

# NUMPY CHEAT-SHEET

## 1 IMPORT CONVENTION

```
import numpy as np
```

## 2 WHY NUMPY ?

- supports element wise **operation + vectorization**

```
arr = np.array([1, 2, 3, 4])
# output: array([1, 2, 3, 4])
arr*2
# output: array([2, 4, 6, 8])
```

- faster execution speed

python list (took **300 milli sec** for squaring elements)

```
l = range(1000000)

@timeit l**2 for i in l
339 ms ± 14.8 ms per loop (mean ± std. dev. of 7 runs, 1 loop each)

Numpy array (took 2 ms)
# Numpy internally uses C arrays

1 = np.array(range(1000000))

@timeit l**2
2.92 ms ± 418 µs per loop (mean ± std. dev. of 7 runs, 100 loops each)
```

## 3 INITIALIZING ARRAY

Initializing array using python list	<pre>arr1= np.array ([4,11,53,2,9]) type(arr1) &gt; numpy.ndarray</pre>
Creates 2-D array of float data type array	<pre>arr2 = np.array([[2,7,11],[4,8,2]],type= float) # array([1.,2.,3.], [4.,5.,6.])</pre>
Initializing numpy array range. Similar to python range().	<pre>arr3 = np.arange(stop= 5) # array([0,1,2,3,4])  arr4 = np.arange(start = 2, stop = 10,step = 1.5) # array([2.,3.5,5.,6.5,8.,9.5])</pre>
Step size can be float.	
Returns evenly spaced numbers over specified interval	<pre>np.linspace(start = 0, stop = 100,num = 5) # array([0.,2.5,5.,7.5,10.])  np.linspace(0, 10, 5) # array([0.,2.5,5.,7.5,10.])</pre>
Creates an array with all elements as 0 similar func: <code>np.ones()</code>	<pre>zero_arr = np.zeros(3) # array([0., 0., 0.])  zero_arr_2d= np.zeros((2,3)) # array([[0., 0., 0.], [0., 0., 0.]])</pre>
Generates array with elements belonging to continuous uniform distribution Range: [0, 1]	<pre>np.random.rand(3, 2) # array([[0.81595852, 0.59222987], [0.30536743, 0.27175429], [0.03835455, 0.27976716]])</pre>

## 4 PROPERTIES OF ARRAY

number of dimensions of the array.	<pre>arr.ndim arr1.ndim # returns 1 arr2.ndim # returns 2</pre>
shape of Array	<pre>arr.shape arr1.shape # returns (5, ) arr2.shape # returns (2, 3)</pre>

## 5 ACCESSING ELEMENTS

### ACCESSING SINGLE ELEMENT (INDEXING)

access element present at that index. Index start from 0	<pre>arr1[2] # returns 53 arr2[1, 2] # returns 6</pre>
Negative index based indexing	<pre>arr1[-1] # returns 6</pre>

### ACCESSING SEQUENCE(SLICING)

Slice out and get part of the numpy array. Can use negative indexes for slicing as well.	<pre>arr1[3:] # returns [2,9] arr1[:4] # returns [4,11,53,2] arr[1: 4: 2] #returns array([11,2]) arr1[-4: -1] # returns [11,53,2]</pre>
Slicing returns View not copy.	<pre>arr2[:, :] # fetches first row # [[2., 7., 11.]] arr2[:, 2:] # fetches third column # [[11.],[2.]]</pre>

### ACCESSING BASED ON CONDITION (MASKING)

Indexing based on condition. Masking creates a copy of the array not a view.	<pre>arr1[arr1 &gt; 8] # returns [11, 53, 9] arr1[(arr1 &gt;5) &amp; (arr1 &lt;=11)] # returns [11, 9]</pre>
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## 6 OPERATIONS

### ARITHMETIC

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

```
Element wise Subtraction
a - b [or np.subtract(a,b)]
# [0, 1, 1, 2]
```

```
Element wise Multiplication
a * b [or np.multiply(a,b)]
# [1, 2, 6, 8]
```

```
Element wise Division
a/b [or np.divide(a, b)]
# [1., 2., 1.5., 2.]
```

### COMPARISON

```
Element wise comparison
Returns bool array
a==b, a>=b
```

```
Array wise equality
Returns True/False
np.array_equal(a, b)
```

### MATRIX MULTIPLICATION

```
mat1 = np.array([[2], [1]])
mat2 = np.array([[2, 4]])
```

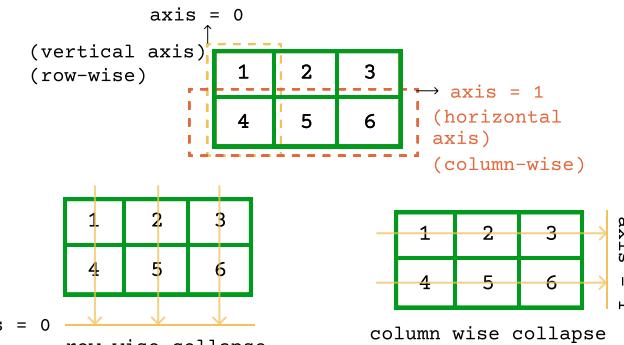
```
Returns matrix mul. of arrays
provided the condition for
matrix multiplication is
satisfied.
np.matmul(mat1, mat2)
# array([[4, 8],[2, 4]])
mat1 @ mat2
# array([[4, 8],[2, 4]])
```

datatype of array	<pre>arr.dtype arr1.dtype # returns int64</pre>
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inputs are 2D. Other cases for np.dot():	<pre>np.dot(mat1, mat2) # returns [[4,8],[2,4]]</pre>
Case1: It performs dot product if both inputs are scalar	<pre>np.dot(a, b) # [2,4,6] &lt;= 1*2+2*2+3*2</pre>

Case2: Perform simple multiplication if both inputs are scalars	<pre>np.dot(2, 3) # returns 6</pre>
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## 7 AXIS



## 8 BROADCASTING

For each dimension ( going from right side)

- The size of each dimension should be same OR
- The size of one dimension should be 1

**RULE 1:** If two arrays differ in the number of dimensions, the shape of one with fewer dimensions is padded with ones on its leading( Left Side).

**RULE 2:** If the shape of two arrays does not match in any dimensions, the array with shape equal to 1 is stretched to match the other shape i.e. broadcasted.

**RULE 3:** If in any dimension the sizes disagree and neither equal to 1, then Error is raised.

Example 1:

$$\begin{array}{|c|c|} \hline 0 & 1 \\ \hline \end{array} + \begin{array}{|c|c|} \hline 10 & 10 \\ \hline 20 & 20 \\ \hline \end{array} = \begin{array}{|c|c|} \hline 0 & 0 \\ \hline 10 & 10 \\ \hline \end{array} + \begin{array}{|c|c|} \hline 10 & 10 \\ \hline 20 & 20 \\ \hline \end{array} = \begin{array}{|c|c|} \hline 10 & 10 \\ \hline 21 & 21 \\ \hline \end{array}$$

Example 2:

$$\begin{array}{|c|c|} \hline 0 & 1 \\ \hline \end{array} + \begin{array}{|c|c|} \hline 10 & 10 \\ \hline 20 & 20 \\ \hline \end{array} = \begin{array}{|c|c|} \hline 0 & 1 \\ \hline 10 & 10 \\ \hline \end{array} + \begin{array}{|c|c|} \hline 10 & 11 \\ \hline 20 & 21 \\ \hline \end{array}$$

Example 3:

```
arr1 shape = (2, 4)
arr2 shape = (4, 4)
arr1 + arr2 shape = error # RULE 3
```

Example 4:

```
arr1 shape = (15, 3, 5)
arr2 shape = (3, 1)
arr1 + arr2 shape = (15, 3, 5) # RULE1 + RULE2
```

## 9 ARRAY MANIPULATION

### RESHAPING

```
array3d = np.array([[[1 , 2]], [[5, 6]]])
```

Reshapes the array  
Can use -ve index in reshape

Reshapes the array Can use -ve index in reshape	<pre>array3d.reshape(2, 2) # returns [[1, 2],[5, 6]]  arr5.reshape(2, -1) # [[1, 2],[5, 6]]</pre>
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Returns a flattened array i.e. 1D array. Returns copy of array	<pre>array3d.flatten() #returns array([1,2,5,6])</pre>
Returns a flattened array. Returns view of array	<pre>array3d.ravel()</pre>

Transposes the array	<pre>reshaped_arr.T np.transpose(array3d, axis = [2, 1, 0]) # array([[1,5],[2,6]])</pre>
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### SORTING

Sorts original array. Doesn't return anything	<pre>arr2.sort()</pre>
Returns sorted array. Doesn't make changes to original array	<pre>np.sort(arr) # array([[2.,7.,11.], [2.,4.,8. ]])</pre>

Sorts array row wise i.e. along the vertical axis Sorts array along the horizontal axis i.e. column wise	<pre>np.sort(arr, axis = 0) # array([[2.,7.,2.], [4.,8.,11.]])  np.sort(arr, axis = 1) # array([[2.,7.,11.], [2.,4.,8. ]])</pre>
Returns indices that would sort the array	<pre>np.argsort(arr) # [4, 0, 3, 1, 2]</pre>

1 1 1 1 2 2 2 2 3 3 3 3 4 4 4 4	<pre>np.hsplit( )</pre>
1 1 1 1 2 2 2 2 3 3 3 3 4 4 4 4	

• **np.concatenate()**: Concatenate two or more array along the given axis

<pre>np.concatenate([arr, arr]) # [1, 2, 3, 4, 1, 2, 3, 4] arr_2d = arr.reshape(1,-1) np.concatenate([arr,arr], axis=0) #[[1,2,3,4], [1,2,3,4]] np.concatenate([arr,arr], axis=1) array([[1,2,3,4,1,2,3,4]])</pre>	<pre>1 1 1 1 2 2 2 2 3 3 3 3 4 4 4 4</pre>
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