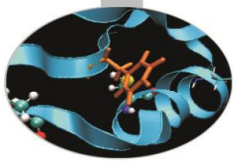
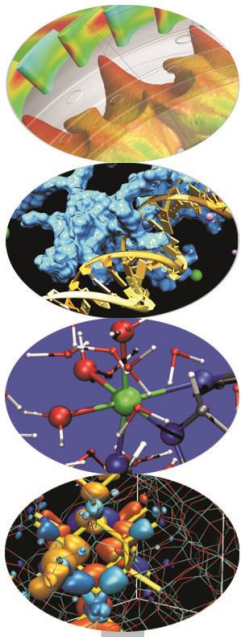
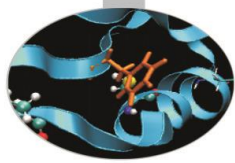


Matplotlib

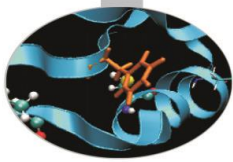


Indice



- Modulo Pylab
- Introduzione a Pylab
- Comandi di base
- Figure
- Plot e Subplot
- Axes
- Line2D Properties
- Gestione del testo
- Esempi: diagrammi a barre, pie plot, scatterplot, istogrammi, meshgrid, contourplot,

Matplotlib: Modulo Pylab



Uno strumento per la grafica bidimensionale è fornito dalla libreria Matplotlib.

La libreria Matplotlib è una libreria che nasce in origine per emulare in ambiente Python i comandi grafici di Matlab.

Matplotlib è completamente sviluppata in Python e utilizza il modulo Numpy per la rappresentazione di grandi array.

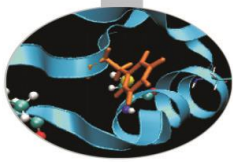
Matplotlib è divisa in tre parti:

- Pylab interface: set di funzioni fornite dal modulo Pylab.
- Matplotlib API
- Backend: grafici per l'output su file e visuali per l'output su interfaccie grafiche.

La libreria Matplotlib è particolarmente indicata per il calcolo scientifico.

Contiene diverse funzioni in tal senso. Inoltre è possibile utilizzare la sintassi LaTex per aggiungere formule sui grafici.

Matplolib: Modulo Pylab



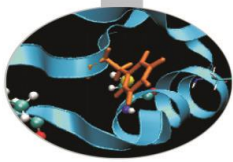
"Matplotlib tries to make easy things easy and hard things possible"

John Hunting

Matplotlib è stata introdotta per emulare la grafica di MATLAB.

Quali sono I vantaggi nell'utilizzare matplotlib?

- Usa Python: MATLAB manca di molte proprietà necessarie a renderlo un linguaggio general purpose
- E' opensource
- E' cross-platform: lavora su Linux,Windows, Mac OS e Sun Solaris
- E' customizzabile ed estendibile
- Ottima resa grafica
- Possibilità di generare postscript per includere in grafici in documenti TeX
- Embeddable in una GUI per lo sviluppo di applicazioni
- Sintassi semplice e leggibile



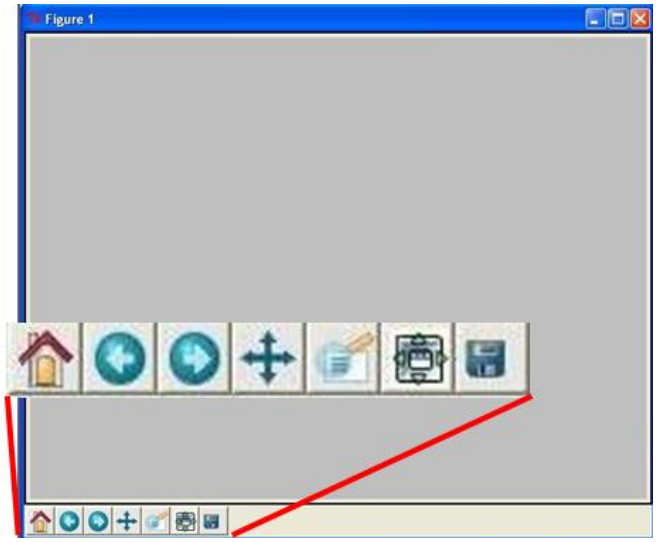
Introduzione a Pylab

L'interfaccia Pylab costituisce il modo più semplice per lavorare con Matplotlib.

Le funzioni sono molto simili all'ambiente Matlab.

Esempio

```
>>>from pylab import *
>>>figure()
>>>show()
```

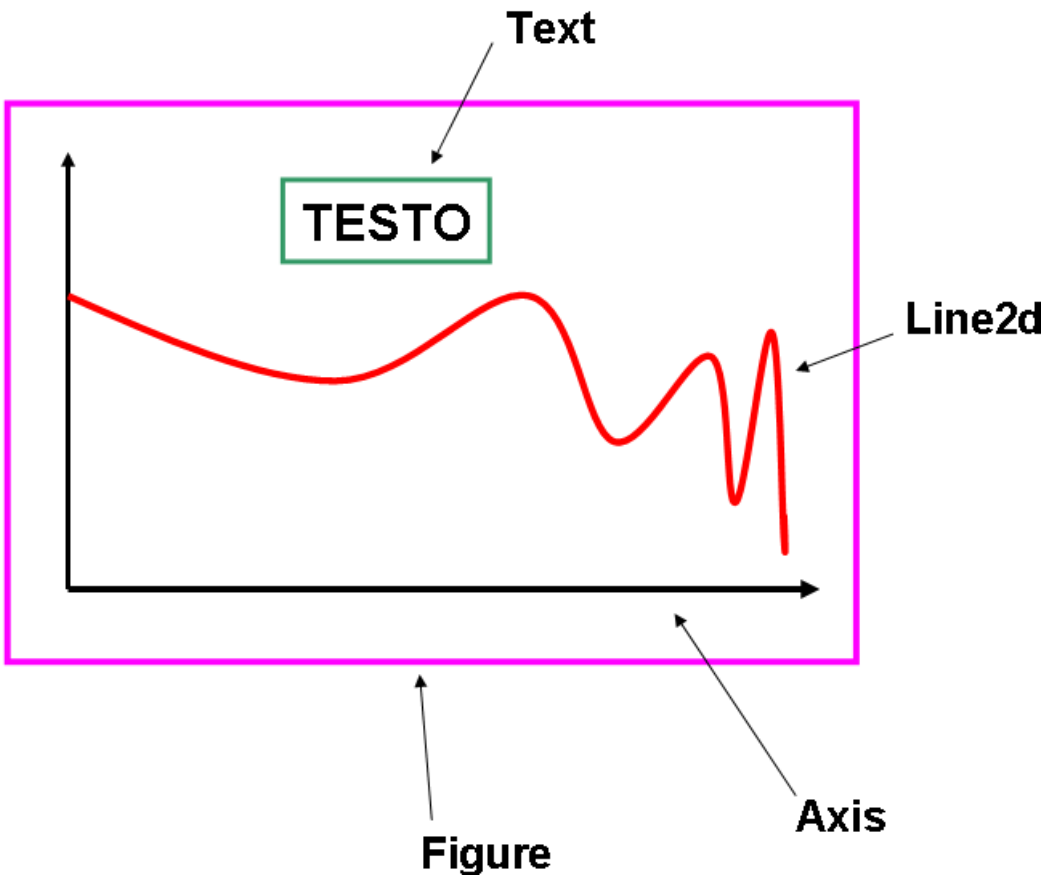


La funzione *figure()* istanzia un oggetto figura.

La funzione *close(n)* chiude la finestra *n*

La funzione *show()* visualizza tutte le figure create

Introduzione a Pylab



Le principali entità su cui lavorare sono:

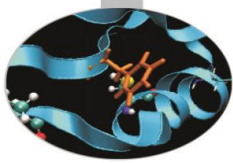
Figure l'oggetto figure ha attributi propri (risoluzione,dimensioni,).

Line2d le linee2d possiedono diverse proprimarcatori, etc.

Text è possibile modificare e gestire testo (plain o math)

Axis per la gestione degli assi

Matplotlib



Matplotlib is disegnata per la programmazione object oriented. Possiamo definire oggetti per colours, lines, axes, etc.

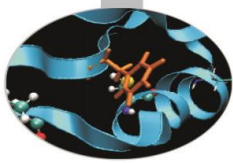
Possiamo adottare anche un approccio funzionale: i plot possono essere generati usando funzioni, in una interfaccia Matlab-like.

Ci sono 2 modi per usare Matplotlib:

- Object-oriented way: Il modo Pythonico di lavorare con Matplotlib. Il modulo pyplot fornisce un interfaccia alla libreria matplotlib.
- pylab: Un modulo che unisce Matplotlib and NumPy in un ambiente simile a MATLAB = pyplot+numpy, assi, figure sono create automaticamente dalla funzione di disegno.

NOTE: L'approccio object-oriented è generalmente preferito per plot non-interattivi (i.e., scripting). La pylab interface è utile per lavorare interattivamente e disegnare.

pyplot vs pylab

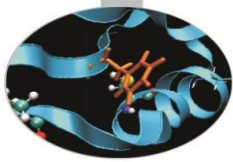


pylab

```
>>>from pylab import *
>>>t=arange(0,5,0.05)
>>>f=2*pi*sin(2*pi*t)
>>>plot(t,f)
>>>grid()
>>>xlabel('x')
>>>ylabel('y')
>>>title('Primo grafico')
>>>show()
```

pylab mode: preferibile per interactive plotting

Matplolib API



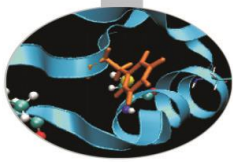
Matplotlib API

L'approccio OO rende tutto più esplicito e consente la customizzazione dei grafici

```
import numpy as np
import matplotlib pytplot as plt

fig = plt.figure()
ax = fig.add_subplot(111)
t=arange(0,5,0.05)
f=2*pi*sin(2*pi*t)
ax.plot([t,f)
ax.set_title(Primo grafico')
ax.grid(True)
ax.set_xlabel('x')
ax.set_ylabel('y')
fig.show()
```

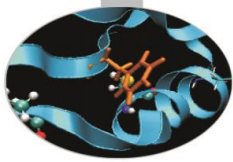
Matplotlib API: necessario per embedding in GUI

Matplotlib API



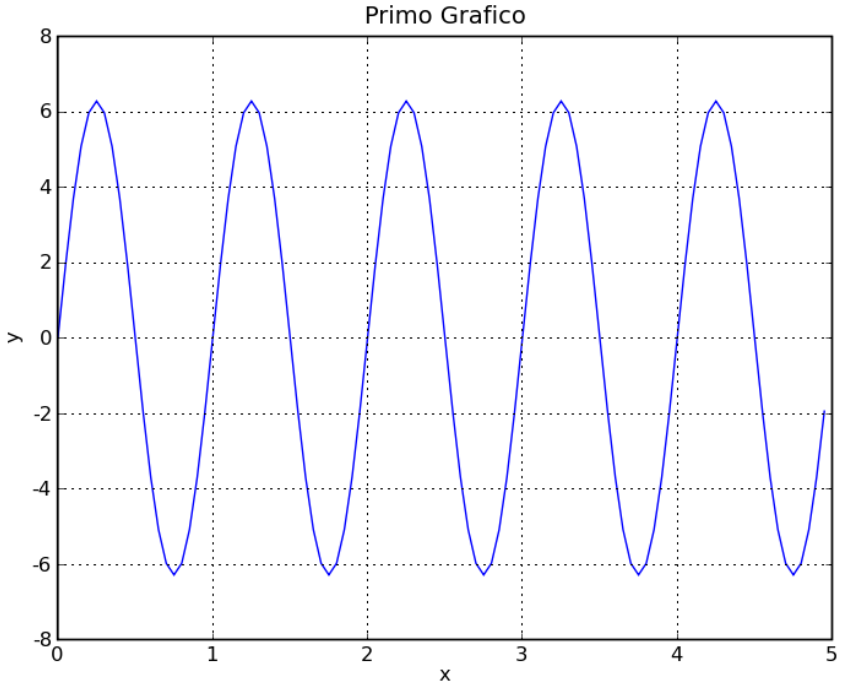
```
>>> import matplotlib.pyplot as plt
>>> import numpy as np
>>> x = np.arange(0, 10, 0.1)
>>> y = np.random.randn(len(x))
>>> fig = plt.figure()      # instance of the fig obj
>>> ax = fig.add_subplot(111) # instance of the axes   obj
>>> l, m = ax.plot(x, y, x, y**2) # returns a tuple of obj
>>> l.set_color('blue')
>>> m.set_color('red')
>>> t = ax.set_title('random numbers')
>>> plt.show()
```

Comandi di base di pylab



Esempio: Primo grafico in Pylab

```
>>>from numpy import *
>>>from pylab import *
>>>t=arange(0,5,0.05)
>>>f=2*pi*sin(2*pi*t)
>>>plot(t,f)
>>>grid()
>>>xlabel('x')
>>>ylabel('y')
>>>title('Primo grafico')
>>>show()
```



NOTA

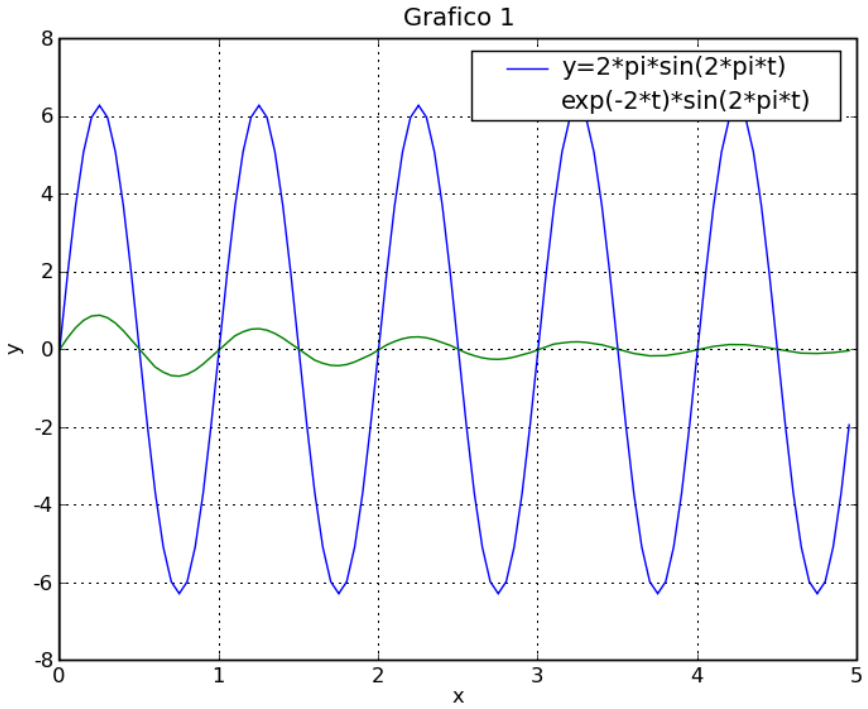
Il grafico viene visualizzato solo alla chiamata della funzione show().

Per lavorare interattivamente è necessario impostare:

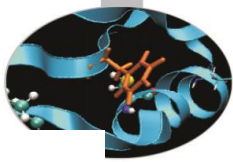
- mode interactive — *rcParams['interactive']=True*
- il tipo di backend — *rcParams['backend']='TkAgg'*

Comandi di base

```
>>>hold(True)
>>>f2=sin(2*pi*t)*exp(-2*t)
>>>plot(t,f2)
>>>legend(('y=2*pi*sin(2*pi*x)','sin(2*pi*x)*exp(-2*x)'))
```



Comandi di base

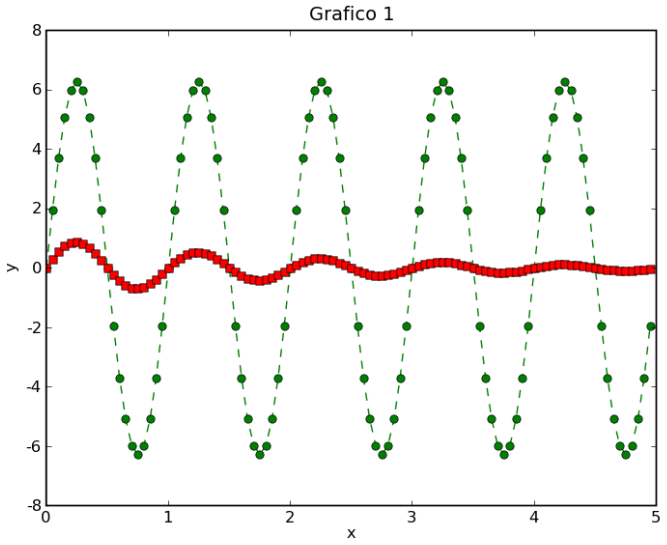


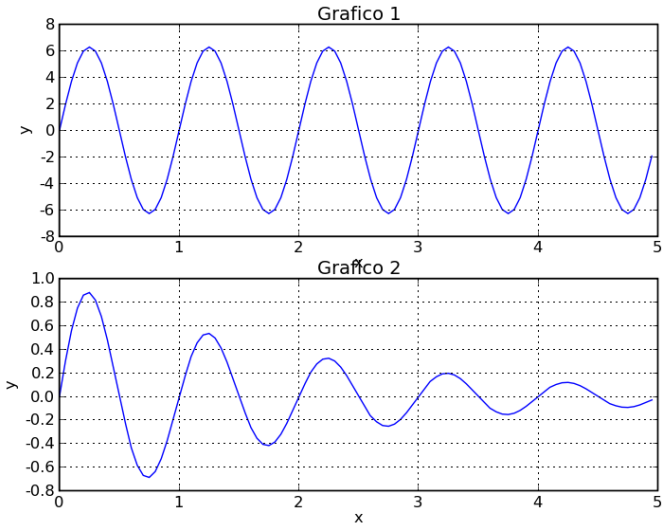
In alternativa :

```
>>>clf
>>>plot(t,f,'g--o',t,f2,'r:s')
>>>xlabel('x')
>>>ylabel('y')
>>>title('Grafico 1')
```

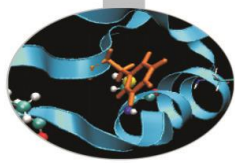
SUBPLOT

```
>>>subplot(211)
>>>plot(t,f)
>>>xlabel('x');ylabel('y') ; title('Grafico 1')
>>>subplot(212)
>>>plot(t,f2)
>>>xlabel('x');ylabel('y') ; title('Grafico 2')
```





Figure



E’ possibile gestire e creare un numero arbitrario di figure tramite il comando *figure().*

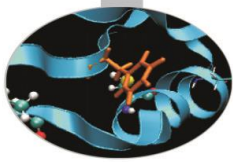
E’ possibile gestire i seguenti attributi della figure:

- *figsize* dimensione in inches
- *facecolor* colore di riempimento
- *edgecolor* colore del bordo
- *dpi* risoluzione
- *frameon* per mantenere il background grigio alla figura.

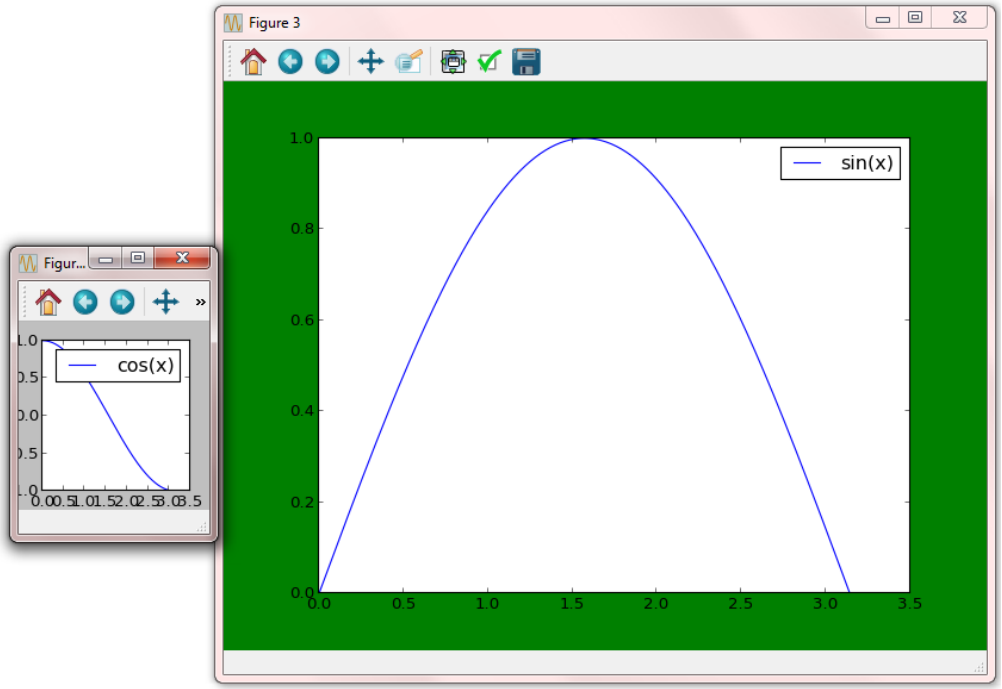
Per chiudere la figura si possono usare i comandi:

- *close(num)*
- *close(istance)*
- *close(‘all’)*

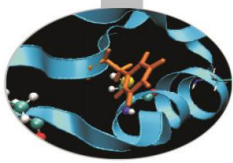
Figure



```
>>> x=arange(0,pi,0.01)
>>> y=sin(x)
>>> y2=cos(x)
>>> figure(facecolor='g')
>>> plot(x,y,label='sin(x)')
>>> legend()
>>> figure(figsize=[3,3])
>>> plot(x,y2,label='cos(x)')
>>> legend()
>>> close(1)
>>> close('all')
```



Plot e Subplot



Il comando

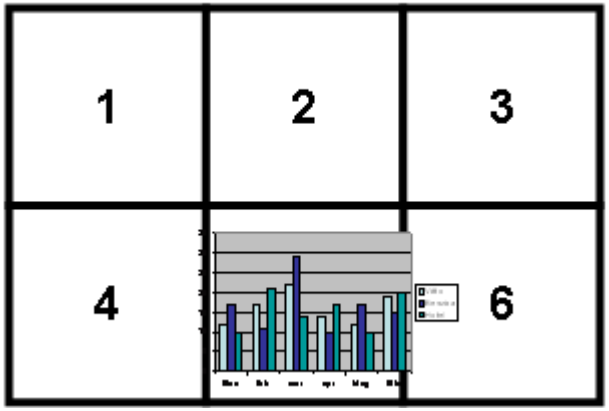
plot(line2d , [properties line2d])

è un comando versatile che consente di creare grafici multilinea specificando lo stile.

Il comando

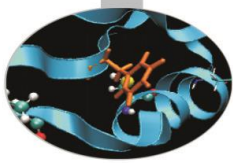
subplot(nrows,ncol,index)

Permette di creare grafici multipli su una griglia con un numero specifico di righe e di colonne.

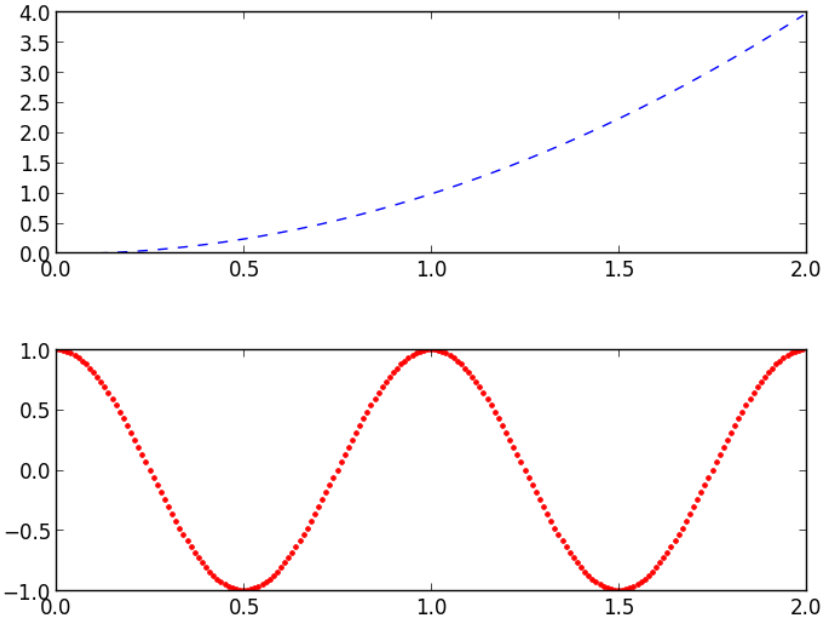


subplot(2,3,5)

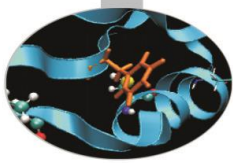
Plot e Subplot



```
from pylab import *
x = arange (0, 2.0, 0.01)

subplot(2, 1, 1)
plot(x, x ** 2, 'b--')

subplot(2, 1, 2)
plot(x, cos(2*pi*x), 'r.')

subplots_adjust(hspace = 0.5)
show()
```



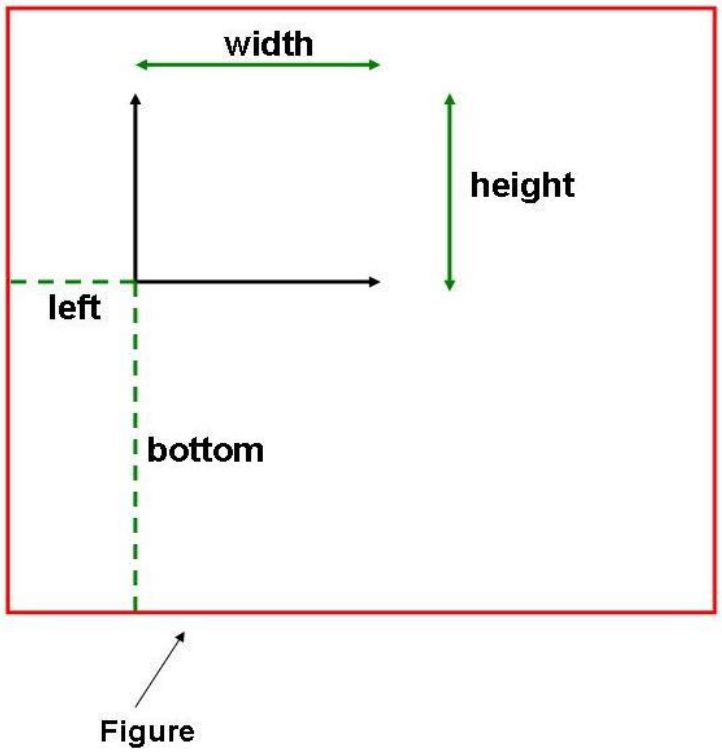
Axes



L'oggetto *axes()* permette la gestione degli assi e si comporta in maniera simile a subplot.

axes() equivale a subplot(111)

axes([left,bottom, width, height]) posiziona e dimensiona il grafico secondo la lista di parametri passati come argomento.



Alcuni metodi

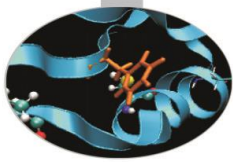
axis([*xmin,xmax,ymin,ymax*])

grid()

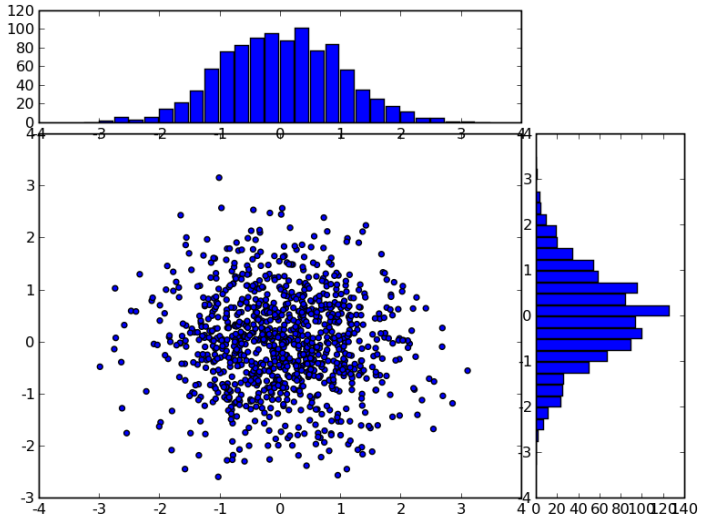
xticks(*location,label*)

legend([*list_lines*],[*list_label*], *loc*, [*text_prop*])

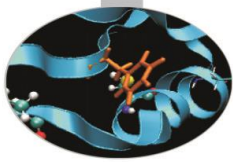
Axes



```
x = numpy.random.randn(1000)
y = numpy.random.randn(1000)
axscatter = axes([0.1,0.1,0.65,0.65])
axhistx = axes([0.1,0.77,0.65,0.2])
axhisty = axes([0.77,0.1,0.2,0.65])

axscatter.scatter(x, y)
draw()
binwidth = 0.25
xymax = max( [max(fabs(x)), max(fabs(y))] )
lim = ( int(xymax/binwidth) + 1) * binwidth
bins = arange(-lim, lim + binwidth,
binwidth)
axhistx.hist(x, bins=bins)
draw()
axhisty.hist(y, bins=bins,
orientation='horizontal')
draw()
```



Line2D Properties



L'oggetto linea ha diversi attributi: è possibile modificare le dimensioni, lo stile, il colore etc. La funzione:

*setp(*args, **kwargs)*

permette di cambiare tali attributi.

In alternativa è possibile modificare gli attributi tramite i metodi dell'oggetto line2D.

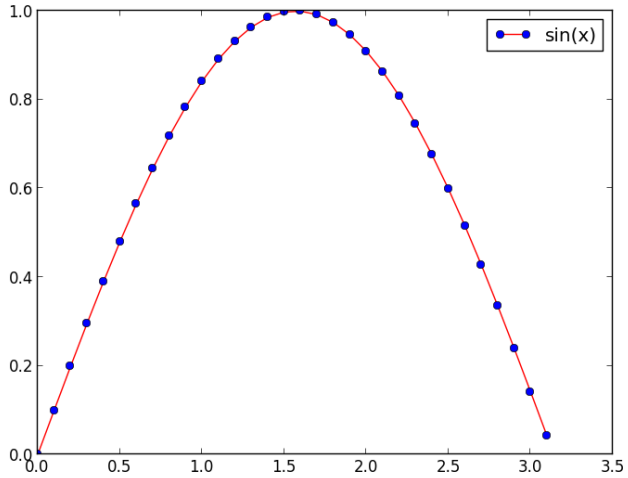
Tra gli attributi ricordiamo:

- *color* 'b', 'r', 'g', 'y', ' k', 'w , 'c', 'm'
- *linewidth* float
- *linestyle* '', '-', '- -', ':', '.-'
- *label* stringa
- *marker* '.', 'o', 'D', '^', 's', '*', '+', 'h'
- *markersize float*
- *markerfacecolor* color

Line2D Properties

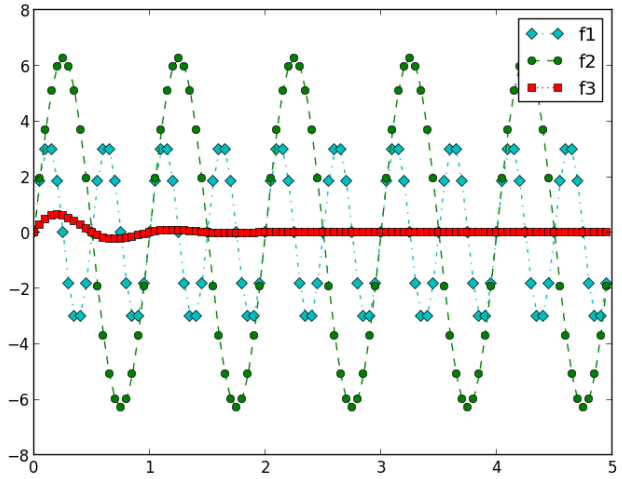
Setting line2D property

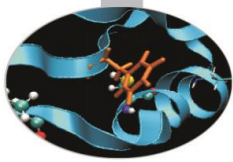
```
>>>x=arange(0,pi,0.1)
>>>plot(x,sin(x),marker='o',color='r',
markerfacecolor='b',label='sin(x)')
>>>legend()
```



Creating Multi-line plot

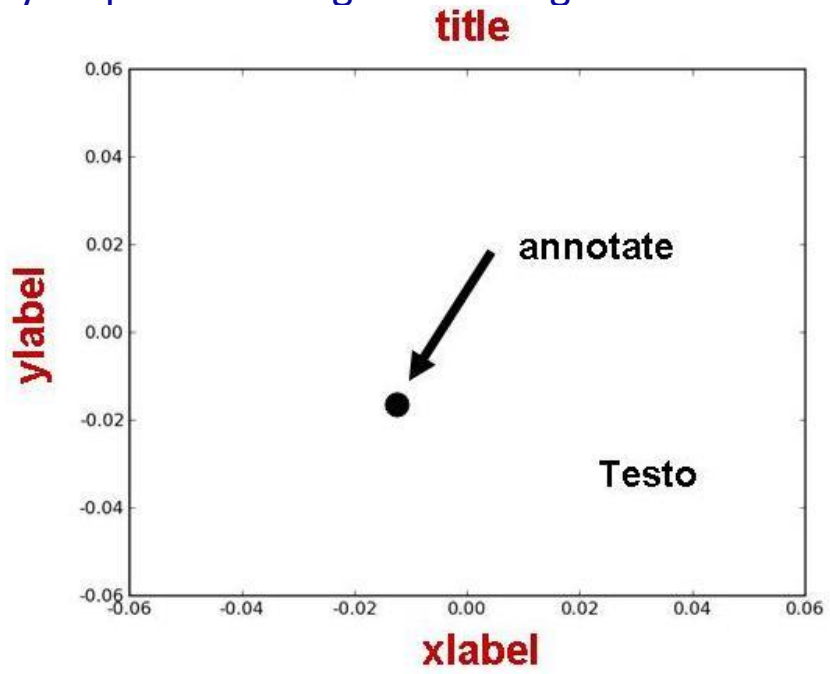
```
>>> t=arange(0,5,0.05)
>>> f=2*pi*sin(2*pi*t)
>>> f2=sin(2*pi*t)*exp(-2*t)
>>> plot(t,f,'g--o',t,f2,'r:s‘)
>>> hold(True)
>>> f3=2*pi*sin(2*pi*t)*cos(2*pi*t)
>>> plot(t,f3,'c-.D',label='f3')
>>> legend(('f1','f2‘,’f3’))
```





Gestione del testo

Pylab permette di gestire stringhe di testo all'interno di grafici.



xlabel (s, *args, **kwargs)

ylabel (s, *args, **kwargs)

title (s, *args, **kwargs)

annotate(s, xy, xytext=None, xycoords='data', textcoords='data',

arrowprops=None,**props)

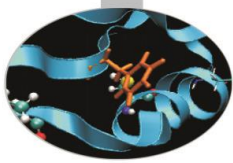
text(x, y, s, fontdict=None, **kwargs)

Inoltre Pylab è in grado di inglobare espressioni matematiche in espressioni di testo utilizzando la sintassi LaTex. Per esempio la sintassi:

xlabel(r'$y_i=2\pi \sin(2\pi x)$') equivale a $y_i = 2\pi \sin(2\pi x)$

E' necessario inoltre imporre: rcParams(text.usetex)=True

Text Properties



L'oggetto testo possiede le seguenti proprietà:

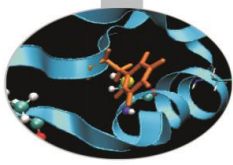
- *Fontsize* xx-small, x-small, small, medium, large, x-large, xx-large
- *Fontstyle* *normal, italic, oblique*
- *Color*
- *Rotation* *degree , 'vertical', 'horizontal'*
- *Verticalalignment* *'top', 'center', 'bottom'*
- *Horizontalalagnment* *'left', 'center', right'*

Gli attributi possono essere modificati in tre modi:

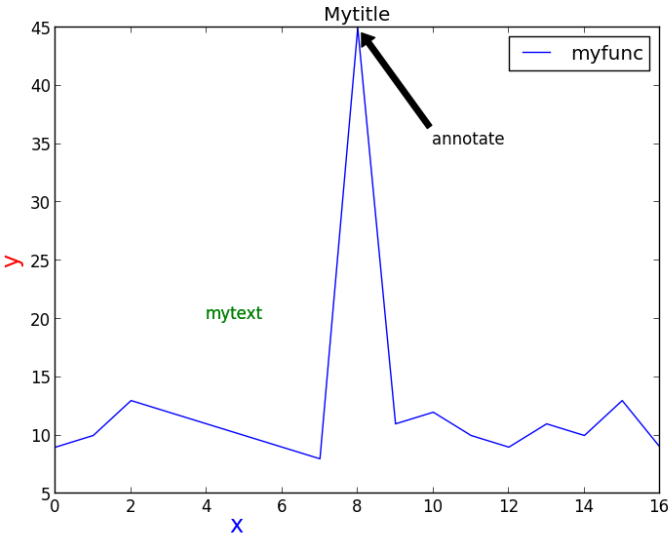
- Tramite *keyword arguments,* tramite la funzione *setp,* tramite i metodi dell'oggetto testo:

```
>>>xlabel('ciao', color ='r', fontsize='large')        #keyword arguments
>>>l=ylabel('asse y')
>>>setp(l,rotation=45)                                  #setp()
>>>l.set_color('r')                                    #object method
```

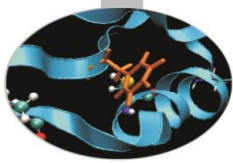
Text



```
>>> x=[9,10,13,12,11,10,9,8,45,11,12,10,9,
11,10,13,9]
>>> plot(x,label='myfunc')
>>> legend()
>>> title('Mytitle')
>>> ylabel('y',fontsize='medium',color='r')
>>> xlabel('x',fontsize='x-
large',color='b',position=(0.3,1))
>>> text(4,20,'mytext',
color='g',fontsize='medium')
>>> annotate('annotate',xy=(8,45),xytext=(10,
35),arrowprops=dict(facecolor='black',shrink=0.0
5))
```



Images File

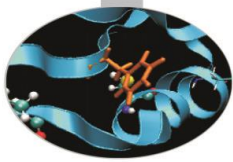


Ci sono diversi modi per usare matplotlib:

- Lavoro interattivo tramite shell python (meglio IPython).
- Attraverso degli script di processamento e generazione di file di immagini.
- Embedding in una graphical user interface, per consentire all'utente di interagire con i dati visualizzati.

La visualizzazione del plot è time-consuming, specialmente per plot multipli e complessi. I plot possono essere salvati senza essere visualizzati tramite la funzione **savefig()** :

```
x = arange(0,10,0.1)
plot(x, x ** 2)
savefig('C:/myplot.png')
```



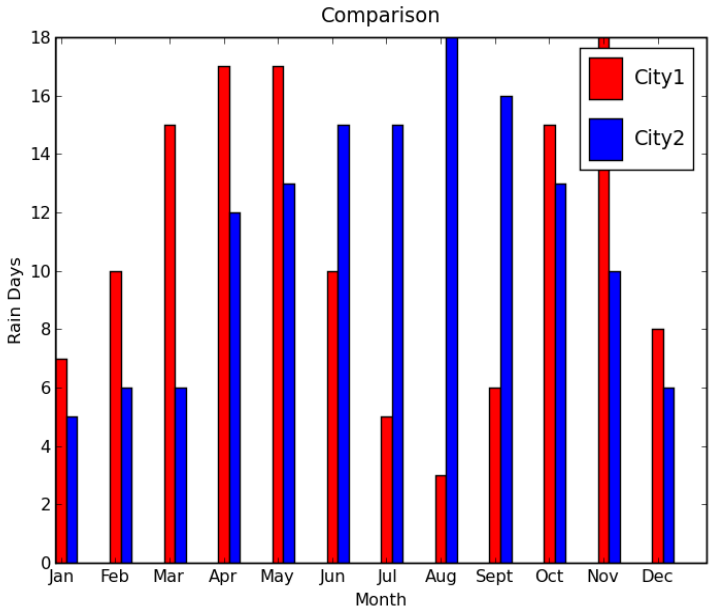
Diagrammi a barre

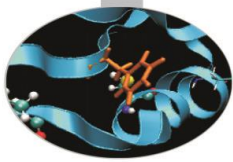
Come creare un diagramma a barre:

bar(left, height)

Esempio:

```
from pylab import *
n_day1=[7,10,15,17,17,10,5,3,6,15,18,8]
n_day2=[5,6,6,12,13,15,15,18,16,13,10,6]
m=['Jan','Feb','Mar','Apr','May','Jun'
,'Jul','Aug','Sept','Oct','Nov','Dec']
width=0.2
i=arange(len(n_day1))
r1=bar(i, n_day1,width, color='r',linewidth=1)
r2=bar(i+width,n_day2,width,color='b',linewidth=1)
xticks(i+width/2,m)
xlabel('Month'); ylabel('Rain Days'); title('Comparison')
legend((r1[0],r2[0]),('City1','City2'),loc=0,labelsep=0.06)
```



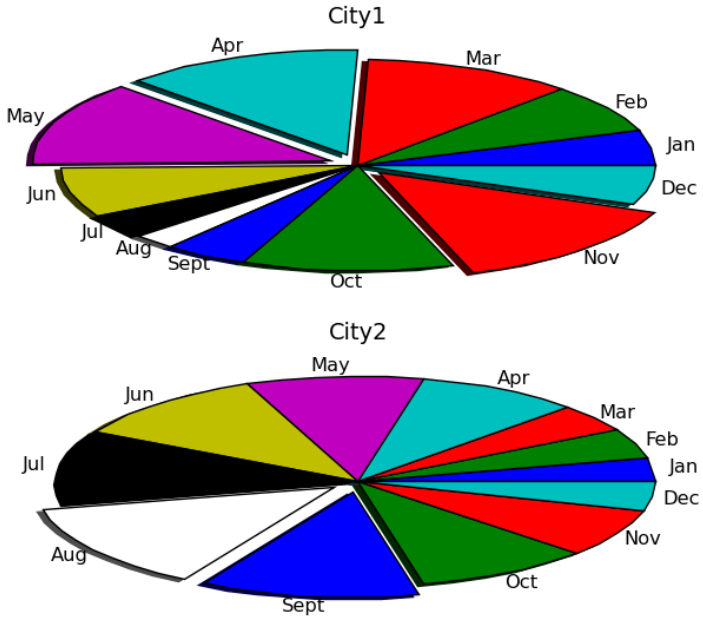


Torta

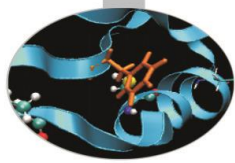
Oppure con gli stessi dati come creare una torta:

pie(x)

```
subplot(211)
pie(n_day1,labels=m,
explode=[0,0,0,0.1,0.1,0,0,0,0,0,0.1,0],
shadow=True)
title('City1')
subplot(212)
pie(n_day2,labels=m,
explode=[0,0,0,0,0,0,0,0.1,0.1,0,0,0],
shadow=True)
title('City2')
```



Meshgrid

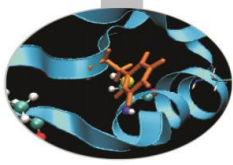


- Come costruire una griglia bidimensionale?
- Data una griglia (xi,yi) vogliamo calcolare per ciascun punto della griglia il valore della funzione f(xi,yi)

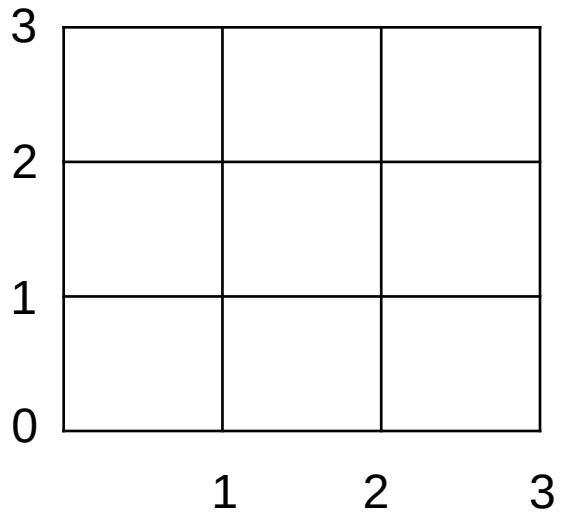
```
>>> x=np.arange(4)
>>> y=np.arange(4)
>>> def f(x,y):
        return x**2+y
>>> x
array([0, 1, 2, 3])
>>> y
array([0, 1, 2, 3])
>>> f(x,y)
array([ 0,  2,  6, 12])
```

WRONG!!

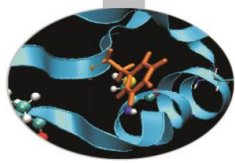
Meshgrid



```
xx,yy=np.meshgrid(x,y)
>>> xx
array([[0, 1, 2, 3],
       [0, 1, 2, 3],
       [0, 1, 2, 3],
       [0, 1, 2, 3]])
>>> yy
array([[0, 0, 0, 0],
       [1, 1, 1, 1],
       [2, 2, 2, 2],
       [3, 3, 3, 3]])
>>> f(xx,yy)
array([[ 0,  1,  4,  9],
       [ 1,  2,  5, 10],
       [ 2,  3,  6, 11],
       [ 3,  4,  7, 12]])
```



OK!!



Contour plot

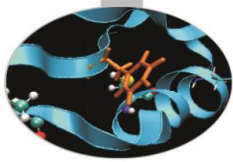
contourf(*args, **kwargs)

contour(*args,**kwargs)

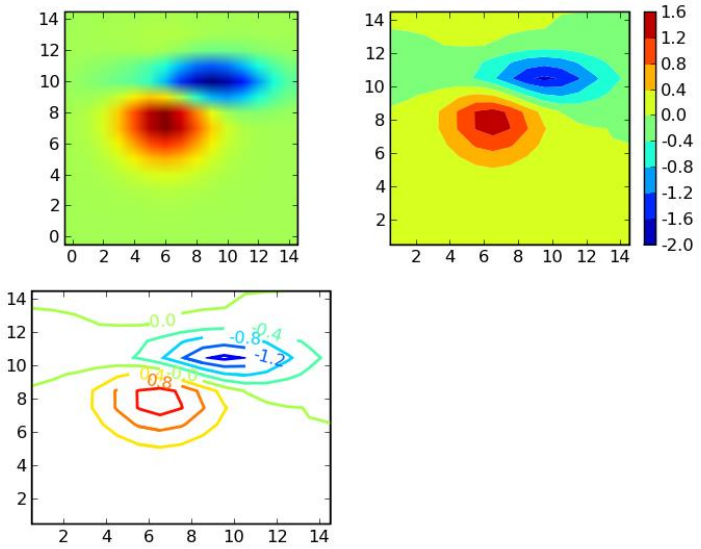
meshgrid(x,y)

```
from pylab import *
delta = 0.5
x = arange(-3.0, 4.001, delta)
y = arange(-4.0, 3.001, delta)
X, Y = meshgrid(x, y)
Z1 = bivariate_normal(X, Y, 1.0, 1.0, 0.0, 0.0)
Z2 = bivariate_normal(X, Y, 1.5, 0.5, 1, 1)
Z = (Z1 - Z2) * 10
levels = arange(-2.0, 1.601, 0.4)

figure()
subplot(221)
imshow(Z,origin='lower')
```

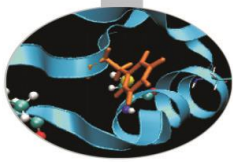
Contour plot



```
subplot(222)
l= contourf(Z,levels,origin='lower')
colorbar(l)
subplot(223)
l= contour(Z, levels,origin='lower',linewidths=2)
clabel(l,inline=1, fmt='%1.1f',fonsize=14)
show()
```



Output



Matplotlib supporta diversi backend grafici. Possiamo dividere la tipologia di backend in due categorie:

- User interface backend: per l'assemblaggio in GUI. In Python esistono diverse librerie per la costruzione di interfaccie grafiche tra cui Tkinter, PyQt, pygtk che vengono supportate da matplotlib.
- Hardcopy backend: per la stampa su file. Vengono supportati i seguenti formati *.jpg, *png, *svg, *pdf, *rgba.