

API

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The diagram shows the word "Matplotlib" with a bounding box defined by four horizontal lines: top, center, baseline, and bottom. The text is aligned to the left. The origin (0,0) is at the bottom-left corner of the bounding box. The top-right corner is labeled (1,1). The horizontal axis is labeled left, center, and right. The vertical axis is labeled top, center, baseline, and bottom.

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THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG small-caps
The quick brown fox jumps over the lazy dog normal

viridis
plasma
inferno
magma
cividis

Figure 1 displays a color calibration chart with 24 color bars, each labeled with a color name. The colors are arranged in a vertical sequence, showing a gradient from light to dark for each color family. The labels are: Greys, Purples, Blues, Greens, Oranges, Reds, YlOrBr, YlOrRd, OrRd, PuRd, RdPu, BuPu, GnBu, PuBu, YlGnBu, PuBuGn, BuGn, and YlGn.

PiYG
PRGn
BrBG
PuOr
RdGy
RdBu
RdYlBu
RdYlGn
Spectral
coolwarm
bwr
seismic

Color Name	1	2	3	4	5	6	7	8	9	10
Pastel1	Light Red	Light Blue	Light Green	Light Purple	Light Orange	Light Yellow	Light Brown	Light Pink	Light Grey	Light Blue
Pastel2	Light Red	Light Blue	Light Green	Light Purple	Light Orange	Light Yellow	Light Brown	Light Pink	Light Grey	Light Blue
Paired	Blue	Green	Red	Orange	Yellow	Purple	Brown	Grey	White	Black
Accent	Blue	Green	Red	Orange	Yellow	Purple	Brown	Grey	White	Black
Dark2	Dark Green	Dark Orange	Dark Purple	Dark Pink	Dark Yellow	Dark Brown	Dark Grey	Dark White	Dark Black	Dark Blue
Set1	Red	Blue	Green	Purple	Orange	Yellow	Brown	Pink	Grey	White
Set2	Green	Orange	Blue	Pink	Light Green	Yellow	Light Grey	Light Blue	Light Green	Light Yellow
Set3	Light Green	Light Purple	Light Orange	Light Yellow	Light Brown	Light Pink	Light Grey	Light Blue	Light Green	Light Yellow
tab10	Blue	Orange	Green	Red	Purple	Pink	Grey	Yellow	Cyan	Blue
tab20	Blue	Orange	Green	Red	Purple	Pink	Grey	Yellow	Cyan	Blue
tab20b	Blue	Orange	Green	Red	Purple	Pink	Grey	Yellow	Cyan	Blue
tab20c	Blue	Orange	Green	Red	Purple	Pink	Grey	Yellow	Cyan	Blue

terrain

ocean

cubehelix

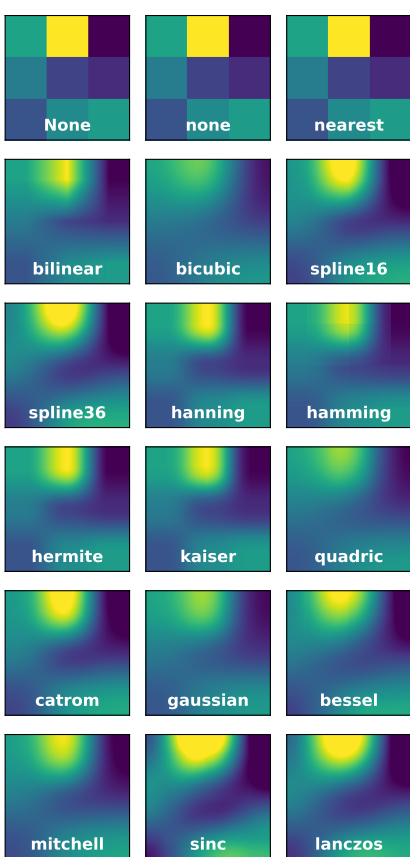
rainbow

twilight

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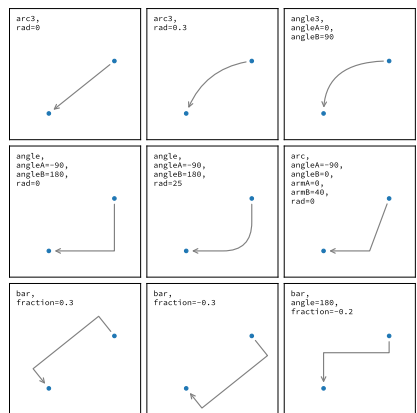
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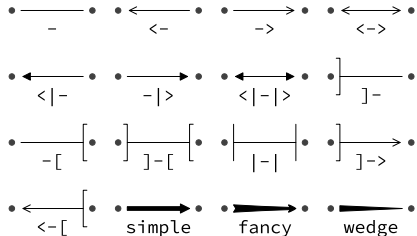
L	K	J		
A	2	9	1	I
B	6	10	7	H
C	3	8	4	G
D	E	F		

A: upper right / $(-0.1, 0.9)$ B: center right / $(-0.1, 0.5)$
C: lower right / $(-0.1, 0.1)$ D: upper left / $(0.1, -0.1)$
E: upper center / $(0.5, -0.1)$ F: upper right / $(0.9, -0.1)$
G: lower left / $(1.1, 0.1)$ H: center left / $(1.1, 0.5)$
I: upper left / $(1.1, 0.9)$ J: lower right / $(0.9, 1.1)$
K: lower center / $(0.5, 1.1)$ L: lower left / $(0.1, 1.1)$

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```

... resize a figure?
    → fig.set_size_inches(w, h)
... save a figure?
    → fig.savefig("figure.pdf")
... save a transparent figure?
    → fig.savefig("figure.pdf", transparent=True)
... clear a figure/an axes?
    → fig.clear() → ax.clear()
... close all figures?
    → plt.close("all")
... remove ticks?
    → ax.set_[xy]ticks([])
... remove tick labels?
    → ax.set_[xy]ticklabels([])
... rotate tick labels?
    → ax.set_[xy]ticks(rotation=90)
... hide top spine?
    → ax.spines['top'].set_visible(False)
... hide legend border?
    → ax.legend(frameon=False)
... show error as shaded region?
    → ax.fill_between(X, Y+error, Y-error)
... draw a rectangle?
    → ax.add_patch(plt.Rectangle((0, 0), 1, 1))
... draw a vertical line?
    → ax.axvline(x=0.5)
... draw outside frame?
    → ax.plot(..., clip_on=False)
... use transparency?
    → ax.plot(..., alpha=0.25)
... convert an RGB image into a gray image?
    → gray = 0.2989*R + 0.5870*G + 0.1140*B
... set figure background color?
    → fig.patch.set_facecolor("grey")
... get a reversed colormap?
    → plt.get_cmap("viridis_r")
... get a discrete colormap?
    → plt.get_cmap("viridis", 10)
... show a figure for one second?
    → fig.show(block=False), time.sleep(1)

```

scatter(X, Y)	slow
plot(X, Y, marker="o", ls="")	fast
for i in range(n): plot(X[i])	slow
plot(sum([x+[None] for x in X], []))	fast
cla(), imshow(...), canvas.draw()	slow
im.set_data(...), canvas.draw()	fast

Seaborn: Statistical Data Visualization
 Cartopy: Geospatial Data Processing
 yt: Volumetric data Visualization
 mpld3: Bringing Matplotlib to the browser
 Datasader: Large data processing pipeline
 plotnine: A Grammar of Graphics for Python

Matplotlib Cheatsheets
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