



Technical University of Lodz  
Institute of Electronics

# Algorithms and Data Structures

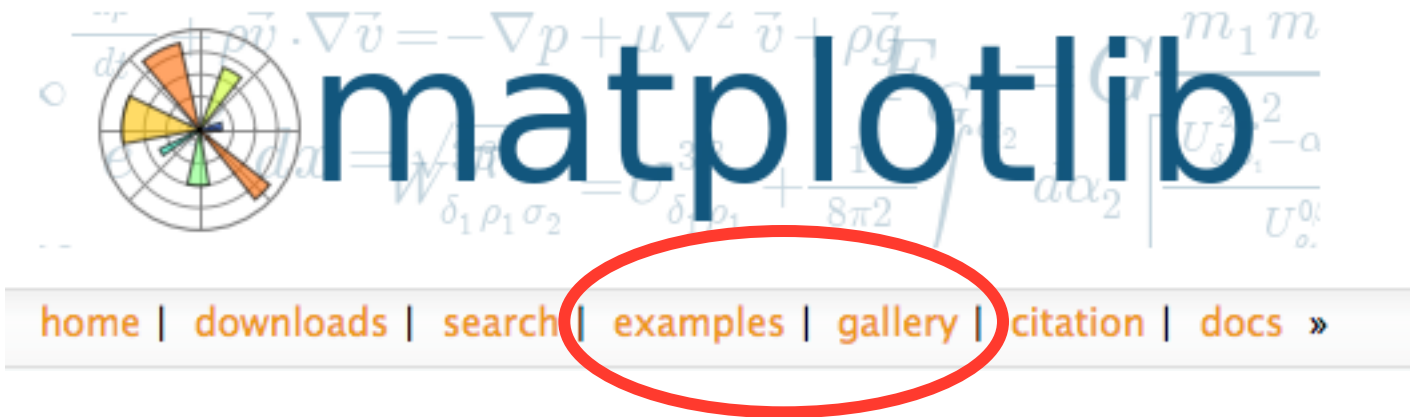
9. Graphs, Images, Sounds

Łódź 2012





# Graphs, Images

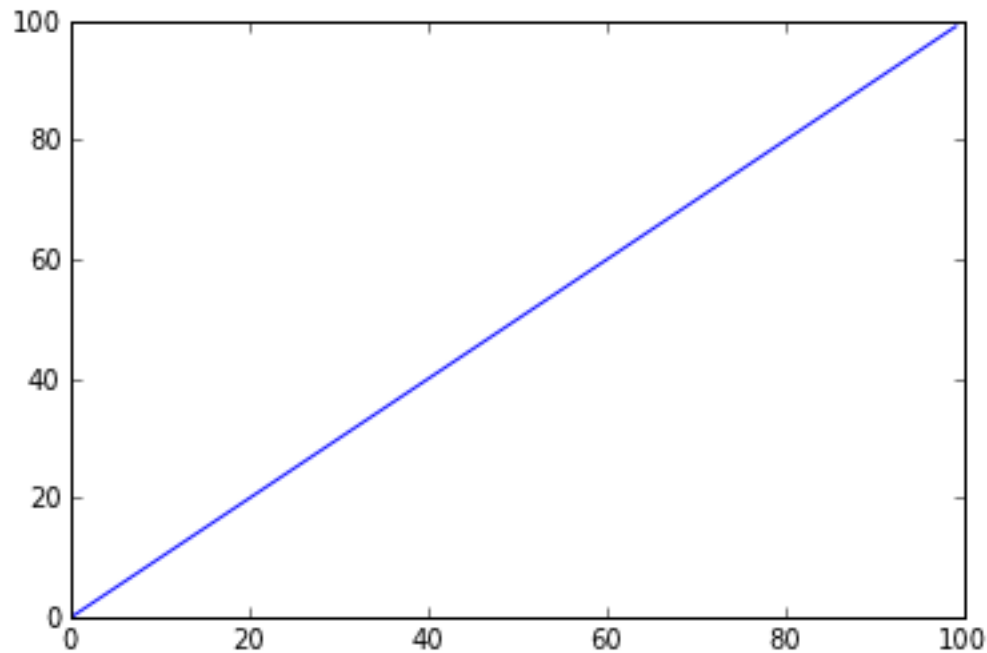


[www.matplotlib.org](http://www.matplotlib.org)

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



# Graphs



We use (import) two libraries: numpy and matplotlib

```
import numpy as np           #arange(), sin(), cos(), sqrt(),...
import matplotlib.pyplot as plt #figure(), plot(), subplot(), show(),...
```



# Function $y=x$

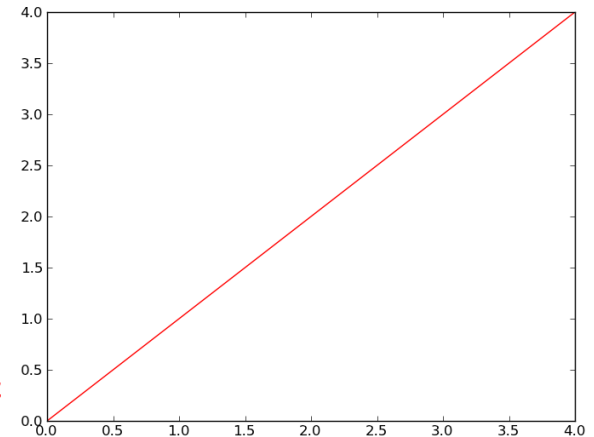
With the use of for loop (C, C++, Java)

```
import numpy as np                #arange(), sin(), cos(), sqrt(),...
import matplotlib.pyplot as plt  #figure(), plot(), subplot(), show(),...

# define vectors for input values (x) and output values (y)
x = np.arange(5) #
y1 = np.zeros_like(x)

for i in x:
    y1[i] = x[i]

plt.figure()
plt.plot(x,y1,'r')
plt.show() #one time, at the end of the script
```





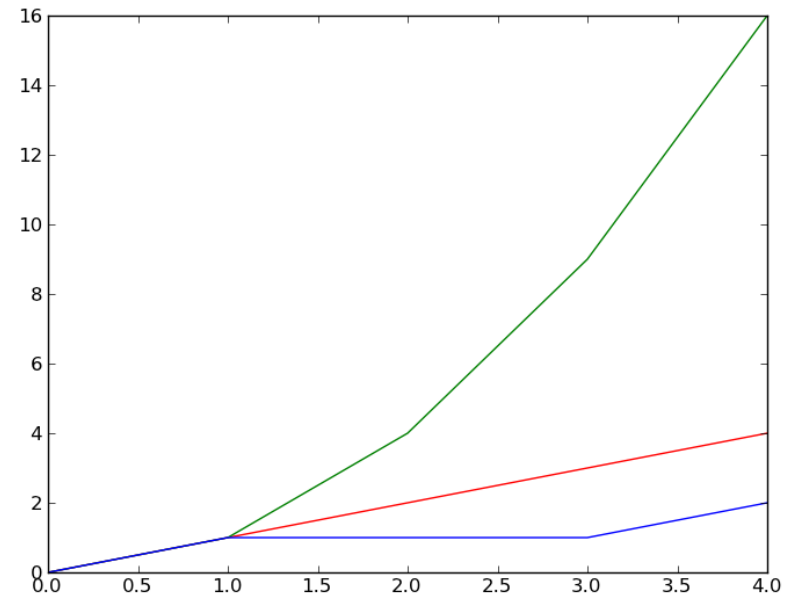
# Functions $y=x$ , $y=x^2$ , $y=\sqrt{x}$

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

# define vectors for input values (x) and output values (y)
x = np.arange(5)
y1 = np.zeros_like(x)
y2 = np.zeros_like(y1)
y3 = np.zeros_like(y1)

for i in x:
    y1[i] = x[i]
    y2[i] = x[i]**2
    y3[i] = np.sqrt(x[i])

plt.figure()
plt.plot(x,y1,'r')
plt.plot(x,y2,'g')
plt.plot(x,y3,'b')
plt.show() #one time, at the end of the script
```





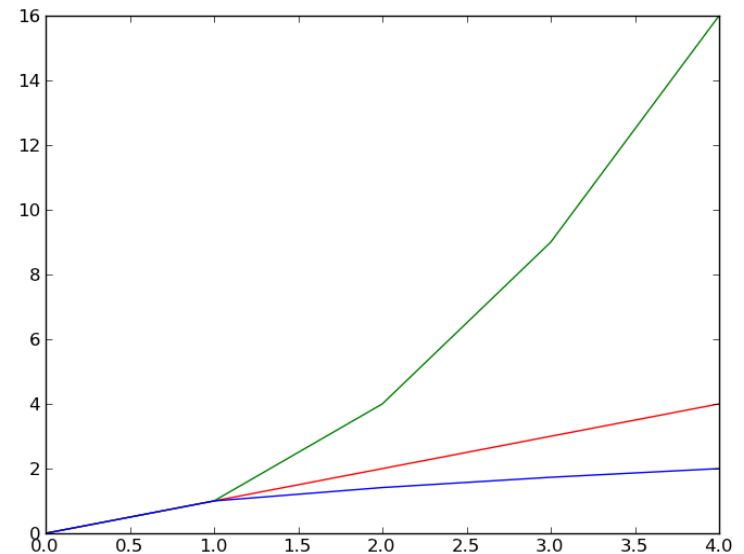
# Functions $y=x$ , $y=x^2$ , $y=\sqrt{x}$

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

# define vectors for input values (x) and output values (y)
x = np.arange(5)
y1 = np.zeros_like(x)
y2 = np.zeros(x.shape, dtype=np.float)
y3 = np.zeros(x.shape, dtype=np.float)

for i in x:
    y1[i] = x[i]
    y2[i] = x[i]**2
    y3[i] = np.sqrt(x[i])

plt.figure()
plt.plot(x,y1,'r')
plt.plot(x,y2,'g')
plt.plot(x,y3,'b')
plt.show() #one time, at the end of the script
```





# Functions $y=x$ , $y=x^2$ , $y=\sqrt{x}$

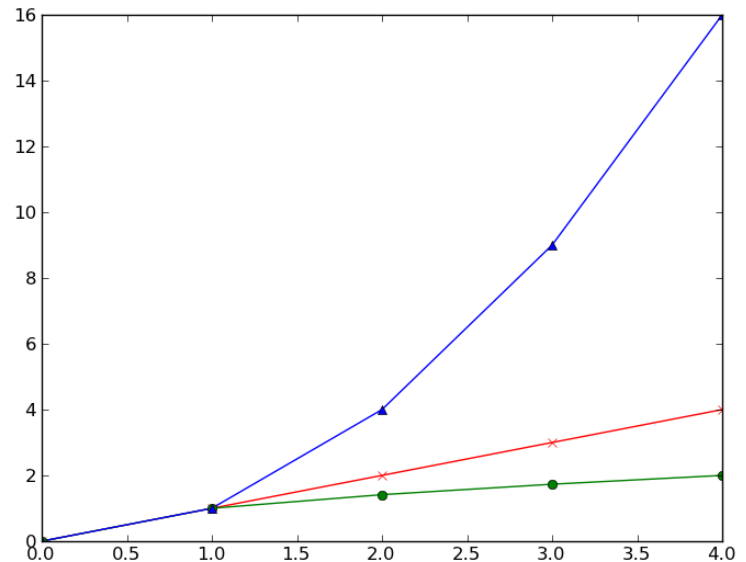
## Matrix notation (Python, Matlab)

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

# define vectors for input values (x)
# and output values (y)
x = np.arange(5)

# Vectorization
y1 = x
y2 = np.sqrt(x)
y3 = x**2

plt.figure()
plt.plot(x,y1,'r', x,y2,'g', x, y3,'b') # draw lines
plt.plot(x,y1,'rx', x,y2,'go', x, y3,'b^') # draw markers
plt.show()
```



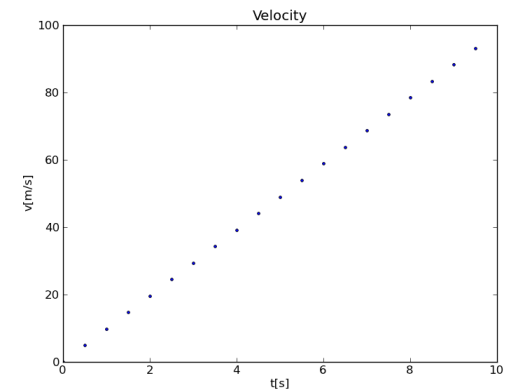
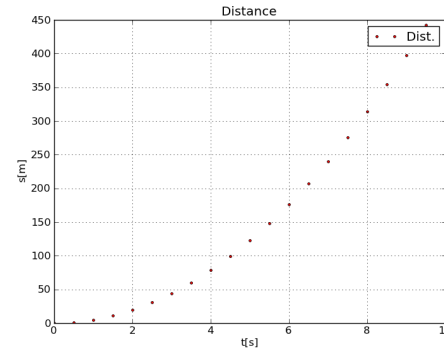


# Graph description

```
t=np.arange(0,10,0.5)
a=9.81 # acceleration
v=a*t # velocity
s=(a*t**2)/2. # distance
```

```
plt.figure('Uniform acceleration')
# plot velocity in discrete time instances
plt.plot(t,v, '.')
plt.title('Velocity')
plt.xlabel('t[s]')
plt.ylabel('v[m/s]')
```

```
plt.figure("Figure with distance")
# plot distance in discrete time instances
plt.plot(t,s,'.r', label='Dist.')
plt.title('Distance'); plt.xlabel('t[s]'); plt.ylabel('s[m]')
plt.grid()
plt.legend()
plt.show()
```







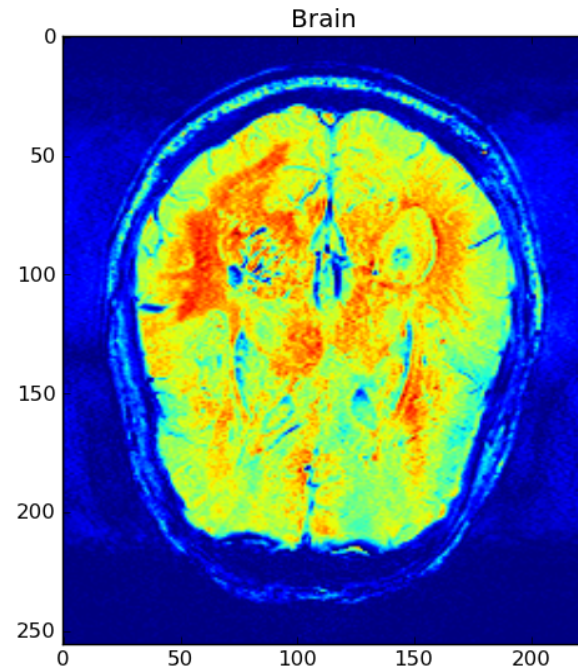
# Images

Load image from file and display it

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

```
img1 = plt.imread(„brain1.bmp“)
```

```
plt.figure()  
plt.imshow(img1)  
plt.title(„Brain“)  
plt.show()
```





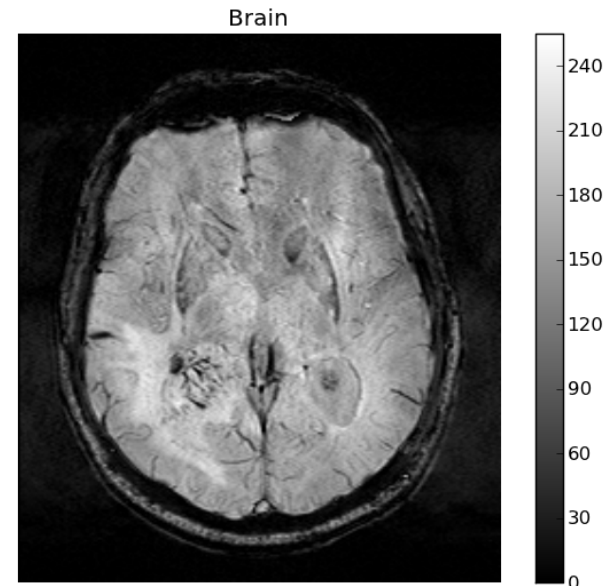
# Images

Colormap and origin changes, display colorbar and no axis

```
import matplotlib.pyplot as plt

img1 = plt.imread(„brain1.bmp”)

plt.figure()
plt.imshow(img1,cmap=plt.cm.gray,origin=‘lower’)
plt.title(„Brain”)
plt.axis(‘off’)
plt.colorbar()
plt.show()
```



Print additional information about loaded image:

```
print type(img1), img1.shape, img1.dtype, img1.min(), img1.max()
```



# Images

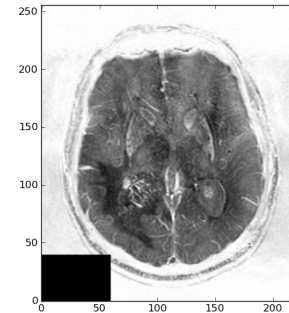
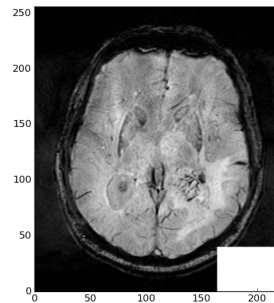
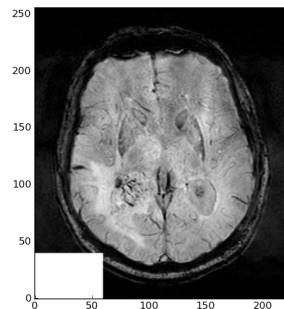
Print values of first 10 rows and 15 columns with the use of **for loop**

```
for row in range(10):  
    for col in range(15):  
        print img1[row,col],  
    print
```

```
[0, 0, 0, 0, 0, 0, 2, 1, 0, 0, 0, 0, 0, 0, 0]  
[0, 2, 0, 0, 2, 2, 2, 0, 0, 1, 1, 1, 0, 1, 0]  
[0, 0, 0, 0, 1, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0]  
[0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1]  
[0, 0, 0, 2, 2, 0, 0, 3, 0, 0, 0, 0, 0, 0, 0]  
[0, 1, 0, 0, 0, 0, 2, 1, 2, 2, 1, 0, 0, 0, 1]  
[0, 2, 2, 0, 0, 0, 0, 0, 0, 3, 1, 3, 2, 0, 2]  
[0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0]  
[0, 1, 2, 2, 0, 1, 2, 0, 1, 0, 1, 2, 1, 0, 0]  
[0, 1, 3, 2, 0, 0, 2, 3, 2, 1, 0, 0, 0, 0, 1]
```

## TASKS (for loop):

1. Set the values of first 40 rows and 60 columns as 255. Display the image
2. Display mirrored image (in x direction)
3. Invert brightness of the image (255 – value of each pixel)





# Images

The same tasks with the use of **matrix operation**:

print values of first 10 rows and 15 columns - Matrix style

```
print img1[:10,:15]
```

Set the values of first 10 rows and 15 columns as 255. Display the image

```
img1[:10,:15] = 255
```

Display mirrored image (in x direction)

```
img1[:,::-1]
```

Invert brightness of the image

```
img1=255 - img1
```



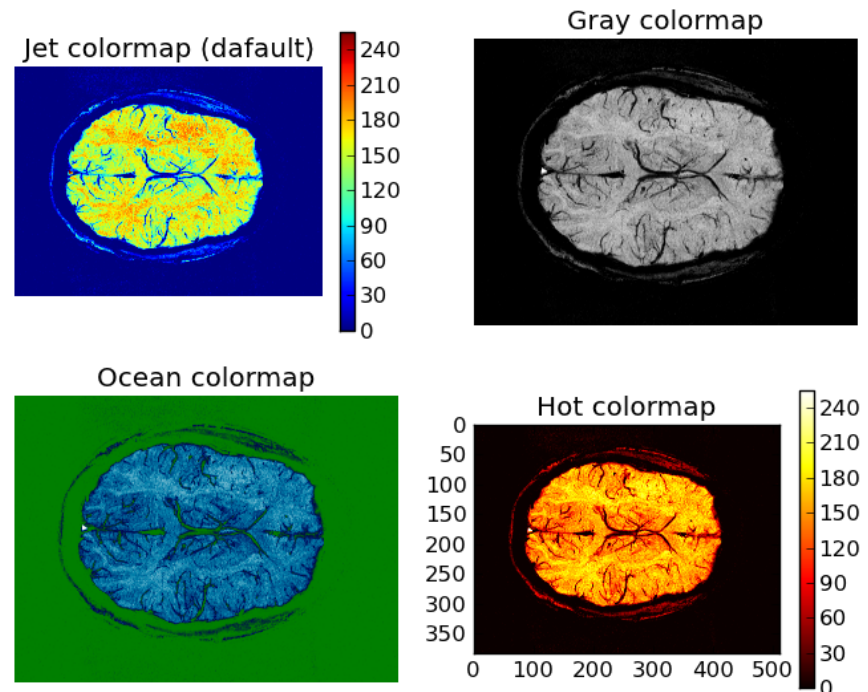
# Subplot

```
img1 = imread('brain.bmp')  
plt.figure()  
plt.subplot(2,2,1)  
plt.imshow(img1)  
plt.title('Jet colormap (dafault)')  
plt.colorbar()
```

```
plt.subplot(2,2,2)  
plt.imshow(img1,cmap='gray')  
plt.title('Gray colormap')
```

```
plt.subplot(2,2,3)  
plt.imshow(img1,cmap='ocean')  
plt.title('Ocean colormap')
```

```
plt.subplot(2,2,4)  
plt.imshow(img1, cmap='hot')  
plt.title('Hot colormap')  
plt.colorbar()  
plt.show()
```

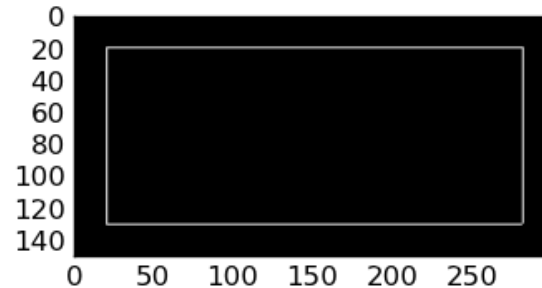
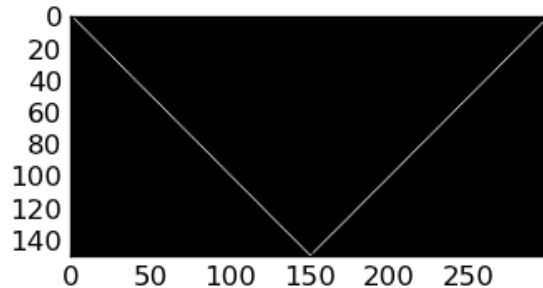
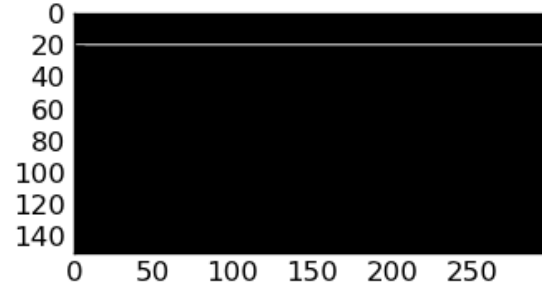
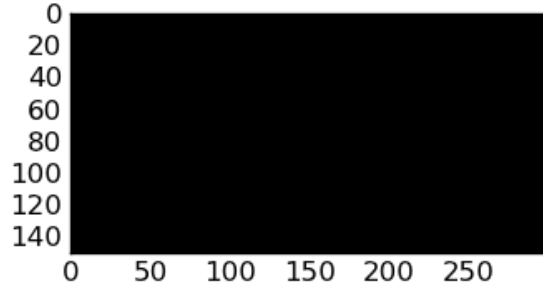




# Images

## TASKS (for loop and matrix style):

Create images as follows:





# Sound

Playing wav file from Python in MS Windows 7 OS

```
import winsound  
winsound.PlaySound("scale.wav", winsound.SND_ALIAS)
```



# Sound

## Loading files into Python

```
from scipy.io.wavfile import read as read_wav
sampling_rate, data = read_wav('scale.wav')
print sampling_rate
print data
```

## Saving file to wav file format

```
from scipy.io.wavfile import write as write_wav
write_wav('inv_scale.wav', sampling_rate, data[::-1])
winsound.PlaySound("inv_scale.wav", winsound.SND_ALIAS)
```





# Infinite Impuls Response (IIR) Filter

IIR systems have an impulse response function that is non-zero over an infinite length of time

```
from scipy.signal import lfilter
```

```
r = 0.7 # reverberation coefficient
```

```
N = 1000 # time delay in samples
```

```
a = np.zeros(N)
```

```
a[0] = 1
```

```
a[-1] = -r
```

```
b = [1]
```

```
from scipy.io.wavfile import read as read_wav  
sampling_rate, data = read_wav('male_voice.wav')
```

```
y1 = lfilter(b, a, data)
```

```
y1 = y1.astype('int16')
```

```
y1 -= y1.min()
```

```
y1 *= 60
```

```
from scipy.io.wavfile import write as write_wav  
write_wav('male_voice_filtered.wav', sampling_rate, y1)
```

```
# Play saved wave files
```

```
winsound.PlaySound("male_voice.wav", winsound.SND_ALIAS)
```

```
winsound.PlaySound("male_voice_filtered.wav", winsound.SND_ALIAS)
```



# Sound

Remove every second value (sample) from vector data

```
sampling_rate, data = read_wav('male_voice.wav')
data1 = data[::2]
write_wav('male_voice_1.wav', sampling_rate, data1)

# Play saved wave files
winsound.PlaySound("male_voice.wav", winsound.SND_ALIAS)
winsound.PlaySound("male_voice_1.wav", winsound.SND_ALIAS)
```



# Sound

Double each probe in the vector data

```
sampling_rate, data = read_wav('male_voice.wav')
print data.shape, data.dtype

data2 = np.zeros((data.shape[0]*2), dtype=np.uint8)
print data2.shape, data2.dtype

data2[::2]=data
data2[1::2]=data
write_wav('male_voice_2.wav', sampling_rate, data2)

# Play saved wave files
winsound.PlaySound("male_voice.wav", winsound.SND_ALIAS)
winsound.PlaySound("male_voice_2.wav", winsound.SND_ALIAS)
```



# Sound

Increase values of data (multiply by 2)

```
sampling_rate, data = read_wav('male_voice.wav')  
print data.dtype, data.max()
```

```
data3=data*2  
print data3.dtype, data3.max()  
write_wav('male_voice_3.wav',sampling_rate,data3)
```

```
# Play saved wave files  
winsound.PlaySound("male_voice.wav", winsound.SND_ALIAS)  
winsound.PlaySound("male_voice_3.wav", winsound.SND_ALIAS)
```



# Sound

## Changing the sampling rate

```
sampling_rate, data = read_wav('male_voice.wav')  
print sampling_rate
```

```
write_wav('male_voice_5.wav', sampling_rate/2, data)  
write_wav('male_voice_6.wav', sampling_rate*2, data)
```

```
# Play saved wave files  
winsound.PlaySound("male_voice.wav", winsound.SND_ALIAS)  
winsound.PlaySound("male_voice_5.wav", winsound.SND_ALIAS)  
winsound.PlaySound("male_voice_6.wav", winsound.SND_ALIAS)
```



# Literature

Brian Heinold, Introduction to Programming Using Python, Mount St. Mary's University, 2012 (<http://faculty.msmary.edu/heinold/python.html>).

Brad Dayley, Python Phrasebook: Essential Code and Commands, SAMS Publishing, 2007 (dostępne też tłumaczenie: B. Dayley, Python. Rozmówki, Helion, 2007).

Mark J. Johnson, A Concise Introduction to Programming in Python, CRC Press, 2012.

Paul Barry & David Griffiths, Head First Programming, O'REILLY Media Inc, 2009