

	Python	R
Arithmetic Operators		
Assignment : Defining a number	a = 10 ; b = 25	a <- 10 ; b <- 25
Addition	a + b	a + b
Subtraction	a - b	a - b
Multiplication	a * b	a * b
Division	a / b	a / b
Power : a <sup>b</sup>	a ** b	a ^ b
Remainder	a % b	a %% b
Integer Division	a // b	a %/% b
Logical Operators		
Short-Circuit logical AND	a and b	a && b
Short-Circuit logical OR	a or b	a    b
Element-wise logical AND	a and b	a & b
Element-wise logical OR	a or b	a   b
Logical NOT	! a	! a
Relational Operators		
Equal	a == b	a == b
Less than	a < b	a < b
Greater than	a > b	a > b
Less than or equal	a <= b	a <= b
Greater than or equal	a >= b	a >= b
Not Equal	a != b	a != b
Root and Logarithm		
Square root	math.sqrt(a)	sqrt(a)
Logarithm, base e	math.log(a)	log(a)
Logarithm, base 10	math.log10(a)	log10(a)
Exponential function	exp(a)	exp(a)
Round off	math.round(a)	round(a)
Generate random numbers		
Uniform Distribution	random.uniform((10, ))	runif(10)
Uniform numbers between a and b	random.uniform(a,b,(10, ))	runif(10, min = a, max = b)
Normal Distribution	random.standard_normal((10, ))	rnorm(10)
Vectors		
Sequences		
1,2,3,.....,10	range(1,11)	seq(10) or 1:10
1,4,7,10	arange(1,11,3)	seq(1,10,by = 3)
10,7,4,1	arange(10,0,-3)	seq(from= 10, to= 1,by =-3)
Reverse	a[: : -1]	rev(a)
Concatenation		
Concatenate two vectors	concatenate((a, a))	c(a,a)
Add elements 1,2,3,4	concatenate((range(1,5), a), axis = 1)	c(1:4 , a)
Repeating		
1 2 3 , 1 2 3	concatenate((a, a))	rep(a,times=2)
1 1 1, 2 2 2, 3 3 3	a.repeat(3)	rep(a,each=3)
1 , 2 2 , 3 3 3	a.repeat(a)	rep(a,a)
Maximum & Minimum		
Pairwise max	maximum(a,b)	pmax(a,b)
max of all values in two vectors	concatenate((a, b)) . max()	max(a,b)
Vector Multiplication		
Multiply two vectors	a * a	a * a
Vector dot product a . b	dot( a , b )	

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Matrices		
Defining a Matrix		
Define a matrix	<code>a = array([[2,3] , [4,5]])</code>	<code>matrix(c(2,3,4,5) , dim=c(2,2))</code> <code>rbind(c(2,3) ,c(4,5))</code>
Concatenation (matrices) ; rbind and cbind		
Bind rows	<code>concatenate((a,b) , axis = 0)</code> <code>vstack((a,b))</code>	<code>rbind(a,b)</code>
Bind columns	<code>concatenate((a,b) , axis = 1)</code> <code>hstack((a,b))</code>	<code>cbind(a,b)</code>
Array creation		
0 filled array	<code>zeros((3,3))</code>	<code>matrix(0,3,3)</code>
Any number filled array	<code>array([[9,9] , [9,9]])</code>	<code>matrix(9,3,3)</code>
Identity Matrix	<code>identity(3)</code>	<code>diag(1,3)</code>
Indexing and accessing elements (Python: slicing)		
Element 2,3 (row,col)	<code>a[1,2]</code>	<code>a[2,3]</code>
First row	<code>a[0, ]</code>	<code>a[1, ]</code>
First column	<code>a[:, 0]</code>	<code>a[, 1]</code>
Remove one column	<code>a.take([0,2,3],axis = 1)</code>	<code>a[, -2]</code>
Clipping : replace element	<code>a[:, 0] = 99</code>	<code>a[, 1] &lt;- 99</code>
Transpose and inverse		
Transpose	<code>a.conj() . transpose()</code>	<code>t(a)</code>
Determinant	<code>linalg.det(a)</code>	<code>det(a)</code>
Inverse	<code>linalg.inv(a)</code>	<code>solve(a)</code>
Rank	<code>rank(a)</code>	<code>rank(a)</code>
Sum (Python : Numpy)		
Sum of each column	<code>a.sum(axis=0)</code>	<code>apply(a,2,sum)</code>
Sum of each row	<code>a.sum(axis=1)</code>	<code>apply(a,1,sum)</code>
Sum of all elements	<code>a.sum()</code>	<code>sum(a)</code>
Cumulative sum (Columns)	<code>a.cumsum(axis=0)</code>	<code>apply(a,2cumsum)</code>
Sorting		
Sort all elements flat	<code>a.ravel() .sort()</code>	<code>t(sort(a))</code>
Sort each column	<code>a.sort(axis=0)</code>	<code>apply(a,2,sort)</code>
Sort each row	<code>a.sort(axis=1)</code>	<code>t(apply(a,2,sort))</code>
Sort, return indices	<code>a.ravel() .argsort()</code>	<code>order(a)</code>
Maximun and Minimum		
max in each column	<code>a.max(0)</code>	<code>apply(a,2,max)</code>
max in each row	<code>a.max(1)</code>	<code>apply(a,1,max)</code>
max in array	<code>a.max()</code>	<code>max(a)</code>
Matrix - and elementwise - multiplication		
Elementwise multiplication	<code>a * b</code> or <code>multiply(a,b)</code>	<code>a * b</code>
Dot product	<code>matrixmultiply(a,b)</code>	<code>a %*% b</code>
Outer product	<code>outer(a,b)</code>	<code>outer(a,b) or a %o% b</code>
Cross product	<code>cross(a,b)</code>	<code>crossprod(a,b)</code>
Matrix Size : Dimensions		
Matrix dimensions	<code>a.shape</code>	<code>dim(a)</code>
Number of columns	<code>a.shape[1]</code>	<code>ncol(a)</code>
Number of elements	<code>a.size</code>	<code>prod(dim(a))</code>
Number of dimensions	<code>a.ndim</code>	

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Data Frames (Python : Pandas)		
Creating a Dataframe		
Dataframe	DF = pd.DataFrame(  {'a': [10, 5, 2], 'b': [20, 5, 30]}  )	a = c(10,5,2)  b = c(20,5,30)  DF = data.frame(a,b)
Import csv file as dataframe	DF = pd.read_csv("file.csv")	DF <- read.table("file.csv")
Accessing elements		
Display first 5 rows	df.head()	head(df,5)
Select first column	df['a']	df\$a or df[1]
Common functions		
Summary	df.describe	summary(df)
Check datatypes	df.dtypes	str(df)
Structure	df.shape	str(df)
Programming		
Reading from a file	f = load("data.txt")	f <- read.table("data.txt")
Import library functions	from pylab import *	library(mtcars)
Comment	#	#
Print	print a	print(a)
Script file extension	.py or .ipynb(Jupyter notebook)	.R
Conditionals :		
If -else statement	if m > 0 :  a = 100  else :  a = 0	if (m > 0){  a = 100  }  else {  a = 0  }
Loops :		
For loop	for i in range(1,6) :  print(i)  print(i*5)	for (i in 1:5){  print(i)  print(i*5)  }
Functions		
Function : Even or odd	def even_odd(x):  if x%2 == 0:  y = 'Even'  else :  y = 'Odd'  return y	even_odd = function(x){  if (x %% 2 == 0){  y = "Even"  }  else{  y = "Odd"  }  return(y)  }