Procesamiento y Análisis de Datos Astronómicos

1.- Introducción y Python 3

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Introducción:

- Indudablemente la práctica científica trata sobre la toma de decisiones.
- Juntar datos, armar catálogos, clasificar, hacer teoría, etc. son todos aspectos necesarios, pero se hace ciencia cuando se decide sobre algo.
- Esta hipótesis es correcta?. Si no lo es, por qué?. Los datos son consistentes?. Son adecuados para contestar la pregunta que nos interesa?. Qué otros experimentos posibles sugieren esos datos?.
- Decidimos por comparación, y comparamos describiendo las propiedades de un objeto o muestra con un estadístico.

Introducción:

- La manchita que se observa es una estrella o una galaxia?. Comparamos su FWHM con el de una estrella, la representamos con ese parámetro y tomamos una decisión.
- Los estadísticos caracterizan objetos o muestras y son una propiedad de los datos y, si fuimos cuidadosos al obtenerlos, nos permiten inferir información.
- Para obtener mejores estadísticos se requieren más datos o, lo que es lo mismo, repetir experimentos y esa es la base del método científico.
- En el caso de la astronomía esto frecuentemente no es posible por varias razones y se requiere una reconsideración del método científico.

Introducción:

- Frecuentemente se dispone de un conjunto de datos muy pequeño para trabajar.
- No se tiene la libertad de repetir los experimentos las veces que se desee debido a que el fenómeno de interés no vuelve a suceder o las condiciones del experimento han cambiando sustancialmente.
- Las distribuciones de las variables observadas no necesariamente son conocidas, dificultando notoriamente las posibilidades de definir pruebas estadísticas para evaluar hipótesis y tomar decisiones acerca de los resultados de nuestro experimento.

Introducción:

- El número, calidad y forma de adquisición de los datos son muy diferentes a los que se utilizan en los cursos básicos.
- Hay que tomar decisiones realizando un análisis de los datos mediante técnicas estadísticas.
- Se emplea el cálculo de probabilidades para evaluar la posibilidad de ocurrencia de un fenómeno observado.
- En ese proceso muy frecuentemente se debe utilizar métodos de inferencia no paramétricos para tomar decisiones sobre las variables en estudio.

Objetivo:

- En este curso se mostrará cómo procesar y analizar datos astronómicos utilizando Python, pero este NO es un curso básico de estadística o de Python.
- La elección de Python, y particularmente Python 3.x, se debe simplemente a que esta disponible para diferentes sistemas operativos.
- Para no complicar demasiado la parte computacional en los códigos implementados no se utilizará Programación Orientada a Objetos (OOP).
- Si no se quiere utilizar Python es posible seguir los ejemplos planteados utilizando R, IDL, C, FORTRAN o cualquier otro lenguaje de programación.

Python 3: Configuración

- Los módulos usualmente están disponibles en el repositorio de paquetes de la distribución de Linux.
- Para cargar desde PyPI es mejor usar pip3. Por ejemplo, para instalar un módulo:

```
pip3 install <nombre módulo>
pip3 install <nombre módulo> == 1.0.4
pip3 install <nombre módulo> >= 1.0.4
```

- Para cargar desde PyPI es mejor usar pip3. Para desinstalar un módulo:

```
pip3 uninstall <nombre módulo>
```

Python 3: Configuración

- Para listar los módulos cargados:

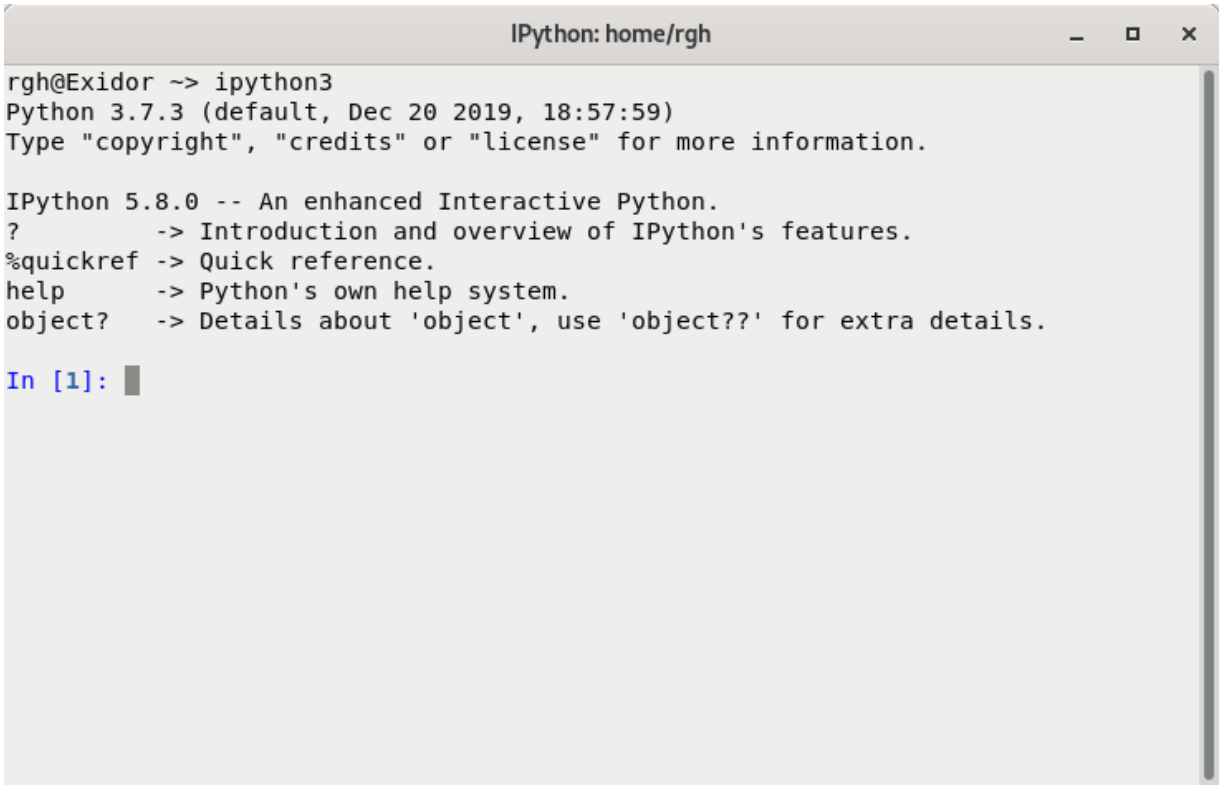
  `pip3 list`
- Para mostrar información sobre un módulo:

  `pip3 show <nombre módulo>`
- Para buscar en PyPI un módulo:

  `pip3 search <string de búsqueda>`

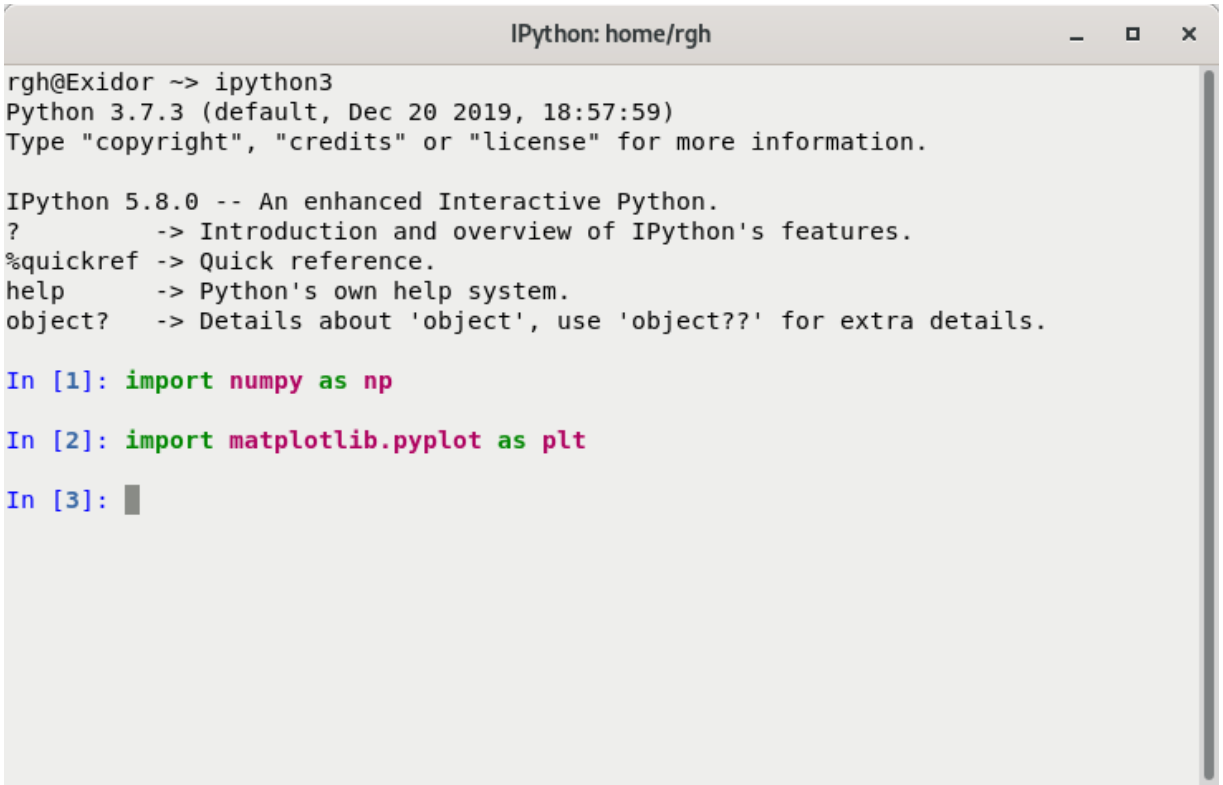
Python 3: Configuración

Como intérprete usaré IPython corriendo desde una terminal en Linux (o Spyder si Uds. prefieren una GUI).



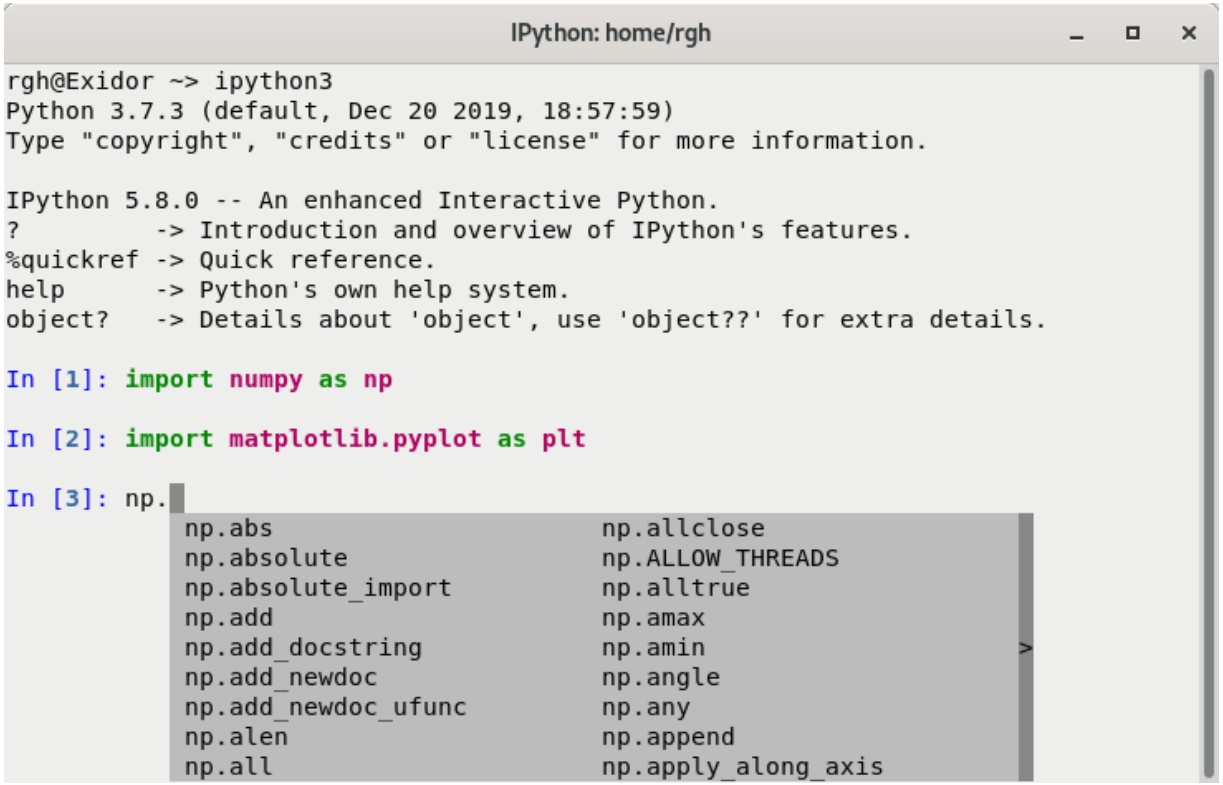
Python 3: Configuración

Los dos módulos más importantes son Numpy y Matplotlib (el submódulo pyplot). Para cargarlos se deben importar.



Python 3: Configuración

En IPython si se ingresa el nombre de un objeto seguido de '.' y presionando la tecla TAB se obtiene un listado de todas las funciones válidas para ese objeto (objeto, función, variable, etc.).



Python 3: Configuración

Otros comandos de IPython que pueden resultar útiles son:

- ? o ?? a continuación de una función, etc.: da ayuda e información sobre el objeto.
- %pwd: indica el directorio actual.
- %cd: permite cambiar de directorio.
- %run: permite ejecutar código desde un archivo.
- %logstart: guarda en un archivo la historia de comandos.
- %logstop: cierra el archivo abierto por %logstart.
- %sx: ejecuta un comando del shell y guarda el resultado en una lista.
- ! seguido por un comando shell: ejecuta un comando del shell.

Python 3: Configuración

También es posible configurar como se inicia IPython en Linux para, por ejemplo, cargar los módulos usuales desde el inicio. Para eso se crea un archivo con nombre xx-startup.py (donde xx es un número) que contenga comandos para ejecutar en el inicio. Por ejemplo:

Ejemplo:

```
import numpy as np
import matplotlib.pyplot as plt

print("\n============================")
print("Modulos cargados:\n- Numpy as np\n- Matplotlib.pyplot as plt\n")
print("============================\n")
```

y se lo guarda con ese nombre en el subdirectorio:

`.ipython/profile_default/startup`

Python 3: Configuración

Para que las figuras se puedan ver interactivamente hay que indicarle a Matplotlib que se prefiere ese modo con la función interactive.

IPython: home/rgh

```
IPython 5.8.0 -- An enhanced Interactive Python.
?         -> Introduction and overview of IPython's features.
%quickref -> Quick reference.
help      -> Python's own help system.
object?   -> Details about 'object', use 'object??' for extra details.

In [1]: import numpy as np

In [2]: import matplotlib.pyplot as plt

In [3]: np.min?

In [4]: plt.interactive?
Signature: plt.interactive(b)
Docstring:
Set interactive mode to boolean b.

If b is True, then draw after every plotting command, e.g., after xlabel
File:      /usr/lib/python3/dist-packages/matplotlib/__init__.py
Type:      function

In [5]: plt.interactive(True)

In [6]:
```

Python 3: Configuración

En Linux es posible configurar como se comporta Matplotlib haciendo:

```
cp /etc/matplotlibrc ~/.config/matplotlib/matplotlibrc
```

y modificando ese archivo con un editor de texto para que por default sea interactivo:

Ejemplo:

```
#interactive  : False
interactive  : True
#toolbar      : toolbar2   ## None | toolbar2  ("classic" is deprecated)
#timezone     : UTC        ## a pytz timezone string, e.g., US/Central or Europe
/Paris
```

Python 3: Normas generales

- Mantener el indentado en bucles, funciones, etc.
- Comentar profusamente las funciones.
- Todo input-output de datos es mediante strings.
- Programar de manera simple y clara.
- Aprovechar en IPython las posibilidades de %logstart.
- Los índices (listas, arrays) comienzan siempre en cero.
- En arrays multidimensionales el eje Y cambia más rápido que el X.
- Recordar que NO hay una sola manera de programar.

Python 3: Modelo de función

Ejemplo:

```
#############################################################
#
# funcion para convertir de grados y fraccion a GG:MM:SS.ss
# y viceversa
#
#
def fractogms(val,flg=True):
    """
    Funcion que permite convertir de grados y fraccion a grados, minutos y segundos, o viceversa. En el
primer caso la funcion devuelve un tuple y en el segundo un real.

    Usage::
      tt=fractogms(val,flg=True)


    Parameters
    ----------

    val     : Si flg=True es el valor en grados y fraccion (float). Si flg=False es un tuple que contiene
grados, minutos y segundos (int,int,float)

    flg     : Flag que indica el sentido de la conversion. El default es True. (bool)

    Returns
    -------

    tt      : Tuple con grados, minutos y segundos si flg=True, o float con grados y fraccion si flg=False.

    Notes
    -----

    rgh - Jul 2018: Python 3.5
    """

    if(flg):
      hh=int(val)
      fr=(val-hh)*60.
      mm=int(fr)
      ss=(fr-mm)*60.
      return (hh,mm,ss)
    else:
      return val[0]+val[1]/60.+val[2]/3600.
```

Python 3: Modelo de módulo

Ejemplo:

```
#
# Python 3.5.3
#
# version de Agosto 2019
#
# funciones disponibles:
#
# - leefits
# - analisis_ds9
# - redfits
# - backfit
# - background
# - combine
# ...
#
import numpy as np
import matplotlib.pyplot as plt
import numpy.polynomial.polynomial as poly
import astropy.io.fits as ft
from scipy.optimize import leastsq
import scipy.ndimage as nd

############################################################
#
# funcion que permite lee una imagen FITS y su cabecera
# desde su archivo en disco
#
#
def leefits(arch,uint=True,plano=0):
    """
    """
    ...
    ...
    return
```

Python 3: Básico

Variables and Strings

Variables are used to store values. A string is a series of characters, surrounded by single or double quotes.

Hello world

```
print("Hello world!")
```

Hello world with a variable

```
msg = "Hello world!"
print(msg)
```

Concatenation (combining strings)

```
first_name = 'albert'
last_name = 'einstein'
full_name = first_name + ' ' + last_name
print(full_name)
```

Lists

A list stores a series of items in a particular order. You access items using an index, or within a loop.

Make a list

```
bikes = ['trek', 'redline', 'giant']
```

Get the first item in a list

```
first_bike = bikes[0]
```

Get the last item in a list

```
last_bike = bikes[-1]
```

Looping through a list

```
for bike in bikes:
    print(bike)
```

Adding items to a list

```
bikes = []
bikes.append('trek')
bikes.append('redline')
bikes.append('giant')
```

Making numerical lists

```
squares = []
for x in range(1, 11):
    squares.append(x**2)
```

Lists (cont.)

List comprehensions

```
squares = [x**2 for x in range(1, 11)]
```

Slicing a list

```
finishers = ['sam', 'bob', 'ada', 'bea']
first_two = finishers[:2]
```

Copying a list

```
copy_of_bikes = bikes[:]
```

Tuples

Tuples are similar to lists, but the items in a tuple can't be modified.

Making a tuple

```
dimensions = (1920, 1080)
```

User input

Your programs can prompt the user for input. All input is stored as a string.

Prompting for a value

```
name = input("What's your name? ")
print("Hello, " + name + "!")
```

Prompting for numerical input

```
age = input("How old are you? ")
age = int(age)

pi = input("What's the value of pi? ")
pi = float(pi)
```

Dictionaries

Dictionaries store connections between pieces of information. Each item in a dictionary is a key-value pair.

A simple dictionary

```
alien = {'color': 'green', 'points': 5}
```

Accessing a value

```
print("The alien's color is " + alien['color'])
```

Adding a new key-value pair

```
alien['x_position'] = 0
```

Looping through all key-value pairs

```
fav_numbers = {'eric': 17, 'ever': 4}
for name, number in fav_numbers.items():
    print(name + ' loves ' + str(number))
```

Looping through all keys

```
fav_numbers = {'eric': 17, 'ever': 4}
for name in fav_numbers.keys():
    print(name + ' loves a number')
```

Looping through all the values

```
fav_numbers = {'eric': 17, 'ever': 4}
for number in fav_numbers.values():
    print(str(number) + ' is a favorite')
```

Python 3: Básico

If statements

If statements are used to test for particular conditions and respond appropriately.

Conditional tests

```
equals            x == 42
not equal         x != 42
greater than      x > 42
  or equal to     x >= 42
less than         x < 42
  or equal to     x <= 42
```

Conditional test with lists

```
'trek' in bikes
'surly' not in bikes
```

Assigning boolean values

```
game_active = True
can_edit = False
```

A simple if test

```
if age >= 18:
    print("You can vote!")
```

If-elif-else statements

```
if age < 4:
    ticket_price = 0
elif age < 18:
    ticket_price = 10
else:
    ticket_price = 15
```

While loops

A while loop repeats a block of code as long as a certain condition is true.

A simple while loop

```
current_value = 1
while current_value <= 5:
    print(current_value)
    current_value += 1
```

Letting the user choose when to quit

```
msg = ''
while msg != 'quit':
    msg = input("What's your message? ")
    print(msg)
```

Functions

Functions are named blocks of code, designed to do one specific job. Information passed to a function is called an argument, and information received by a function is called a parameter.

A simple function

```
def greet_user():
    """Display a simple greeting."""
    print("Hello!")

greet_user()
```

Passing an argument

```
def greet_user(username):
    """Display a personalized greeting."""
    print("Hello, " + username + "!")

greet_user('jesse')
```

Default values for parameters

```
def make_pizza(topping='bacon'):
    """Make a single-topping pizza."""
    print("Have a " + topping + " pizza!")

make_pizza()
make_pizza('pepperoni')
```

Returning a value

```
def add_numbers(x, y):
    """Add two numbers and return the sum."""
    return x + y

sum = add_numbers(3, 5)
print(sum)
```

Working with files

Your programs can read from files and write to files. Files are opened in read mode ('r') by default, but can also be opened in write mode ('w') and append mode ('a').

Reading a file and storing its lines

```
filename = 'siddhartha.txt'
with open(filename) as file_object:
    lines = file_object.readlines()

for line in lines:
    print(line)
```

Writing to a file

```
filename = 'journal.txt'
with open(filename, 'w') as file_object:
    file_object.write("I love programming.")
```

Appending to a file

```
filename = 'journal.txt'
with open(filename, 'a') as file_object:
    file_object.write("\nI love making games.")
```

Exceptions

Exceptions help you respond appropriately to errors that are likely to occur. You place code that might cause an error in the try block. Code that should run in response to an error goes in the except block. Code that should run only if the try block was successful goes in the else block.

Catching an exception

```
prompt = "How many tickets do you need? "
num_tickets = input(prompt)

try:
    num_tickets = int(num_tickets)
except ValueError:
    print("Please try again.")
else:
    print("Your tickets are printing.")
```

Python 3: Listas

Defining a list

Use square brackets to define a list, and use commas to separate individual items in the list. Use plural names for lists, to make your code easier to read.

Making a list

```
users = ['val', 'bob', 'mia', 'ron', 'ned']
```

Accessing elements

Individual elements in a list are accessed according to their position, called the index. The index of the first element is 0, the index of the second element is 1, and so forth. Negative indices refer to items at the end of the list. To get a particular element, write the name of the list and then the index of the element in square brackets.

Getting the first element

```
first_user = users[0]
```

Getting the second element

```
second_user = users[1]
```

Getting the last element

```
newest_user = users[-1]
```

Modifying individual items

Once you've defined a list, you can change individual elements in the list. You do this by referring to the index of the item you want to modify.

Changing an element

```
users[0] = 'valerie'
users[-2] = 'ronald'
```

Removing elements

You can remove elements by their position in a list, or by the value of the item. If you remove an item by its value, Python removes only the first item that has that value.

Deleting an element by its position

```
del users[-1]
```

Removing an item by its value

```
users.remove('mia')
```

Adding elements

You can add elements to the end of a list, or you can insert them wherever you like in a list.

Adding an element to the end of the list

```
users.append('amy')
```

Starting with an empty list

```
users = []
users.append('val')
users.append('bob')
users.append('mia')
```

Inserting elements at a particular position

```
users.insert(0, 'joe')
users.insert(3, 'bea')
```

Popping elements

If you want to work with an element that you're removing from the list, you can "pop" the element. If you think of the list as a stack of items, pop() takes an item off the top of the stack. By default pop() returns the last element in the list, but you can also pop elements from any position in the list.

Pop the last item from a list

```
most_recent_user = users.pop()
print(most_recent_user)
```

Pop the first item in a list

```
first_user = users.pop(0)
print(first_user)
```

List length

The len() function returns the number of items in a list.

Find the length of a list

```
num_users = len(users)
print("We have " + str(num_users) + " users.")
```

Sorting a list

The sort() method changes the order of a list permanently. The sorted() function returns a copy of the list, leaving the original list unchanged. You can sort the items in a list in alphabetical order, or reverse alphabetical order. You can also reverse the original order of the list. Keep in mind that lowercase and uppercase letters may affect the sort order.

Sorting a list permanently

```
users.sort()
```

Sorting a list permanently in reverse alphabetical order

```
users.sort(reverse=True)
```

Sorting a list temporarily

```
print(sorted(users))
print(sorted(users, reverse=True))
```

Reversing the order of a list

```
users.reverse()
```

Looping through a list

Lists can contain millions of items, so Python provides an efficient way to loop through all the items in a list. When you set up a loop, Python pulls each item from the list one at a time and stores it in a temporary variable, which you provide a name for. This name should be the singular version of the list name.

The indented block of code makes up the body of the loop, where you can work with each individual item. Any lines that are not indented run after the loop is completed.

Printing all items in a list

```
for user in users:
    print(user)
```

Printing a message for each item, and a separate message afterwards

```
for user in users:
    print("Welcome, " + user + "!")

print("Welcome, we're glad to see you all!")
```

Python 3: Listas

The range() function

You can use the range() function to work with a set of numbers efficiently. The range() function starts at 0 by default, and stops one number below the number passed to it. You can use the list() function to efficiently generate a large list of numbers.

Printing the numbers 0 to 1000

```
for number in range(1001):
    print(number)
```

Printing the numbers 1 to 1000

```
for number in range(1, 1001):
    print(number)
```

Making a list of numbers from 1 to a million

```
numbers = list(range(1, 1000001))
```

Simple statistics

There are a number of simple statistics you can run on a list containing numerical data.

Finding the minimum value in a list

```
ages = [93, 99, 66, 17, 85, 1, 35, 82, 2, 77]
youngest = min(ages)
```

Finding the maximum value

```
ages = [93, 99, 66, 17, 85, 1, 35, 82, 2, 77]
oldest = max(ages)
```

Finding the sum of all values

```
ages = [93, 99, 66, 17, 85, 1, 35, 82, 2, 77]
total_years = sum(ages)
```

Copying a list

To copy a list make a slice that starts at the first item and ends at the last item. If you try to copy a list without using this approach, whatever you do to the copied list will affect the original list as well.

Making a copy of a list

```
finishers = ['kai', 'abe', 'ada', 'gus', 'zoe']
copy_of_finishers = finishers[:]
```

Slicing a list

You can work with any set of elements from a list. A portion of a list is called a slice. To slice a list start with the index of the first item you want, then add a colon and the index after the last item you want. Leave off the first index to start at the beginning of the list, and leave off the last index to slice through the end of the list.

Getting the first three items

```
finishers = ['kai', 'abe', 'ada', 'gus', 'zoe']
first_three = finishers[:3]
```

Getting the middle three items

```
middle_three = finishers[1:4]
```

Getting the last three items

```
last_three = finishers[-3:]
```

List comprehensions

You can use a loop to generate a list based on a range of numbers or on another list. This is a common operation, so Python offers a more efficient way to do it. List comprehensions may look complicated at first; if so, use the for loop approach until you're ready to start using comprehensions.

To write a comprehension, define an expression for the values you want to store in the list. Then write a for loop to generate input values needed to make the list.

Using a loop to generate a list of square numbers

```
squares = []
for x in range(1, 11):
    square = x**2
    squares.append(square)
```

Using a comprehension to generate a list of square numbers

```
squares = [x**2 for x in range(1, 11)]
```

Using a loop to convert a list of names to upper case

```
names = ['kai', 'abe', 'ada', 'gus', 'zoe']

upper_names = []
for name in names:
    upper_names.append(name.upper())
```

Using a comprehension to convert a list of names to upper case

```
names = ['kai', 'abe', 'ada', 'gus', 'zoe']

upper_names = [name.upper() for name in names]
```

Python 3: Diccionarios

Defining a dictionary

Use curly braces to define a dictionary. Use colons to connect keys and values, and use commas to separate individual key-value pairs.

Making a dictionary

```
alien_0 = {'color': 'green', 'points': 5}
```

Accessing values

To access the value associated with an individual key give the name of the dictionary and then place the key in a set of square brackets. If the key you're asking for is not in the dictionary, an error will occur.

You can also use the get() method, which returns None instead of an error if the key doesn't exist. You can also specify a default value to use if the key is not in the dictionary.

Getting the value associated with a key

```
alien_0 = {'color': 'green', 'points': 5}

print(alien_0['color'])
print(alien_0['points'])
```

Getting the value with get()

```
alien_0 = {'color': 'green'}

alien_color = alien_0.get('color')
alien_points = alien_0.get('points', 0)

print(alien_color)
print(alien_points)
```

Removing key-value pairs

You can remove any key-value pair you want from a dictionary. To do so use the del keyword and the dictionary name, followed by the key in square brackets. This will delete the key and its associated value.

Deleting a key-value pair

```
alien_0 = {'color': 'green', 'points': 5}
print(alien_0)

del alien_0['points']
print(alien_0)
```

Adding new key-value pairs

You can store as many key-value pairs as you want in a dictionary, until your computer runs out of memory. To add a new key-value pair to an existing dictionary give the name of the dictionary and the new key in square brackets, and set it equal to the new value.

This also allows you to start with an empty dictionary and add key-value pairs as they become relevant.

Adding a key-value pair

```
alien_0 = {'color': 'green', 'points': 5}

alien_0['x'] = 0
alien_0['y'] = 25
alien_0['speed'] = 1.5
```

Adding to an empty dictionary

```
alien_0 = {}
alien_0['color'] = 'green'
alien_0['points'] = 5
```

Modifying values

You can modify the value associated with any key in a dictionary. To do so give the name of the dictionary and enclose the key in square brackets, then provide the new value for that key.

Modifying values in a dictionary

```
alien_0 = {'color': 'green', 'points': 5}
print(alien_0)

# Change the alien's color and point value.
alien_0['color'] = 'yellow'
alien_0['points'] = 10
print(alien_0)
```

Looping through a dictionary

You can loop through a dictionary in three ways: you can loop through all the key-value pairs, all the keys, or all the values.

A dictionary only tracks the connections between keys and values; it doesn't track the order of items in the dictionary. If you want to process the information in order, you can sort the keys in your loop.

Looping through all key-value pairs

```
# Store people's favorite languages.
fav_languages = {
    'jen': 'python',
    'sarah': 'c',
    'edward': 'ruby',
    'phil': 'python',
    }

# Show each person's favorite language.
for name, language in fav_languages.items():
    print(name + ": " + language)
```

Looping through all the keys

```
# Show everyone who's taken the survey.
for name in fav_languages.keys():
    print(name)
```

Looping through all the values

```
# Show all the languages that have been chosen.
for language in fav_languages.values():
    print(language)
```

Looping through all the keys in order

```
# Show each person's favorite language,
#   in order by the person's name.
for name in sorted(fav_languages.keys()):
    print(name + ": " + language)
```

Dictionary length

You can find the number of key-value pairs in a dictionary.

Finding a dictionary's length

```
num_responses = len(fav_languages)
```

Python 3: Decisiones condicionales

Conditional Tests

A conditional test is an expression that can be evaluated as True or False. Python uses the values True and False to decide whether the code in an if statement should be executed.

Checking for equality

A single equal sign assigns a value to a variable. A double equal sign (==) checks whether two values are equal.

```
>>> car = 'bmw'
>>> car == 'bmw'
True
>>> car = 'audi'
>>> car == 'bmw'
False
```

Ignoring case when making a comparison

```
>>> car = 'Audi'
>>> car.lower() == 'audi'
True
```

Checking for inequality

```
>>> topping = 'mushrooms'
>>> topping != 'anchovies'
True
```

Boolean values

A boolean value is either True or False. Variables with boolean values are often used to keep track of certain conditions within a program.

Simple boolean values

```
game_active = True
can_edit = False
```

Numerical comparisons

Testing numerical values is similar to testing string values.

Testing equality and inequality

```
>>> age = 18
>>> age == 18
True
>>> age != 18
False
```

Comparison operators

```
>>> age = 19
>>> age < 21
True
>>> age <= 21
True
>>> age > 21
False
>>> age >= 21
False
```

Checking multiple conditions

You can check multiple conditions at the same time. The and operator returns True if all the conditions listed are True. The or operator returns True if any condition is True.

Using and to check multiple conditions

```
>>> age_0 = 22
>>> age_1 = 18
>>> age_0 >= 21 and age_1 >= 21
False
>>> age_1 = 23
>>> age_0 >= 21 and age_1 >= 21
True
```

Using or to check multiple conditions

```
>>> age_0 = 22
>>> age_1 = 18
>>> age_0 >= 21 or age_1 >= 21
True
>>> age_0 = 18
>>> age_0 >= 21 or age_1 >= 21
False
```

If statements

Several kinds of if statements exist. Your choice of which to use depends on the number of conditions you need to test. You can have as many elif blocks as you need, and the else block is always optional.

Simple if statement

```
age = 19

if age >= 18:
    print("You're old enough to vote!")
```

If-else statements

```
age = 17

if age >= 18:
    print("You're old enough to vote!")
else:
    print("You can't vote yet.")
```

The if-elif-else chain

```
age = 12

if age < 4:
   price = 0
elif age < 18:
    price = 5
else:
    price = 10

print("Your cost is $" + str(price) + ".")
```

Conditional tests with lists

You can easily test whether a certain value is in a list. You can also test whether a list is empty before trying to loop through the list.

Testing if a value is in a list

```
>>> players = ['al', 'bea', 'cyn', 'dale']
>>> 'al' in players
True
>>> 'eric' in players
False
```

Python 3: Decisiones condicionales

Conditional tests with lists (cont.)

Testing if a value is not in a list

```
banned_users = ['ann', 'chad', 'dee']
user = 'erin'

if user not in banned_users:
    print("You can play!")
```

Checking if a list is empty

```
players = []

if players:
    for player in players:
        print("Player: " + player.title())
else:
    print("We have no players yet!")
```

Accepting input

You can allow your users to enter input using the input() statement. In Python 3, all input is stored as a string.

Simple input

```
name = input("What's your name? ")
print("Hello, " + name + ".")
```

Accepting numerical input

```
age = input("How old are you? ")
age = int(age)

if age >= 18:
    print("\nYou can vote!")
else:
    print("\nYou can't vote yet.")
```

While loops

A while loop repeats a block of code as long as a condition is True.

Counting to 5

```
current_number = 1

while current_number <= 5:
    print(current_number)
    current_number += 1
```

While loops (cont.)

Letting the user choose when to quit

```
prompt = "\nTell me something, and I'll "
prompt += "repeat it back to you."
prompt += "\nEnter 'quit' to end the program. "

message = ""
while message != 'quit':
    message = input(prompt)

    if message != 'quit':
        print(message)
```

Using a flag

```
prompt = "\nTell me something, and I'll "
prompt += "repeat it back to you."
prompt += "\nEnter 'quit' to end the program. "

active = True
while active:
    message = input(prompt)

    if message == 'quit':
        active = False
    else:
        print(message)
```

Using break to exit a loop

```
prompt = "\nWhat cities have you visited?"
prompt += "\nEnter 'quit' when you're done. "

while True:
    city = input(prompt)

    if city == 'quit':
        break
    else:
        print("I've been to " + city + "!")
```

While loops (cont.)

Using continue in a loop

```
banned_users = ['eve', 'fred', 'gary', 'helen']

prompt = "\nAdd a player to your team."
prompt += "\nEnter 'quit' when you're done. "

players = []
while True:
    player = input(prompt)
    if player == 'quit':
        break
    elif player in banned_users:
        print(player + " is banned!")
        continue
    else:
        players.append(player)

print("\nYour team:")
for player in players:
    print(player)
```

Removing all instances of a value from a list

The remove() method removes a specific value from a list, but it only removes the first instance of the value you provide. You can use a while loop to remove all instances of a particular value.

Removing all cats from a list of pets

```
pets = ['dog', 'cat', 'dog', 'fish', 'cat',
        'rabbit', 'cat']
print(pets)

while 'cat' in pets:
    pets.remove('cat')

print(pets)
```

Python 3: Funciones

Defining a function

The first line of a function is its definition, marked by the keyword def. The name of the function is followed by a set of parentheses and a colon. A docstring, in triple quotes, describes what the function does. The body of a function is indented one level.

To call a function, give the name of the function followed by a set of parentheses.

Making a function

```
def greet_user():
    """Display a simple greeting."""
    print("Hello!")

greet_user()
```

Passing information to a function

Information that's passed to a function is called an argument; information that's received by a function is called a parameter. Arguments are included in parentheses after the function's name, and parameters are listed in parentheses in the function's definition.

Passing a single argument

```
def greet_user(username):
    """Display a simple greeting."""
    print("Hello, " + username + "!")

greet_user('jesse')
greet_user('diana')
greet_user('brandon')
```

Positional and keyword arguments

The two main kinds of arguments are positional and keyword arguments. When you use positional arguments Python matches the first argument in the function call with the first parameter in the function definition, and so forth.

With keyword arguments, you specify which parameter each argument should be assigned to in the function call. When you use keyword arguments, the order of the arguments doesn't matter.

Using positional arguments

```
def describe_pet(animal, name):
    """Display information about a pet."""
    print("\nI have a " + animal + ".")
    print("Its name is " + name + ".")

describe_pet('hamster', 'harry')
describe_pet('dog', 'willie')
```

Using keyword arguments

```
def describe_pet(animal, name):
    """Display information about a pet."""
    print("\nI have a " + animal + ".")
    print("Its name is " + name + ".")

describe_pet(animal='hamster', name='harry')
describe_pet(name='willie', animal='dog')
```

Default values

You can provide a default value for a parameter. When function calls omit this argument the default value will be used. Parameters with default values must be listed after parameters without default values in the function's definition so positional arguments can still work correctly.

Using a default value

```
def describe_pet(name, animal='dog'):
    """Display information about a pet."""
    print("\nI have a " + animal + ".")
    print("Its name is " + name + ".")

describe_pet('harry', 'hamster')
describe_pet('willie')
```

Using None to make an argument optional

```
def describe_pet(animal, name=None):
    """Display information about a pet."""
    print("\nI have a " + animal + ".")
    if name:
        print("Its name is " + name + ".")

describe_pet('hamster', 'harry')
describe_pet('snake')
```

Return values

A function can return a value or a set of values. When a function returns a value, the calling line must provide a variable in which to store the return value. A function stops running when it reaches a return statement.

Returning a single value

```
def get_full_name(first, last):
    """Return a neatly formatted full name."""
    full_name = first + ' ' + last
    return full_name.title()

musician = get_full_name('jimi', 'hendrix')
print(musician)
```

Returning a dictionary

```
def build_person(first, last):
    """Return a dictionary of information
    about a person.
    """
    person = {'first': first, 'last': last}
    return person

musician = build_person('jimi', 'hendrix')
print(musician)
```

Returning a dictionary with optional values

```
def build_person(first, last, age=None):
    """Return a dictionary of information
    about a person.
    """
    person = {'first': first, 'last': last}
    if age:
        person['age'] = age
    return person

musician = build_person('jimi', 'hendrix', 27)
print(musician)

musician = build_person('janis', 'joplin')
print(musician)
```

Python 3: Funciones

Passing a list to a function

You can pass a list as an argument to a function, and the function can work with the values in the list. Any changes the function makes to the list will affect the original list. You can prevent a function from modifying a list by passing a copy of the list as an argument.

Passing a list as an argument

```
def greet_users(names):
    """Print a simple greeting to everyone."""
    for name in names:
        msg = "Hello, " + name + "!"
        print(msg)

usernames = ['hannah', 'ty', 'margot']
greet_users(usernames)
```

Allowing a function to modify a list

The following example sends a list of models to a function for printing. The original list is emptied, and the second list is filled.

```
def print_models(unprinted, printed):
    """3d print a set of models."""
    while unprinted:
        current_model = unprinted.pop()
        print("Printing " + current_model)
        printed.append(current_model)

# Store some unprinted designs,
#  and print each of them.
unprinted = ['phone case', 'pendant', 'ring']
printed = []
print_models(unprinted, printed)

print("\nUnprinted:", unprinted)
print("Printed:", printed)
```

Preventing a function from modifying a list

The following example is the same as the previous one, except the original list is unchanged after calling print_models().

```
def print_models(unprinted, printed):
    """3d print a set of models."""
    while unprinted:
        current_model = unprinted.pop()
        print("Printing " + current_model)
        printed.append(current_model)

# Store some unprinted designs,
#  and print each of them.
original = ['phone case', 'pendant', 'ring']
printed = []

print_models(original[:], printed)
print("\nOriginal:", original)
print("Printed:", printed)
```

Passing an arbitrary number of arguments

*Sometimes you won't know how many arguments a function will need to accept. Python allows you to collect an arbitrary number of arguments into one parameter using the * operator. A parameter that accepts an arbitrary number of arguments must come last in the function definition.*

*The ** operator allows a parameter to collect an arbitrary number of keyword arguments.*

Collecting an arbitrary number of arguments

```
def make_pizza(size, *toppings):
    """Make a pizza."""
    print("\nMaking a " + size + " pizza.")
    print("Toppings:")
    for topping in toppings:
        print("- " + topping)

# Make three pizzas with different toppings.
make_pizza('small', 'pepperoni')
make_pizza('large', 'bacon bits', 'pineapple')
make_pizza('medium', 'mushrooms', 'peppers',
        'onions', 'extra cheese')
```

Collecting an arbitrary number of keyword arguments

```
def build_profile(first, last, **user_info):
    """Build a user's profile dictionary."""
    # Build a dict with the required keys.
    profile = {'first': first, 'last': last}

    # Add any other keys and values.
    for key, value in user_info.items():
        profile[key] = value

    return profile

# Create two users with different kinds
#   of information.
user_0 = build_profile('albert', 'einstein',
        location='princeton')
user_1 = build_profile('marie', 'curie',
        location='paris', field='chemistry')

print(user_0)
print(user_1)
```

Python 3: Módulos

Modules

You can store your functions in a separate file called a module, and then import the functions you need into the file containing your main program. This allows for cleaner program files. (Make sure your module is stored in the same directory as your main program.)

Storing a function in a module

File: pizza.py

```
def make_pizza(size, *toppings):
    """Make a pizza."""
    print("\nMaking a " + size + " pizza.")
    print("Toppings:")
    for topping in toppings:
        print("- " + topping)
```

Importing an entire module

File: making_pizzas.py
Every function in the module is available in the program file.

```
import pizza

pizza.make_pizza('medium', 'pepperoni')
pizza.make_pizza('small', 'bacon', 'pineapple')
```

Importing a specific function

Only the imported functions are available in the program file.

```
from pizza import make_pizza

make_pizza('medium', 'pepperoni')
make_pizza('small', 'bacon', 'pineapple')
```

Giving a module an alias

```
import pizza as p

p.make_pizza('medium', 'pepperoni')
p.make_pizza('small', 'bacon', 'pineapple')
```

Giving a function an alias

```
from pizza import make_pizza as mp

mp('medium', 'pepperoni')
mp('small', 'bacon', 'pineapple')
```

Importing all functions from a module

Don't do this, but recognize it when you see it in others' code. It can result in naming conflicts, which can cause errors.

```
from pizza import *

make_pizza('medium', 'pepperoni')
make_pizza('small', 'bacon', 'pineapple')
```

Python 3: Archivos

Reading from a file

To read from a file your program needs to open the file and then read the contents of the file. You can read the entire contents of the file at once, or read the file line by line. The with statement makes sure the file is closed properly when the program has finished accessing the file.

Reading an entire file at once

```
filename = 'siddhartha.txt'

with open(filename) as f_obj:
    contents = f_obj.read()

print(contents)
```

Reading line by line

Each line that's read from the file has a newline character at the end of the line, and the print function adds its own newline character. The rstrip() method gets rid of the the extra blank lines this would result in when printing to the terminal.

```
filename = 'siddhartha.txt'

with open(filename) as f_obj:
    for line in f_obj:
        print(line.rstrip())
```

Storing the lines in a list

```
filename = 'siddhartha.txt'

with open(filename) as f_obj:
    lines = f_obj.readlines()

for line in lines:
    print(line.rstrip())
```

Writing to a file

Passing the 'w' argument to open() tells Python you want to write to the file. Be careful; this will erase the contents of the file if it already exists. Passing the 'a' argument tells Python you want to append to the end of an existing file.

Writing to an empty file

```
filename = 'programming.txt'

with open(filename, 'w') as f:
    f.write("I love programming!")
```

Writing multiple lines to an empty file

```
filename = 'programming.txt'

with open(filename, 'w') as f:
    f.write("I love programming!\n")
    f.write("I love creating new games.\n")
```

Appending to a file

```
filename = 'programming.txt'

with open(filename, 'a') as f:
    f.write("I also love working with data.\n")
    f.write("I love making apps as well.\n")
```

File paths

When Python runs the open() function, it looks for the file in the same directory where the program that's being excuted is stored. You can open a file from a subfolder using a relative path. You can also use an absolute path to open any file on your system.

Opening a file from a subfolder

```
f_path = "text_files/alice.txt"

with open(f_path) as f_obj:
    lines = f_obj.readlines()

for line in lines:
    print(line.rstrip())
```

Opening a file using an absolute path

```
f_path = "/home/ehmatthes/books/alice.txt"

with open(f_path) as f_obj:
    lines = f_obj.readlines()
```

Opening a file on Windows

Windows will sometimes interpret forward slashes incorrectly. If you run into this, use backslashes in your file paths.

```
f_path = "C:\Users\ehmatthes\books\alice.txt"

with open(f_path) as f_obj:
    lines = f_obj.readlines()
```

Python 3: Excepciones

The try-except block

When you think an error may occur, you can write a try-except block to handle the exception that might be raised. The try block tells Python to try running some code, and the except block tells Python what to do if the code results in a particular kind of error.

Handling the ZeroDivisionError exception

```
try:
    print(5/0)
except ZeroDivisionError:
    print("You can't divide by zero!")
```

Handling the FileNotFoundError exception

```
f_name = 'siddhartha.txt'

try:
    with open(f_name) as f_obj:
        lines = f_obj.readlines()
except FileNotFoundError:
    msg = "Can't find file {0}.".format(f_name)
    print(msg)
```

Failing silently

Sometimes you want your program to just continue running when it encounters an error, without reporting the error to the user. Using the pass statement in an else block allows you to do this.

Using the pass statement in an else block

```
f_names = ['alice.txt', 'siddhartha.txt',
        'moby_dick.txt', 'little_women.txt']

for f_name in f_names:
    # Report the length of each file found.
    try:
        with open(f_name) as f_obj:
            lines = f_obj.readlines()
    except FileNotFoundError:
        # Just move on to the next file.
        pass
    else:
        num_lines = len(lines)
        msg = "{0} has {1} lines.".format(
            f_name, num_lines)
        print(msg)
```

The else block

The try block should only contain code that may cause an error. Any code that depends on the try block running successfully should be placed in the else block.

Using an else block

```
print("Enter two numbers. I'll divide them.")

x = input("First number: ")
y = input("Second number: ")

try:
    result = int(x) / int(y)
except ZeroDivisionError:
    print("You can't divide by zero!")
else:
    print(result)
```

Preventing crashes from user input

Without the except block in the following example, the program would crash if the user tries to divide by zero. As written, it will handle the error gracefully and keep running.

```
"""A simple calculator for division only."""

print("Enter two numbers. I'll divide them.")
print("Enter 'q' to quit.")

while True:
    x = input("\nFirst number: ")
    if x == 'q':
        break
    y = input("Second number: ")
    if y == 'q':
        break

    try:
        result = int(x) / int(y)
    except ZeroDivisionError:
        print("You can't divide by zero!")
    else:
        print(result)
```

Avoid bare except blocks

Exception-handling code should catch specific exceptions that you expect to happen during your program's execution. A bare except block will catch all exceptions, including keyboard interrupts and system exits you might need when forcing a program to close.

If you want to use a try block and you're not sure which exception to catch, use Exception. It will catch most exceptions, but still allow you to interrupt programs intentionally.

Don't use bare except blocks

```
try:
    # Do something
except:
    pass
```

Use Exception instead

```
try:
    # Do something
except Exception:
    pass
```

Printing the exception

```
try:
    # Do something
except Exception as e:
    print(e, type(e))
```

Python 3: Numpy

NumPy

The **NumPy** library is the core library for scientific computing in Python. It provides a high-performance multidimensional array object, and tools for working with these arrays.

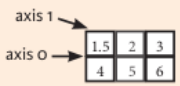
Use the following import convention:

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

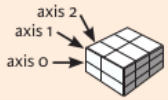
NumPy Arrays

1D array

2D array



3D array



Creating Arrays

```
>>> a = np.array([1,2,3])
>>> b = np.array([(1.5,2,3), (4,5,6)], dtype = float)
>>> c = np.array([[(1.5,2,3), (4,5,6)], [(3,2,1), (4,5,6)]],
                 dtype = float)
```

Initial Placeholders

`>>> np.zeros((3,4))`	Create an array of zeros
`>>> np.ones((2,3,4),dtype=np.int16)`	Create an array of ones
`>>> d = np.arange(10,25,5)`	Create an array of evenly spaced values (step value)
`>>> np.linspace(0,2,9)`	Create an array of evenly spaced values (number of samples)
`>>> e = np.full((2,2),7)`	Create a constant array
`>>> f = np.eye(2)`	Create a 2X2 identity matrix
`>>> np.random.random((2,2))`	Create an array with random values
`>>> np.empty((3,2))`	Create an empty array

I/O

Saving & Loading On Disk

```
>>> np.save('my_array', a)
>>> np.savez('array.npz', a, b)
>>> np.load('my_array.npy')
```

Saving & Loading Text Files

```
>>> np.loadtxt("myfile.txt")
>>> np.genfromtxt("my_file.csv", delimiter=',')
>>> np.savetxt("myarray.txt", a, delimiter=" ")
```

Data Types

`>>> np.int64`	Signed 64-bit integer types
`>>> np.float32`	Standard double-precision floating point
`>>> np.complex`	Complex numbers represented by 128 floats
`>>> np.bool`	Boolean type storing `TRUE` and `FALSE` values
`>>> np.object`	Python object type
`>>> np.string_`	Fixed-length string type
`>>> np.unicode_`	Fixed-length unicode type

Inspecting Your Array

`>>> a.shape`	Array dimensions
`>>> len(a)`	Length of array
`>>> b.ndim`	Number of array dimensions
`>>> e.size`	Number of array elements
`>>> b.dtype`	Data type of array elements
`>>> b.dtype.name`	Name of data type
`>>> b.astype(int)`	Convert an array to a different type

Asking For Help

```
>>> np.info(np.ndarray.dtype)
```

Array Mathematics

Arithmetic Operations

`>>> g = a - b`
`array([[-0.5, 0. , 0. ],`
`[-3. , -3. , -3. ]])`
	Subtraction

`>>> np.subtract(a,b)`	Subtraction

`>>> b + a`
`array([[ 2.5, 4. , 6. ],`
`[ 5. , 7. , 9. ]])`
	Addition

`>>> np.add(b,a)`	Addition

`>>> a / b`
`array([[ 0.66666667, 1. , 1. ],`
`[ 0.25 , 0.4 , 0.5 ]])`
	Division

`>>> np.divide(a,b)`	Division

`>>> a * b`
`array([[ 1.5, 4. , 9. ],`
`[ 4. , 10. , 18. ]])`
	Multiplication

`>>> np.multiply(a,b)`	Multiplication
`>>> np.exp(b)`	Exponentiation
`>>> np.sqrt(b)`	Square root
`>>> np.sin(a)`	Print sines of an array
`>>> np.cos(b)`	Element-wise cosine
`>>> np.log(a)`	Element-wise natural logarithm

`>>> e.dot(f)`
`array([[ 7., 7.],`
`[ 7., 7.]])`
	Dot product

Comparison

`>>> a == b`
`array([[False, True, True],`
`[False, False, False]], dtype=bool)`
	Element-wise comparison

`>>> a < 2` `array([True, False, False], dtype=bool)`	Element-wise comparison
`>>> np.array_equal(a, b)`	Array-wise comparison

Aggregate Functions

`>>> a.sum()`	Array-wise sum
`>>> a.min()`	Array-wise minimum value
`>>> b.max(axis=0)`	Maximum value of an array row
`>>> b.cumsum(axis=1)`	Cumulative sum of the elements
`>>> a.mean()`	Mean
`>>> b.median()`	Median
`>>> a.corrcoef()`	Correlation coefficient
`>>> np.std(b)`	Standard deviation

Copying Arrays

`>>> h = a.view()`	Create a view of the array with the same data
`>>> np.copy(a)`	Create a copy of the array
`>>> h = a.copy()`	Create a deep copy of the array

Sorting Arrays

`>>> a.sort()`	Sort an array
`>>> c.sort(axis=0)`	Sort the elements of an array's axis

Python 3: Numpy

Subsetting, Slicing, Indexing

Also see Lists

Subsetting

```
>>> a[2]
3
```
Select the element at the 2nd index

```
>>> b[1,2]
6.0
```
Select the element at row 1 column 2 (equivalent to `b[1][2]`)

Slicing

```
>>> a[0:2]
array([1, 2])
```
Select items at index 0 and 1

```
>>> b[0:2,1]
array([ 2.,  5.])
```
Select items at rows 0 and 1 in column 1

```
>>> b[:1]
array([[1.5, 2., 3.]])
```
Select all items at row 0 (equivalent to `b[0:1, :]`)

```
>>> c[1,...]
array([[[ 3.,  2.,  1.],
        [ 4.,  5.,  6.]]])
```
Same as `[1,:,:]`

```
>>> a[ : :-1]
array([3, 2, 1])
```
Reversed array `a`

Boolean Indexing

```
>>> a[a<2]
array([1])
```
Select elements from `a` less than 2

Fancy Indexing

```
>>> b[[1, 0, 1, 0],[0, 1, 2, 0]]
array([ 4. , 2. , 6. , 1.5])
```
Select elements `(1,0)`, `(0,1)`, `(1,2)` and `(0,0)`

```
>>> b[[1, 0, 1, 0]][:,[0,1,2,0]]
array([[ 4. ,5. , 6. , 4. ],
       [ 1.5, 2. , 3. , 1.5],
       [ 4. , 5. , 6. , 4. ],
       [ 1.5, 2. , 3. , 1.5]])
```
Select a subset of the matrix's rows and columns

Array Manipulation

Transposing Array

```
>>> i = np.transpose(b)
>>> i.T
```
Permute array dimensions
Permute array dimensions

Changing Array Shape

```
>>> b.ravel()
```
Flatten the array

```
>>> g.reshape(3,-2)
```
Reshape, but don't change data

Adding/Removing Elements

```
>>> h.resize((2,6))
>>> np.append(h,g)
>>> np.insert(a, 1, 5)
>>> np.delete(a,[1])
```
Return a new array with shape (2,6)
Append items to an array
Insert items in an array
Delete items from an array

Combining Arrays

```
>>> np.concatenate((a,d),axis=0)
 array([ 1,  2,  3, 10, 15, 20])
```
Concatenate arrays

```
>>> np.vstack((a,b))
 array([[ 1. ,  2. ,  3. ],
        [ 1.5,  2. ,  3. ],
        [ 4. ,  5. ,  6. ]])
```
Stack arrays vertically (row-wise)

```
>>> np.r_[e,f]
```
Stack arrays vertically (row-wise)

```
>>> np.hstack((e,f))
 array([[ 7.,  7.,  1.,  0.],
        [ 7.,  7.,  0.,  1.]])
```
Stack arrays horizontally (column-wise)

```
>>> np.column_stack((a,d))
 array([[ 1, 10],
        [ 2, 15],
        [ 3, 20]])
```
Create stacked column-wise arrays

```
>>> np.c_[a,d]
```
Create stacked column-wise arrays

Splitting Arrays

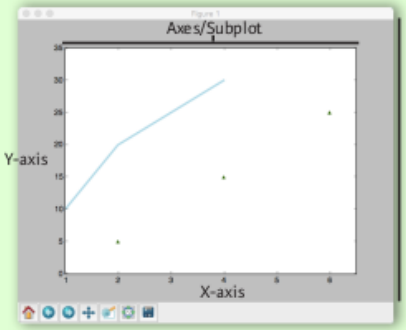
```
>>> np.hsplit(a,3)
 [array([1]),array([2]),array([3])]
```
Split the array horizontally at the 3rd index

```
>>> np.vsplit(c,2)
[array([[[ 1.5,  2. ,  1. ],
         [ 4. ,  5. ,  6. ]]]),
 array([[[ 3.,  2.,  3.],
         [ 4.,  5.,  6.]]])]
```
Split the array vertically at the 2nd index

Python 3: Matplotlib

Plot Anatomy & Workflow

Plot Anatomy



Figure

Workflow

The basic steps to creating plots with matplotlib are:

1 Prepare data 2 Create plot 3 Plot 4 Customize plot 5 Save plot 6 Show plot

```
>>> import matplotlib.pyplot as plt
>>> x = [1,2,3,4]                          Step 1
>>> y = [10,20,25,30]
>>> fig = plt.figure()                     Step 2
>>> ax = fig.add_subplot(111)              Step 3
>>> ax.plot(x, y, color='lightblue', linewidth=3)   Step 3, 4
>>> ax.scatter([2,4,6],
               [5,15,25],
               color='darkgreen',
               marker='^')
>>> ax.set_xlim(1, 6.5)
>>> plt.savefig('foo.png')
>>> plt.show()                             Step 6
```

Matplotlib

Matplotlib is a Python 2D plotting library which produces publication-quality figures in a variety of hardcopy formats and interactive environments across platforms.

matplotlib

1 Prepare The Data

Also see Lists & NumPy

1D Data

```
>>> import numpy as np
>>> x = np.linspace(0, 10, 100)
>>> y = np.cos(x)
>>> z = np.sin(x)
```

2D Data or Images

```
>>> data = 2 * np.random.random((10, 10))
>>> data2 = 3 * np.random.random((10, 10))
>>> Y, X = np.mgrid[-3:3:100j, -3:3:100j]
>>> U = -1 - X**2 + Y
>>> V = 1 + X - Y**2
>>> from matplotlib.cbook import get_sample_data
>>> img = np.load(get_sample_data('axes_grid/bivariate_normal.npy'))
```

2 Create Plot

```
>>> import matplotlib.pyplot as plt
```

Figure

```
>>> fig = plt.figure()
>>> fig2 = plt.figure(figsize=plt.figaspect(2.0))
```

Axes

All plotting is done with respect to an `Axes`. In most cases, a subplot will fit your needs. A subplot is an axes on a grid system.

```
>>> fig.add_axes()
>>> ax1 = fig.add_subplot(221) # row-col-num
>>> ax3 = fig.add_subplot(212)
>>> fig3, axes = plt.subplots(nrows=2,ncols=2)
>>> fig4, axes2 = plt.subplots(ncols=3)
```

3 Plotting Routines

1D Data

`>>> fig, ax = plt.subplots()`	
`>>> lines = ax.plot(x,y)`	Draw points with lines or markers connecting them
`>>> ax.scatter(x,y)`	Draw unconnected points, scaled or colored
`>>> axes[0,0].bar([1,2,3],[3,4,5])`	Plot vertical rectangles (constant width)
`>>> axes[1,0].barh([0.5,1,2.5],[0,1,2])`	Plot horiontal rectangles (constant height)
`>>> axes[1,1].axhline(0.45)`	Draw a horizontal line across axes
`>>> axes[0,1].axvline(0.65)`	Draw a vertical line across axes
`>>> ax.fill(x,y,color='blue')`	Draw filled polygons
`>>> ax.fill_between(x,y,color='yellow')`	Fill between y-values and o

Vector Fields

`>>> axes[0,1].arrow(0,0,0.5,0.5)`	Add an arrow to the axes
`>>> axes[1,1].quiver(y,z)`	Plot a 2D field of arrows
`>>> axes[0,1].streamplot(X,Y,U,V)`	Plot a 2D field of arrows

Data Distributions

`>>> ax1.hist(y)`	Plot a histogram
`>>> ax3.boxplot(y)`	Make a box and whisker plot
`>>> ax3.violinplot(z)`	Make a violin plot

2D Data or Images

`>>> fig, ax = plt.subplots()`	
`>>> im = ax.imshow(img, cmap='gist_earth', interpolation='nearest', vmin=-2, vmax=2)`	Colormapped or RGB arrays
`>>> axes2[0].pcolor(data2)`	Pseudocolor plot of 2D array
`>>> axes2[0].pcolormesh(data)`	Pseudocolor plot of 2D array
`>>> CS = plt.contour(Y,X,U)`	Plot contours
`>>> axes2[2].contourf(data1)`	Plot filled contours
`>>> axes2[2]= ax.clabel(CS)`	Label a contour plot

Python 3: Matplotlib

4 Customize Plot

Colors, Color Bars & Color Maps

```
>>> plt.plot(x, x, x, x**2, x, x**3)
>>> ax.plot(x, y, alpha = 0.4)
>>> ax.plot(x, y, c='k')
>>> fig.colorbar(im, orientation='horizontal')
>>> im = ax.imshow(img,
                   cmap='seismic')
```

Markers

```
>>> fig, ax = plt.subplots()
>>> ax.scatter(x,y,marker=".")
>>> ax.plot(x,y,marker="o")
```

Linestyles

```
>>> plt.plot(x,y,linewidth=4.0)
>>> plt.plot(x,y,ls='solid')
>>> plt.plot(x,y,ls='--')
>>> plt.plot(x,y,'--',x**2,y**2,'-.')
>>> plt.setp(lines,color='r',linewidth=4.0)
```

Text & Annotations

```
>>> ax.text(1,
            -2.1,
            'Example Graph',
            style='italic')
>>> ax.annotate("Sine",
                xy=(8, 0),
                xycoords='data',
                xytext=(10.5, 0),
                textcoords='data',
                arrowprops=dict(arrowstyle="->",
                                connectionstyle="arc3"),)
```

Mathtext

```
>>> plt.title(r'$sigma_i=15$', fontsize=20)
```

Limits, Legends & Layouts

Limits & Autoscaling

```
>>> ax.margins(x=0.0,y=0.1)
```
Add padding to a plot

```
>>> ax.axis('equal')
```
Set the aspect ratio of the plot to 1

```
>>> ax.set(xlim=[0,10.5],ylim=[-1.5,1.5])
```
Set limits for x-and y-axis

```
>>> ax.set_xlim(0,10.5)
```
Set limits for x-axis

Legends

```
>>> ax.set(title='An Example Axes',
           ylabel='Y-Axis',
           xlabel='X-Axis')
```
Set a title and x-and y-axis labels

```
>>> ax.legend(loc='best')
```
No overlapping plot elements

Ticks

```
>>> ax.xaxis.set(ticks=range(1,5),
                 ticklabels=[3,100,-12,"foo"])
```
Manually set x-ticks

```
>>> ax.tick_params(axis='y',
                   direction='inout',
                   length=10)
```
Make y-ticks longer and go in and out

Subplot Spacing

```
>>> fig3.subplots_adjust(wspace=0.5,
                         hspace=0.3,
                         left=0.125,
                         right=0.9,
                         top=0.9,
                         bottom=0.1)
```
Adjust the spacing between subplots

```
>>> fig.tight_layout()
```
Fit subplot(s) in to the figure area

Axis Spines

```
>>> ax1.spines['top'].set_visible(False)
```
Make the top axis line for a plot invisible

```
>>> ax1.spines['bottom'].set_position(('outward',10))
```
Move the bottom axis line outward

5 Save Plot

Save figures

```
>>> plt.savefig('foo.png')
```

Save transparent figures

```
>>> plt.savefig('foo.png', transparent=True)
```

6 Show Plot

```
>>> plt.show()
```

Close & Clear

```
>>> plt.cla()
```
Clear an axis

```
>>> plt.clf()
```
Clear the entire figure

```
>>> plt.close()
```
Close a window

Python 3: Lectura de datos

Importing Data in Python

Most of the time, you'll use either **NumPy** or **pandas** to import your data:

```
>>> import numpy as np
>>> import pandas as pd
```

Help

```
>>> np.info(np.ndarray.dtype)
>>> help(pd.read_csv)
```

Text Files

Plain Text Files

```
>>> filename = 'huck_finn.txt'
>>> file = open(filename, mode='r')
>>> text = file.read()
>>> print(file.closed)
>>> file.close()
>>> print(text)
```

Open the file for reading
Read a file's contents
Check whether file is closed
Close file

Using the context manager `with`

```
>>> with open('huck_finn.txt', 'r') as file:
        print(file.readline())
        print(file.readline())
        print(file.readline())
```

Read a single line

Table Data: Flat Files

Importing Flat Files with numpy

Files with one data type

```
>>> filename = 'mnist.txt'
>>> data = np.loadtxt(filename,
                      delimiter=',',
                      skiprows=2,
                      usecols=[0,2],
                      dtype=str)
```

String used to separate values
Skip the first 2 lines
Read the 1st and 3rd column
The type of the resulting array

Files with mixed data types

```
>>> filename = 'titanic.csv'
>>> data = np.genfromtxt(filename,
                         delimiter=',',
                         names=True,
                         dtype=None)
```

Look for column header

```
>>> data_array = np.recfromcsv(filename)
```

The default `dtype` of the `np.recfromcsv()` function is `None`.

Excel Spreadsheets

```
>>> file = 'urbanpop.xlsx'
>>> data = pd.ExcelFile(file)
>>> df_sheet2 = data.parse('1960-1966',
                           skiprows=[0],
                           names=['Country',
                                  'AAM: War(2002)'])
>>> df_sheet1 = data.parse(0,
                           parse_cols=[0],
                           skiprows=[0],
                           names=['Country'])
```

To access the sheet names, use the `sheet_names` attribute:

```
>>> data.sheet_names
```

HDF5 Files

```
>>> import h5py
>>> filename = 'H-H1_LOSC_4_v1-815411200-4096.hdf5'
>>> data = h5py.File(filename, 'r')
```

Matlab Files

```
>>> import scipy.io
>>> filename = 'workspace.mat'
>>> mat = scipy.io.loadmat(filename)
```

Actividades:

Práctica 1:

- Elegir un archivo de datos astronómicos (encolumnados o no) de no menos de 300-400 líneas, aproximadamente.
- Crear una función de Python que lea ese archivo y lo guarde en un array de Numpy o en una lista.
- Crear una función de Python que guarde en un archivo el array o la lista generada en el punto anterior.

Entrega

Para la próxima clase

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