

Basic Plotting With Python And Matplotlib

Learn how to create interactive and visually aesthetic plots using the Bokeh package in Python

Key Features

- A step by step approach to creating interactive plots with Bokeh
- Go from installation all the way to deploying your very own Bokeh application
- Work with a real time datasets to practice and create your very own plots and applications

Book Description

Adding a layer of interactivity to your plots and converting these plots into applications hold immense value in the field of data science. The standard approach to adding interactivity would be to use paid software such as Tableau, but the Bokeh package in Python offers users a way to create both interactive and visually aesthetic plots for free. This book gets you up to speed with Bokeh - a popular Python library for interactive data visualization. The book starts out by helping you understand how Bokeh works internally and how you can set up and install the package in your local machine. You then use a real world data set which uses stock data from Kaggle to create interactive and visually stunning plots. You will also learn how to leverage Bokeh using some advanced concepts such as plotting with spatial and geo data. Finally you will use all the concepts that you have learned in the previous chapters to create your very own Bokeh application from scratch. By the end of the book you will be able to create your very own Bokeh application. You will have gone through a step by step process that starts with understanding what Bokeh actually is and ends with building your very own Bokeh application filled with interactive and visually aesthetic plots. What you will learn

- Installing Bokeh and understanding its key concepts
- Creating plots using glyphs, the fundamental building blocks of Bokeh
- Creating plots using different data structures like NumPy and Pandas
- Using layouts and

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widgets to visually enhance your plots and add a layer of interactivity Building and hosting applications on the Bokeh server Creating advanced plots using spatial data Who this book is for This book is well suited for data scientists and data analysts who want to perform interactive data visualization on their web browsers using Bokeh. Some exposure to Python programming will be helpful, but prior experience with Bokeh is not required.

Data Visualization using Python for Beginners Are you looking for a hands-on approach to learn Python for Data Visualization Fast? Do you need to start learning Python for Data Visualization from Scratch? This book is for you. This book works as guide to present fundamental Python Libraries and basis related to Data Visualization using Python. Data science and data visualization are two different but interrelated concepts. Data science refers to the science of extracting and exploring data in order to find patterns that can be used for decision making at different levels. Data visualization can be considered as a subdomain of data science where you visualize data with the help of graphs and tables in order to find out which data is most significant and can help in the identification of important patterns. This book is dedicated to data visualization and explains how to perform data visualization on a variety of datasets using various data visualization libraries written in the Python programming language. It is suggested that you use this book for data visualization purposes only and not for decision making. For decision making and pattern identification, read this book in conjunction with a dedicated book on machine learning and data science. We will start by digging into Python programming as all the projects are developed using it, and it is currently the most used programming language in the world. We will also explore the most-famous libraries for Data Visualization such as Pandas, Numpy, Matplotlib, Seaborn, etc . What this book offers... You

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will learn all about python in three modules, one for Plotting with Matplotlib, one for Plotting with Seaborn, and a final one Pandas for Data Visualization. All three modules will contain hands-on projects using real-world datasets and a lot of exercises. Clear and Easy to Understand Solutions All solutions in this book are extensively tested by a group of beta readers. The solutions provided are simplified as much as possible so that they can serve as examples for you to refer to when you are learning a new skill. What this book aims to do... This book is written with one goal in mind - to help beginners overcome their initial obstacles to learning Data Visualization using Python. A lot of times, newbies tend to feel intimidated by coding and data. The goal of this book is to isolate the different concepts so that beginners can gradually gain competency in the fundamentals of Python before working on a project. Beginners in Python coding and Data Science does not have to be scary or frustrating when you take one step at a time. Ready to start practicing and visualizing your data using Python? Click the BUY button now to download this book Topics Covered: Basic Plotting with Matplotlib Advanced Plotting with Matplotlib Introduction to the Python Seaborn Library Advanced Plotting with Seaborn Introduction to Pandas Library for Data Analysis Pandas for Data Visualization 3D Plotting with Matplotlib Interactive Data Visualization with Bokeh Interactive Data Visualization with Plotly Hands-on Project Exercises Click the BUY button and download the book now to start learning and coding Python for Data Visualization. **** MONEY BACK GUARANTEE BY AMAZON **** If you aren't satisfied, for more information about the amazon refund service please go to the amazon help platform or contact us by sending an email at contact@aispublishing.net. ****GET YOUR COPY NOW, the price will be 19.99\$ soon**** Get complete instructions for manipulating, processing, cleaning, and crunching datasets in

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Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

Build attractive, insightful, and powerful visualizations to gain quality insights from your data Key Features Master Matplotlib for data visualization Customize basic plots to make and deploy figures in cloud environments Explore recipes to design various data visualizations from simple bar charts to advanced 3D plots Book Description Matplotlib provides a large library of customizable plots, along with a comprehensive set of backends. Matplotlib 3.0 Cookbook is your hands-on guide to exploring the world of Matplotlib, and covers the most effective plotting packages for Python 3.7. With the help of this cookbook, you'll be able to tackle any problem you might come across while designing attractive, insightful data visualizations. With the help of over 150 recipes, you'll learn how to develop plots related to business intelligence, data

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science, and engineering disciplines with highly detailed visualizations. Once you've familiarized yourself with the fundamentals, you'll move on to developing professional dashboards with a wide variety of graphs and sophisticated grid layouts in 2D and 3D. You'll annotate and add rich text to the plots, enabling the creation of a business storyline. In addition to this, you'll learn how to save figures and animations in various formats for downstream deployment, followed by extending the functionality offered by various internal and third-party toolkits, such as `axisartist`, `axes_grid`, `Cartopy`, and `Seaborn`. By the end of this book, you'll be able to create high-quality customized plots and deploy them on the web and on supported GUI applications such as `Tkinter`, `Qt 5`, and `wxPython` by implementing real-world use cases and examples. What you will learn

- Develop simple to advanced data visualizations in Matplotlib
- Use the `pyplot` API to quickly develop and deploy different plots
- Use object-oriented APIs for maximum flexibility with the customization of figures
- Develop interactive plots with animation and widgets
- Use maps for geographical plotting
- Enrich your visualizations using embedded texts and mathematical expressions
- Embed Matplotlib plots into other GUIs used for developing applications
- Use toolkits such as `axisartist`, `axes_grid1`, and `cartopy` to extend the base functionality of Matplotlib

Who this book is for The `Matplotlib 3.0 Cookbook` is for you if you are a data analyst, data scientist, or Python developer looking for quick recipes for a multitude of visualizations. This book is also for those who want to build variations of interactive visualizations.

Generate effective results in a variety of visually appealing charts using the plotting packages in Python

About This Book Explore various tools and their strengths while building meaningful representations that can make it easier to understand data

Packed with computational

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methods and algorithms in diverse fields of science Written in an easy-to-follow categorical style, this book discusses some niche techniques that will make your code easier to work with and reuse Who This Book Is For If you are a Python developer who performs data visualization and wants to develop existing knowledge about Python to build analytical results and produce some amazing visual display, then this book is for you. A basic knowledge level and understanding of Python libraries is assumed. What You Will Learn Gather, cleanse, access, and map data to a visual framework Recognize which visualization method is applicable and learn best practices for data visualization Get acquainted with reader-driven narratives and author-driven narratives and the principles of perception Understand why Python is an effective tool to be used for numerical computation much like MATLAB, and explore some interesting data structures that come with it Explore with various visualization choices how Python can be very useful in computation in the field of finance and statistics Get to know why Python is the second choice after Java, and is used frequently in the field of machine learning Compare Python with other visualization approaches using Julia and a JavaScript-based framework such as D3.js Discover how Python can be used in conjunction with NoSQL such as Hive to produce results efficiently in a distributed environment In Detail Python has a handful of open source libraries for numerical computations involving optimization, linear algebra, integration, interpolation, and other special functions using array objects, machine learning, data mining, and plotting. Pandas have a productive environment for data analysis. These libraries have a specific purpose and play an important role in the research into diverse domains including economics, finance, biological sciences, social science, health care, and many more. The variety of tools and approaches available within Python community is stunning, and can bolster

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and enhance visual story experiences. This book offers practical guidance to help you on the journey to effective data visualization. Commencing with a chapter on the data framework, which explains the transformation of data into information and eventually knowledge, this book subsequently covers the complete visualization process using the most popular Python libraries with working examples. You will learn the usage of Numpy, Scipy, IPython, Matplotlib, Pandas, Patsy, and Scikit-Learn with a focus on generating results that can be visualized in many different ways. Further chapters are aimed at not only showing advanced techniques such as interactive plotting; numerical, graphical linear, and non-linear regression; clustering and classification, but also in helping you understand the aesthetics and best practices of data visualization. The book concludes with interesting examples such as social networks, directed graph examples in real-life, data structures appropriate for these problems, and network analysis. By the end of this book, you will be able to effectively solve a broad set of data analysis problems. Style and approach The approach of this book is not step by step, but rather categorical. The categories are based on fields such as bioinformatics, statistical and machine learning, financial computation, and linear algebra. This approach is beneficial for the community in many different fields of work and also helps you learn how one approach can make sense across many fields

Learn the core aspects of NumPy, Matplotlib, and Pandas, and use them to write programs with Python 3. This book focuses heavily on various data visualization techniques and will help you acquire expert-level knowledge of working with Matplotlib, a MATLAB-style plotting library for Python programming language that provides an object-oriented API for embedding plots into applications. You'll begin with an introduction to Python 3 and the scientific Python

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ecosystem. Next, you'll explore NumPy and ndarray data structures, creation routines, and data visualization. You'll examine useful concepts related to style sheets, legends, and layouts, followed by line, bar, and scatter plots. Chapters then cover recipes of histograms, contours, streamplots, and heatmaps, and how to visualize images and audio with pie and polar charts. Moving forward, you'll learn how to visualize with pcolor, pcolormesh, and colorbar, and how to visualize in 3D in Matplotlib, create simple animations, and embed Matplotlib with different frameworks. The concluding chapters cover how to visualize data with Pandas and Matplotlib, Seaborn, and how to work with the real-life data and visualize it. After reading Hands-on Matplotlib you'll be proficient with Matplotlib and able to comfortably work with ndarrays in NumPy and data frames in Pandas. What You'll Learn Understand Data Visualization and Python using Matplotlib Review the fundamental data structures in NumPy and Pandas Work with 3D plotting, visualizations, and animations Visualize images and audio data Who This Book Is For Data scientists, machine learning engineers and software professionals with basic programming skills.

This educational book introduces emerging developers to computer programming through the Python software development language, and serves as a reference book for experienced developers looking to learn a new language or re-familiarize themselves with computational logic and syntax.

This textbook provides a broad introduction to continuous and discrete dynamical systems. With its hands-on approach, the text leads the reader from basic theory to recently published research material in nonlinear ordinary differential equations, nonlinear optics, multifractals, neural networks, and binary oscillator computing. Dynamical Systems with Applications Using

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Python takes advantage of Python's extensive visualization, simulation, and algorithmic tools to study those topics in nonlinear dynamical systems through numerical algorithms and generated diagrams. After a tutorial introduction to Python, the first part of the book deals with continuous systems using differential equations, including both ordinary and delay differential equations. The second part of the book deals with discrete dynamical systems and progresses to the study of both continuous and discrete systems in contexts like chaos control and synchronization, neural networks, and binary oscillator computing. These later sections are useful reference material for undergraduate student projects. The book is rounded off with example coursework to challenge students' programming abilities and Python-based exam questions. This book will appeal to advanced undergraduate and graduate students, applied mathematicians, engineers, and researchers in a range of disciplines, such as biology, chemistry, computing, economics, and physics. Since it provides a survey of dynamical systems, a familiarity with linear algebra, real and complex analysis, calculus, and ordinary differential equations is necessary, and knowledge of a programming language like C or Java is beneficial but not essential.

R Markdown is a powerful tool for combining analysis and reporting into the single document in the spirit of literate programming and reproducible research. Since the birth of the rmarkdown package in early 2014, R Markdown has grown substantially from a package that supports a few output formats (such as HTML, PDF, and Word) to an extensive and diverse ecosystem that enables the creation of books, blogs, scientific articles, websites, and more. Due to its rapid success,

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this ecosystem is hard to learn completely meaning that R Markdown users, from novices to advanced users, likely do not know all that these packages have to offer. The R Markdown Cookbook confronts this gap by showcasing short, practical examples of wide-ranging tips and tricks to get the most out of these tools. After reading this book, you will learn how to: Enhance your R Markdown content with diagrams, citations, and dynamically generated text Streamline your workflow with child documents, code chunk references, and caching Control the formatting and layout with Pandoc markdown syntax or by writing custom HTML and LaTeX templates Utilize chunk options and hooks to fine-tune how your code is processed Switch between different language engines to seamlessly incorporate python, D3, and more into your analysis

Don't simply show your data—tell a story with it! Storytelling with Data teaches you the fundamentals of data visualization and how to communicate effectively with data. You'll discover the power of storytelling and the way to make data a pivotal point in your story. The lessons in this illuminative text are grounded in theory, but made accessible through numerous real-world examples—ready for immediate application to your next graph or presentation. Storytelling is not an inherent skill, especially when it comes to data visualization, and the tools at our disposal don't make it any easier. This book demonstrates how to go beyond

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conventional tools to reach the root of your data, and how to use your data to create an engaging, informative, compelling story. Specifically, you'll learn how to: Understand the importance of context and audience Determine the appropriate type of graph for your situation Recognize and eliminate the clutter clouding your information Direct your audience's attention to the most important parts of your data Think like a designer and utilize concepts of design in data visualization Leverage the power of storytelling to help your message resonate with your audience Together, the lessons in this book will help you turn your data into high impact visual stories that stick with your audience. Rid your world of ineffective graphs, one exploding 3D pie chart at a time. There is a story in your data—Storytelling with Data will give you the skills and power to tell it!

This remarkable and monumental book at last provides a comprehensive answer to the age-old riddle of whether there are only a small number of 'basic stories' in the world. Using a wealth of examples, from ancient myths and folk tales via the plays and novels of great literature to the popular movies and TV soap operas of today, it shows that there are seven archetypal themes which recur throughout every kind of storytelling. But this is only the prelude to an investigation into how and why we are 'programmed' to imagine stories in these ways, and how they relate to the inmost patterns of human psychology. Drawing on a vast array of

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examples, from Proust to detective stories, from the Marquis de Sade to E.T., Christopher Booker then leads us through the extraordinary changes in the nature of storytelling over the past 200 years, and why so many stories have 'lost the plot' by losing touch with their underlying archetypal purpose. Booker analyses why evolution has given us the need to tell stories and illustrates how storytelling has provided a uniquely revealing mirror to mankind's psychological development over the past 5000 years. This seminal book opens up in an entirely new way our understanding of the real purpose storytelling plays in our lives, and will be a talking point for years to come.

In order to carry out data analytics, we need powerful and flexible computing software. However the software available for data analytics is often proprietary and can be expensive. This book reviews Apache tools, which are open source and easy to use. After providing an overview of the background of data analytics, covering the different types of analysis and the basics of using Hadoop as a tool, it focuses on different Hadoop ecosystem tools, like Apache Flume, Apache Spark, Apache Storm, Apache Hive, R, and Python, which can be used for different types of analysis. It then examines the different machine learning techniques that are useful for data analytics, and how to visualize data with different graphs and charts. Presenting data analytics from a practice-oriented

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viewpoint, the book discusses useful tools and approaches for data analytics, supported by concrete code examples. The book is a valuable reference resource for graduate students and professionals in related fields, and is also of interest to general readers with an understanding of data analytics.

This book is a mini-course for researchers in the atmospheric and oceanic sciences. "We assume readers will already know the basics of programming... in some other language." - Back cover.

matplotlib is a Python plotting library that provides a large feature set for a multitude of platforms. Given the depth of the library's legacy and the variety of related open source projects, gaining expert knowledge can be a time-consuming and often confusing process. You'll begin your exciting journey learning about the skills that are necessary in leading technical teams for a visualization project or to become a matplotlib contributor. Supported by highly-detailed IPython

Notebooks, this book takes you through the conceptual components underlying the library and then provides a detailed overview of its APIs. From there, you will learn about event handling and how to code for interactive plots. Next you will move on to customization techniques, local configuration of matplotlib, and then deployments in Cloud environments. The adventure culminates in an exploration of big data visualization and matplotlib clustering.

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Unlock deeper insights into visualization in form of 2D and 3D graphs using Matplotlib 2.x About This Book Create and customize live graphs, by adding style, color, font to make appealing graphs. A complete guide with insightful use cases and examples to perform data visualizations with Matplotlib's extensive toolkits. Create timestamp data visualizations on 2D and 3D graphs in form of plots, histogram, bar charts, scatterplots and more. Who This Book Is For This book is for anyone interested in data visualization, to get insights from big data with Python and Matplotlib 2.x. With this book you will be able to extend your knowledge and learn how to use python code in order to visualize your data with Matplotlib. Basic knowledge of Python is expected. What You Will Learn Familiarize with the latest features in Matplotlib 2.x Create data visualizations on 2D and 3D charts in the form of bar charts, bubble charts, heat maps, histograms, scatter plots, stacked area charts, swarm plots and many more. Make clear and appealing figures for scientific publications. Create interactive charts and animation. Extend the functionalities of Matplotlib with third-party packages, such as Basemap, GeoPandas, Mplot3d, Pandas, Scikit-learn, and Seaborn. Design intuitive infographics for effective storytelling. In Detail Big data analytics are driving innovations in scientific research, digital marketing, policy-making and much more. Matplotlib offers simple but powerful plotting interface,

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versatile plot types and robust customization. Matplotlib 2.x By Example illustrates the methods and applications of various plot types through real world examples. It begins by giving readers the basic know-how on how to create and customize plots by Matplotlib. It further covers how to plot different types of economic data in the form of 2D and 3D graphs, which give insights from a deluge of data from public repositories, such as Quandl Finance. You will learn to visualize geographical data on maps and implement interactive charts. By the end of this book, you will become well versed with Matplotlib in your day-to-day work to perform advanced data visualization. This book will guide you to prepare high quality figures for manuscripts and presentations. You will learn to create intuitive info-graphics and reshaping your message crisply understandable. Style and approach Step by step comprehensive guide filled with real world examples. This is a practical, hands-on book, with a lot of code and images. It presents the real code that generates every image and describes almost every single line of it, so that you know exactly what's going on. Introductory, descriptive, and theoretical parts are mixed with examples, so that reading and understanding them is easy. All of the examples build gradually with code snippets, their explanations, and plot images where necessary with the complete code and output presented at the end. This book is essentially for Python developers who

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have a good knowledge of Python; no knowledge of Matplotlib is required. You will be creating 2D plots using Matplotlib in no time at all.

R and Python for Oceanographers: A Practical Guide with Applications describes the uses of scientific Python packages and R in oceanographic data analysis, including both script codes and graphic outputs. Each chapter begins with theoretical background that is followed by step-by-step examples of software applications, including scripts, graphics, tables and practical exercises for better understanding of the subject. Examples include frequently used data analysis approaches in physical and chemical oceanography, but also contain topics on data import/export and GIS mapping. The examples seen in book provide uses of the latest versions of Python and R libraries. Presents much needed oceanographic data analysis approaches to chemical and physical oceanography Includes examples with software applications (based on Python and R), including free software for the analysis of oceanographic data Provides guidance on how to get started, along with guidance on example code and output

Over 70 recipes to get you started with popular Python libraries based on the principal concepts of data visualization About This Book Learn how to set up an optimal Python environment for data visualization Understand how to import, clean and organize your data Determine different approaches to data visualization and how to choose the most appropriate for your needs Who This Book Is For If you already know about Python programming and want to understand data, data formats, data visualization, and how to use Python to visualize data then this book is for you. What You Will Learn Introduce yourself to the essential tooling to set

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up your working environment Explore your data using the capabilities of standard Python Data Library and Panda Library Draw your first chart and customize it Use the most popular data visualization Python libraries Make 3D visualizations mainly using mplot3d Create charts with images and maps Understand the most appropriate charts to describe your data Know the matplotlib hidden gems Use plot.ly to share your visualization online In Detail Python Data Visualization Cookbook will progress the reader from the point of installing and setting up a Python environment for data manipulation and visualization all the way to 3D animations using Python libraries. Readers will benefit from over 60 precise and reproducible recipes that will guide the reader towards a better understanding of data concepts and the building blocks for subsequent and sometimes more advanced concepts. Python Data Visualization Cookbook starts by showing how to set up matplotlib and the related libraries that are required for most parts of the book, before moving on to discuss some of the lesser-used diagrams and charts such as Gantt Charts or Sankey diagrams. Initially it uses simple plots and charts to more advanced ones, to make it easy to understand for readers. As the readers will go through the book, they will get to know about the 3D diagrams and animations. Maps are irreplaceable for displaying geo-spatial data, so this book will also show how to build them. In the last chapter, it includes explanation on how to incorporate matplotlib into different environments, such as a writing system, LaTeX, or how to create Gantt charts using Python. Style and approach A step-by-step recipe based approach to data visualization. The topics are explained sequentially as cookbook recipes consisting of a code snippet and the resulting visualization.

Time series forecasting is different from other machine learning problems. The key difference is the fixed sequence of observations and the constraints and additional structure this provides.

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In this Ebook, finally cut through the math and specialized methods for time series forecasting. Using clear explanations, standard Python libraries and step-by-step tutorials you will discover how to load and prepare data, evaluate model skill, and implement forecasting models for time series data.

If you want a basic understanding of computer vision's underlying theory and algorithms, this hands-on introduction is the ideal place to start. You'll learn techniques for object recognition, 3D reconstruction, stereo imaging, augmented reality, and other computer vision applications as you follow clear examples written in Python. Programming Computer Vision with Python explains computer vision in broad terms that won't bog you down in theory. You get complete code samples with explanations on how to reproduce and build upon each example, along with exercises to help you apply what you've learned. This book is ideal for students, researchers, and enthusiasts with basic programming and standard mathematical skills. Learn techniques used in robot navigation, medical image analysis, and other computer vision applications Work with image mappings and transforms, such as texture warping and panorama creation Compute 3D reconstructions from several images of the same scene Organize images based on similarity or content, using clustering methods Build efficient image retrieval techniques to search for images based on visual content Use algorithms to classify image content and recognize objects Access the popular OpenCV library through a Python interface Python Programming and Numerical Methods: A Guide for Engineers and Scientists introduces programming tools and numerical methods to engineering and science students, with the goal of helping the students to develop good computational problem-solving techniques through the use of numerical methods and the Python programming language. Part One introduces

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fundamental programming concepts, using simple examples to put new concepts quickly into practice. Part Two covers the fundamentals of algorithms and numerical analysis at a level that allows students to quickly apply results in practical settings. Includes tips, warnings and "try this" features within each chapter to help the reader develop good programming practice Summaries at the end of each chapter allow for quick access to important information Includes code in Jupyter notebook format that can be directly run online

Leverage the power of the popular Jupyter notebooks to simplify your data science tasks without any hassle Key Features Create and share interactive documents with live code, text and visualizations Integrate popular programming languages such as Python, R, Julia, Scala with Jupyter Develop your widgets and interactive dashboards with these innovative recipes Book Description Jupyter has garnered a strong interest in the data science community of late, as it makes common data processing and analysis tasks much simpler. This book is for data science professionals who want to master various tasks related to Jupyter to create efficient, easy-to-share, scientific applications. The book starts with recipes on installing and running the Jupyter Notebook system on various platforms and configuring the various packages that can be used with it. You will then see how you can implement different programming languages and frameworks, such as Python, R, Julia, JavaScript, Scala, and Spark on your Jupyter Notebook. This book contains intuitive recipes on building interactive widgets to manipulate and visualize data in real time, sharing your code, creating a multi-user environment, and organizing your notebook. You will then get hands-on experience with Jupyter Labs, microservices, and deploying them on the web. By the end of this book, you will have taken your knowledge of Jupyter to the next level to perform all key tasks associated with it. What

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you will learn Install Jupyter and configure engines for Python, R, Scala and more Access and retrieve data on Jupyter Notebooks Create interactive visualizations and dashboards for different scenarios Convert and share your dynamic codes using HTML, JavaScript, Docker, and more Create custom user data interactions using various Jupyter widgets Manage user authentication and file permissions Interact with Big Data to perform numerical computing and statistical modeling Get familiar with Jupyter's next-gen user interface - JupyterLab Who this book is for This cookbook is for data science professionals, developers, technical data analysts, and programmers who want to execute technical coding, visualize output, and do scientific computing in one tool. Prior understanding of data science concepts will be helpful, but not mandatory, to use this book.

Get started solving problems with the Python programming language! This book introduces some of the most famous scientific libraries for Python: * Python's math and statistics module to do calculations * Matplotlib to build 2D and 3D plots * NumPy to complete calculations on arrays * Jupyter Notebooks to share results with a team * SymPy to solve equations * PySerial to control an Arduino with Python * MicroPython to control an LED This book is great for budding engineers and data scientists. The text starts with the basics but finishes with topics rarely included in other engineering and data science programming books like SymPy and PySerial and MicroPython.

Data Visualization is the presentation of data in graphical format. In this tutorial for beginners, you will learn how to present data graphically with Python, Matplotlib, and Seaborn. If you need a short book to master data visualization from scratch, this guide is for you. Get your copy now!!! Book Objectives This book is an exploration of data visualization in Python programming

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language. Here are the objectives of the book: To help you understand the need for data visualization and appreciate its power in data analysis. To help you learn the various types of plots that you can create to visualize your data. To help you know the various tools that you can use for data visualization, including basic, specialized and advanced tools. To help you make the right decision in choosing the tool and the kind of plot to use to visualize your data. To help you learn the power of Python in data visualization. To equip you with data visualization skills in Python programming language. To help you learn the various Python libraries that you can use for data visualization. Who this Book is for? The author targets the following groups of people: Anyone who needs to know the need for data visualization in an organization. Any individual who needs to know the various tools they can use for data visualization. Any individual who needs to know the various types of graphics they can use to represent their data and how to interpret the graphics. Anybody who needs to learn data visualization in Python using various libraries such as Pandas, Matplotlib, Seaborn and Folium. Anyone who needs to learn how to visualize different types of data including textual, numerical and geospatial data. RequirementsThe author expects you to have a computer installed with an operating system such as Linux, Windows or Mac OS X. What is inside the book? BASICS OF DATA VISUALIZATION BASIC AND SPECIALIZED DATA VISUALIZATION TOOLS ADVANCED VISUALIZATIONS TOOLSEXPLORING THE LIBRARIES DATA VISUALIZATION WITH MATPLOTLIBDATA VISUALIZATION WITH PANDAS DATA VISUALIZATION WITH SEABORN CREATING MAPS AND VISUALIZING GEOSPATIAL DATA The author has discussed everything related to data visualization. You are first familiarized with the fundamentals of data visualization to help you know what it is and why it is of importance to

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any organization. The author has then discussed the various types of tools that can be used for data visualization. These tools include the basic, specialized and advanced ones. Practically, the author focuses on how to visualize data in the Python programming language. The process of plotting different types of data using different types of plots has been discussed. You will learn how to plot textual, numerical and geospatial data in Python using different libraries such as Pandas, Matplotlib, Seaborn and Folium. Python codes have been provided alongside images of the expected outputs and the corresponding code descriptions.

Written for statisticians, computer scientists, geographers, research and applied scientists, and others interested in visualizing data, this book presents a unique foundation for producing almost every quantitative graphic found in scientific journals, newspapers, statistical packages, and data visualization systems. It was designed for a distributed computing environment, with special attention given to conserving computer code and system resources. While the tangible result of this work is a Java production graphics library, the text focuses on the deep structures involved in producing quantitative graphics from data. It investigates the rules that underlie pie charts, bar charts, scatterplots, function plots, maps, mosaics, and radar charts. These rules are abstracted from the work of Bertin, Cleveland, Kosslyn, MacEachren, Pinker, Tufte, Tukey, Tobler, and other theorists of quantitative graphics.

The financial industry has adopted Python at a tremendous rate recently, with

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some of the largest investment banks and hedge funds using it to build core trading and risk management systems. This hands-on guide helps both developers and quantitative analysts get started with Python, and guides you through the most important aspects of using Python for quantitative finance. Using practical examples through the book, author Yves Hilpisch also shows you how to develop a full-fledged framework for Monte Carlo simulation-based derivatives and risk analytics, based on a large, realistic case study. Much of the book uses interactive IPython Notebooks, with topics that include: Fundamentals: Python data structures, NumPy array handling, time series analysis with pandas, visualization with matplotlib, high performance I/O operations with PyTables, date/time information handling, and selected best practices Financial topics: mathematical techniques with NumPy, SciPy and SymPy such as regression and optimization; stochastics for Monte Carlo simulation, Value-at-Risk, and Credit-Value-at-Risk calculations; statistics for normality tests, mean-variance portfolio optimization, principal component analysis (PCA), and Bayesian regression Special topics: performance Python for financial algorithms, such as vectorization and parallelization, integrating Python with Excel, and building financial applications based on Web technologies

"This book introduces you to R, RStudio, and the tidyverse, a collection of R

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packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience"--

Leverage the power of Matplotlib to visualize and understand your data more effectively

Key Features Perform effective data visualization with Matplotlib and get actionable insights from your data Design attractive graphs, charts, and 2D plots, and deploy them to the web Get the most out of Matplotlib in this practical guide with updated code and examples

Book Description Python is a general-purpose programming language increasingly being used for data analysis and visualization. Matplotlib is a popular data visualization package in Python used to design effective plots and graphs. This is a practical, hands-on resource to help you visualize data with Python using the Matplotlib library. Matplotlib for Python Developers, Second Edition shows you how to create attractive graphs, charts, and plots using Matplotlib. You will also get a quick introduction to third-party packages, Seaborn, Pandas, Basemap, and Geopandas, and learn how to use them with Matplotlib. After that, you'll embed and customize your plots in third-party tools such as GTK+3, Qt 5, and wxWidgets. You'll also be able to tweak the look and feel of your visualization with the help of practical examples provided in this book. Further on, you'll explore Matplotlib 2.1.x on the web, from a cloud-based platform using third-party packages such as Django. Finally, you

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will integrate interactive, real-time visualization techniques into your current workflow with the help of practical real-world examples. By the end of this book, you'll be thoroughly comfortable with using the popular Python data visualization library Matplotlib 2.1.x and leveraging its power to build attractive, insightful, and powerful visualizations. What you will learn

- Create 2D and 3D static plots such as bar charts, heat maps, and scatter plots
- Get acquainted with GTK+3, Qt5, and wxWidgets to understand the UI backend of Matplotlib
- Develop advanced static plots with third-party packages such as Pandas, GeoPandas, and Seaborn
- Create interactive plots with real-time updates
- Develop web-based, Matplotlib-powered graph visualizations with third-party packages such as Django
- Write data visualization code that is readily expandable on the cloud platform

Who this book is for This book is essentially for anyone who wants to create intuitive data visualizations using the Matplotlib library. If you're a data scientist or analyst and wish to create attractive visualizations using Python, you'll find this book useful. Some knowledge of Python programming is all you need to get started. This book is intended for Python programmers who want to do more than just see their data. Experience with GUI toolkits is not required, so this book can be an excellent complement to other GUI programming resources. This book provides an introduction to the core features of the Python

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programming language and Matplotlib plotting routings for scientists and engineers (or students of either discipline) who want to use Python™ to analyse data, simulate physical processes, and render publication-quality plots. No previous programming experience is needed before reading the first page. Readers will learn the core features of the Python programming language in under a day. They will be able to immediately use Python to implement codes that solve their own problems and make beautiful plots and animations. Python code is extremely fast to prototype, allowing users to achieve results quickly and accurately. The examples within the book are available for download at <http://pythonessentials.com>. Python and Matplotlib Essentials for Scientists and Engineers is accessible for motivated high-school students, but will likely be most useful for undergraduate and graduate students as well as working professionals who have some background with the basic mathematical concepts. This book is intended for technical people who want to get things done.

Create your own clear and impactful interactive data visualizations with the powerful data visualization libraries of Python Key Features Study and use Python interactive libraries, such as Bokeh and Plotly Explore different visualization principles and understand when to use which one Create interactive data visualizations with real-world data Book Description With so much data

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being continuously generated, developers, who can present data as impactful and interesting visualizations, are always in demand. Interactive Data Visualization with Python sharpens your data exploration skills, tells you everything there is to know about interactive data visualization in Python. You'll begin by learning how to draw various plots with Matplotlib and Seaborn, the non-interactive data visualization libraries. You'll study different types of visualizations, compare them, and find out how to select a particular type of visualization to suit your requirements. After you get a hang of the various non-interactive visualization libraries, you'll learn the principles of intuitive and persuasive data visualization, and use Bokeh and Plotly to transform your visuals into strong stories. You'll also gain insight into how interactive data and model visualization can optimize the performance of a regression model. By the end of the course, you'll have a new skill set that'll make you the go-to person for transforming data visualizations into engaging and interesting stories. What you will learn

- Explore and apply different interactive data visualization techniques
- Manipulate plotting parameters and styles to create appealing plots
- Customize data visualization for different audiences
- Design data visualizations using interactive libraries
- Use Matplotlib, Seaborn, Altair and Bokeh for drawing appealing plots
- Customize data visualization for different scenarios

Who this

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book is for This book intends to provide a solid training ground for Python developers, data analysts and data scientists to enable them to present critical data insights in a way that best captures the user's attention and imagination. It serves as a simple step-by-step guide that demonstrates the different types and components of visualization, the principles, and techniques of effective interactivity, as well as common pitfalls to avoid when creating interactive data visualizations. Students should have an intermediate level of competency in writing Python code, as well as some familiarity with using libraries such as pandas.

Intended to anyone interested in numerical computing and data science: students, researchers, teachers, engineers, analysts, hobbyists... Basic knowledge of Python/NumPy is recommended. Some skills in mathematics will help you understand the theory behind the computational methods.

Doing Math with Python shows you how to use Python to delve into high school-level math topics like statistics, geometry, probability, and calculus. You'll start with simple projects, like a factoring program and a quadratic-equation solver, and then create more complex projects once you've gotten the hang of things. Along the way, you'll discover new ways to explore math and gain valuable programming skills that you'll use throughout your study of math and computer science. Learn how to: –Describe your data with statistics, and visualize it with line graphs, bar charts, and scatter plots –Explore set theory and probability with programs for coin

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flips, dicing, and other games of chance –Solve algebra problems using Python's symbolic math functions –Draw geometric shapes and explore fractals like the Barnsley fern, the Sierpinski triangle, and the Mandelbrot set –Write programs to find derivatives and integrate functions Creative coding challenges and applied examples help you see how you can put your new math and coding skills into practice. You'll write an inequality solver, plot gravity's effect on how far a bullet will travel, shuffle a deck of cards, estimate the area of a circle by throwing 100,000 "darts" at a board, explore the relationship between the Fibonacci sequence and the golden ratio, and more. Whether you're interested in math but have yet to dip into programming or you're a teacher looking to bring programming into the classroom, you'll find that Python makes programming easy and practical. Let Python handle the grunt work while you focus on the math. Uses Python 3

Machine learning has become an integral part of many commercial applications and research projects, but this field is not exclusive to large companies with extensive research teams. If you use Python, even as a beginner, this book will teach you practical ways to build your own machine learning solutions. With all the data available today, machine learning applications are limited only by your imagination. You'll learn the steps necessary to create a successful machine-learning application with Python and the scikit-learn library. Authors Andreas Müller and Sarah Guido focus on the practical aspects of using machine learning algorithms, rather than the math behind them. Familiarity with the NumPy and matplotlib libraries will help you get even more from this book. With this book, you'll learn: Fundamental concepts and applications of machine learning Advantages and shortcomings of widely used machine learning algorithms How to represent data processed by machine learning, including which data aspects to focus

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on Advanced methods for model evaluation and parameter tuning The concept of pipelines for chaining models and encapsulating your workflow Methods for working with text data, including text-specific processing techniques Suggestions for improving your machine learning and data science skills

Unlock deeper insights into visualization in form of 2D and 3D graphs using Matplotlib 2.x About This Book* Create and customize live graphs, by adding style, color, font to make appealing graphs.* A complete guide with insightful use cases and examples to perform data visualizations with Matplotlib's extensive toolkits.* Create timestamp data visualizations on 2D and 3D graphs in form of plots, histogram, bar charts, scatterplots and more. Who This Book Is For This book is for anyone interested in data visualization, to get insights from big data with Python and Matplotlib 2.x. With this book you will be able to extend your knowledge and learn how to use python code in order to visualize your data with Matplotlib. Basic knowledge of Python is expected. What You Will Learn* Familiarize with the latest features in Matplotlib 2.x* Create data visualizations on 2D and 3D charts in the form of bar charts, bubble charts, heat maps, histograms, scatter plots, stacked area charts, swarm plots and many more.* Make clear and appealing figures for scientific publications.* Create interactive charts and animation.* Extend the functionalities of Matplotlib with third-party packages, such as Basemap, GeoPandas, Mplot3d, Pandas, Scikit-learn, and Seaborn.* Design intuitive infographics for effective storytelling. In Detail Big data analytics are driving innovations in scientific research, digital marketing, policy-making and much more. Matplotlib offers simple but powerful plotting interface, versatile plot types and robust customization. Matplotlib 2.x By Example illustrates the methods and applications of various plot types through real world

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examples. It begins by giving readers the basic know-how on how to create and customize plots by Matplotlib. It further covers how to plot different types of economic data in the form of 2D and 3D graphs, which give insights from a deluge of data from public repositories, such as Quandl Finance. You will learn to visualize geographical data on maps and implement interactive charts. By the end of this book, you will become well versed with Matplotlib in your day-to-day work to perform advanced data visualization. This book will guide you to prepare high quality figures for manuscripts and presentations. You will learn to create intuitive infographics and reshaping your message crisply understandable. Style and approach Step by step comprehensive guide filled with real world examples.

Over 95 hands-on recipes to leverage the power of pandas for efficient scientific computation and data analysis About This Book Use the power of pandas to solve most complex scientific computing problems with ease Leverage fast, robust data structures in pandas to gain useful insights from your data Practical, easy to implement recipes for quick solutions to common problems in data using pandas Who This Book Is For This book is for data scientists, analysts and Python developers who wish to explore data analysis and scientific computing in a practical, hands-on manner. The recipes included in this book are suitable for both novice and advanced users, and contain helpful tips, tricks and caveats wherever necessary. Some understanding of pandas will be helpful, but not mandatory. What You Will Learn Master the fundamentals of pandas to quickly begin exploring any dataset Isolate any subset of data by properly selecting and querying the data Split data into independent groups before applying aggregations and transformations to each group Restructure data into tidy form to make data analysis and visualization easier Prepare real-world messy datasets for machine learning

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Combine and merge data from different sources through pandas SQL-like operations Utilize pandas unparalleled time series functionality Create beautiful and insightful visualizations through pandas direct hooks to Matplotlib and Seaborn In Detail This book will provide you with unique, idiomatic, and fun recipes for both fundamental and advanced data manipulation tasks with pandas. Some recipes focus on achieving a deeper understanding of basic principles, or comparing and contrasting two similar operations. Other recipes will dive deep into a particular dataset, uncovering new and unexpected insights along the way. The pandas library is massive, and it's common for frequent users to be unaware of many of its more impressive features. The official pandas documentation, while thorough, does not contain many useful examples of how to piece together multiple commands like one would do during an actual analysis. This book guides you, as if you were looking over the shoulder of an expert, through practical situations that you are highly likely to encounter. Many advanced recipes combine several different features across the pandas library to generate results. Style and approach The author relies on his vast experience teaching pandas in a professional setting to deliver very detailed explanations for each line of code in all of the recipes. All code and dataset explanations exist in Jupyter Notebooks, an excellent interface for exploring data. For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming,

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and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

This book follows a cookbook style approach that puts orthogonal and non-redundant recipes in your hands. Rather than rehashing the user manual, the explanations expose the underlying logic behind Matplotlib. If you are an engineer or scientist who wants to create great visualizations with Python, rather than yet another specialized language, this is the book for you. While there are several very competent plotting packages, Matplotlib is just a Python module. Thus, if you know some Python already, you will feel at home from the first steps on. In case you are an application writer, you won't be left out since the integration of Matplotlib is covered.

This fast-paced introduction to Python moves from the basics to advanced concepts, enabling readers to gain proficiency quickly.

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