Return total num of elements in array.
(row * col) OR multiplication of shape.

	a	b	c	d
ndim	0	1	2	3
shape	()	(5,)	(2, 3)	(2, 2, 3)
size	1	5	6 (2*3)	12 (2*2*3)

② Other Numpy Functions:-

① insert() - Insert value at given place.

↳ changes not permanent, need other variable.

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

```
>>> b = np.insert(a, 2, 100)
```

O/p → [1 2 100 3 4 5]

② append() - Insert value at array end.

```
>>> a = [1, 2, 3, 4, 5]
```

```
>>> b = np.append(a, 200)
```

O/p → [1 2 3 4 5 200]

```
a = [1.2 5.8 9.4 5.8 12.5]
```

③ ceil() - Yield to upper closest int for given float.

```
>>> a = np.ceil(a)
```

O/p → [2. 6. 10. 6. 13.]

floor() ceil()

1 ← 1.2 → 2

5 ← 5.8 → 6

9 ← 9.4 → 10

5 ← 5.8 → 6

12 ← 12.5 → 13

④ floor() - Yield closest lower int for float.

>>> a = np.floor(a)

O/p → [1. 5. 9. 5. 12.]

⑤ around() - Yield to closest int.

i.e. floating point $< .5 \Rightarrow$ ~~upper~~ lower
floating point $\geq .5 \Rightarrow$ upper

>>> np.around(a) 1 ← 1.2

O/p → [1. 6. 9. 6. 13.] 5.8 → 6

9 ← 9.4

5.8 → 6

~~12.5~~ 12.5 → 13

⑥ argmax() - Return index of max element in arr.

>>> arr = np.array([⁰10, ¹15, ²2, ³1, ⁴8, ⁵16])

>>> np.argmax(arr)

O/p → 5 (Max element: 16)

⑦ argmin() - Return index of min element in array.

>>> np.argmin(arr)

O/p → 3 (Min element: 1)

⑧ size() - Return size of array.

>>> np.size(arr)

O/p → 6

⑨ where() - Return indices of values, for which given condition is satisfied.

np.where(condition, True(Replace this value),
False(Replace this value))

```
>>> a = [01.2, 15.8, 29.4, 35.6, 412.5, 54.8]
```

```
>>> np.where(a > 5)
```

O/p → (array([1, 2, 3, 4]), dtype=int64),)

```
>>> np.where(a > 5, 10, 0)
```

Replace this val for
condiⁿ == True

Replace condiⁿ == False

```
[0 110 210 310 410 0]
```


● Random Number Generation:-

● random Module -

- ↳ Built-in module for random num generation.
- ↳ May not possess true randomness.

① rand() - Return 1D array of values betⁿ 0 & 1.

- ↳ Can provide (x,y) args to reshape.

```
>>> a = np.random.rand(10)
```

O/P → $\underbrace{[0.441 \dots 0.3046]}_{1D \text{ with size } 10.}$

```
>>> b = np.random.rand(2, 3)
```

2 $\left\{ \begin{array}{l} [0.66 \quad 0.34 \quad 0.12 \\ [0.82 \quad 0.82 \quad 0.99] \end{array} \right\}$
3

② random() - Return 1D array only, bcz 1 arg.

- ↳ Use reshape() afterwards.

```
>>> a = np.random.random(10)
```

$[0.01 \quad 0.63 \dots 0.47] \rightarrow 1D \text{ } 10 \text{ size.}$

```
>>> a.reshape(2, 5)
```

$\underbrace{\left[\begin{array}{l} [0.01 \quad 0.63 \dots] \\ [0.23 \dots] \end{array} \right]}_5 \left. \vphantom{\begin{array}{l} [0.01 \quad 0.63 \dots] \\ [0.23 \dots] \end{array}} \right\} 2$

③ rand() - 1 arg, Random num betⁿ 0 & 1.

>>> np.random.rand(5)

O/p → [0.61 0.66 0.50 0.29 0.34]

④ randint() - Random int numbers.

np.random.randint(low, high, size, dtype='i')

>>> np.random.randint(2, 10, 10, dtype=int)

O/p → [7 7 6 7 2 3 8 9 1 5]

Size = 10

Random nums betⁿ 2(low) & 10(high)

>>> np.random.randint(2, 10) ⇒ 6

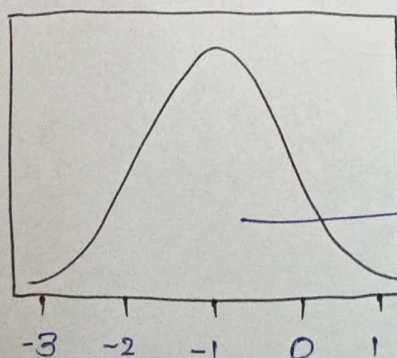
↳ size not given, generate only 1 num.

⑤ randn() - Normally distributed nums around (0,0)
i.e. origin co-ordinates.

np.random.randn(row, col,)

>>> a = np.random.randn(2)

[-1.43 -0.55]



seaborn.kdeplot(a)

→ Normally distributed plot.