Numpy

- Fundamental package for scientific computing with Python
- N-dimensional array object
- Linear algebra, Fourier transform, random number capabilities
- Building block for other packages (e.g. Scipy)
- Open source

import numpy as np

Basics:

```
import numpy as np

A = np.array([[1, 2, 3], [4, 5, 6]])
print A
# [[1 2 3]
#  [4 5 6]]

Af = np.array([1, 2, 3], float)
```

Slicing as usual.

More basics

```
np.arange(0, 1, 0.2)
# array([ 0. ,  0.2,  0.4,  0.6,  0.8])

np.linspace(0, 2*np.pi, 4)
# array([ 0.0,  2.09,  4.18, 6.28])

A = np.zeros((2,3))
# array([[ 0.,  0.,  0.],
#        [ 0.,  0.,  0.]])
# np.ones, np.diag
A.shape
# (2, 3)
```

More basics

```
np.random.random((2,3))
# array([[ 0.78084261,  0.64328818,  0.55380341],
#        [ 0.24611092,  0.37011213,  0.83313416]])

a = np.random.normal(loc=1.0, scale=2.0, size=(2,2))
# array([[ 2.87799514,  0.6284259 ],
#        [ 3.10683164,  2.05324587]])

np.savetxt("a_out.txt", a)
# save to file
b = np.loadtxt("a_out.txt")
# read from file
```

Arrays are mutable

```
A = np.zeros((2, 2))
# array([[ 0.,  0.],
#        [ 0.,  0.]])
C = A
C[0, 0] = 1

print A
# [[ 1.  0.]
#  [ 0.  0.]]
```

Array attributes

```
a = np.arange(10).reshape((2,5))

a.ndim    # 2 dimension
a.shape   # (2, 5) shape of array
a.size    # 10 # of elements
a.T       # transpose
a.dtype   # data type
```

Basic operations

Arithmetic operators: **elementwise** application

```
a = np.arange(4)
# array([0, 1, 2, 3])

b = np.array([2, 3, 2, 4])

a * b  # array([ 0,  3,  4, 12])
b - a  # array([2, 2, 0, 1])

c = [2, 3, 4, 5]
a * c  # array([ 0,  3,  8, 15])
```

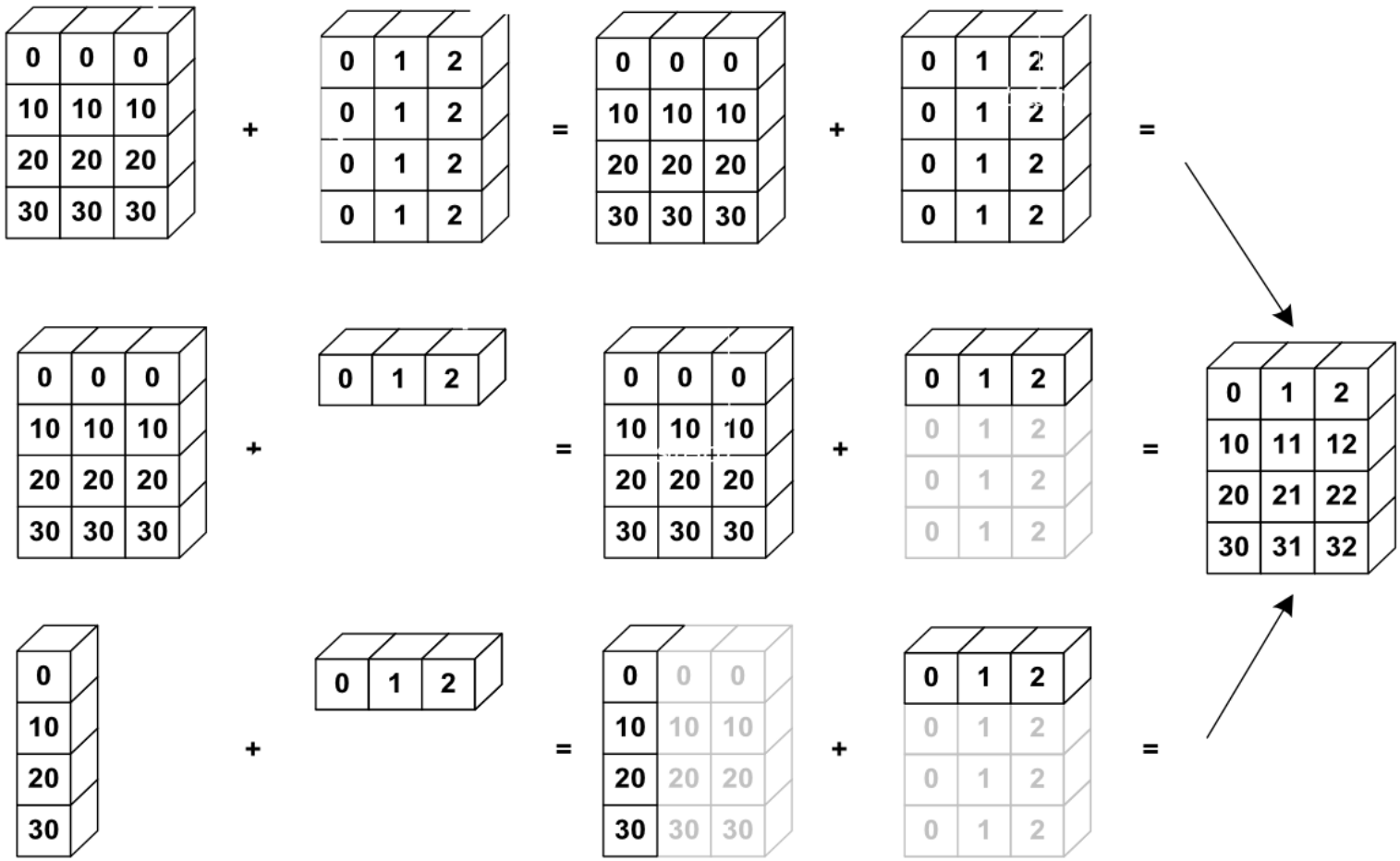
Also, we can use += and *=.

Array broadcasting

When operating on two arrays, numpy compares shapes. Two dimensions are compatible when

1. They are of equal size
2. One of them is 1

Array broadcasting



Array broadcasting with scalars

This also allows us to add a constant to a matrix or multiply a matrix by a constant

```
A = np.ones((3,3))

print 3 * A - 1
# [[ 2.  2.  2.]
#  [ 2.  2.  2.]
#  [ 2.  2.  2.]]
```

Matrix operations

First, define some matrices:

```
A = np.ones((3, 2))
# array([[ 1.,  1.],
#        [ 1.,  1.],
#        [ 1.,  1.]])
A.T
# array([[ 1.,  1.,  1.],
#        [ 1.,  1.,  1.]])

B = np.ones((2, 3))
# array([[ 1.,  1.,  1.],
#        [ 1.,  1.,  1.]])
```

Matrix operations

```
np.dot(A, B)
# array([[ 2.,  2.,  2.],
#        [ 2.,  2.,  2.],
#        [ 2.,  2.,  2.]])

np.dot(B, A)
# array([[ 3.,  3.],
#        [ 3.,  3.]])

np.dot(B.T, A.T)
# array([[ 2.,  2.,  2.],
#        [ 2.,  2.,  2.],
#        [ 2.,  2.,  2.]])

np.dot(A, B.T)
# Traceback (most recent call last):
#   File "<stdin>", line 1, in <module>
# ValueError: shapes (3,2) and (3,2) not aligned:  ...
# ... 2 (dim 1) != 3 (dim 0)
```

Operations along axes

```
a = np.random.random((2,3))
# array([[ 0.9190687 ,  0.36497813,  0.75644216],
#        [ 0.91938241,  0.08599547,  0.49544003]])
a.sum()
# 3.541306899445549
a.sum(axis=0)  # column sum
# array([ 1.83845111,  0.4509736 ,  1.25188219])
a.cumsum()
# array([ 0.9190687 ,  1.28404683,  2.04048899,  2.9598714 ,
#         3.04586687,  3.5413069 ])
a.cumsum(axis=1)  # cumulative row sum
# array([[ 0.9190687 ,  1.28404683,  2.04048899],
#        [ 0.91938241,  1.00537788,  1.50081791]])
a.min()
# 0.085995469040367 7
a.max(axis=0)
# array([ 0.91938241,  0.36497813,  0.75644216])
```

Slicing arrays

More advanced slicing

```
a = np.random.random((4,5))

a[2, :]
# third row, all columns
a[1:3]
# 2nd, 3rd row, all columns
a[:, 2:4]
# all rows, columns 3 and 4
```

Iterating over arrays

- Iterating over multidimensional arrays is done with respect to the first axis: `for row in A`
- Looping over all elements: `for element in A.flat`