

NumPy package

Lecture 3: NumPy package of Python

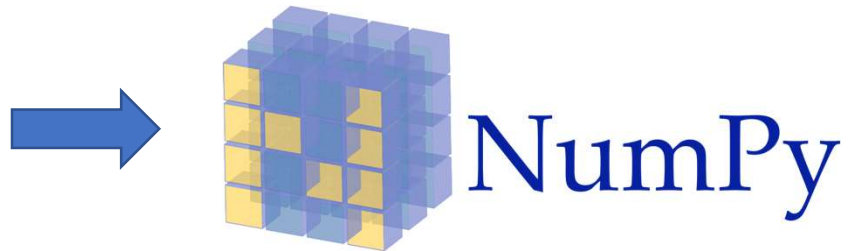
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Python programming

- ❑ Python is a special **programming language** that includes the functionality required by programmers to write all types of code.
- ❑ Python contain a **library** of functions capable for different tasks.
- ❑ A **library** is a collection of “books” that perform specific tasks and **extend** your programs functionality. In python a library is a collection of modules
- ❑ A **module** is a file, like a book in the library, that contains functions you can **import** into your program.
- ❑ **IDLE** : Integrated development and learning environments

python package



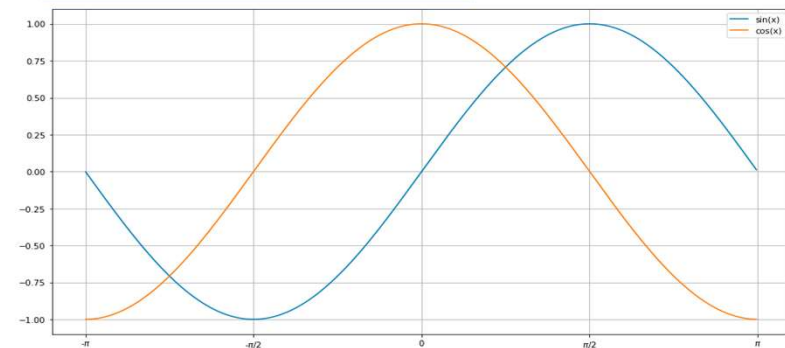
NumPy is a general-purpose array-processing package.



SciPy is an open-source Python library which is used to solve scientific and mathematical problems.



is a plotting library





python package

- 1) **Numpy** (Numeric python) package provides basic routines for manipulating large **arrays** and **matrices** of numeric data. It contains array functionality, **linear algebra**, **Fourier transform**, and random number capabilities.

Getting NumPy

- Open “**Command Prompt**”
- Then type the following command to install “**Numpy**” package:

```
➤ C:\Users\Your Name> pip install numpy
```

```
import numpy
```

Now NumPy is imported and ready to use.

Example 1a:

```
from numpy import*
```

```
a = pi  
print(a)  
Result  
3.14
```

```
B = e  
print(B)  
Result  
2.71
```

Example 2a:

```
import numpy as np
```

```
a = np.pi  
print(a)  
Result  
3.14
```

```
B = np.e  
print(B)  
Result  
2.71
```

Example 2:

```
from numpy import*
```

```
print arange(0.0, 1.0, 0.1)
```

```
[ 0.  0.1  0.2  0.3  0.4  0.5  0.6  0.7  0.8  0.9]
```

2) Scipy (Scientific python) Open-source Python software for mathematics, science, and engineering. This contains a large number of packages which can perform some fairly complex analysis. The additional benefit of basing SciPy on Python is that this also makes a powerful programming language available for use in developing sophisticated programs and specialized applications.

SciPy is organized into subpackages covering different scientific computing domains.

These are summarized in the following table:

Subpackage	Description
cluster	Clustering algorithms
constants	Physical and mathematical constants
fftpack	Fast Fourier Transform routines
integrate	Integration and ordinary differential equation solvers
interpolate	Interpolation and smoothing splines
io	Input and Output
linalg	Linear algebra
ndimage	N-dimensional image processing
odr	Orthogonal distance regression
optimize	Optimization and root-finding routines
signal	Signal processing
sparse	Sparse matrices and associated routines
spatial	Spatial data structures and algorithms
special	Special functions
stats	Statistical distributions and functions

from Scipy import linalg, optimize

3) Matplotlib : Python 2D plotting library. It tries to make easy things easy and hard things possible. This provides a straightforward way to generate and **save plots**, **histograms**, **power spectra**, **bar charts**, **errorcharts**, **scatterplots**, etc., with just a few lines of code.

Syntax summary we will provide a syntax summary that lists all of the **functions** and **computational methods** that are introduced in each lecture. This is available in the python **math package**, and the same functions (with additional features) are available in **NumPy**. We will be using the **NumPy versions**

Function	Syntax	Alternative Syntax
Addition	$x + y$	<code>add(x,y)</code>
Subtraction	$x - y$	<code>subtract(x,y)</code>
Multiplication	$x * y$	<code>multiply(x,y)</code>

Function	Syntax	Alternative Syntax
Division	x / y	divide(x,y)
Remainder	$x \% y$	remainder(x,y)
Test of equality	$x == y$	
Tests of inequality	$x > y; x < y$	$x >= y; x <= y$
Absolut value	abs()	
Power	$x^{**}y$	pow(x,y)
Scientific notation	$2.5 * 10^{**}7$	2.5e7
Square root	sqrt(x)	
Log _e	log(x)	
Log ₁₀	log10(x)	
Exponential	exp(x)	$e^{**}x$
Sine	sin(x)	
Cosine	cos(x)	
Tangent	tan(x)	

Function	Syntax	Alternative Syntax
Inverse Sine	arcsin(x)	
Inverse Cosine	arccos(x)	
Inverse Tangent	arctan(x)	
Hyperbolic Sine	sinh(x)	
Hyperbolic Cosine	cosh(x)	
Hyperbolic Tangent	tanh(x)	
Inverse Hyperbolic Sine	arcsinh(x)	
Inverse Hyperbolic Cosine	arccosh(x)	
Inverse Hyperbolic Tangent	arctanh(x)	
Convert angle from degrees to radians	deg2rad(x)	radians(x)
Convert angle from radians to degrees	rad2deg(x)	degrees(x)

operations

#Addition:

4+5

add(4,5)

#don't forget to import numpy!

#Subtraction:

6-2

subtract(6,2)

#Multiplication:

7*9

multiply(7,9)

#Division:

7/3 #or

divide(7,3)

Use remainder function

did the division gives what you expected? no why?

remainder(7,3)!

As we have seen, Python will by default treat whole numbers as integers. In order to have the computer work with decimals (floating point numbers), you have to tell Python to store it as a float (a floating-point number) rather than an int (integer or whole number).

Example

```
divide(7.0,3.0) = 2.33
```

#The easiest way to simply put a decimal point after every number you want treated as a float such as 3., 7., 10.

The equal sign = is used to assign a value to a variable. Afterward, no result is displayed before the next interactive prompt

Example

```
>>>width = 20
```

```
>>>height = 5*9
```

```
>>>Width *height
```

```
900
```

If a variable is not “defined” (assigned a value), trying to use it will give you an error.

Trace back (most recent call last):

File “<stdin>”, line 1, in <module>

Name error: name ‘...’ is not defined

Other operations

1- *abs()* function: can return the absolute value of the number

```
>>> abs(-7.3) return a value of 7.3
```

2- *pow()* function: There are two way to raise a number a to the **power n**, use ****** or the function **pow()**

```
>>> 7**2 or
```

```
>>> pow(7,2) these should be give the same answer 49.
```

```
9**(1.0/2) or 9**0.5 should be equivalent to pow(9,1./2)
```

Exercise:

Try $9^{1/2}$, $9^{(1/2)}$ and $9^{1./2}$ what is the difference check?

Very small numbers or large numbers are often written in **scientific notation**, for example 4.5×10^6 . In **Python** you can do this in **two ways**

$4.5 * 10^{**6}$ or using $4.5e6$

3- Roots: in python we have a specific function *sqrt()* that describes the square root and the answer will be in **float**.

Example :

```
>>>np.sqrt(9)
3.0
```

4- Exponentials: You can calculate **exponentials** using the **powers method** described above, as a value for *e* is already stored in Python. There is also the built in function

```
>>>np.exp().
```

Example

e^{**3} or

```
>>>np.exp(3) #performs the same function.
```

5-Trigonometric: Python can handle trigonometry in much the same way as your calculator.

❖ **Note** that by default, it works in **radians**

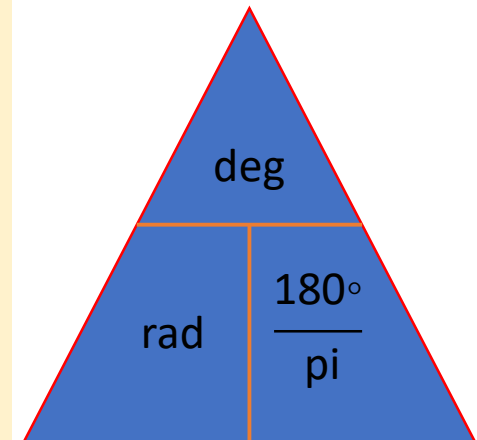
Example **sin(60)** dose not give you the value that you **expect**.

However, pi is already defined so one can use **Sin(pi/3)** instead of **sin(60)**the same is true for other trigonometric functions.

To convert an angle from degrees to radians, use:

```
>>>np.radians(60)
```

```
>>>np.deg2rad(60)
```



You have access to all the usual **trigonometric functions**, **inverses** and **hyperbolic** functions.

How python performs order of calculation

An essential point to remember, especially when performing large calculations, is the order in which Python will do each operation. For each line of calculation, Python will operate in the following order

1- Brackets. 2- Indices. 3- Division and Multiplication. 4- Addition and subtraction

Division and multiplication are of the same level, so in the absence of brackets they will be performed in the order they are read (i.e. left to right) and the same for addition and subtraction.

Example:

```
>>>X = 10+10*5
```

```
>>>X = (10+10)*5          see difference
```

Remember that if all values are entered as integers, calculations involving division may give incorrect answers. The easiest way to avoid this is to get into the habit of entering numbers as floats by adding a decimal point where necessary as we have done in the examples throughout this worksheet.

Defining and Displaying Variables

Variables are containers for storing data **values**.

You will be **familiar** with **variables from mathematics** where a variable is defined as a **symbol** that represents **a quantity** in a mathematical **expression**. In **computing**, variables serve a similar, although **slightly different** purpose. Type in, for example:

```
>>> x = 2
```

The variable with name x should appear in the variable explorer as an **integer** with **value 2**. It will be remembered that the value of x is **assigned** to be equal to 2, until this value is **overwritten**. To display the value of defined variables use the following:

```
>>> print x
```

or simply

```
>>> x
```

Note that variables are case **sensitive** so that

```
>>> print X
```

will not work. It will return `NameError: name 'X' is not defined`.

Defining and Displaying Variables

Variables that have been defined can be overwritten, for example, **x** has **previously** been defined to have a value of **2**. Try the following:

```
>>> print x
2
>>> x = 0
>>> print x
0
```

Incrementing a **variable** means **increasing** the value by a **step**. You can **increment** the variable **x** by 1 by typing

```
>>> x=x+1
>>> print x
```

The **print x** **commands** are here so that it is clear what is happening.

Dealing with variable

When setting a variable to be a function of another variable, be careful that the one you are changing comes first:

$x = y/2$ sets the value of x to be half the value of y . $y/2 = x$ will not work -- it gives the error *SyntaxError: can't assign to operator*

Function	Syntax	Alternative Syntax
Define variable as integer	<code>x = 5</code>	<code>x = int(5)</code>
Define variable as float	<code>x = 5.0</code>	<code>x = float(5)</code>
Display value of variable	<code>print(x)</code>	<code>print x</code>
Increment variable	<code>x = x + 1</code>	

Example

A ball is dropped under the earth gravity with zero initial velocity so it speeds up. If the variable t represent the time and the constant g is an acceleration. Write a program to find the speed, v , of the ball after one second.

```
>>>t=1.0
>>>g=9.8
>>>vo =0
>>> v= vo + g*t
>>> print v
```

If we increment the time by one second , and make the old final velocity be the new initial velocity, and recalculate for the speed after 2 seconds

```
>>>t=t+1
>>>v=vo
>>> v= vo + g*t
>>>print v
```

Exercise

- a) Calculate $7 \div 2$. Do this both as an integer and a float calculation and note the difference.
- b) Calculate the remainder.
- c) Define the variable $x=55$, $y=70$, and $n=3$ then test:

$x+y$

y/x

$x^3 - y^n$

\sqrt{y}

y^3 . Check this gives the same result as $y \times y \times y$

e^{-2n+1} , $\ln(2x)$, $\log_{10}(6y)$

Treating x and y as angles in degrees convert them to radians and calculate the following:

$\sin(x)$

$\cos^2(5y)$

$\cos^2(x) + \sin^2(x)$