```
 'svg': 'Scalable Vector Graphics',
 'svgz': 'Scalable Vector Graphics',
 'tif': 'Tagged Image File Format',
 'tiff': 'Tagged Image File Format'}
```

Note that when saving your figure, it's not necessary to use `plt.show()` or related commands discussed earlier.

Two Interfaces for the Price of One

A potentially confusing feature of Matplotlib is its dual interfaces: a convenient MATLAB-style state-based interface, and a more powerful object-oriented interface. We'll quickly highlight the differences between the two here.

MATLAB-style interface

Matplotlib was originally written as a Python alternative for MATLAB users, and much of its syntax reflects that fact. The MATLAB-style tools are contained in the pyplot (`plt`) interface. For example, the following code will probably look quite familiar to MATLAB users (Figure 4-3):

```
In[9]: plt.figure()  # create a plot figure

       # create the first of two panels and set current axis
       plt.subplot(2, 1, 1) # (rows, columns, panel number)
       plt.plot(x, np.sin(x))

       # create the second panel and set current axis
       plt.subplot(2, 1, 2)
       plt.plot(x, np.cos(x));
```

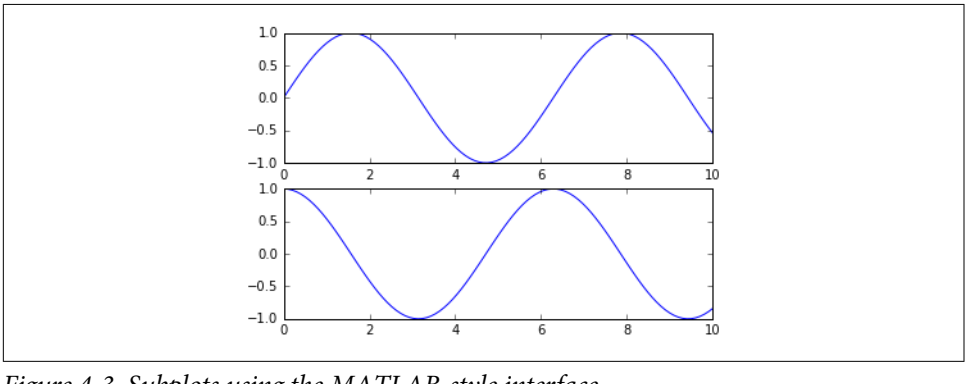

Figure 4-3. Subplots using the MATLAB-style interface

It's important to note that this interface is *stateful*: it keeps track of the "current" figure and axes, which are where all `plt` commands are applied. You can get a reference to

these using the `plt.gcf()` (get current figure) and `plt.gca()` (get current axes) routines.

While this stateful interface is fast and convenient for simple plots, it is easy to run into problems. For example, once the second panel is created, how can we go back and add something to the first? This is possible within the MATLAB-style interface, but a bit clunky. Fortunately, there is a better way.

Object-oriented interface

The object-oriented interface is available for these more complicated situations, and for when you want more control over your figure. Rather than depending on some notion of an "active" figure or axes, in the object-oriented interface the plotting functions are *methods* of explicit `Figure` and `Axes` objects. To re-create the previous plot using this style of plotting, you might do the following (Figure 4-4):

```
In[10]: # First create a grid of plots
        # ax will be an array of two Axes objects
        fig, ax = plt.subplots(2)

        # Call plot() method on the appropriate object
        ax[0].plot(x, np.sin(x))
        ax[1].plot(x, np.cos(x));
```

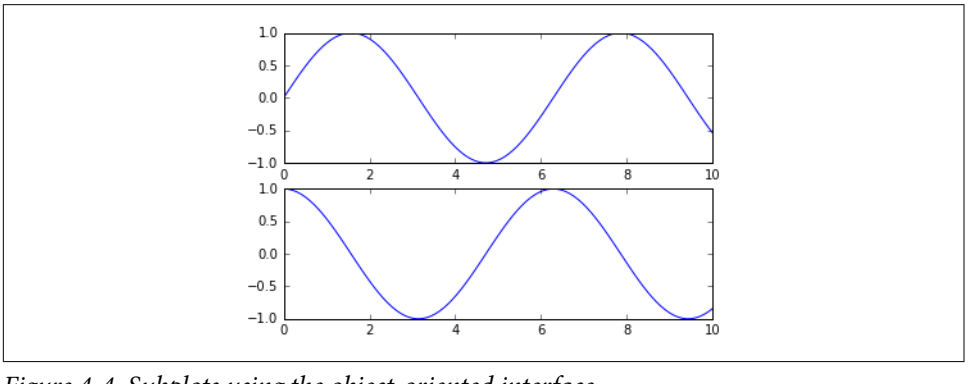

Figure 4-4. Subplots using the object-oriented interface

For more simple plots, the choice of which style to use is largely a matter of preference, but the object-oriented approach can become a necessity as plots become more complicated. Throughout this chapter, we will switch between the MATLAB-style and object-oriented interfaces, depending on what is most convenient. In most cases, the difference is as small as switching `plt.plot()` to `ax.plot()`, but there are a few gotchas that we will highlight as they come up in the following sections.

Simple Line Plots

Perhaps the simplest of all plots is the visualization of a single function $y = f(x)$. Here we will take a first look at creating a simple plot of this type. As with all the following sections, we'll start by setting up the notebook for plotting and importing the functions we will use:

```
In[1]: %matplotlib inline
       import matplotlib.pyplot as plt
       plt.style.use('seaborn-whitegrid')
       import numpy as np
```

For all Matplotlib plots, we start by creating a figure and an axes. In their simplest form, a figure and axes can be created as follows (Figure 4-5):

```
In[2]: fig = plt.figure()
       ax = plt.axes()
```

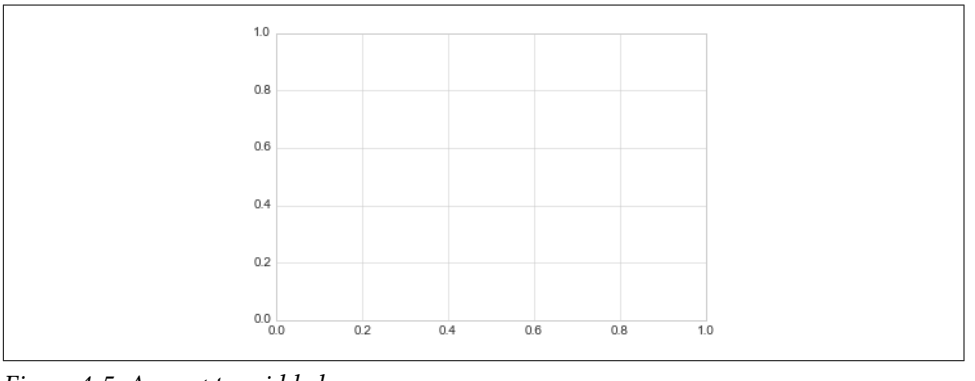

Figure 4-5. An empty gridded axes

In Matplotlib, the *figure* (an instance of the class `plt.Figure`) can be thought of as a single container that contains all the objects representing axes, graphics, text, and labels. The *axes* (an instance of the class `plt.Axes`) is what we see above: a bounding box with ticks and labels, which will eventually contain the plot elements that make up our visualization. Throughout this book, we'll commonly use the variable name `fig` to refer to a figure instance, and `ax` to refer to an axes instance or group of axes instances.

Once we have created an axes, we can use the `ax.plot` function to plot some data. Let's start with a simple sinusoid (Figure 4-6):

```
In[3]: fig = plt.figure()
       ax = plt.axes()

       x = np.linspace(0, 10, 1000)
       ax.plot(x, np.sin(x));
```