

matplotlib

# Intro to matplotlib

- Matplotlib is the standard plotting library for scientific python
  - **Design objectives** (from the matplotlib documentation):
    - Plots should look great - publication quality. One important requirement for me is that the text looks good (antialiased, etc.)
    - Postscript output for inclusion with TeX documents
    - Embeddable in a graphical user interface for application development
    - Code should be easy enough that I can understand it and extend it
    - Making plots should be easy
- Mostly it is for 2-d data (including surface plots of  $f(x,y)$ , etc.)
- Active development with lots of new features
- **Best way to figure out how to do something: look at the gallery**

# Importing

- There are several interfaces to matplotlib that provide varying amounts of access to its underlying functionality
  - See [http://matplotlib.org/faq/usage\\_faq.html](http://matplotlib.org/faq/usage_faq.html)
  - `matplotlib` is the entire package
  - `matplotlib.pyplot` is a module within `matplotlib` that provides easy access to the core plotting routines
  - `pylab` combines `pyplot` and `numpy` into a single namespace to give a MatLab like interface
    - This is best for interactive work
- A number of toolkits extend the functionality
  - `basemap` and `cartopy`: mapping (e.g. projecting onto a globe, geographical boundaries)
  - `mplot3d`: basic 3-d plotting
  - `AxesGrid`: high-level methods for arranging multiple plots together in a figure

# Figures vs. Axes

- Figures are the highest level object and can include multiple axes (see [http://matplotlib.org/users/pyplot\\_tutorial.html](http://matplotlib.org/users/pyplot_tutorial.html))
  - There are many matplotlib routines to subdivide a figure into multiple subplots

# Backends

- matplotlib can output to a number of different devices—the backends provide this functionality
- Interactive backends:
  - pygtk, wxpython, tkinter, q3, macosx
  - These allow for plotting to the screen, and updates with each command (if desired)
- Hardcopy backends:
  - PNG, SVG, PDF, PS
- To select a backend:

```
import matplotlib
matplotlib.use('PS')
import matplotlib.pyplot
```

# IPython and matplotlib

- IPython supports matplotlib:
  - `ipython --pylab` will pop up a window in interactive mode
  - `%pylab inline` magic in notebooks

# Successors

- There are a lot of new projects, some built upon matplotlib, others independent.
- A common goal for a lot of these is to allow for interactive data exploration in the web browser. Many use the javascript library d3.js to do this
- Examples:
  - mpld3: <http://mpld3.github.io/> (based on matplotlib; see his blog post here: <http://jakevdp.github.io/blog/2014/01/10/d3-plugins-truly-interactive/>)
  - Bokeh: <http://bokeh.pydata.org/en/latest/>
  - plot.ly: <https://plot.ly/>
  - Glue: <http://www.glueviz.org/en/stable/> (explore relationships among related datasets)
  - D3PO: <http://d3po.org/>
  - d3py: <https://github.com/mikedewar/d3py> (inactive?)
  - Seaborn: <http://web.stanford.edu/~mwaskom/software/seaborn/> (based on matplotlib)
  - ggplot: <https://github.com/yhat/ggplot/> (for you R users)

# Some Examples

- There are far more examples than we can cover—we'll see more as the class goes on.