

Getting Started with MATLAB, Python and R

AAEC 6305: Dynamic Economic Optimization - Fall 2019

Matthew Aaron Looney

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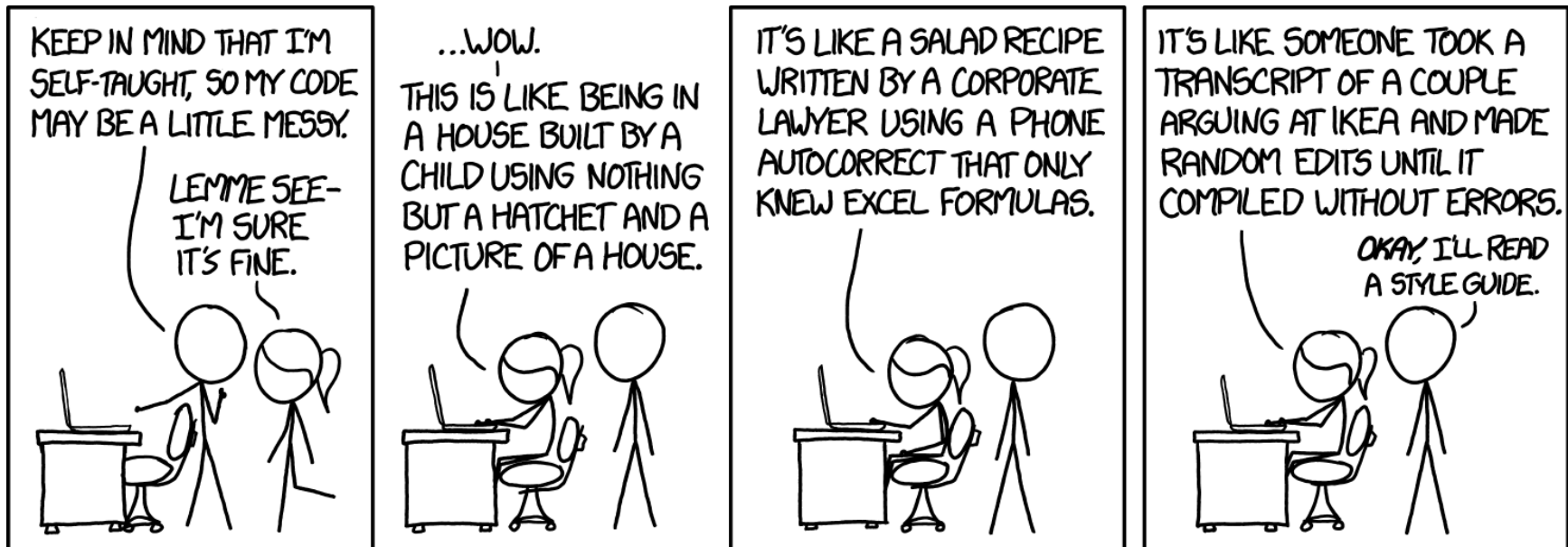
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1 Introduction

This document is intended to give you a quick reference guide on how to perform simple tasks in MatLab, Python and R. The document is by no means a complete list of commands. Your best friend when trying to learn the syntax of a new programming language is to use the built-in *Help* guides contained within the language documentation (see Section 1 of this document). The second best place to find information about syntax is from Google. Chances are if you are trying to perform a specific task and are having trouble, Google the problem and you are very likely to find a solution developed by someone else trying to do the same thing. This is also a very good way to learn more complex coding techniques. Learn by seeing, doing and making mistakes!



2 Help

2.1 Getting Help

Language Browse help interactively Help on using help Help for a function Help for a toolbox/library package Demonstration examples Example using a function	MATLAB/Octave doc Octave: help -i % browse with Info help help or doc doc help plot help splines or doc splines demo	Python help() help help(plot) or ?plot help(pylab)	R help.start() help() help(plot) or ?plot help(package='splines') demo() example(plot)
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2.2 Searching available help documentation

Language Search help files Find objects by partial name List available packages Locate functions List available methods for a function	MATLAB/Octave lookfor plot help which plot	Python help(); modules [Numeric] help(plot)	R help.search('plot') apropos('plot') library() find(plot) methods(plot)
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2.3 Using interactively

Language Start session Auto completion Run code from file Command history Save command history End session	MATLAB/Octave Octave: octave -q Octave: TAB or M-? foo(.m) Octave: history diary on [...] diary off exit or quit	Python ipython -pylab or JupyterLab TAB execfile('foo.py') or run foo.py hist -n CTRL-D CTRL-Z # windows sys.exit()	R RStudio source('foo.R') history() savehistory(file=".Rhistory") q(save='no')
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3 Basic programming

3.1 Loading packages

Language	MATLAB/Octave	Python	R
Script file extension	.m	.py	.R
Comment symbol (rest of line)	% Octave: % or #	#	#
Import library functions	% must be in MATLABPATH Octave: % must be in LOADPATH	from pylab import *	library(RSvgDevice)
Eval	string='a=234'; eval(string)	string="a=234" eval(string)	string <- "a <- 234" eval(parse(text=string))

3.2 Working directory and OS

Language	MATLAB/Octave	Python	R
List files in directory	dir or ls	os.listdir(".")	list.files() or dir()
List script files in directory	what	grep.grep("*.py")	list.files(pattern=".r\$")
Displays the current working directory	pwd	os.getcwd()	getwd()
Change working directory	cd foo	os.chdir('foo')	setwd('foo')
Invoke a System Command	!notepad Octave: system("notepad")	os.system('notepad')	system("notepad")

3.3 Debugging and profiling code

Language	MATLAB/Octave	Python	R
Most recent evaluated expression	ans		.Last.value
List variables loaded into memory	whos or who		objects()
Clear variable x from memory	clear x or clear [all]		rm(x)
Print	disp(a)	print a	print(a)

3.4 Conditionals

Language	MATLAB/Octave	Python	R
if-statement	if 1>0 a=100; end	if 1>0: a=100	if (1>0) a <- 100
if-else-statement	if 1>0 a=100; else a=0; end		elseifelse(a>0,a,0)
Ternary operator (if?true:false)			$a > 0 ? a : 0$

3.5 Loops

Language
for-statement
Multiline for statements

```
MATLAB/Octave
for i=1:5; disp(i); end
for i=1:5
    disp(i)
    disp(i*2)
end
```

```
Python
for i in range(1,6): print(i)
for i in range(1,6):
    print(i)
    print(i*2)
```

```
R
for(i in 1:5) print(i)
for(i in 1:5) {
    print(i)
    print(i*2)
}
```

4 File and Data input/output

Language
Reading from a file (2d)

Reading from a file (2d)
Reading from a CSV file (2d)
Writing to a file (2d)
Writing to a file (1d)
Reading from a file (1d)

```
MATLAB/Octave
f = load('data.txt')

f = load('data.txt')
x = dlmread('data.csv', ',')
save -ascii data.txt f
```

```
Python
f = fromfile("data.txt")
f = load("data.txt")
f = load("data.txt")
f = load('data.csv', delimiter=',')
save('data.csv', f, fmt='%f',
    delimiter=',', file="data.txt")
f.tofile(file='data.csv', format='%f', sep=',')
f = fromfile(file='data.csv', sep=',')
```

```
R
f <- read.table("data.txt")
f <- read.table("data.txt")
f <- read.table(file="data.csv", sep=";")
```

5 Basic Operators

5.1 Getting help on operator syntax

Language
Help on operator syntax

```
MATLAB/Octave
help -
```

```
Python
```

```
R
help(Syntax)
```

5.2 Arithmetic operators

Language	MATLAB/Octave	Python	R
Assignment; defining a number	<code>a=1; b=2;</code>	<code>a=1; b=1</code>	<code>a<-1; b<-2</code>
Addition	<code>a + b</code>	<code>a + b</code> or <code>add(a,b)</code>	<code>a + b</code>
Subtraction	<code>a - b</code>	<code>a - b</code> or <code>subtract(a,b)</code>	<code>a - b</code>
Multiplication	<code>a * b</code>	<code>a * b</code> or <code>multiply(a,b)</code>	<code>a * b</code>
Division	<code>a / b</code>	<code>a / b</code> or <code>divide(a,b)</code>	<code>a / b</code>
Power, a^b	<code>a .^ b</code>	<code>a ** b</code> <code>power(a,b)</code> <code>pow(a,b)</code>	<code>a ^ b</code>
Remainder	<code>rem(a,b)</code>	<code>a % b</code> <code>remainder(a,b)</code> <code>fmod(a,b)</code>	<code>a %% b</code>
Integer division			<code>a %% b</code>
In place operation to save array creation overhead	<code>Octave: a+=1</code>	<code>a+=b</code> or <code>add(a,b,a)</code>	
Factorial, $n!$	<code>factorial(a)</code>		<code>factorial(a)</code>

5.3 Relational operators

Language	MATLAB/Octave	Python	R
Equal	<code>a == b</code>	<code>a == b</code> or <code>equal(a,b)</code>	<code>a == b</code>
Less than	<code>a < b</code>	<code>a < b</code> or <code>less(a,b)</code>	<code>a < b</code>
Greater than	<code>a > b</code>	<code>a > b</code> or <code>greater(a,b)</code>	<code>a > b</code>
Less than or equal	<code>a <= b</code>	<code>a <= b</code> or <code>less_equal(a,b)</code>	<code>a <= b</code>
Greater than or equal	<code>a >= b</code>	<code>a >= b</code> or <code>greater_equal(a,b)</code>	<code>a >= b</code>
Not Equal	<code>a ~= b</code>	<code>a != b</code> or <code>not_equal(a,b)</code>	<code>a != b</code>

5.4 Logical operators

Language	MATLAB/Octave	Python	R
Short-circuit logical AND	<code>a && b</code>	<code>a and b</code>	<code>a && b</code>
Short-circuit logical OR	<code>a b</code>	<code>a or b</code>	<code>a b</code>
Element-wise logical AND	<code>a & b</code> or <code>and(a,b)</code>	<code>logical_and(a,b)</code> or <code>a and b</code>	<code>a & b</code>
Element-wise logical OR	<code>a b</code> or <code>or(a,b)</code>	<code>logical_or(a,b)</code> or <code>a or b</code>	<code>a b</code>
Logical EXCLUSIVE OR	<code>xor(a, b)</code>	<code>logical_xor(a,b)</code>	<code>xor(a, b)</code>
Logical NOT	<code>~a</code> or <code>not(a)</code> <code>Octave: ~a or !a</code>	<code>logical_not(a)</code> or <code>not a</code>	<code>!a</code>
True if any element is nonzero	<code>any(a)</code>		
True if all elements are nonzero	<code>all(a)</code>		

5.5 Roots and logarithms

Language	MATLAB/Octave	Python	R	
Square root	<code>sqrt(a)</code>	<code>math.sqrt(a)</code>	<code>sqrt(a)</code>	\sqrt{a}
Logarithm, base e (natural)	<code>log(a)</code>	<code>math.log(a)</code>	<code>log(a)</code>	$\ln a = \log_e a$
Logarithm, base 10	<code>log10(a)</code>	<code>math.log10(a)</code>	<code>log10(a)</code>	$\log_{10} a$
Logarithm, base 2 (binary)	<code>log2(a)</code>	<code>math.log(a, 2)</code>	<code>log2(a)</code>	$\log_2 a$
Exponential function	<code>exp(a)</code>	<code>math.exp(a)</code>	<code>exp(a)</code>	e^a

5.6 Rounding

Language
Round
Round up
Round down
Round towards zero

MATLAB/Octave
`round(a)`
`ceil(a)`
`floor(a)`
`fix(a)`

Python
`round(a)` or `math.round(a)`
`ceil(a)`
`floor(a)`
`fix(a)`

R
`round(a)`
`ceil(a)`
`floor(a)`

5.7 Mathematical constants

Language
 $\pi = 3.141592$
 $e = 2.718281$

MATLAB/Octave
`pi`
`exp(1)`

Python
`math.pi`
`math.e` or `math.exp(1)`

R
`pi`
`exp(1)`

5.8 Pseudo-random number generator

Language
Uniform distribution

MATLAB/Octave
`rand(1,10)`

Python
`random.random((10,))`
`random.uniform((10,))`

R
`runif(10)`

Uniform: Numbers between 2 and 7

`2+5*rand(1,10)`

`random.uniform(2,7,(10,))`

`runif(10, min=2, max=7)`

Uniform: 6,6 array

`rand(6)`

`random.uniform(0,1,(6,6))`

`matrix(runif(36),6)`

Normal distribution

`randn(1,10)`

`random.standard_normal((10,))`

`rnorm(10)`

6 Basic vector construction

6.1 Vectors

Language
Row vector, $1 \times n$ -matrix
Column vector, $m \times 1$ -matrix

MATLAB/Octave
`a=[2 3 4 5];`
`adash=[2 3 4 5]';`

Python
`a=array([2,3,4,5])`
`array([2,3,4,5])[::NewAxis]`
`array([2,3,4,5]).reshape(-1,1)`
`r_[1:10,'c']`

R
`a <- c(2,3,4,5)`
`adash <- t(c(2,3,4,5))`

6.2 Sequences

Language	MATLAB/Octave	Python	R
<code>1:2,3, ... ,10</code>	<code>1:10</code>	<code>arange(1,11, dtype=Float)</code> <code>range(1,11)</code>	<code>seq(10) or 1:10</code>
<code>0.0,1.0,2.0, ... ,9.0</code>	<code>0:9</code>	<code>arange(10.)</code>	<code>seq(0,length=10)</code>
<code>1,4,7,10</code>	<code>1:3:10</code>	<code>arange(1,11,3)</code>	<code>seq(1,10,by=3)</code>
<code>10,9,8, ... ,1</code>	<code>10:-1:1</code>	<code>arange(10,0,-1)</code>	<code>seq(10,1) or 10:1</code>
<code>10,7,4,1</code>	<code>10:-3:1</code>	<code>arange(10,0,-3)</code>	<code>seq(from=10,to=1,by=-3)</code>
Linearly spaced vector of n=7 points	<code>linspace(1,10,7)</code>	<code>linspace(1,10,7)</code>	<code>seq(1,10,length=7)</code>
Reverse	<code>reverse(a)</code>	<code>a[::-1] or</code>	<code>rev(a)</code>
Set all values to same scalar value	<code>a(:) = 3</code>	<code>a.fill(3), a[:] = 3</code>	

6.3 Vector concatenation

Language	MATLAB/Octave	Python	R
Concatenate two vectors	<code>[a a]</code> <code>[1:4 a]</code>	<code>concatenate((a,a))</code> <code>concatenate((range(1,5),a), axis=1)</code>	<code>c(a,a)</code> <code>c(1:4,a)</code>

6.4 Repeating

Language	MATLAB/Octave	Python	R
<code>1 2 3, 1 2 3</code> <code>1 1 1, 2 2 2, 3 3 3</code> <code>1, 2 2, 3 3 3</code>	<code>[a a]</code>	<code>concatenate((a,a))</code> <code>a.repeat(3) or</code> <code>a.repeat(a) or</code>	<code>rep(a,times=2)</code> <code>rep(a,each=3)</code> <code>rep(a,a)</code>

6.5 Leave out elements

Language	MATLAB/Octave	Python	R
miss the first element	<code>a(2:end)</code>	<code>a[1:]</code>	<code>a[-1]</code>
miss the tenth element	<code>a([1:9])</code>		<code>a[-10]</code>
miss 1,4,7, ...			<code>a[-seq(1,50,3)]</code>
last element	<code>a(end)</code>	<code>a[-1]</code>	
last two elements	<code>a(end-1:end)</code>	<code>a[-2:]</code>	

6.6 Vector minimum and maximum

Language	MATLAB/Octave	Python	R
pairwise max	<code>max(a,b)</code>	<code>maximum(a,b)</code>	<code>pmax(a,b)</code>
max of all values in two vectors	<code>max([a b])</code> <code>[v,i] = max(a)</code>	<code>concatenate((a,b)).max()</code> <code>v,i = a.max(0),a.argmax(0)</code>	<code>max(a,b)</code> <code>v <- max(a) ; i <- which.max(a)</code>

6.7 Vector Multiplication

Language
Multiply two vectors
Vector dot product, $u \cdot v$

MATLAB/Octave
`a.*a`
`dot(u,v)`

Python
`a*a`
`dot(u,v)`

R
`a*a`

7 Basic matrix operations

7.1 Matrix construction

Language
Define a matrix

MATLAB/Octave
`a = [2 3; 4 5]`

Python
`a = array([[2,3],[4,5]])`

R
`rbind(c(2,3),c(4,5))`
`array(c(2,3,4,5), dim=c(2,2))`

$$\begin{bmatrix} 2 & 3 \\ 4 & 5 \end{bmatrix}$$

7.2 Matrix concatenation

Language
Bind rows

MATLAB/Octave
`[a ; b]`

Bind columns

`[a , b]`

Bind slices (three-way arrays)

Concatenate matrices into one vector
Bind rows (from vectors)

`[a(:), b(:)]`
`[1:4 ; 1:4]`

Bind columns (from vectors)

`[1:4 ; 1:4]'`

Python
`concatenate((a,b), axis=0)`
`vstack((a,b))`
`concatenate((a,b), axis=1)`
`hstack((a,b))`
`concatenate((a,b), axis=2)`
`dstack((a,b))`
`concatenate((a,b), axis=None)`
`concatenate((r_[1:5],r_[1:5])).reshape(2,5)`
`vstack((r_[1:5],r_[1:5]))`

R
`rbind(a,b)`
`cbind(a,b)`
`cbind(1:4,1:4)`

7.3 Array construction

Language	MATLAB/Octave	Python	R	
0 filled array	<code>zeros(3,5)</code>	<code>zeros((3,5),Float)</code>	<code>matrix(0,3,5) or array(0,c(3,5))</code>	$\begin{bmatrix} 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$
0 filled array of integers		<code>zeros((3,5))</code>		
1 filled array	<code>ones(3,5)</code>	<code>ones((3,5),Float)</code>	<code>matrix(1,3,5) or array(1,c(3,5))</code>	$\begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \end{bmatrix}$
Any number filled array	<code>ones(3,5)*9</code>		<code>matrix(9,3,5) or array(9,c(3,5))</code>	$\begin{bmatrix} 9 & 9 & 9 & 9 & 9 \\ 9 & 9 & 9 & 9 & 9 \\ 9 & 9 & 9 & 9 & 9 \end{bmatrix}$
Identity matrix	<code>eye(3)</code>	<code>identity(3)</code>	<code>diag(1,3)</code>	$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$
Diagonal	<code>diag([4 5 6])</code>	<code>diag((4,5,6))</code>	<code>diag(c(4,5,6))</code>	$\begin{bmatrix} 4 & 0 & 0 \\ 0 & 5 & 0 \\ 0 & 0 & 6 \end{bmatrix}$
Magic squares; Lo Shu	<code>magic(3)</code>			$\begin{bmatrix} 8 & 1 & 6 \\ 3 & 5 & 7 \\ 4 & 9 & 2 \end{bmatrix}$
Empty array		<code>a = empty((3,3))</code>		

7.4 Reshape matrices

Language	MATLAB/Octave	Python	R	
Reshaping (rows first)	<code>reshape(1:6,3,2)'</code>	<code>arange(1,7).reshape(2,-1)</code> <code>a.setshape(2,3)</code>	<code>matrix(1:6,nrow=3,byrow=T)</code>	$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}$
Reshaping (columns first)	<code>reshape(1:6,2,3)</code>	<code>arange(1,7).reshape(-1,2).transpose()</code>	<code>matrix(1:6,nrow=2)</code> <code>array(1:6,c(2,3))</code>	$\begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}$
Flatten to vector (by rows, like comics)	<code>a'(:)</code>	<code>a.flatten() or</code>	<code>as.vector(t(a))</code>	$\begin{bmatrix} 1 & 2 & 3 & 4 & 5 & 6 \\ 1 & 4 & 2 & 5 & 3 & 6 \end{bmatrix}$
Flatten to vector (by columns)	<code>a(:)</code>	<code>a.flatten(1)</code>	<code>as.vector(a)</code>	
Flatten upper triangle (by columns)	<code>vech(a)</code>		<code>a[row(a) <= col(a)]</code>	

7.5 Copy (slicing) data

Language	MATLAB/Octave	Python	R
Copy of a	<code>b = a</code>	<code>b = a.copy()</code>	<code>b = a</code>

7.6 Indexing and accessing elements inside a matrix

Language	MATLAB/Octave	Python	R	
Input is a 3,4 array	<code>a = [11 12 13 14 ... 21 22 23 24 ... 31 32 33 34]</code>	<code>a = array([[11, 12, 13, 14], [21, 22, 23, 24], [31, 32, 33, 34]])</code>	<code>a <- rbind(c(11, 12, 13, 14), c(21, 22, 23, 24), c(31, 32, 33, 34))</code>	$\begin{bmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & a_{34} \end{bmatrix}$
Element 2,3 (row,col)	<code>a(2,3)</code>	<code>a[1,2]</code>	<code>a[2,3]</code>	a_{23}
First row	<code>a(1,:)</code>	<code>a[0,]</code>	<code>a[1,]</code>	$\begin{bmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ a_{21} & & & \\ a_{31} & & & \end{bmatrix}$
First column	<code>a(:,1)</code>	<code>a[:,0]</code>	<code>a[:,1]</code>	$\begin{bmatrix} a_{11} & a_{14} \\ a_{21} & a_{34} \\ a_{31} & \end{bmatrix}$
Array as indices	<code>a([1 3],[1 4]);</code>	<code>a.take([0,2]).take([0,3], axis=1)</code>		$\begin{bmatrix} a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & a_{34} \\ a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & a_{34} \\ a_{11} & a_{12} & a_{13} & a_{14} \\ a_{31} & a_{32} & a_{33} & a_{34} \end{bmatrix}$
All, except first row	<code>a(2:end,:)</code>	<code>a[1:,]</code>	<code>a[-1,]</code>	
Last two rows	<code>a(end-1:end,:)</code>	<code>a[-2:,]</code>		
Strides: Every other row	<code>a(1:2:end,:)</code>	<code>a[::2,:]</code>		
Third in last dimension (axis)		<code>a[:,...,2]</code>		
All, except row,column (2,3)			<code>a[-2,-3]</code>	$\begin{bmatrix} a_{11} & a_{13} & a_{14} \\ a_{31} & a_{33} & a_{34} \\ a_{11} & a_{13} & a_{14} \\ a_{21} & a_{23} & a_{24} \\ a_{31} & a_{33} & a_{34} \end{bmatrix}$
Remove one column	<code>a(:,[1 3 4])</code>	<code>a.take([0,2,3],axis=1)</code>	<code>a[:, -2]</code>	$\begin{bmatrix} a_{11} & a_{13} & a_{14} \\ a_{31} & a_{33} & a_{34} \\ a_{21} & a_{23} & a_{24} \\ a_{31} & a_{33} & a_{34} \end{bmatrix}$
Diagonal		<code>a.diagonal(offset=0)</code>		$\begin{bmatrix} a_{11} & a_{22} & a_{33} & a_{44} \end{bmatrix}$

7.7 Element assignment

Language	MATLAB/Octave	Python	R
	<code>a(:,1) = 99</code> <code>a(:,1) = [99 98 97]'</code> <code>a(a>90) = 90;</code>	<code>a[:,0] = 99</code> <code>a[:,0] = array([99,98,97])</code> <code>(a>90).choose(a,90)</code> <code>a.clip(min=None, max=90)</code>	<code>a[,1] <- 99</code> <code>a[,1] <- c(99,98,97)</code> <code>a[a>90] <- 90</code>
Clipping: Replace all elements over 90			
Clip upper and lower values		<code>a.clip(min=2, max=5)</code>	

7.8 Transpose and inverse

Language	MATLAB/Octave	Python	R
Transpose	<code>a'</code>	<code>a.conj().transpose()</code>	<code>t(a)</code>
Non-conjugate transpose	<code>a.' or transpose(a)</code>	<code>a.transpose()</code>	
Determinant	<code>det(a)</code>	<code>linalg.det(a) or</code>	<code>det(a)</code>
Inverse	<code>inv(a)</code>	<code>linalg.inv(a) or</code>	<code>solve(a)</code>
Pseudo-inverse	<code>pinv(a)</code>	<code>linalg.pinv(a)</code>	<code>ginv(a)</code>
Norms	<code>norm(a)</code>	<code>norm(a)</code>	
Eigenvalues	<code>eig(a)</code>	<code>linalg.eig(a)[0]</code>	<code>eigen(a)\$values</code>
Singular values	<code>svd(a)</code>	<code>linalg.svd(a)</code>	<code>svd(a)\$d</code>
Cholesky factorization	<code>chol(a)</code>	<code>linalg.cholesky(a)</code>	
Eigenvectors	<code>[v,1] = eig(a)</code>	<code>linalg.eig(a)[1]</code>	<code>eigen(a)\$vectors</code>
Rank	<code>rank(a)</code>	<code>rank(a)</code>	<code>rank(a)</code>

7.9 Matrix sum

Language	MATLAB/Octave	Python	R
Sum of each column	<code>sum(a)</code>	<code>a.sum(axis=0)</code>	<code>apply(a,2,sum)</code>
Sum of each row	<code>sum(a')</code>	<code>a.sum(axis=1)</code>	<code>apply(a,1,sum)</code>
Sum of all elements	<code>sum(sum(a))</code>	<code>a.sum()</code>	<code>sum(a)</code>
Sum along diagonal		<code>a.trace(offset=0)</code>	
Cumulative sum (columns)	<code>cumsum(a)</code>	<code>a.cumsum(axis=0)</code>	<code>apply(a,2,cumsum)</code>

7.10 Matrix sorting

Language	MATLAB/Octave	Python	R
Example data	<code>a = [4 3 2 ; 2 8 6 ; 1 4 7]</code>	<code>a = array([[4,3,2],[2,8,6],[1,4,7]])</code>	
Flat and sorted	<code>sort(a(:))</code>	<code>a.ravel().sort() or</code>	<code>t(sort(a))</code>
Sort each column	<code>sort(a)</code>	<code>a.sort(axis=0) or msort(a)</code>	<code>apply(a,2,sort)</code>
Sort each row	<code>sort(a')</code>	<code>a.sort(axis=1)</code>	<code>t(apply(a,1,sort))</code>
Sort rows (by first row)	<code>sortrows(a,1)</code>	<code>a[a[:,0].argsort(),:]</code>	
Sort, return indices		<code>a.ravel().argsort()</code>	<code>order(a)</code>
Sort each column, return indices		<code>a.argsort(axis=0)</code>	
Sort each row, return indices		<code>a.argsort(axis=1)</code>	

$$\begin{bmatrix} 4 & 3 & 2 \\ 2 & 8 & 6 \\ 1 & 4 & 7 \end{bmatrix}$$

7.11 Matrix minimum and maximum

Language
max in each column
max in each row
max in array
return indices, i
pairwise max
max-to-min range

MATLAB/Octave
`max(a)`
`max(a')`
`max(max(a))`
`[v i] = max(a)`
`max(b,c)`
`cummax(a)`

Python
`a.max(0)` or `amax(a [,axis=0])`
`a.max(1)` or `amax(a, axis=1)`
`a.max()` or
`maximum(b,c)`
`a.ptp()`; `a.ptp(0)`

R
`apply(a,2,max)`
`apply(a,1,max)`
`max(a)`
`i <- apply(a,1,which.max)`
`pmax(b,c)`
`apply(a,2,cummax)`

7.12 Matrix manipulation

Language
Flip left-right
Flip up-down
Rotate 90 degrees
Repeat matrix: [a a a ; a a a]

Triangular, upper
Triangular, lower

MATLAB/Octave
`fliplr(a)`
`flipud(a)`
`rot90(a)`
`repmat(a,2,3)`
`Octave: kron(ones(2,3),a)`
`triu(a)`
`tril(a)`

Python
`fliplr(a)` or `a[:,::-1]`
`flipud(a)` or `a[::-1,]`
`rot90(a)`
`kron(ones((2,3)),a)`

`triu(a)`
`tril(a)`

R
`a[,4:1]`
`a[3:1,]`

`kroncker(matrix(1,2,3),a)`

`a[lower.tri(a)] <- 0`
`a[upper.tri(a)] <- 0`

7.13 Matrix dimension

Language
Matrix dimensions
Number of columns
Number of elements
Number of dimensions
Number of bytes used in memory

MATLAB/Octave
`size(a)`
`size(a,2)` or `length(a)`
`length(a(:))`
`ndims(a)`

Python
`a.shape` or `a.getshape()`
`a.shape[1]` or `size(a, axis=1)`
`a.size` or `size(a[, axis=None])`
`a.ndim`
`a.nbytes`

R
`dim(a)`
`ncol(a)`
`prod(dim(a))`

`object.size(a)`

7.14 Matrix and elementwise multiplication

Language	MATLAB/Octave	Python	R
Elementwise operations	<code>a .* b</code>	<code>a * b</code> or <code>multiply(a,b)</code>	<code>a * b</code>
Matrix product (dot product)	<code>a * b</code>	<code>matrixmultiply(a,b)</code>	<code>a %*% b</code>
Inner matrix vector multiplication $a \cdot b'$		<code>inner(a,b)</code> or	
Outer product		<code>outer(a,b)</code> or	
Cross product			<code>crossprod(a,b)</code> or <code>t(a) %*% b</code>
Kronecker product	<code>kron(a,b)</code>	<code>kron(a,b)</code>	<code>kroncker(a,b)</code>
Matrix division, $b \cdot a^{-1}$	<code>a / b</code>		
Left matrix division, $b^{-1} \cdot a$ (solve linear equations)	<code>a \ b</code>	<code>linalg.solve(a,b)</code>	<code>solve(a,b)</code>
Vector dot product		<code>vdot(a,b)</code>	
Cross product		<code>cross(a,b)</code>	

$$Ax = b$$

7.15 Conditional indexing

Language	MATLAB/Octave	Python	R
Non-zero elements, indices	<code>find(a)</code>	<code>a.ravel().nonzero()</code>	<code>which(a != 0)</code>
Non-zero elements, array indices	<code>[i j] = find(a)</code>	<code>(i,j) = a.nonzero()</code> <code>(i,j) = where(a!=0)</code>	<code>which(a != 0, arr.ind=T)</code>
Vector of non-zero values	<code>[i j v] = find(a)</code>	<code>v = a.compress((a!=0).flat)</code> <code>v = extract(a!=0,a)</code>	<code>ij <- which(a != 0, arr.ind=T); v <- a[ij]</code>
Condition, indices	<code>find(a>5.5)</code>	<code>(a>5.5).nonzero()</code>	<code>which(a>5.5)</code>
Return values		<code>a.compress((a>5.5).flat)</code>	<code>ij <- which(a>5.5, arr.ind=T); v <- a[ij]</code>
Zero out elements above 5.5	<code>a .* (a>5.5)</code>	<code>where(a>5.5,0,a)</code> or <code>a * (a>5.5)</code>	
Replace values		<code>a.put(2,indices)</code>	

8 Multi-way array

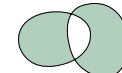
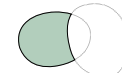
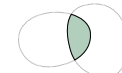
Language	MATLAB/Octave	Python	R
Define a 3-way array	<code>a = cat(3, [1 2; 1 2],[3 4; 3 4]);</code> <code>a(1,:,:) :</code>	<code>a = array([[[[1,2],[1,2]], [[3,4],[3,4]]]])</code> <code>a[0,...]</code>	

9 Data analysis

9.1 Set theory

Language Create sets	MATLAB/Octave <code>a = [1 2 2 5 2];</code> <code>b = [2 3 4];</code>	Python <code>a = array([1,2,2,5,2])</code> <code>b = array([2,3,4])</code> <code>a = set([1,2,2,5,2])</code> <code>b = set([2,3,4])</code> <code>uniqueId(a)</code> <code>unique(a)</code> <code>set(a)</code>	R <code>a <- c(1,2,2,5,2)</code> <code>b <- c(2,3,4)</code>
Set unique	<code>unique(a)</code>	<code>uniqueId(a)</code> <code>unique(a)</code> <code>set(a)</code>	<code>unique(a)</code>
Set union	<code>union(a,b)</code>	<code>unionId(a,b)</code> <code>a.union(b)</code>	<code>union(a,b)</code>
Set intersection	<code>intersect(a,b)</code>	<code>intersectId(a)</code> <code>a.intersection(b)</code>	<code>intersect(a,b)</code>
Set difference	<code>setdiff(a,b)</code>	<code>setdiffId(a,b)</code> <code>a.difference(b)</code>	<code>setdiff(a,b)</code>
Set exclusion	<code>setxor(a,b)</code>	<code>setxorId(a,b)</code> <code>a.symmetric_difference(b)</code>	<code>setdiff(union(a,b),intersect(a,b))</code>
True for set member	<code>ismember(2,a)</code>	<code>2 in a</code> <code>setmemberId(2,a)</code> <code>contains(a,2)</code>	<code>is.element(2,a) or 2 %in% a</code>

[1 2 5]



9.2 Statistics

Language Average	MATLAB/Octave <code>mean(a)</code>	Python <code>a.mean(axis=0)</code> <code>mean(a [,axis=0])</code> <code>median(a) or median(a [,axis=0])</code> <code>a.std(axis=0) or std(a [,axis=0])</code> <code>a.var(axis=0) or var(a)</code> <code>correlate(x,y) or corrcoef(x,y)</code> <code>cov(x,y)</code>	R <code>apply(a,2,mean)</code>
Median	<code>median(a)</code>	<code>median(a [,axis=0])</code>	<code>apply(a,2,median)</code>
Standard deviation	<code>std(a)</code>	<code>a.std(axis=0) or std(a [,axis=0])</code>	<code>apply(a,2,sd)</code>
Variance	<code>var(a)</code>	<code>a.var(axis=0) or var(a)</code>	<code>apply(a,2,var)</code>
Correlation coefficient	<code>corr(x,y)</code>	<code>correlate(x,y) or corrcoef(x,y)</code>	<code>cor(x,y)</code>
Covariance	<code>cov(x,y)</code>	<code>cov(x,y)</code>	<code>cov(x,y)</code>

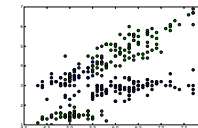
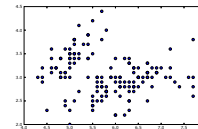
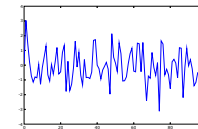
9.3 Basic interpolation and regression

Language	MATLAB/Octave	Python	R
Straight line fit	<pre>z = polyval(polyfit(x,y,1),x) plot(x,y,'o', x,z ,'-')</pre>	<pre>(a,b) = polyfit(x,y,1) plot(x,y,'o', x,a*x+b,'-')</pre>	<pre>z <- lm(y~x) plot(x,y) abline(z)</pre>
Linear least squares $y = ax + b$	<pre>a = x\y</pre>	<pre>linalg.lstsq(x,y)</pre>	<pre>solve(a,b)</pre>
Polynomial fit	<pre>polyfit(x,y,3)</pre>	<pre>polyfit(x,y,3)</pre>	

10 Plotting

10.1 Basic x-y plots

Language	MATLAB/Octave	Python	R
1d line plot	<pre>plot(a)</pre>	<pre>plot(a)</pre>	<pre>plot(a, type="l")</pre>
2d scatter plot	<pre>plot(x(:,1),x(:,2),'o')</pre>	<pre>plot(x[:,0],x[:,1],'o')</pre>	<pre>plot(x[,1],x[,2])</pre>
Two graphs in one plot Overplotting: Add new plots to current	<pre>plot(x1,y1, x2,y2) plot(x1,y1) hold on plot(x2,y2) subplot(211) plot(x,y,'ro-')</pre>	<pre>plot(x1,y1,'bo', x2,y2,'go') plot(x1,y1,'o') plot(x2,y2,'o') show() # as normal subplot(211) plot(x,y,'ro-')</pre>	<pre>plot(x1,y1) matplot(x2,y2,add=T)</pre>
subplots Plotting symbols and color			<pre>plot(x,y,type="b",col="red")</pre>



10.2 Titles and axes

Language
Turn on grid lines
1:1 aspect ratio

Set axes manually
Axis labels and titles

Insert text

MATLAB/Octave
grid on
axis equal
Octave:
axis('equal')
replot
axis([0 10 0 5])
title('title')
xlabel('x-axis')
ylabel('y-axis')

Python
grid()
figure(figsize=(6,6))

axis([0, 10, 0, 5])

text(2,25,'hello')

R
grid()
plot(c(1:10,10:1), asp=1)

plot(x,y, xlim=c(0,10), ylim=c(0,5))
plot(1:10, main="title",
xlab="x-axis", ylab="y-axis")

10.3 Log plots

Language
logarithmic y-axis
logarithmic x-axis
logarithmic x and y axes

MATLAB/Octave
semilogy(a)
semilogx(a)
loglog(a)

Python
semilogy(a)
semilogx(a)
loglog(a)

R
plot(x,y, log="y")
plot(x,y, log="x")
plot(x,y, log="xy")

10.4 Fill and bar plots

Language

MATLAB/Octave

Python

R

Filled plot

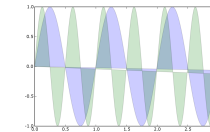
fill(t,s,'b', t,c,'g')
Octave: % fill has a bug?

fill(t,s,'b', t,c,'g', alpha=0.2)

plot(t,s, type="n", xlab="", ylab="")
polygon(t,s, col="lightblue")
polygon(t,c, col="lightgreen")

Stem-and-Leaf plot

stem(x[,3])



```
5  5
6  71
7  033
8  00113345567889
9  0133566677788
10 32674
```

10.5 Plotting functions

Language

Defining functions

MATLAB/Octave

```
f = inline('sin(x/3) - cos(x/5)')
```

Python

R

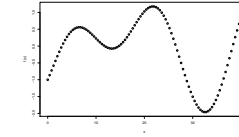
```
f <- function(x) sin(x/3) - cos(x/5)  $f(x) = \sin\left(\frac{x}{3}\right) - \cos\left(\frac{x}{5}\right)$ 
```

Plot a function for given range

```
ezplot(f,[0,40])
fplot('sin(x/3) - cos(x/5)',[0,40])
Octave: % no ezplot
```

```
x = arange(0,40,.5)
y = sin(x/3) - cos(x/5)
plot(x,y, 'o')
```

```
plot(f, xlim=c(0,40), type='p')
```



10.6 Histogram plots

Language

MATLAB/Octave

```
hist(randn(1000,1))
hist(randn(1000,1), -4:4)
plot(sort(a))
```

Python

R

```
hist(rnorm(1000))
hist(rnorm(1000), breaks= -4:4)
hist(rnorm(1000), breaks=c(seq(-5,0,0.25), seq(0.5,5,0.5)), freq=F)
plot(apply(a,1,sort),type="l")
```

10.7 Polar coordinate plots

Language

MATLAB/Octave

```
theta = 0:.001:2*pi;
r = sin(2*theta);
```

Python

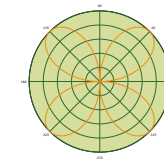
```
theta = arange(0,2*pi,0.001)
r = sin(2*theta)
```

R

$\rho(\theta) = \sin(2\theta)$

```
polar(theta, rho)
```

```
polar(theta, rho)
```



10.8 Contour plots

Language	MATLAB/Octave	Python	R
Contour plot	<code>contour(z)</code>	<pre> levels, colls = contour(Z, V, origin='lower', extent=(-3,3,-3,3)) clabel(colls, levels, inline=1, fmt='%1.1f', fontsize=10) </pre>	<code>contour(z)</code>
Filled contour plot	<code>contourf(z); colormap(gray)</code>	<pre> contourf(Z, V, cmap=cm.gray, origin='lower', extent=(-3,3,-3,3)) </pre>	<code>filled.contour(x,y,z, nlevels=7, color=gray.colors)</code>
Plot image data	<code>image(z)</code> <code>colormap(gray)</code>	<pre> im = imshow(Z, interpolation='bilinear', origin='lower', extent=(-3,3,-3,3)) </pre>	<code>image(z, col=gray.colors(256))</code>
Image with contours Direction field vectors	<code>quiver()</code>	<pre> # imshow() and contour() as above quiver() </pre>	

10.9 Perspective plots

Language

MATLAB/Octave

```
n=-2:.1:2;
[x,y] = meshgrid(n,n);
z=x.*exp(-x.^2-y.^2);
```

Python

```
n=arrayrange(-2,2,.1)
[x,y] = meshgrid(n,n)
z = x*power(math.e,-x**2-y**2)
```

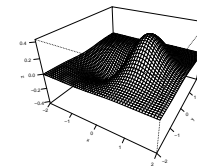
R

```
f <- function(x,y) x*exp(-x^2-y^2)   $f(x,y) = xe^{-x^2-y^2}$ 
n <- seq(-2,2, length=40)
z <- outer(n,n,f)
```

Mesh plot

`mesh(z)`

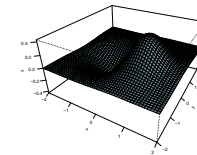
`persp(x,y,z,
theta=30, phi=30, expand=0.6,
ticktype='detailed')`



Surface plot

`surf(x,y,z)` or `surfl(x,y,z)`
Octave: % no `surfl()`

`persp(x,y,z,
theta=30, phi=30, expand=0.6,
col='lightblue', shade=0.75, ltheta=120,
ticktype='detailed')`



10.10 Cloud plots

Language

MATLAB/Octave

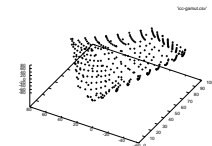
Python

R

3d scatter plot

`plot3(x,y,z,'k+')`

`cloud(z~x*y)`



10.11 Save plot to file

Language
PostScript

MATLAB/Octave
plot(1:10)
print -depsc2 foo.eps
Octave:
gset output "foo.eps"
gset terminal postscript eps
plot(1:10)

Python
savefig('foo.eps')

R
postscript(file="foo.eps")
plot(1:10)
dev.off()

PDF
SVG (vector graphics for www)
PNG (raster graphics)

print -dpng foo.png

savefig('foo.pdf')
savefig('foo.svg')
savefig('foo.png')

pdf(file='foo.pdf')
devSVG(file='foo.svg')
png(filename = "Rplot%03d.png")

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