

Scientific Python Cheatsheet

Pure Python

Types

```
a = 2           # integer
b = 5.0         # float
c = 8.3e5       # exponential
d = 1.5 + 0.5j  # complex
e = 3 > 4       # boolean
f = 'word'      # string
```

Lists

```
a = ['red', 'blue', 'green'] # manually initialization
b = range(5)                 # initialization through a function
c = [nu**2 for nu in b]      # initialize through list comprehension
d = [nu**2 for nu in b if b < 3] # list comprehension with condition
e = c[0]                     # access element
f = e[1: 2]                  # access a slice of the list
g = ['re', 'bl'] + ['gr']   # list concatenation
h = ['re'] * 5               # repeat a list
['re', 'bl'].index('re')    # returns index of 're'
're' in ['re', 'bl']        # true if 're' in list
sorted([3, 2, 1])           # returns sorted list
z = ['red'] + ['green', 'blue'] # list concatenation
```

Dictionaries

```
a = {'red': 'rouge', 'blue': 'bleu', 'green': 'vert'} # dictionary
b = a['red']                                           # translate item
c = [value for key, value in b.items()]               # loop through contents
d = a.get('yellow', 'no translation found')           # return default
```

Strings

```
a = 'red' # assignment
char = a[2] # access individual characters
'red ' + 'blue' # string concatenation
'1, 2, three'.split(',') # split string into list
'.'.join(['1', '2', 'three']) # concatenate list into string
```

Operators

```
a = 2           # assignment
a += 1 (*=, /=) # change and assign
3 + 2           # addition
3 / 2           # integer division (python2) or float division (python3)
3 // 2          # integer division
3 * 2           # multiplication
3 ** 2          # exponent
3 % 2           # remainder
abs()           # absolute value
1 == 1          # equal
2 > 1           # larger
2 < 1           # smaller
1 != 2          # not equal
1 != 2 and 2 < 3 # logical AND
1 != 2 or 2 < 3  # logical OR
not 1 == 2       # logical NOT
a in b          # test if a is in b
a is b          # test if objects point to the same memory (id)
```

Control Flow

if/elif/else

```
a, b = 1, 2
if a + b == 3:
    print 'True'
elif a + b == 1:
    print 'False'
else:
    print '??'
```

for

```
a = ['red', 'blue',
     'green']
for color in a:
    print color
```

while

```
number = 1
while number < 10:
```

```
print number
number += 1
```

break

```
number = 1
while True:
    print number
    number += 1
    if number > 10:
        break
```

continue

```
for i in range(20):
    if i % 2 == 0:
        continue
    print i
```

Functions, Classes, Generators, Decorators

Function

```
def myfunc(a1, a2):
    return x
```

```
x = my_function(a1,a2)
```

Class

```
class Point(object):
    def __init__(self, x):
        self.x = x
    def __call__(self):
        print self.x
```

```
x = Point(3)
```

Generators

```
def firstn(n):
    num = 0
    while num < n:
        yield num
        num += 1

x = [for i in firstn(10)]
```

Decorators

```
class myDecorator(object):
    def __init__(self, f):
        self.f = f
    def __call__(self):
        print "call"
        self.f()
```

```
@myDecorator
def my_func():
    print 'func'
```

```
my_func()
```

NumPy

array initialization

```
np.array([2, 3, 4])           # direct initialization
np.empty(20, dtype=np.float32) # single precision array with 20 entries
np.zeros(200)                 # initialize 200 zeros
np.ones((3,3), dtype=np.int32) # 3 x 3 integer matrix with ones
np.eye(200)                   # ones on the diagonal
np.zeros_like(a)              # returns array with zeros and the shape of a
np.linspace(0., 10., 100)     # 100 points from 0 to 10
np.arange(0, 100, 2)          # points from 0 to <100 with step width 2
np.logspace(-5, 2, 100)       # 100 log-spaced points between 1e-5 and 1e2
np.copy(a)                    # copy array to new memory
```

reading/ writing files

```
np.fromfile(fname/object, dtype=np.float32, count=5) # read binary data from file
np.loadtxt(fname/object, skiprows=2, delimiter=',') # read ascii data from file
```

array properties and operations

```
a.shape           # a tuple with the lengths of each axis
len(a)            # length of axis 0
a.ndim            # number of dimensions (axes)
a.sort(axis=1)    # sort array along axis
a.flatten()       # collapse array to one dimension
a.conj()          # return complex conjugate
a.astype(np.int16) # cast to integer
np.argmax(a, axis=2) # return index of maximum along a given axis
np.cumsum(a)       # return cumulative sum
np.any(a)          # True if any element is True
np.all(a)          # True if all elements are True
np.argsort(a, axis=1) # return sorted index array along axis
```

indexing

```
a = np.arange(100)           # initialization with 0 - 99
a[: 3] = 0                   # set the first three indices to zero
a[1: 5] = 1                   # set indices 1-4 to 1
a[start:stop:step]           # general form of indexing/slicing
a[None, :]                   # transform to column vector
a[[1, 1, 3, 8]]              # return array with values of the indices
a = a.reshape(10, 10)        # transform to 10 x 10 matrix
a.T                           # return transposed view
np.transpose(a, (2, 1, 0))    # transpose array to new axis order
a[a < 2]                      # returns array that fulfills elementwise condition
```

boolean arrays

```
a < 2                   # returns array with boolean values
np.logical_and(a < 2, b > 10) # elementwise logical and
np.logical_or(a < 2, b > 10)  # elementwise logical or
~a                        # invert boolean array
np.invert(a)              # invert boolean array
```

elementwise operations and math functions

```
a * 5                   # multiplication with scalar
a + 5                   # addition with scalar
a + b                   # addition with array b
a / b                   # division with b (np.NaN for division by zero)
np.exp(a)               # exponential (complex and real)
np.sin(a)               # sine
```

```

np.cos(a)           # cosine
np.arctan2(y,x)     # arctan(y/x)
np.arcsin(x)        # arcsin
np.radians(a)       # degrees to radians
np.degrees(a)       # radians to degrees
np.var(a)           # variance of array
np.std(a, axis=1)   # standard deviation

```

inner / outer products

```

np.dot(a, b)                # inner matrix product: a_mi b_in
np.einsum('ijkl,klmn->ijmn', a, b) # einstein summation convention
np.sum(a, axis=1)           # sum over axis 1
np.abs(a)                   # return array with absolute values
a[None, :] + b[:, None]    # outer sum
a[None, :] * b[None, :]    # outer product
np.outer(a, b)              # outer product
np.sum(a * a.T)             # matrix norm

```

interpolation, integration

```

np.trapz(y, x=x, axis=1)   # integrate along axis 1
np.interp(x, xp, yp)       # interpolate function xp, yp at points x

```

fft

```

np.fft.fft(y)              # complex fourier transform of y
np.fft.fftfreqs(len(y))    # fft frequencies for a given length
np.fft.fftshift(freqs)     # shifts zero frequency to the middle
np.fft.rfft(y)             # real fourier transform of y
np.fft.rfftfreqs(len(y))   # real fft frequencies for a given length

```

rounding

```

np.ceil(a)   # rounds to nearest upper int
np.floor(a)  # rounds to nearest lower int
np.round(a)  # rounds to nearest int

```

random variables

```

np.random.normal(loc=0, scale=2, size=100) # 100 normal distributed random numbers
np.random.seed(23032)                     # resets the seed value

```

```

np.random.rand(200)                # 200 random numbers in [0, 1)
np.random.uniform(1, 30, 200)      # 200 random numbers in [1, 30)
np.random.random_integers(1, 15, 300) # 300 random integers between [1, 15]

```

Matplotlib

figures and axes

```

fig = plt.figure(figsize=(5, 2), facecolor='black') # initialize figure
ax = fig.add_subplot(3, 2, 2)                      # add second subplot in a 3 x 2 grid
fig, axes = plt.subplots(5, 2, figsize=(5, 5))      # return fig and array of axes in a 5 x 2 grid
ax = fig.add_axes([left, bottom, width, height])    # manually add axes at a certain position

```

figures and axes properties

```

fig.suptitle('title')                # big figure title
fig.subplots_adjust(bottom=0.1, right=0.8, top=0.9, wspace=0.2,
                    hspace=0.5)      # adjust subplot positions
fig.tight_layout(pad=0.1, h_pad=0.5, w_pad=0.5, rect=None) # adjust
subplots to fit perfectly into fig
ax.set_xlabel()                      # set xlabel
ax.set_ylabel()                     # set ylabel
ax.set_xlim(1, 2)                   # sets x limits
ax.set_ylim(3, 4)                   # sets y limits
ax.set_title('blabla')              # sets the axis title
ax.set(xlabel='bla')                 # set multiple parameters at once
ax.legend(loc='upper center')        # activate legend
ax.grid(True, which='both')          # activate grid
bbox = ax.get_position()             # returns the axes bounding box
bbox.x0 + bbox.width                 # bounding box parameters

```

plotting routines

```

ax.plot(x,y, '-o', c='red', lw=2, label='bla') # plots a line
ax.scatter(x,y, s=20, c=color)                # scatter plot
ax.pcolormesh(xx,yy,zz, shading='gouraud')      # fast colormesh function
ax.colormesh(xx,yy,zz, norm=norm)              # slower colormesh function
ax.contour(xx,yy,zz, cmap='jet')               # contour line plot
ax.contourf(xx,yy,zz, vmin=2, vmax=4)          # filled contours plot
n, bins, patch = ax.hist(x, 50)                # histogram
ax.imshow(matrix, origin='lower', extent=(x1, x2, y1, y2)) # show image
ax.specgram(y, FS=0.1, noverlap=128, scale='linear') # plot a spectrogram

```