

# Object Oriented Programming (Using Python)

## UNIT- III

### Python Libraries:

#### ➤ Numpy

- Printing arrays
- Basic Operations

<https://numpy.org/doc/stable/user/quickstart.html#quickstart-array-creation>

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# Printing Arrays

- When you print an **array**, **NumPy** displays it in a similar way to **nested lists**, but with the following layout:
  - the **last axis** is printed from **left to right**,
  - the **second-to-last** is printed from **top to bottom**,
  - the **rest** are also printed from **top to bottom**, with each slice separated from the next by an empty line.
- **One-dimensional arrays** are then printed as **rows**, **bidimensionals** as **matrices** and **tridimensionals** as **lists of matrices**.

# Printing Arrays

## Example: 1d array

```
>>> import numpy as np
>>> a = np.arange(5) # 1d array
>>> print(a)
[0 1 2 3 4]
>>> a
array([0, 1, 2, 3, 4])
```

# Printing Arrays

## Example: 2d array

```
>>> import numpy as np
>>> b = np.arange(12).reshape(4, 3) # 2d array
>>> print(b)
[[ 0  1  2]
 [ 3  4  5]
 [ 6  7  8]
 [ 9 10 11]]
>>> b
array([[ 0,  1,  2],
       [ 3,  4,  5],
       [ 6,  7,  8],
       [ 9, 10, 11]])
```

# Printing Arrays

## Example: 3d array

```
>>> import numpy as np
>>> c = np.arange(24).reshape(2, 3, 4) # 3d array
>>> print(c)
[[[ 0  1  2  3]
   [ 4  5  6  7]
   [ 8  9 10 11]]

 [[12 13 14 15]
  [16 17 18 19]
  [20 21 22 23]]]
```

# Printing Arrays

## numpy.reshape

Gives a new shape to an array without changing its data.

*Syntax:*

```
numpy.reshape(a, newshape, order='C')
```

*Parameters:*

*a: array\_like # Array to be reshaped.*

*newshape: int or tuple of ints*

The **newshape** should be compatible with the original shape. If an **integer**, then the result will be a **1-D array** of that length. **One shape dimension** can be **-1**. In this case, the value is inferred from the length of the array and remaining dimensions.

# Printing Arrays

## numpy.reshape

Syntax:

```
numpy.reshape(a, newshape, order='C')
```

Parameters:

`order`: { 'C', 'F', 'A' }, *optional*

Read the elements of `a` using this **index order**, and place the elements into the **reshaped array** using this index order.

'C' means to read / write the elements using **C-like** index order, with the last axis index changing fastest, back to the first axis index changing slowest.

'F' means to read / write the elements using **Fortran-like** index order, with the first index changing fastest, and the last index changing slowest.

'A' means to read / write the elements in **Fortran-like** index order if `a` is Fortran contiguous in memory, **C-like** order otherwise.

# Printing Arrays

If an **array** is **too large** to be printed, **NumPy** automatically **skips the central part of the array** and only prints the corners:

```
>>> import numpy as np
>>> print(np.arange(10000))
[  0   1   2 ... 9997 9998 9999]
>>> print(np.arange(10000).reshape(100, 100))
[[  0   1   2 ...  97  98  99]
 [100 101 102 ... 197 198 199]
 [200 201 202 ... 297 298 299]
 ...
 [9700 9701 9702 ... 9797 9798 9799]
 [9800 9801 9802 ... 9897 9898 9899]
 [9900 9901 9902 ... 9997 9998 9999]]
```



# Printing Arrays

To disable this behaviour and force NumPy to print the entire array, you can change the printing options using `set_printoptions`.

```
>>> np.set_printoptions(threshold=sys.maxsize)
# sys module should be imported
```

# Basic Operations

- **Arithmetic operators** on **arrays** apply *elementwise*.
- A **new array** is created and filled with the result.

```
>>> import numpy as np
>>> a=np.array([10, 20, 30, 40])
>>> a
array([10, 20, 30, 40])
>>> b = np.arange(4)
>>> b
array([0, 1, 2, 3])
```

# Basic Operations

```
>>> a=np.array([10, 20, 30, 40])
>>> a
array([10, 20, 30, 40])
>>> b = np.arange(4)
>>> b
array([0, 1, 2, 3])
>>> c=a-b
>>> c
array([10, 19, 28, 37])
>>> d=a+b
>>> d
array([10, 21, 32, 43])
```

# Basic Operations

```
>>> a=np.array([10, 20, 30, 40])
```

```
>>> a
```

```
array([10, 20, 30, 40])
```

```
>>> b = np.arange(4)
```

```
>>> b
```

```
array([0, 1, 2, 3])
```

```
>>> b**2
```

```
array([0, 1, 4, 9])
```

```
>>> 10*np.sin(a)
```

```
array([-5.44021111,  9.12945251, -9.88031624,  
       7.4511316  ])
```

# Basic Operations

```
>>> a=np.array([10, 20, 30, 40])
```

```
>>> a
```

```
array([10, 20, 30, 40])
```

```
>>> b = np.arange(4)
```

```
>>> b
```

```
array([0, 1, 2, 3])
```

```
>>> a<30
```

```
array([ True,  True, False, False])
```

```
>>> a>30
```

```
array([False, False, False,  True])
```

# Basic Operations

- The **product operator** `*` operates elementwise in **NumPy arrays**.
- The **matrix product** can be performed using the **@ operator** (in **python >=3.5**) or the **dot** function or method:

```
>>> import numpy as np
>>> A = np.array([[1, 1],
                  [0, 1]])
>>> A
array([[1, 1],
       [0, 1]])
>>> B = np.array([[2, 0],
                  [3, 4]])
>>> B
array([[2, 0],
       [3, 4]])
```

# Basic Operations

```
>>> A * B # elementwise product
```

```
array([[2, 0],  
       [0, 4]])
```

```
>>> A @ B # matrix product
```

```
array([[5, 4],  
       [3, 4]])
```

```
>>> A.dot(B) # another matrix product
```

```
array([[5, 4],  
       [3, 4]])
```

# Basic Operations

- Some operations, such as `+=` and `*=`, act in place to **modify an existing array** rather than **create a new one**:

```
>>> import numpy as np
>>> rg = np.random.default_rng(1) # create instance of
default random number generator
>>> a = np.ones((2, 3), dtype=int)
>>> a
array([[1, 1, 1],
       [1, 1, 1]])
>>> b = rg.random((2, 3))
>>> b
array([[0.51182162, 0.9504637 , 0.14415961],
       [0.94864945, 0.31183145, 0.42332645]])
```



# Basic Operations

```
>>> a *= 3
```

```
>>> a
```

```
array([[3, 3, 3],  
       [3, 3, 3]])
```

```
>>> b += a
```

```
>>> b
```

```
array([[3.51182162, 3.9504637 , 3.14415961],  
       [3.94864945, 3.31183145, 3.42332645]])
```

```
>>> a += b # b is not automatically converted to  
integer type
```

```
Traceback (most recent call last):
```

```
File "<pyshell#10>", line 1, in <module>
```

```
    a += b # b is not automatically converted to integer type
```

```
numpy.core._exceptions._UFuncOutputCastingError: Cannot cast ufunc 'add'  
output from dtype('float64') to dtype('int32') with casting rule  
'same_kind'
```

# Basic Operations

- When operating with **arrays of different types**, the type of the resulting array corresponds to the **more general or precise one** (a behavior known as **upcasting**):

```
>>> import numpy as np
>>> import math
>>> a = np.ones(3, dtype=np.int32)
>>> a
array([1, 1, 1])
>>> a
array([1, 1, 1])
>>> a.dtype.name
'int32'
```

# Basic Operations

```
>>> b = np.linspace(0, math.pi, 3)
>>> b
array([0.          , 1.57079633, 3.14159265])
>>> b.dtype.name
'float64'
>>> c = a + b
>>> c
array([1.          , 2.57079633, 4.14159265])
>>> c.dtype.name
'float64'
```

# Basic Operations

```
>>> d = np.exp(c * 1j)
```

```
>>> d
```

```
array([          0.54030231+0.84147098j,          -  
0.84147098+0.54030231j,  
          -0.54030231-0.84147098j])
```

```
>>> d.dtype.name
```

```
'complex128'
```

# Basic Operations

- Many **unary operations**, such as computing the **sum of all the elements** in the **array**, are implemented as methods of the **ndarray** class:

```
>>> import numpy as np
>>> a = rg.random((2, 3))
>>> a.sum()
3.1057109529998157
>>> a.min()
0.027559113243068367
>>> a.max()
0.8277025938204418
```

# Basic Operations

- By **default**, these **operations** apply to the **array** as though it were a list of numbers, regardless of its shape.
- However, by specifying the **axis** parameter you can apply an **operation** along the **specified axis** of an **array**:

```
>>> import numpy as np
>>> b = np.arange(12).reshape(3, 4)
>>> b
array([[ 0,  1,  2,  3],
       [ 4,  5,  6,  7],
       [ 8,  9, 10, 11]])
```

# Basic Operations

```
>>> import numpy as np
>>> b = np.arange(12).reshape(3, 4)
>>> b
array([[ 0,  1,  2,  3],
       [ 4,  5,  6,  7],
       [ 8,  9, 10, 11]])
>>> b.sum(axis=0)      # sum of each column
array([12, 15, 18, 21])
>>> b.min(axis=1)     # min of each row
array([0, 4, 8])
>>> b.cumsum(axis=1)  # cumulative sum along each row
array([[ 0,  1,  3,  6],
       [ 4,  9, 15, 22],
       [ 8, 17, 27, 38]])
```

# Universal Functions

- NumPy provides familiar **mathematical functions** such as **sin**, **cos**, and **exp**.
- In NumPy, these are called “**universal functions**” (**ufunc**).
- Within NumPy, these functions operate **elementwise** on an **array**, producing an **array as output**.

```
>>> import numpy as np
```



# Universal Functions

```
>>> import numpy as np
>>> B = np.arange(3)
>>> B
array([0, 1, 2])
>>> np.exp(B)
array([1.          ,  2.71828183,  7.3890561  ])
>>> np.sqrt(B)
array([0.          ,  1.          ,  1.41421356])
>>> C = np.array([2., -1., 4.])
>>> C
array([ 2., -1.,  4.])
>>> np.add(B, C)
array([2., 0., 6.] )
```

# Universal Functions: **cross product**

**cross product** of two (arrays of) vectors:

- Return the **cross product** of two (arrays of) vectors.

**Syntax:**

```
numpy.cross(a, b, axisa=-1, axisb=-1, axisc=-1,  
axis=None)
```

# Universal Functions: cross product

```
numpy.cross(a, b, axisa=-1, axisb=-1, axisc=-1, axis=None)
```

## Parameters:

**a:** array\_like # Components of the first vector(s)

**b:** array\_like # Components of the second vector(s)

**axisa:** int, optional

Axis of **a** that defines the vector(s). By default, the last axis.

**axisb:** int, optional

Axis of **b** that defines the vector(s). By default, the last axis.

**axisc:** int, optional

Axis of **c** containing the cross product vector(s). Ignored if both input vectors have dimension 2, as the return is scalar. By default, the last axis.

**axis:** int, optional

If defined, the axis of **a**, **b** and **c** that defines the vector(s) and cross product(s). Overrides **axisa**, **axisb** and **axisc**.

**Returns:** *c*: ndarray # Vector cross product(s)

**Raises:** ValueError

When the dimension of the vector(s) in **a** and/or **b** does not equal 2 or 3.

# Universal Functions: cross product

cross product of two (arrays of) vectors:

Assuming we have vector **A** with elements  $(A_1, A_2, A_3)$  and vector **B** with elements  $(B_1, B_2, B_3)$ , we can calculate the **cross product** of these two vectors as:

$$\text{Cross Product} = [ (A_2 * B_3) - (A_3 * B_2), (A_3 * B_1) - (A_1 * B_3), (A_1 * B_2) - (A_2 * B_1) ]$$

**Example:**

Vector **A**:  $(1, 2, 3)$

Vector **B**:  $(4, 5, 6)$

$$\text{Cross Product} = [(A_2 * B_3) - (A_3 * B_2), (A_3 * B_1) - (A_1 * B_3), (A_1 * B_2) - (A_2 * B_1)]$$

$$= [(2 * 6) - (3 * 5), (3 * 4) - (1 * 6), (1 * 5) - (2 * 4)]$$

$$= (-3, 6, -3)$$

# Universal Functions: cross product

cross product of two (arrays of) vectors:

Example program: *Vector cross-product*

```
>>> import numpy as np
>>> x = [1, 2, 3]
>>> x
[1, 2, 3]
>>> y = [4, 5, 6]
>>> y
[4, 5, 6]
>>> np.cross(x, y)
array([-3,  6, -3])
```

# Universal Functions: cross product

cross product of two (arrays of) vectors:

Example program: *Vector cross-product*

One vector with dimension 2:

```
>>> import numpy as np
>>> x = [1, 2]
>>> x
[1, 2]
>>> y = [4, 5, 6]
>>> y
[4, 5, 6]
>>> np.cross(x, y)
array([12, -6, -3])
```

# Universal Functions: cross product

cross product of two (arrays of) vectors:

Example program: *Vector cross-product*

Equivalently:

```
>>> import numpy as np
>>> x = [1, 2, 0]
>>> x
[1, 2, 0]
>>> y = [4, 5, 6]
>>> y
[4, 5, 6]
>>> np.cross(x, y)
array([12, -6, -3])
```

# Universal Functions: cross product

cross product of two (arrays of) vectors:

Example program: *Vector cross-product*

Both vectors with dimension 2:

```
>>> import numpy as np
>>> x = [1, 2]
>>> x
[1, 2]
>>> y = [4, 5]
>>> y
[4, 5]
>>> np.cross(x, y)
array(-3)
```



# Universal Functions: cross product

cross product of two (arrays of) vectors:

Example program: *Vector cross-product*

Multiple vector cross-products.

**Note** that the direction of the cross product vector is defined by the right-hand rule:

```
>>> import numpy as np
>>> x = np.array([[1, 2, 3], [4, 5, 6]])
>>> y = np.array([[4, 5, 6], [1, 2, 3]])
>>> np.cross(x, y)
array([[ -3,  6, -3],
       [ 3, -6,  3]])
```

# Universal Functions: cross product

cross product of two (arrays of) vectors:

Example program: *Vector cross-product*

Multiple vector cross-products.

The orientation of c can be changed using the `axisc` keyword.

```
>>> import numpy as np
>>> x = np.array([[1, 2, 3], [4, 5, 6]])
>>> y = np.array([[4, 5, 6], [1, 2, 3]])
>>> np.cross(x, y, axisc=0)
array([[ -3,  3],
       [ 6, -6],
       [-3,  3]])
```

# Universal Functions: cross product

cross product of two (arrays of) vectors:

Example program: *Vector cross-product*

Multiple vector cross-products.

Change the vector definition of *x* and *y* using *axisa* and *axisb*.

```
>>> import numpy as np
>>> x = np.array([[1,2,3], [4,5,6], [7, 8, 9]])
>>> y = np.array([[7, 8, 9], [4,5,6], [1,2,3]])
>>> np.cross(x, y)
array([[ -6,  12,  -6],
       [  0,   0,   0],
       [  6, -12,   6]])
```

# Universal Functions: cross product

cross product of two (arrays of) vectors:

Example program: *Vector cross-product*

Multiple vector cross-products.

Change the vector definition of *x* and *y* using *axisa* and *axisb*.

```
>>> import numpy as np
>>> x = np.array([[1,2,3], [4,5,6], [7, 8, 9]])
>>> y = np.array([[7, 8, 9], [4,5,6], [1,2,3]])
>>> np.cross(x, y, axisa=0, axisb=0)
array([[ -24,  48, -24],
       [-30,  60, -30],
       [-36,  72, -36]])
```

# Universal Functions: Others

all, any, apply\_along\_axis, argmax, argmin, argsort, average, bincount, ceil, clip, conj, corrcoef, cov, cross, cumprod, cumsum, diff, dot, floor, inner, invert, lexsort, max, maximum, mean, median, min, minimum, nonzero, outer, prod, re, round, sort, std, sum, trace, transpose, var, vdot, vectorize, where

*Refer:*

*<https://numpy.org/doc/stable/user/quickstart.html#quickstart-array-creation>*