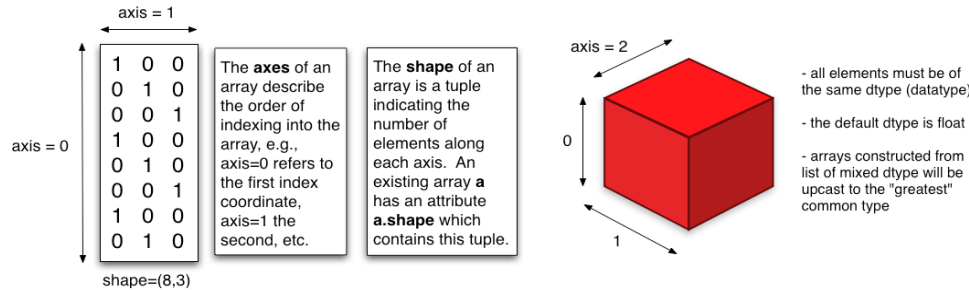


scipy array tip sheet

Arrays are the central datatype introduced in the SciPy package. (The same array objects are accessible within the NumPy package, which is a subset of SciPy. For consistency, we will simplify refer to SciPy, although some of the online documentation makes reference to NumPy. And technically, array objects are of type `ndarray`, which stands for "n-dimensional array".) The array interface is accessible by importing the `scipy` module: `import scipy`. Arrays are similar in some respects to Python lists, but are multidimensional, homogeneous in type, and support compact and efficient array-level manipulations. Documentation can be found online at www.scipy.org/Documentation, which also includes links to [NumPy Examples](#) (sample usage for many functions) and [NumPy for MATLAB Users](#), if you're so inclined.

Anatomy of an array



Constructing arrays

- `scipy.array(alist)`: construct an n-dimensional array from a Python list (all elements of list must be of same length)


```
a = scipy.array([[1,2,3],[4,5,6]])
b = scipy.array([i*i for i in range(100) if i%2==1])
c = b.tolist() # convert array back to Python list
```
- `scipy.zeros(shape, dtype=float)`: construct an n-dimensional array of the specified shape, filled with zeros of the specified dtype; e.g.,


```
a = scipy.zeros(100) # a 100-element array of float zeros
b = scipy.zeros((2,8), int) # a 2x8 array of int zeros
c = scipy.zeros((N,M,L), complex) # a NxMxL array of complex zeros
```
- `scipy.ones(shape, dtype=float)`: construct an n-dimensional array of the specified shape, filled with ones of the specified dtype; e.g.,


```
a = scipy.ones(10, int) # a 10-element array of int ones
b = scipy.pi * scipy.ones((5,5)) # a useful way to fill up an array with a specified value
```
- `scipy.eye(shape, dtype=float)`

```
id = scipy.eye(10,10, int) # 10x10 identity matrix (1's on diagonal)
offdiag = scipy.eye(10,10,1)+scipy.eye(10,10,-1) # off diagonal elements = 1
```
- `scipy.transpose(a)`

```
b = scipy.transpose(a) # reverse dimensions of a (even for dim > 2)
b = a.T # equivalent to scipy.transpose(a)
c = scipy.swapaxes(a, axis1, axis2) # swap specified axes
```
- `scipy.arange` and `scipy.linspace`

```
a = scipy.arange(start, stop, increment) # like Python range, but with (potentially) real-valued arrays
b = scipy.linspace(start, stop, num_elements) # create array of equally-spaced points based on specified number of points
```
- Random array constructors in `scipy.random`

```
a = scipy.random.random((100,100)) # 100x100 array of floats uniform on [0.,1.)
b = scipy.random.randint(0,10, (100,)) # 100 random ints uniform on [0, 10), i.e., not including the upper bound 10
c = scipy.random.standard_normal((5,5,5)) # zero-mean, unit-variance Gaussian random numbers in a 5x5x5 array
```

Indexing arrays

- Multidimensional indexing


```
elem = a[i,j,k] # equiv. to a[i][j][k] but presumably more efficient
```
- "Negative" indexing (wrap around the end of the array)


```
last_elem = a[-1] # the last element of the array
```
- Arrays as indices


```
i = scipy.array([0,1,2,1]) # array of indices for the first axis
j = scipy.array([1,2,3,4]) # array of indices for the second axis
a[i,j] # return array([a[0,1], a[1,2], a[2,3], a[1,4]])
```

```
b = scipy.array([True, False, True, False])
a[b] # return array([a[0], a[2]]) since only b[0] and b[2] are True
```

Slicing arrays (extracting subsections)

- Slice a defined subblock:

```
section = a[10:20, 30:40] # 10x10 subblock starting at [10,30]
```

- Grab everything up to the beginning/end of the array:

```
asection = a[10:, 30:] # missing stop index implies until end of array
bsection = b[:, 30:] # missing start index implies until start of array
```

- Grab an entire column(s)

```
x = a[:, 0] # get everything in the 0th column (missing start and stop)
y = a[:, 1] # get everything in the 1st column
```

- Slice off the tail end of an array

```
tail = a[-10:] # grab the last 10 elements of the array
slab = b[:, -10:] # grab a slab of width 10 off the "side" of the array
interior = c[1:-1, 1:-1, 1:-1] # slice out everything but the outer shell
```

Element-wise functions on arrays

- Arithmetic operations

```
c = a + b # add a and b element-wise (must be same shape)
d = e * f # multiply e and f element-wise (NOT matrix multiplication)
g = -h # negate every element of h
y = (x+1)%2 # swap 0's and 1's in binary array x
z = w > 0.0 # return boolean array indicating which elements are > 0.0
logspace = 10.**scipy.linspace(-6.0, -1.0, 50) # 50 equally-spaced-in-log points between 1.e-06 and 1.0e-01
```

- Trigonometric operations

```
y = scipy.sin(x) # sin of every element of x
w = scipy.sin([1*i for i in range(100) if i%2==1]) # conversion from list to array as part of function application
z = scipy.exp((0.+1.j) * theta) # exp(i * theta) where i = sqrt(-1) = 0.+1.j
```

Summation of arrays

- Simple sums

```
s = scipy.sum(a) # sum all elements in a, returning a scalar
s0 = scipy.sum(a, axis=0) # sum elements along specified axis (=0), returning an array of remaining shape, e.g.,
a = scipy.ones((10,20,30))
s0 = scipy.sum(a, axis=0) # s0 has shape (20,30)
```

- Averaging, etc.

```
m = scipy.mean(a, axis) # compute mean along the specified axis (over entire array if axis=None)
s = scipy.std(a, axis) # compute standard deviation along the specified axis (over entire array if axis=None)
```

- Cumulative sums

```
s0 = scipy.cumsum(a, axis=0) # cumulatively sum over 0 axis, returning array with same shape as a
s0 = scipy.cumsum(a) # cumulatively sum over 0 axis, returning 1D array of length shape[0]*shape[1]*...*shape[dim-1]
```

Various other useful functions and methods (see [NumPy Examples](http://www.scipy.org/Numpy_Example_List_With_Doc) at www.scipy.org/Numpy_Example_List_With_Doc)

Many of these work both as separate functions (`scipy.blah(a)`) as well as array methods (`a.blah()`).

- `scipy.any(a)`: return True if any element of a is True
- `scipy.all(a)`: return True if all elements of a are True
- `scipy.alltrue(a, axis)`: perform logical_and along given axis of a
- `scipy.append(a, values, axis)`: append values to a along specified axis
- `scipy.concatenate((a1, a2, ...), axis)`: concatenate tuple of arrays along specified axis
- `scipy.min(a, axis=None), scipy.max(a, axis=None)`: get min/max values of a along specified axis (global min/max if axis=None)
- `scipy.argmin(a, axis=None), scipy.argmax(a, axis=None)`: get indices of min/max of a along specified axis (global min/max if axis=None)
- `scipy.reshape(a, newshape)`: reshape a to newshape (must conserve total number of elements)
- `scipy.matrix(a)`: create matrix from 2D array a (matrices implement matrix multiplication rather than element-wise multiplication)
- `scipy.histogram, scipy.histogram2d, scipy.histogramdd`: 1-dimensional, 2-dimensional, and d-dimensional histograms, respectively
- `scipy.round(a, decimals=0)`: round elements of matrix a to specified number of decimals
- `scipy.sign(a)`: return array of same shape as a, with -1 where a < 0, 0 where a = 0, and +1 where a > 0
- `a.tofile(fid, sep="", format="%s")`: write a to specified file (fid), in either binary or ascii format depending on options
- `scipy.fromfile(file=, dtype=float, count=-1, sep='')`: read array from specified file (binary or ascii)
- `scipy.unique(a)`: return sorted unique elements of array a
- `scipy.where(condition, x, y)`: return array with same shape as condition, where values from x are inserted in positions where condition is True,

and values from y where condition is False