

# Week 4

2D Arrays and Plotting

# 2D arrays

- So far, we have been working with one dimensional arrays (e.g. `array([1,2,3,4,5,...])`)
- With “matching” 1D arrays for x and y we can plot 2D data- such as position vs time. Each “data point” contains two pieces of information: x, and y (or time and position).
- A 2D array allows us to plot 3D data points- x,y,z. For example, we may have two position variables and one value variable.

# 2D Arrays

- The common way to think about it is like a photograph. If you have a jpeg image, it is made up of a bunch of pixels (which relate back to the pixel detectors on the camera's CCD).
- You can look at an individual pixel (say, (512,512)), and you will find that that pixel has a number/value (which for jpeg relates to how bright/what color that pixel should be).
- The simpler case in astro imaging is usually that each pixel contains monochromatic information- it is just an intensity. ~

# Defining a 2D array

- We can define 2D arrays in several ways: manually, via `hstack`, and via `vstack`.
- Example

# 2D Arrays

- More often than not, we pull 2D arrays out of data files rather than constructing them ourselves
- Classic example is FITS image files (from telescopes). We will have a tutorial on them next week.
- Note: You can have even higher dimensional arrays- it all depends on how much information you need to store.

# Matrices

- Numpy has functions for defining matrices. (`np.matrix`)
- In my experience, because arrays operate on matrix rules, it usually doesn't make a difference whether you use `np.array` to make a matrix structure or `np.matrix`.
- Other useful linear algebra commands: `np.dot`, `np.cross`, `np.linalg.inv` (take the inverse), `np.transpose`, `np.diag`, `np.eye` (for identity matrix)

# Exercise

- Construct a 10x10 array of zeros (as efficiently as you can)

# Solution 1

- `arr = np.zeros(10)`
- `A = np.vstack((arr,arr,arr,arr,arr,arr,arr,arr,arr))`



# Better Solution

- the numpy functions like `np.ones`, `np.zeros` let you specify 2 dimensionality
- `A = np.zeros((10,10))`
- `B = np.ones((5,5))`

# Exercise

- construct a 2d array, 3x3, that looks like this:
- (Use `np.arange`)

```
[1,2,3]  
[4,5,6]  
[7,8,9]
```

# Solution

- `a1 = np.arange(1,4)`
- `a2 = np.arange(4,7)`
- `a3 = np.arange(8,10)`
- `A = np.vstack((a1,a2,a3))`

# Better Solution

- Numpy has a reshape command for Arrays- you can reshape a 1D matrix into a 2D like this:
- `A = np.arange(1,10)`
- `A = A.reshape((3,3))`
- `in_one_line = np.arange(1,10).reshape((3,3))`

# Plotting

- Plotting is one of the most important parts of coding, because your results don't mean anything unless you can communicate them.
- Plotting can take on basically infinite customization- way too much to cover here. We will get into the basics, and a few of the bells and whistles of matplotlib. Beyond that, you basically look up what fancy thing you need when you need it.

# Basic Plotting

- We have already done this: absolute minimum- if you have 2 equal length arrays, one with x values and one with y values, you can use `plt.plot(x,y)` to plot a connected blue line (by default) of y vs x.
- The first change you can make to this is to plot individual data points rather than a continuous line (since data is never continuous right??)

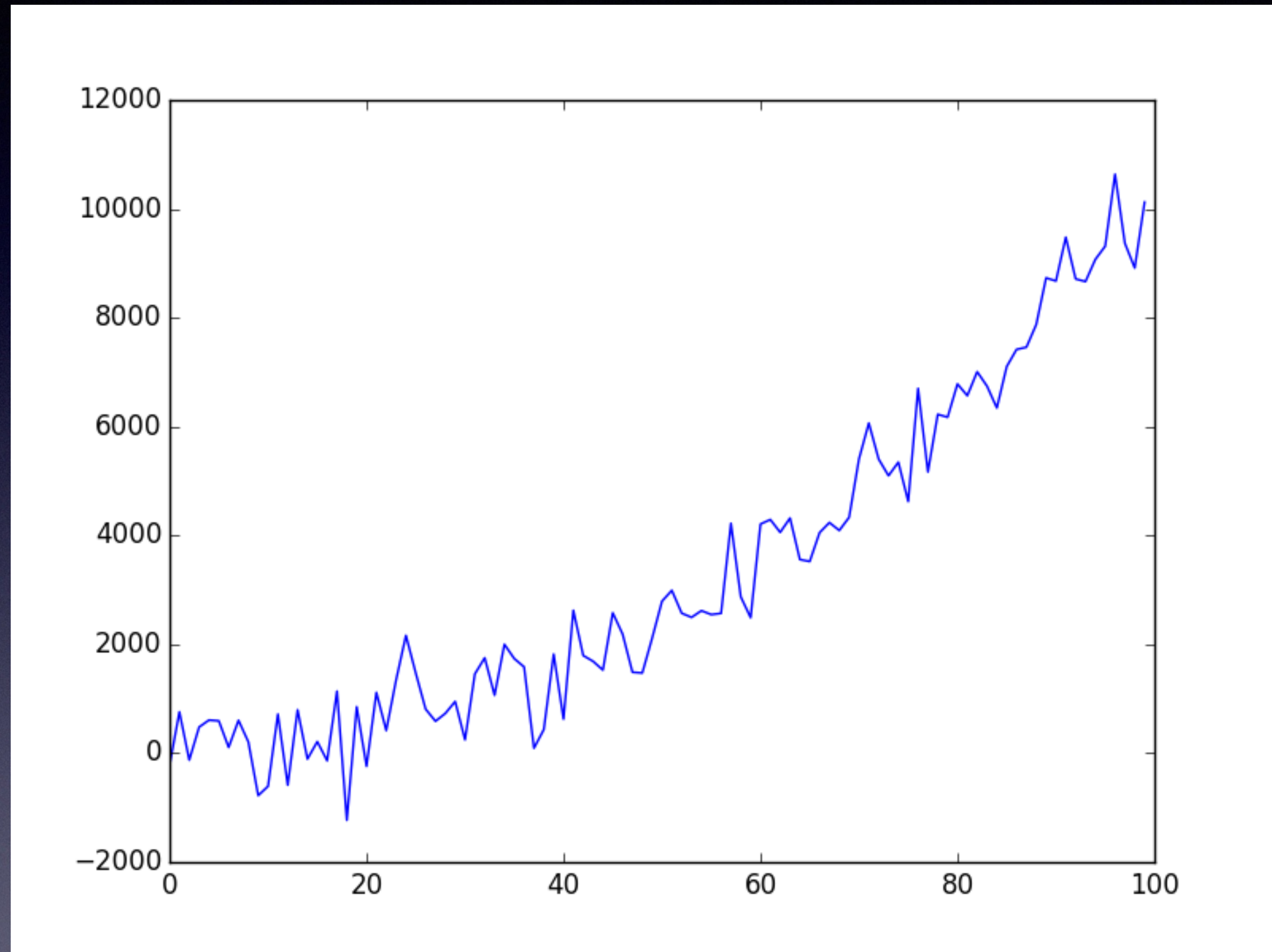
# Plotting points individually

- The `plt.plot` command has a ton of specifiable arguments you can put in (use `help(plt.plot)` to pull up a lot of the options).
- The basic ones are color and line style
- `plt.plot(x,y, 'r+')` would plot the data points as red plusses (there are a lot of shortcuts)

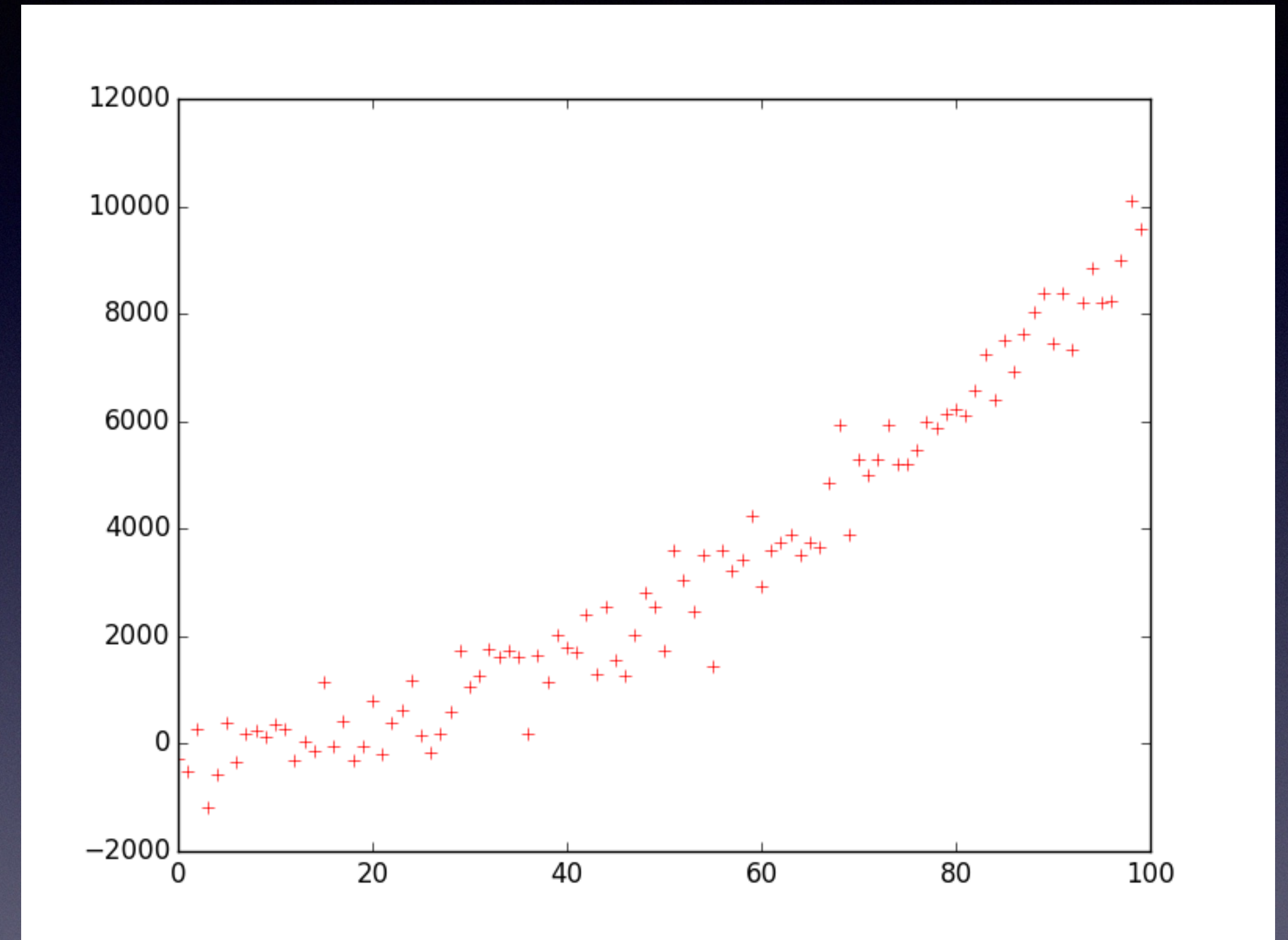
Fake data: `x = np.arange(100)`

`y = x**2`

`y2 = y + 550 * np.random.normal(size=x.shape)`

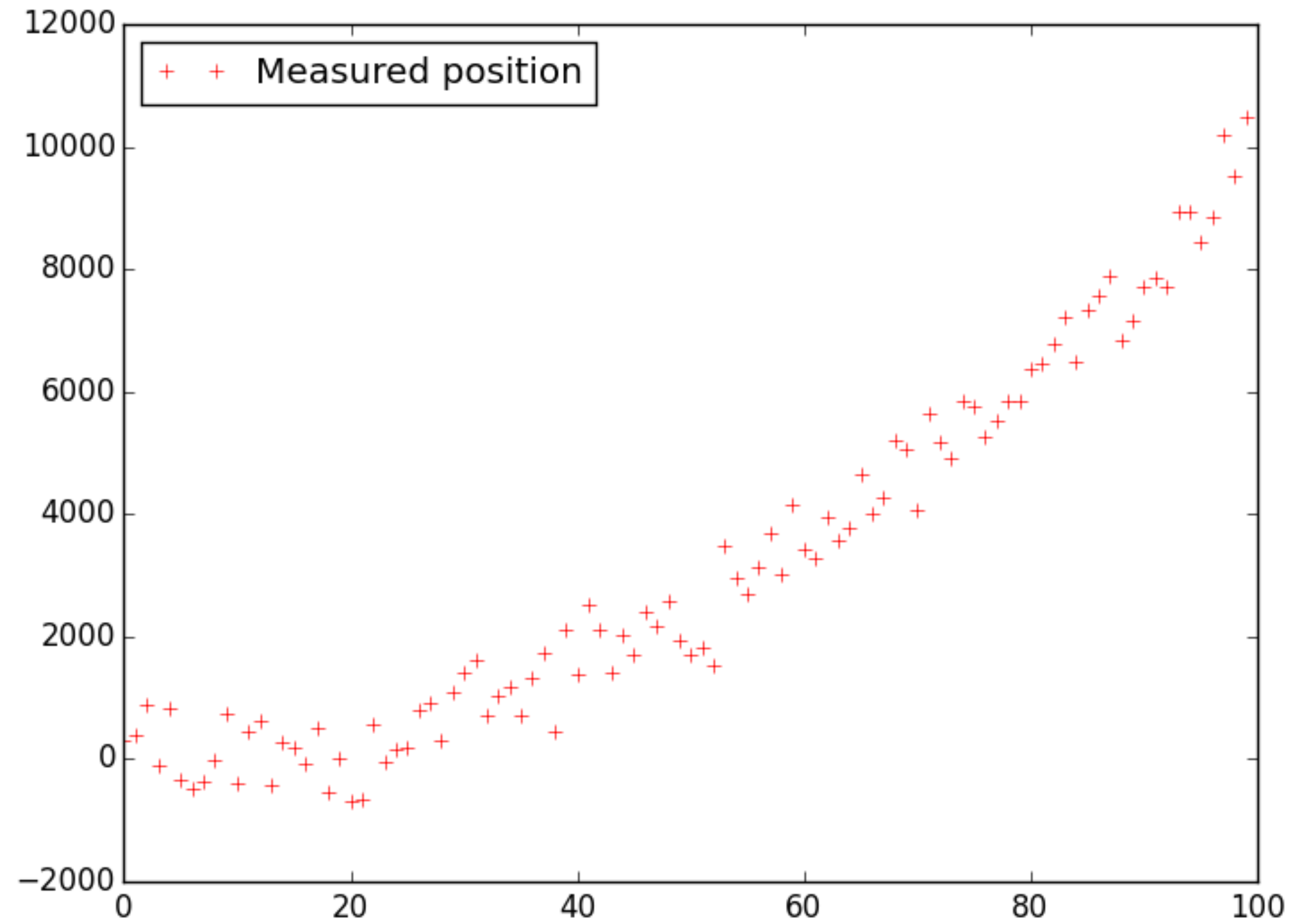


`plt.plot(x,y2)`

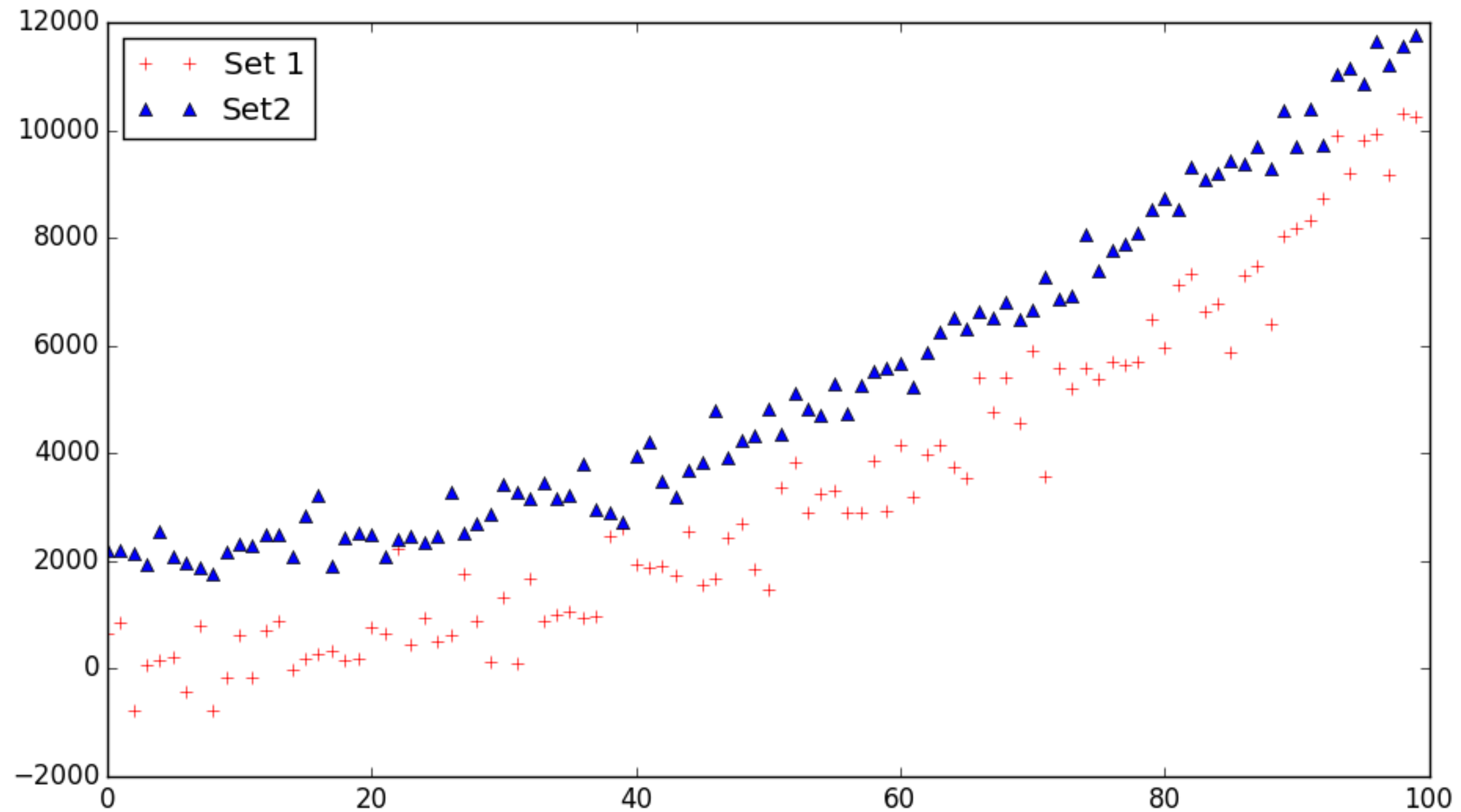


`plt.plot(x,y2,'r+')`





```
plt.plot(x,y2,'r+',label='Measured position')  
plt.legend(loc=2)
```

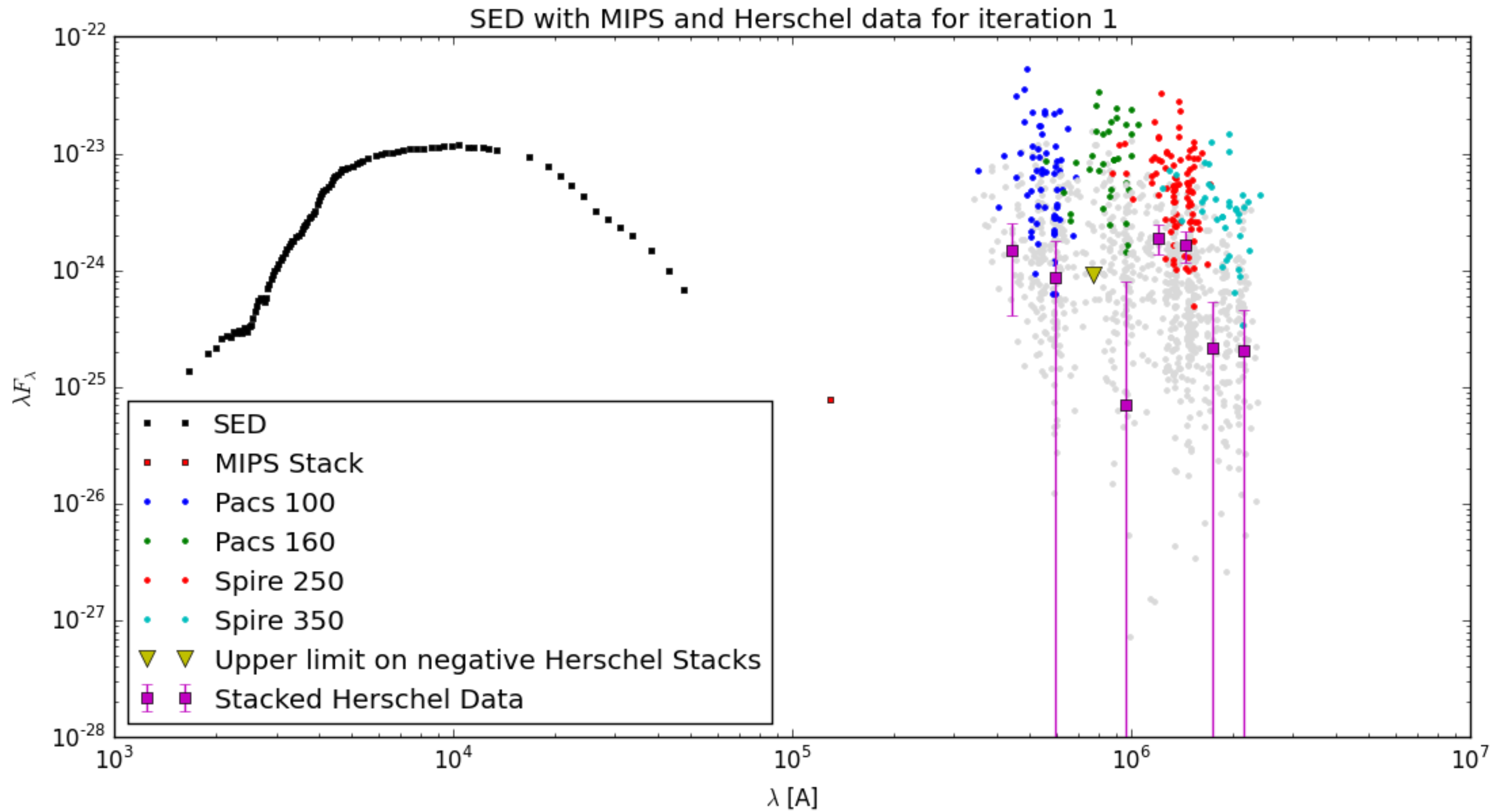


We can plot multiple data sets on the same graph just by plotting one after the other without creating a new figure (But it will only look good if they are in similar ranges)

character	description
'_'	solid line style
'_ '	dashed line style
'_.'	dash-dot line style
':'	dotted line style
'.'	point marker
','	pixel marker
'o'	circle marker
'v'	triangle_down marker
'^'	triangle_up marker
'<'	triangle_left marker
'>'	triangle_right marker
'1'	tri_down marker
'2'	tri_up marker
'3'	tri_left marker
'4'	tri_right marker
's'	square marker
'p'	pentagon marker
'*'	star marker
'h'	hexagon1 marker
'H'	hexagon2 marker
'+'	plus marker
'x'	x marker
'D'	diamond marker
'd'	thin_diamond marker
' '	vline marker
'_'	hline marker

character	color
'b'	blue
'g'	green
'r'	red
'c'	cyan
'm'	magenta
'y'	yellow
'k'	black
'w'	white

You can combine a color and a symbol in one string, e.g. 'yD' for yellow Diamond



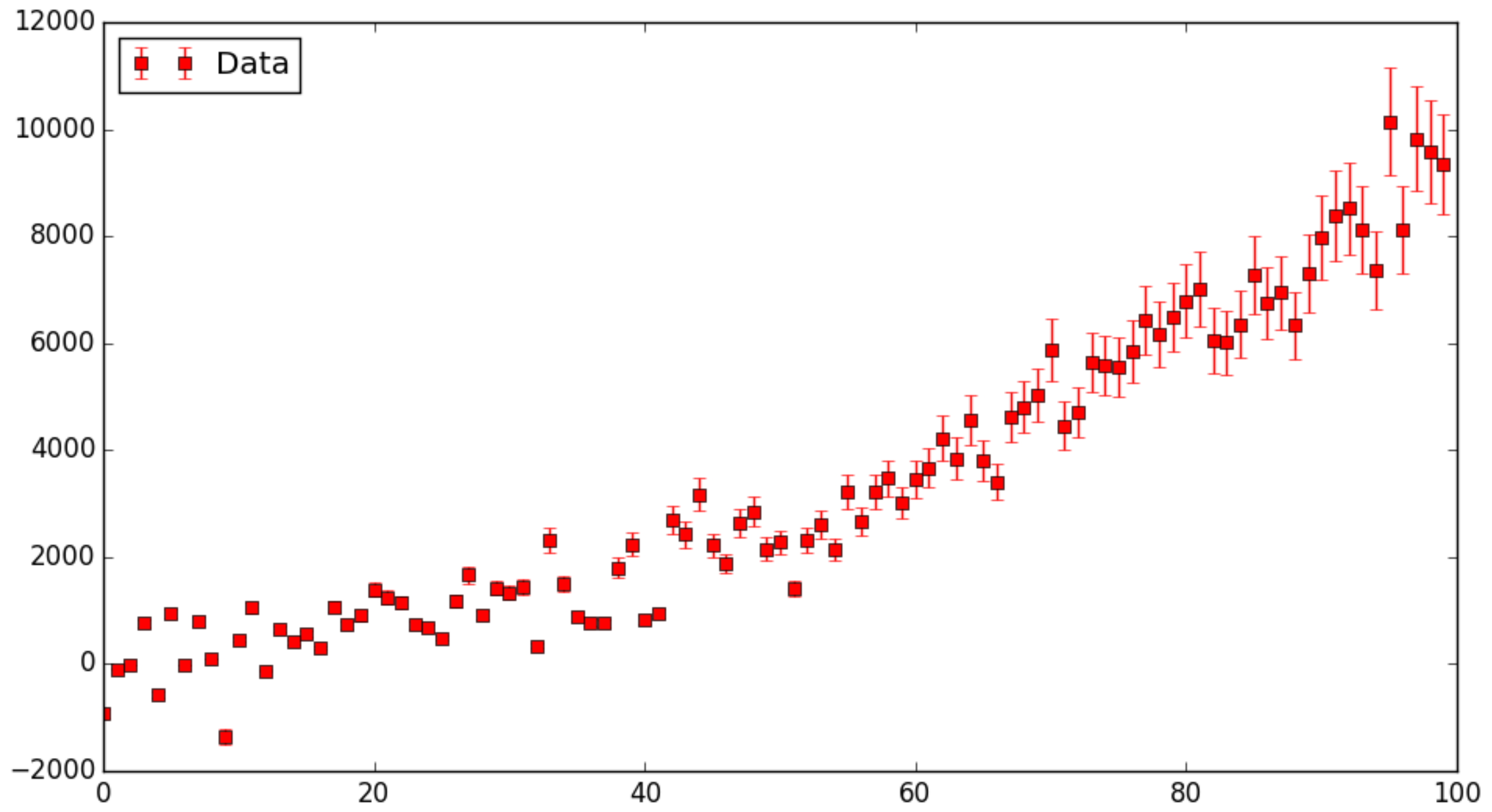
Fun note: once you learn latex, you can use latex commands in your plot labels

# On colors

- If those aren't enough colors for you, matplotlib also allows you to select color by rgb value or hex...
- While this 'r+' shortcut works on plt.plot, it doesn't on others (like plt.axvline, as we discovered).
- Experimentation and google are really the only way to be sure about those
- Other shortcuts include c='r' for specifying a color, ls for line style, etc... Its a mess

# Errorbars

- You can use the `plt.errorbar` function to plot data with error bars. Basically you can either specify a single error value for all data points, or have arrays (same length as `x` and `y`) with the errors for `x` and `y`
- `plt.errorbar(x,y,xerr=err1, yerr=err2)` #where `err1`, `err2` are the error arrays. you can also specify a symbol with `fmt=`
- By default it assumes the same error above and below a point, but you CAN change that (rarely have to)



```
y_error = y2/np.random.randint(1,20)  
plt.errorbar(x,y2,yerr=y_error, fmt='s', c='r', label='Data')
```

# Advice

- Always title and label the axes of your graphs (you can see how in earlier tutorials).
- Use `plt.tight_layout()` always, to reduce the whitespace around the plots that get saved out.
- If you need some wacky plot type, go to <http://matplotlib.org/gallery.html> and look till you see something close enough to your needs that you can adapt it.



# Final thoughts

- The example document for this week contains a bunch of different combinations of plotting data points. Try running them yourself, and see how the commands translate into things like legends and special symbols.
- From these examples you should be able to cobble together what you need in your own code.