

# Array creation routines

➡ See also

[Array creation](#)

## From shape or value

<a href="#"><code>empty</code></a> (shape[, dtype, order, device, like])	Return a new array of given shape and type, without initializing entries.
<a href="#"><code>empty_like</code></a> (prototype[, dtype, order, subok, ...])	Return a new array with the same shape and type as a given array.
<a href="#"><code>eye</code></a> (N[, M, k, dtype, order, device, like])	Return a 2-D array with ones on the diagonal and zeros elsewhere.
<a href="#"><code>identity</code></a> (n[, dtype, like])	Return the identity array.
<a href="#"><code>ones</code></a> (shape[, dtype, order, device, like])	Return a new array of given shape and type, filled with ones.
<a href="#"><code>ones_like</code></a> (a[, dtype, order, subok, shape, ...])	Return an array of ones with the same shape and type as a given array.
<a href="#"><code>zeros</code></a> (shape[, dtype, order, like])	Return a new array of given shape and type, filled with zeros.
<a href="#"><code>zeros_like</code></a> (a[, dtype, order, subok, shape, ...])	Return an array of zeros with the same shape and type as a given array.
<a href="#"><code>full</code></a> (shape, fill_value[, dtype, order, ...])	Return a new array of given shape and type, filled with <i>fill_value</i> .
<a href="#"><code>full_like</code></a> (a, fill_value[, dtype, order, ...])	Return a full array with the same shape and type as a given array.

# From existing data

<code>array</code> (object[, dtype, copy, order, subok, ...])	Create an array.
<code>asarray</code> (a[, dtype, order, device, copy, like])	Convert the input to an array.
<code>asanyarray</code> (a[, dtype, order, device, copy, like])	Convert the input to an ndarray, but pass ndarray subclasses through.
<code>ascontiguousarray</code> (a[, dtype, like])	Return a contiguous array (ndim >= 1) in memory (C order).
<code>asmatrix</code> (data[, dtype])	Interpret the input as a matrix.
<code>astype</code> (x, dtype, /, *[, copy, device])	Copies an array to a specified data type.
<code>copy</code> (a[, order, subok])	Return an array copy of the given object.
<code>frombuffer</code> (buffer[, dtype, count, offset, like])	Interpret a buffer as a 1-dimensional array.
<code>from_dlpack</code> (x, /, *[, device, copy])	Create a NumPy array from an object implementing the <code>__dlpack__</code> protocol.
<code>fromfile</code> (file[, dtype, count, sep, offset, like])	Construct an array from data in a text or binary file.
<code>fromfunction</code> (function, shape, *[, dtype, like])	Construct an array by executing a function over each coordinate.
<code>fromiter</code> (iter, dtype[, count, like])	Create a new 1-dimensional array from an iterable object.
<code>fromstring</code> (string[, dtype, count, like])	A new 1-D array initialized from text data in a string.
<code>loadtxt</code> (fname[, dtype, comments, delimiter, ...])	Load data from a text file.

## Creating record arrays

**Note**

Please refer to [Record arrays](#) for record arrays.

<a href="#">rec.array</a> (obj[, dtype, shape, offset, ...])	Construct a record array from a wide-variety of objects.
<a href="#">rec.fromarrays</a> (arrayList[, dtype, shape, ...])	Create a record array from a (flat) list of arrays
<a href="#">rec.fromrecords</a> (recList[, dtype, shape, ...])	Create a recarray from a list of records in text form.
<a href="#">rec.fromstring</a> (datastring[, dtype, shape, ...])	Create a record array from binary data
<a href="#">rec.fromfile</a> (fd[, dtype, shape, offset, ...])	Create an array from binary file data

## Creating character arrays ([numpy.char](#))

**Note**

[numpy.char](#) is used to create character arrays.

<a href="#">char.array</a> (obj[, itemsize, copy, unicode, order])	Create a <a href="#">chararray</a> .
<a href="#">char.asarray</a> (obj[, itemsize, unicode, order])	Convert the input to a <a href="#">chararray</a> , copying the data only if necessary.

## Numerical ranges

<a href="#">arange</a> ([start,] stop[, step,][, dtype, ...])	Return evenly spaced values within a given interval.
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<code>linspace</code> (start, stop[, num, endpoint, ...])	Return evenly spaced numbers over a specified interval.
<code>logspace</code> (start, stop[, num, endpoint, base, ...])	Return numbers spaced evenly on a log scale.
<code>geomspace</code> (start, stop[, num, endpoint, ...])	Return numbers spaced evenly on a log scale (a geometric progression).
<code>meshgrid</code> (*xi[, copy, sparse, indexing])	Return a tuple of coordinate matrices from coordinate vectors.
<code>mgrid</code>	An instance which returns a dense multi-dimensional "meshgrid".
<code>ogrid</code>	An instance which returns an open multi-dimensional "meshgrid".

## Building matrices

<code>diag</code> (v[, k])	Extract a diagonal or construct a diagonal array.
<code>diagflat</code> (v[, k])	Create a two-dimensional array with the flattened input as a diagonal.
<code>tri</code> (N[, M, k, dtype, like])	An array with ones at and below the given diagonal and zeros elsewhere.
<code>tril</code> (m[, k])	Lower triangle of an array.
<code>triu</code> (m[, k])	Upper triangle of an array.
<code>vander</code> (x[, N, increasing])	Generate a Vandermonde matrix.

## The matrix class

**bm<sub>at</sub>** (obj[, Idict, gdict])

Build a matrix object from a string, nested sequence, or array.

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