

Getting Started with MATLAB, Python and R

AAEC 6305: Dynamic Economic Optimization - Fall 2019

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Contents

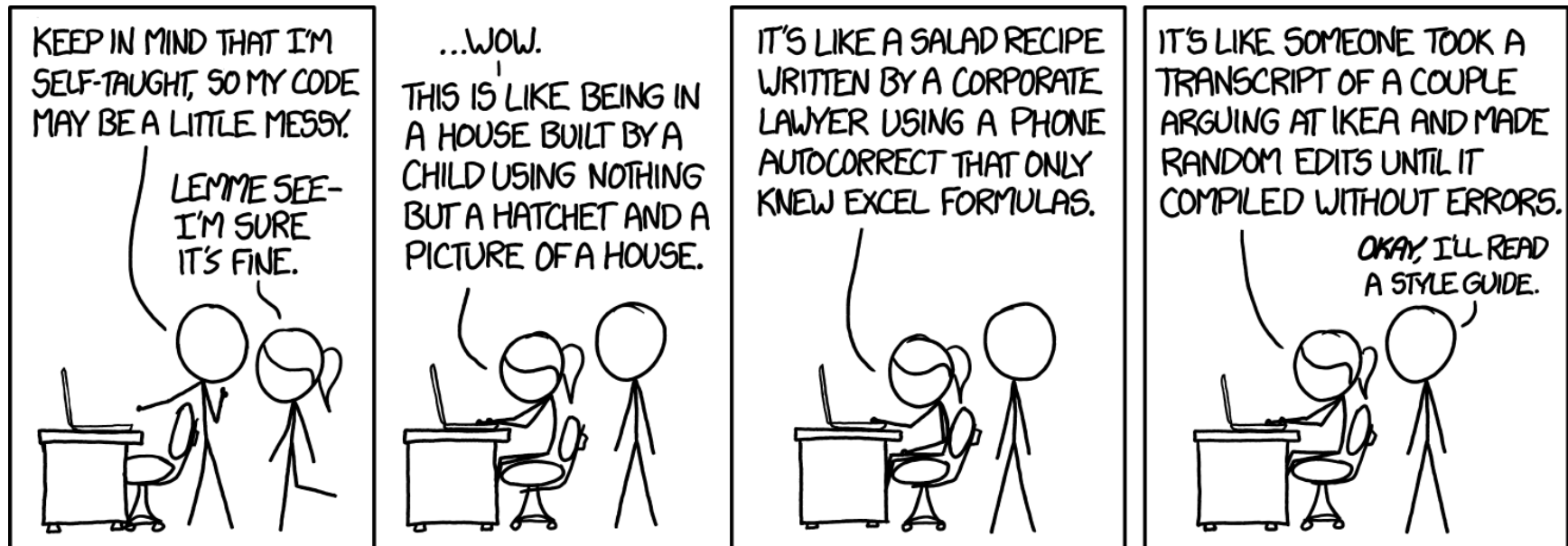
1	Introduction	4
2	Help	5
2.1	Getting Help	5
2.2	Searching available help documentation	5
2.3	Using interactively	5
3	Basic programming	6
3.1	Loading packages	6
3.2	Working directory and OS	6
3.3	Debugging and profiling code	6
3.4	Conditionals	6
3.5	Loops	7
4	File and Data input/output	7
5	Basic Operators	7
5.1	Getting help on operator syntax	7
5.2	Arithmetic operators	8
5.3	Relational operators	8
5.4	Logical operators	8
5.5	Roots and logarithms	8
5.6	Rounding	9
5.7	Mathematical constants	9
5.8	Pseudo-random number generator	9
6	Basic vector construction	9
6.1	Vectors	9
6.2	Sequences	10

6.3	Vector concatenation	10
6.4	Repeating	10
6.5	Leave out elements	10
6.6	Vector minimum and maximum	10
6.7	Vector Multiplication	11
7	Basic matrix operations	11
7.1	Matrix construction	11
7.2	Matrix concatenation	11
7.3	Array construction	12
7.4	Reshape matrices	12
7.5	Copy (slicing) data	12
7.6	Indexing and accessing elements inside a matrix	13
7.7	Element assignment	13
7.8	Transpose and inverse	14
7.9	Matrix sum	14
7.10	Matrix sorting	14
7.11	Matrix minimum and maximum	15
7.12	Matrix manipulation	15
7.13	Matrix dimension	15
7.14	Matrix and elementwise multiplication	16
7.15	Conditional indexing	16
8	Multi-way array	16
9	Data analysis	17
9.1	Set theory	17
9.2	Satistics	17
9.3	Basic interpolation and regression	18
10	Plotting	18
10.1	Basic x-y plots	18
10.2	Titles and axes	19
10.3	Log plots	19
10.4	Fill and bar plots	19
10.5	Plotting functions	20
10.6	Histogram plots	20
10.7	Polar coordinate plots	20
10.8	Contour plots	21

10.9 Perspective plots	22
10.10 Cloud plots	22
10.11 Save plot to file	23
11 References	24
11.1 Computer Algebra Systems	24
11.2 MatLab	24
11.3 Octave	24
11.4 Python	24
11.5 R	24
11.6 Miscellaneous	25

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 2 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, search the problem on Google 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)	%	#	#
Import library functions	Octave: % or # % 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		ifelse(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)`
`abind(a,b, along=0)`
`abind(a,b, along=1)`
`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

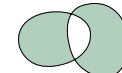
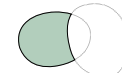
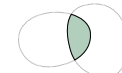
Language	MATLAB/Octave	Python	R
Define a 3-way array	<code>a = cat(3, [1 2; 1 2],[3 4; 3 4]);</code> <code>a(1,:,:)</code>	<code>a = array([[[[1,2],[1,2]], [[3,4],[3,4]]]])</code> <code>a[0,...]</code>	

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

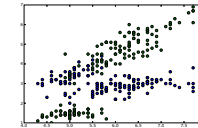
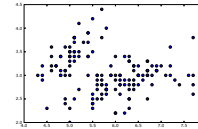
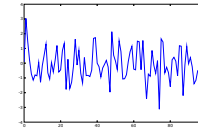
9.3 Basic interpolation and regression

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

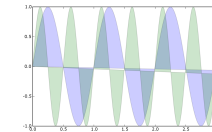
fill(t,s,'b', t,c,'g')
Octave: % fill has a bug?

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

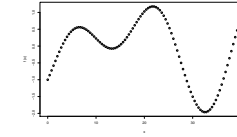
```
f <- function(x) sin(x/3) - cos(x/5)  $f(x) = \sin\left(\frac{x}{3}\right) - \cos\left(\frac{x}{5}\right)$ 
```

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

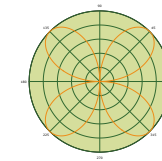
```
theta = arange(0,2*pi,0.001)
r = sin(2*theta)
```

R

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

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

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



10.8 Contour plots

Language

MATLAB/Octave

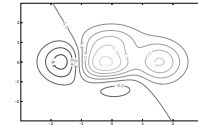
Python

R

Contour plot

`contour(z)`

```
levels, colls = contour(Z, V,
    origin='lower', extent=(-3,3,-3,3))
contour(z)
clabel(colls, levels, inline=1,
    fmt='%1.1f', fontsize=10)
```

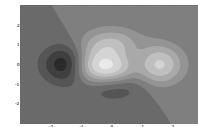


Filled contour plot

`contourf(z); colormap(gray)`

```
contourf(Z, V,
    cmap=cm.gray,
    origin='lower',
    extent=(-3,3,-3,3))
```

```
filled.contour(x,y,z,
    nlevels=7, color=gray.colors)
```



Plot image data

`image(z)`
`colormap(gray)`

```
im = imshow(Z,
    interpolation='bilinear',
    origin='lower',
    extent=(-3,3,-3,3))
```

`image(z, col=gray.colors(256))`

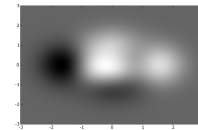
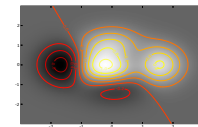


Image with contours
Direction field vectors

`quiver()`

```
# imshow() and contour() as above
quiver()
```



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)
```

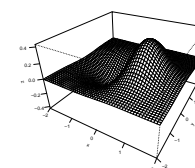
R

```
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)`

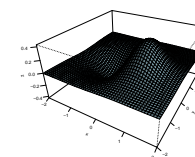
`persp(x,y,z,
theta=30, phi=30, expand=0.6,
ticktype='detailed')`



Surface plot

`surf(x,y,z)` or `surf1(x,y,z)`
Octave: % no surf1()

`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

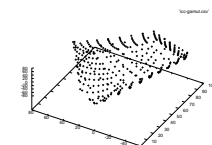
Python

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")

11 References

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