Lists

The elements of a list can be any objects (need not be same type):

```python
>>> L = [3, 4.5, 'abc', [1,2]]
```

Indexing starts at 0:

```python
>>> L[0]
3
```

```python
>>> L[2]
'abc'
```

```python
>>> L[3]
[1, 2]
```

```python
>>> L[3][0] # element 0 of L[3]
1
```

Lists aren’t good as numerical arrays

Lists in Python are quite general, can have arbitrary objects as elements.

Addition and scalar multiplication are defined for lists, but not what we want for numerical computation, e.g.

Multiplication repeats:

```python
>>> x = [2., 3.]
>>> 2*x
[4.0, 6.0, 4.0, 6.0]
```

Addition concatenates:

```python
>>> y = [5., 6.]
>>> x+y
[2.0, 3.0, 5.0, 6.0]
```

NumPy module

Instead, use NumPy arrays:

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

```python
>>> x = np.array([2., 3.])
>>> 2*x
array([ 4., 6.])
```

```python
>>> y = np.array([5., 6.])
>>> x+y
array([ 7., 9.])
```

Other operations also apply component-wise:

```python
>>> np.sqrt(x)
array([ 1.41421356, 1.73205081])
```

```python
>>> np.cos(x)
array([-0.41614684, -0.9899925])
```
NumPy arrays

Unlike lists, all elements of an np.array have the same type

```python
>>> np.array([1, 2, 3])    # all integers
array([1, 2, 3])

>>> np.array([1, 2, 3.])   # one float
array([ 1., 2., 3.])      # they’re all floats!
```

Can explicitly state desired data type:

```python
>>> x = np.array([1, 2, 3], dtype=complex)
>>> print x
[ 1.+0.j  2.+0.j  3.+0.j]

>>> (x + 1.j) * 2.j
array([-2.+2.j, -2.+4.j, -2.+6.j])
```

NumPy arrays for vectors and matrices

```python
>>> A = np.array([[1.,2], [3,4], [5,6]])
>>> A
array([[ 1., 2.],
       [ 3., 4.],
       [ 5., 6.]]

>>> A.shape
(3, 2)

>>> A.T
array([[ 1., 3., 5.],
       [ 2., 4., 6.]]

>>> x = np.array([1., 1.])
>>> x.T
array([ 1., 1.])
```

Can index into multi-dimensional arrays:

```python
>>> A = np.array([[1.,2], [3,4], [5,6]])
>>> A
array([[ 1., 2.],
       [ 3., 4.],
       [ 5., 6.]]

>>> A[1,0]
3.0

Better than as list of lists...

```python
>>> A = np.array([[1.,2], [3,4], [5,6]])
>>> A[1][0]
3.0
```
NumPy matrices for vectors and matrices

For linear algebra, may instead want to use `numpy.matrix`:

```python
>>> A = np.matrix([[1.,2], [3,4], [5,6]])
>>> A
matrix([[ 1., 2.],
        [ 3., 4.],
        [ 5., 6.]])
```

Or, Matlab style (as a string that is converted):

```python
>>> A = np.matrix("1.,2; 3,4; 5,6")
>>> A
matrix([[ 1., 2.],
        [ 3., 4.],
        [ 5., 6.]])
```

Note: vectors are handled as matrices with 1 row or column:

```python
>>> x = np.matrix("4.;5.")
>>> x
matrix([[ 4.],
        [ 5.]])
```

>>> x.T
matrix([[ 4., 5.]])

```python
>>> A*x
matrix([[ 14.],
        [ 32.],
        [ 50.]])
```

But note that indexing into `x` requires two indices:

```python
>>> print x[0,0], x[1,0]
4.0 5.0
```

Rank of an array

The `rank` of an array is the number of subscripts it takes:

```python
>>> A = np.ones((4,4))
>>> A
array([[ 1., 1., 1., 1.],
       [ 1., 1., 1., 1.],
       [ 1., 1., 1., 1.],
       [ 1., 1., 1., 1.]])
```

```python
>>> np.rank(A)
2
```

Warning: This is not the rank of the matrix in the linear algebra sense (dimension of the column space)!

Which to use, array or matrix?

For linear algebra matrix may be easier (and more like Matlab), but vectors need two subscripts!

For most other uses, arrays more natural, e.g.

```python
>>> x = np.linspace(0., 3., 100) # 100 points
>>> y = x**5 - 2.*sqrt(x)*cos(x) # 100 values
>>> plot(x,y)
```

`np.linspace` returns an array, which is what is needed here.

We will always use arrays. If you want to specify Matlab-style:

```python
>>> B = np.matrix("1,2; 3,4").A
>>> B
array([[ 1, 2],
       [ 3, 4]])
```

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We will always use arrays. If you want to specify Matlab-style:

```python
>>> B = np.matrix("1,2; 3,4").A
>>> B
array([[ 1, 2],
       [ 3, 4]])
```
Rank of an array

Scalars have rank 0:

```python
>>> z = np.array(7.)
>>> z
array(7.0)
```

NumPy arrays of any dimension are supported, e.g. rank 3:

```python
>>> T = np.ones((2,2,2))
>>> T
array([[[ 1., 1.],
        [ 1., 1.]],
       [[ 1., 1.],
        [ 1., 1.]]])
>>> T[0,0,0]
1.0
```

Linear algebra with NumPy

```python
>>> A = np.array([[1., 2.], [3, 4]])
>>> A
array([[ 1., 2.],
       [ 3., 4.]])
>>> b = np.dot(A, np.array([8., 9.]))
>>> b
array([ 26., 60.])
```

Now solve $Ax = b$:

```python
>>> from numpy.linalg import solve
>>> solve(A,b)
array([ 8., 9.])
```

Eigenvalues

```python
>>> from numpy.linalg import eig
>>> eig(A) # returns a tuple (evals,evecs)
(array([-0.37228132, 5.37228132]),
 array([[-0.82456484, -0.41597356],
        [ 0.56576746, -0.90937671]]))
>>> evals, evecs = eig(A) # unpacks tuple
>>> evals
array([-0.37228132, 5.37228132])
>>> evecs
array([[-0.82456484, -0.41597356],
        [ 0.56576746, -0.90937671]])
```

Function inputs and outputs

A sample function with 1 required input, 2 optional inputs, and 2 outputs:

```python
>>> def f(x,y=2,z=None):
...     val = x+y
...     if z:
...         val = val + z
...     return val,y  # or return (val,y)
...
>>> f(1)
(3, 2)
>>> f(1,6,10)
(17, 6)
>>> f(1,z=5)
(8, 2)
```
Function inputs and outputs

f returns two values, so we could also do:

```python
>>> v1, v2 = f(1, z=5)
>>> v1
8
>>> v2
2
```

x has no default value, so it must always be specified:

```python
>>> f()
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  TypeError: f() takes at least 1 argument (0 given)
```

A function with no output

This function does not return any value:

```python
>>> def f2(x):
...     y = x ** 2
...     print "The square is ", y
... >>> f2(3)
The square is 9
>>> y = f2(100)
The square is 10000
>>> print y
None
```

Note: None is a special pre-defined object in Python

Quadrature (numerical integration)

Estimate \( \int_{0}^{2} x^2 \, dx = \frac{8}{3} \):

```python
>>> from scipy.integrate import quad
>>> def f(x):
...     return x ** 2
... >>> quad(f, 0., 2.)
(2.666666666666667, 2.960594732333751e-14)
```

returns (value, error estimate).

Other keyword arguments to set error tolerance, for example.

Lambda functions

In the last example, f is so simple we might want to just include its definition directly in the call to quad.

We can do this with a lambda function:

```python
>>> f = lambda x: x ** 2
>>> f(4)
16
```

This defines the same f as before. But instead we could do:

```python
>>> quad(lambda x: x ** 2, 0., 2.)
(2.666666666666667, 2.960594732333751e-14)
```
Random numbers

In [36]: from numpy.random import uniform
In [37]: uniform?

Docstring:
uniform(low=0.0, high=1.0, size=1)
Draw samples from a uniform distribution.

etc.

In [38]: uniform()
Out[38]: 0.052044690516633407

In [39]: uniform(size=(2,3)) # NOTE: keyword arg.
Out[39]:
array([[ 0.95581274, 0.07874926, 0.30454462],
       [ 0.53318419, 0.27670149, 0.16840566]])

Python loops

Example: iterating over items of a list

for j in [1,2,3]:
    print "j is now ", j
    print "this is also in loop"
print "the loop has ended"

produces:

j is now 1
this is also in loop
j is now 2
this is also in loop
j is now 3
this is also in loop
the loop has ended

Remember: Indentation determines what's in the loop.

More generally:

for j in some_iterable_object:
    # contents of loop

Certain types or classes of objects are iterable.
Requires a pre-defined way to loop over the contents.

Lists and tuples are iterable, as in last example.

Strings are iterable:

for j in 'abc':
    print "j is now ", j

produces:

j is now a
j is now b
j is now c

To loop over the indices rather than over the values, use:

L = [12,5,7]
for j in range(len(L)):
    print "j = %s, L[%s] is %s" % (j,j,L[j])

produces

j = 0, L[0] is 12
j = 1, L[1] is 5
j = 2, L[2] is 7

Note that:

>>> len(L)
3
>>> range(3)
[0, 1, 2]

So range(len(L)) produces a list with the proper indices.
enumerate

Another way to do this is with `enumerate`:

```python
L = [12, 5, 7]
for j, value in enumerate(L):
    print "L[%s] is %s" % (j, value)
```

also produces

L[0] is 12
L[1] is 5
L[2] is 7

Python if-then-else

```python
x = 2
if x < 1:
    print "x is less than 1"
elif x > 3:
    print "x is larger than 3"
else:
    print "x is between 1 and 3"
```

produces:

x is between 1 and 3

Note indentation!

There can be 1 or more `elif` (else if) statements, or none.

The `else` is also optional.

Booleans

An object of type `bool` has value True or False.

```python
>>> x = 2
>>> large = x > 100
>>> large
False
>>> type(large)
<type 'bool'>
```

Any boolean can go in the test of the if or elif clauses.

**Note:** To test equality, use `==` and for inequality, `!=`

```python
>>> x==2
True
>>> x!=2
False
```
Booleans

Other objects can also go in the test of the if or elif clauses.

In general, object acts as True unless it is:

- a boolean with value False,
- a integer with value 0, float with value 0.,
- an empty list [], empty string "", etc.
- the special object None.

```python
y = None
if y:
    print "y is ", y
else:
    y = 0.
    print "initialized y"
```

produces:

```
initialized y
```

**Note:** If y is not defined at all this will give an error.

(i.e., raise an exception)