

SKILLPILLS

Skill Pill: Julia

Lecture 2: Data Processing and Plotting

Juan Polo

material taken/based on Ankur Dhar & James Schloss

juan.polo@oist.jp ankurd@oist.jp james.schloss@oist.jp

February 24th, 2021

DIST

Arrays

2 Data Handling

3 Plotting

2 / 25



Arrays in Julia are defined using square brackets [] By default arrays are row vectors, but can be transposed to column vectors



Arrays in Julia are defined using square brackets []
By default arrays are row vectors, but can be transposed to column vectors
Sequences of numbers can be generated using the :

Ranges can be defined as start:step:end

To create a vector from a range use the function collect()



Arrays in Julia are defined using square brackets []

By default arrays are row vectors, but can be transposed to column vectors Sequences of numbers can be generated using the :

Ranges can be defined as start:step:end

To create a vector from a range use the function collect()

```
x = [1 2 3 4]  # 1x4 Array{Int64,2}
y = collect(1:4)  # 4-element Array{Int64,1}
z = [1, 2, 3, 4]  # 4-element Array{Int64,1}
m = [1 2; 3 4]  # 2x2 Array{Int64,2}
w=x'  # 4x1 {Int64,Array{Int64,2}}
array = Int64[]  # 0-element Array{Int64,1}
```



Arrays in Julia are defined using square brackets []

By default arrays are row vectors, but can be transposed to column vectors Sequences of numbers can be generated using the :

Ranges can be defined as start:step:end

To create a vector from a range use the function collect()

```
x = [1 2 3 4]  # 1x4 Array{Int64,2}
y = collect(1:4)  # 4-element Array{Int64,1}
z = [1, 2, 3, 4]  # 4-element Array{Int64,1}
m = [1 2; 3 4]  # 2x2 Array{Int64,2}
w=x'  # 4x1 {Int64,Array{Int64,2}}
array = Int64[]  # 0-element Array{Int64,1}
```

Please try to create a vector from 0 to 0.9 in steps of 0.1



Arrays in Julia are defined using square brackets []

By default arrays are row vectors, but can be transposed to column vectors Sequences of numbers can be generated using the :

Ranges can be defined as start:step:end

To create a vector from a range use the function collect()

```
x = [1 2 3 4]  # 1x4 Array{Int64,2}
y = collect(1:4)  # 4-element Array{Int64,1}
z = [1, 2, 3, 4]  # 4-element Array{Int64,1}
m = [1 2; 3 4]  # 2x2 Array{Int64,2}
w=x'  # 4x1 {Int64,Array{Int64,2}}
array = Int64[]  # 0-element Array{Int64,1}
```

Please try to create a vector from 0 to 0.9 in steps of 0.1

?range This allows you to create a range without thinking too much. You can combine stop, step and length collect(range(0,stop=10,length=10))

Array Generation Functions



- zeros(S) Makes an array of size S filled with zeros
- ones(S) Makes an array of size S filled with ones
- repeat(A,c,r) Repeats array A column-wise c times and row-wise r times
 - rand(S) Generates array of size S with random numbers between 0 and 1
 - Type[] Creates empty array of type Type



5 / 25

Arrays are indexed by square brackets after the array A[1,2].



Arrays are indexed by square brackets after the array A[1,2].

```
data = rand(50,50)
  data[1,:]
  data[:,1]
  inner = x*y
  outer = y*x
  square = x .* x
```

To execute scalar operations on an array, you can use a . to the operator. This is also applicable to functions as well.



Arrays are indexed by square brackets after the array A[1,2].

```
data = rand(50,50)
data[1,:]
data[:,1]
inner = x*y
outer = y*x
square = x .* x
```

To execute scalar operations on an array, you can use a . to the operator. This is also applicable to functions as well.

Multiply all elements of "x" by a constant "2" (careful with spaces)



5/25

Arrays are indexed by square brackets after the array A[1,2].

```
data = rand(50,50)
data[1,:]
data[:,1]
inner = x*y
outer = y*x
square = x .* x
```

To execute scalar operations on an array, you can use a . to the operator. This is also applicable to functions as well.

Multiply all elements of "x" by a constant "2" (careful with spaces)

2 .* x



Element-by-element binary operations on arrays of different sizes are possible. Dotted operators, .+ or .*, are equivalent to broadcast calls

```
data = collect(0:.1:1)
round.(data)
f(x) = x+2
f.(data)
```



Element-by-element binary operations on arrays of different sizes are possible. Dotted operators, .+ or .*, are equivalent to broadcast calls

```
data = collect(0:.1:1)
round.(data)
f(x) = x+2
f.(data)
```

```
Create a vector "v" of dim = 2 (e.g. elements (1, 2)) and add it to the matrix "m" of dim = 2x2
```



Element-by-element binary operations on arrays of different sizes are possible. Dotted operators, .+ or .*, are equivalent to broadcast calls

```
data = collect(0:.1:1)
round.(data)
f(x) = x+2
f.(data)
```

Create a vector "v" of dim = 2 (e.g. elements (1, 2)) and add it to the matrix "m" of dim = 2x2

```
v = [1, 2]
m = [1 2; 3 4]
v .+ m
```



Element-by-element binary operations on arrays of different sizes are possible. Dotted operators, .+ or .*, are equivalent to broadcast calls

```
data = collect(0:.1:1)
round.(data)
f(x) = x+2
f.(data)
```

Create a vector "v" of dim = 2 (e.g. elements (1, 2)) and add it to the matrix "m" of dim = 2x2

```
v = [1, 2]
m = [1 2; 3 4]
v .+ m
```

Extra cool things

data[data .< 0.5]

Data Handling

File Structure



To begin working with files, you must know where your working directory is. When launching Julia from an application menu (Windows/MacOS), the default directory is predefined. For Linux it will be the home directory.

```
pwd()
# cd("C:\\Users\\M\\Documents\\JuliaStuff")
readdir()
```

You can use pwd() to print your working directory, and cd() to change it to whichever new directory you would like. Once you are in the directory you want, you can list the files within using readdir().

Delimited text



9 / 25

The simplest data files are often delimited text files or CSV files, which can be manipulated like any other variable in Julia. To load any general delimited file, load the DelimitedFiles package. Reading in these files will automatically generate 1D or 2D arrays depending on the data being read in.

```
julia> using DelimitedFiles
julia> data = rand(50,50)
julia> writedlm("Random.txt",data)
julia> randData = readdlm("Random.txt")
```

Similarly, any 1D or 2D can be written to a file, with the actual delimiter being based on the file extension used (txt for space and csv for comma).



Typical CSV files are a bit more complex than standard delimited files, with headers or labels. For this use case the CSV package is recommended. When reading in a file, the first row will be taken as the header row, but this can be explicitly defined.

```
using CSV, DataFrames
data =
    DataFrame(CSV.File("simplemaps-worldcities-basic.csv"))
names(data)
populations = data[:,:pop]
populations = data.pop
data[5677,:]
```

Small trick, you can write "data." and press "TAB" twice to see the available columns

```
data[data.city .== "Barcelona",:]
findall(x->x=="Barcelona",data.city)
```

Exercises



Exercise 1

Creates a file squares.txt consisting of the first 5 square numbers

Exercise 2

Write a script which creates a new file called large_cities.txt. The file should contain one line for each of the cities which have a population larger than 10,000,000., formatted as follows:

Buenos Aires, Argentina: population 11862073

Sao Paulo, Brazil: population 14433147.5

Exercises



11/25

Exercise 1

Creates a file squares.txt consisting of the first 5 square numbers

Exercise 2

Write a script which creates a new file called large_cities.txt. The file should contain one line for each of the cities which have a population larger than 10,000,000., formatted as follows:

Buenos Aires, Argentina: population 11862073 Sao Paulo, Brazil: population 14433147.5

...

Fast way to look at data using Dataframes data[data.pop .> 10^7,:]

Plots

Plots in a Nutshell



To start with, let's add and load the general Plots package

This will let us call the general Plot commands, in this case plot plots 1D data as a line plot.

More information can be found at https://docs.juliaplots.org/latest/

Plotting Commands



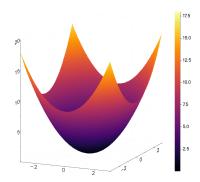
```
scatter(X,Y) Scatter plot data with XY coordinates
            bar(x,y) Bar plot following similar rules to plot
histogram(x,bins=n) Plots histogram of 1D data in n bins.
plot(\theta, r, proj =: polar) Polar plot of data following r and \theta
     heatmap(x,y,z) Plots heatmap following XY axes with intensity
                      array z
      fakedata(L,S) Generates random S numbers of series data of
                      length L
   savefig(filename) Saves a generated plot as an image file
```

Plotting 3D Data



There are a couple of additional options for plotting 3D data:

The plotting commands plot,scatter,bar, and heatmap also can accept 3D data.



Plotting Vector Data

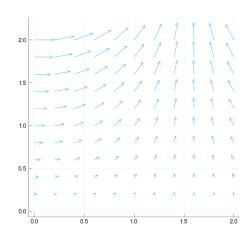


For vector data the current option is quiver:

```
help?> quiver
search: quiver quiver!
```

```
quiver(x,y,quiver=(u,v))
quiver!(x,y,quiver=(u,v))
```

Make a quiver (vector field)
 plot. The ith vector
 extends from (x[i],y[i])
 to (x[i] + u[i], y[i] +
 v[i]).



Plotting Backends



These commands are agnostic to the plotting backend, meaning they will work with a number of plotting engines in similar fashion. Each backend has pros and cons, but most commonly used are GR and PyPlot.

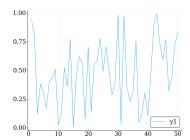


Figure: PyPlot using PyPlot; PyPlot.plot(rand(10))

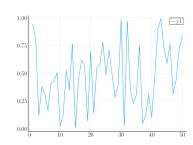


Figure: PGFPlots

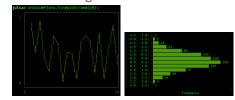


Figure: UnicodePlots
using UnicodePlots, UnicodePlots.lineplot(rand(10))
UnicodePlots.histogram(rand(1000),nbins=15,closed=:left)

Examples of plots



You can load one or multiple plot libraries but they might have conflicts. Using "Plots.plot" or "PyPlot.plot" will force a particular library.

The default backend can be changed by "backend(:gr)" or "backend(:pyplot)"

Examples of plots



You can load one or multiple plot libraries but they might have conflicts. Using "Plots.plot" or "PyPlot.plot" will force a particular library.

The default backend can be changed by "backend(:gr)" or "backend(:pyplot)"

```
using Plots; import PyPlot; plt = PyPlot;
# Import avoids conflicts, however PyPlot.XXX or plt.XXX is
   need to use that library
plot(rand(20)) # generates a plot
plot(rand(20)) # generates a new plot
plot!(rand(20)) # add line to previous plot
p1 = plot(rand(20)); # the semicolon will prevent plotting
p2 = plot(rand(20));
p3 = plot(rand(20));
plot(p1,p2,p3) # Automatically generates a layout
# Manually generating a layout
plot(p1,p2,p3, layout = @layout grid(3,1))
plot(p1,p2,p3, layout = @layout [a [b; c]])
```

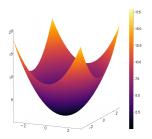
Examples of plots with PyPlot



```
using Plots; import PyPlot; plt = PyPlot;
# we have to use plt.XXX for the main commands
fig, axs = plt.subplots(ncols=2,nrows=2);
axs[1,1].plot(rand(20));
axs[1,2].plot(rand(20));
axs[2,1].plot(rand(20));
axs[2,2].plot(rand(20));
axs[1,1].set_title("(a)")
axs[1,1].set_xlabel("x_label")
axs[1,1].set_ylabel("y_label")
plt.clf(); # this will clear the figure
```



```
using Plots
x = y = collect(-1:0.01:1)
#surface(x,y,(x,y)->x^2+y^2)
#heatmap(x,y,(x,y)->x^2+y^2)
f(x,y) = x^2 + y^2
surface(x,y,f.(x,y'))
contour(x,y,f.(x,y'))
heatmap(x,y,f.(x,y'))
```



Examples



Each of these commands can be expressed in-line with the plotting command or beforehand within a call to the plotting backend.

```
font(fontname, size) Defines a Font object with a given size
        size=(X,Y) Sets size of plot to X by Y pixels
      xlabel=string Sets X-Y labels to string, also ylabel
        title=string Sets title to string, also colorbar title for
                     heatmap.
     xtickfont=font Sets the font of x tick marks, also
                     ytickfont, titlefont, guidefont
left margin=length Sets margin for left side of plot, also
                     top margin, bottom margin, and right margin
      xscale=:log10 Sets x scale to log10, also yscale
```



Exercise 3

Read data.txt given in the Public Folder and plot the results. What do you see?

Exercise 4

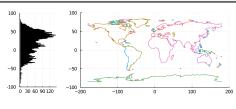
Plot a histogram of the longitudes of the world's cities. What is the mean and median longitude?

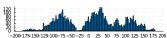
```
using Plots, DataFrames, CSV
data = DataFrame(CSV.File("simplemaps-worldcities-basic.csv"))
```



```
using Plots, Images, ImageMagick, DataFrames, CSV

data =
    DataFrame(CSV.File("simplemaps-worldcities-basic.csv"))
histogram(data.lng,bins=200)
histogram(data.lat)
```







```
using Plots, Images, ImageMagick, DataFrames, CSV, Shapefile
data = DataFrame(CSV.File("simplemaps-worldcities-basic.csv"))
shp =
    Shapefile.shapes(Shapefile.Table("ne_110m_coastline.shp"));
p3 = histogram(data.lng,bins=200,xticks = (-
    200:25:200).label=false):
p2 = plot(shp, xlim=(-200, 200), ylim=(-100, 100));
p2_size = p2.attr.explicit[:size];
p1 = histogram(data.lat, bins=200, ylim = (-100, 100),
  orientation=:horizontal,
  aspect_ratio=p2_size[1]/p2_size[2],label=false);
plot(p1,p2,p3,p3,
  layout=@layout [[a{0.2w} b{0.8h}]; [c d]])
```

What is next?



Last Session Problem Sets with James
Also next week Advanced Topics with Valentin!