

36-350 Statistical Computing R/Python Cheatsheet

stdout	<code>print("R code!")</code>	<code>print("Python code!")</code>
find type	<code>typeof(x)</code>	<code>type(x)</code>
removing vars	<code>rm(x)</code> <code>exists('x')</code>	<code>del x</code>
vectors		
instantiation	<code>x &lt;- c(0, 0, 0, 0, 0)</code> <code>x &lt;- rep(0, 5)</code> <code>x &lt;- vector("integer", 5)</code> <code>x &lt;- integer(5)</code> <code>x &lt;- seq(1, 5, by = 1)</code> <code>x &lt;- seq(1, 5, length.out = 5)</code> <code>x &lt;- 1:5</code> <code>x &lt;- c(a=1, b=2, c=3)</code> <code>attr(x, "creator") &lt;- "pef"</code>	<code>x = np.zeros(5, dtype = int)</code> <code>x = np.ones(5, dtype = float)</code> <code>x = np.full(5, 5.43)</code> <code>x = np.arange(0, 10, 2)</code> <code>x = np.linspace(1, 5, 5)</code> <code>x = np.array(["a", "b", "c", "d", "e"])</code>
usage	<code>length(x)</code> <code>x[1]</code> # 1-indexed <code>x[1:2]</code> # first 2 <code>x[-y]</code> # x without indices y <code>rev(x)</code> <code>sort(x)</code> <code>order(x)</code> <code>as.vector(x)</code> # cleaning attrs <code>sum(x, na.rm=TRUE)</code> <code>unique(x)</code> <code>table(x)</code> <code>union(x, y)</code> <code>intersect(x, y)</code> <code>setdiff(x, y)</code> <code>setequal(x, y)</code> <code>is.element(x, y)</code> # x[i] in y? <code>match(x, y)</code>	<code>x.size</code> <code>x[0]</code> # 0-indexed <code>x[b:e:s]</code> # [begin, end) with step, accepts negatives. WARNING: returns a "view," like a pointer instead of a copy <code>np.delete(x, y)</code>  <code>np.sort(x); x.sort()</code> # sorted copy; in-place <code>np.argsort(x)</code> # indices that would sort an array  <code>np.nansum(x)</code> <code>np.unique(x)</code> <code>np.unique(x, return_counts=True)</code> <code>np.union1d(x, y)</code> <code>np.intersect1d(x, y)</code> <code>np.setdiff1d(x, y)</code> <code>set(x) == set(v)</code> <code>np.in1d(u, v)</code>
rand	<code>set.seed(5)</code> <code>runif(8)</code>	<code>np.random.seed(5)</code> <code>np.random.random(8)</code>
logical subsetting	<code># let x: vector[int]</code> <code>x &gt; 0: vector[bool]</code> <code>x[x&gt;0 &amp; x&lt;0.4]</code> # elements of x where x>0 and x<0.4 <code>which(x &lt; 0)</code>	<code># let x: np.array[int]</code> <code>x &gt; 0: np.array[bool]</code> <code># can do like R with much parentheses, but consider np.logical_...</code> ( <a href="https://stackoverflow.com/questions/33384529/difference-between-numpy-logical-and-and">https://stackoverflow.com/questions/33384529/difference-between-numpy-logical-and-and</a> ) <code>np.where(x &lt; 0)</code>
edge case data types	<code>NA; is.na()</code> # missing data <code>NULL; is.null()</code> # fns that return nothing <code>NaN; is.nan()</code> # e.g., 0/0 <code>Inf; -Inf; is.infinite()</code> # e.g., 1/0 <code># NAN IS STRICT SUBSET OF NA</code>	<code># no NA in numpy</code> <code>None; is None</code> # fns that return nothing <code>np.nan; np.isnan()</code> # e.g., 0/0 <code>np.inf; np.isinf()</code> # e.g., 1/0
lists/dicts	<code>list(foo=1:5, bar=c("a", "b"))</code> <code>x[[2]]</code> # column 2: "a" "b" <code>x[["bar"]]</code> # equivalent <code>x\$bar</code> # sugar <code>unlist(x)</code> # list elements -> a vector <code>data.frame(</code> <u>u = 1:2,</u> <u>v = c("a", "b")</u> <code>)</code> # dfs are square lists <code>matrix(1:6, nrow=2)</code> # matrices are dfs w/ cols of same type # filled col by col <code>x[2, 1]; x[2, ]</code> # matrix indexing is standard	<code>{ "foo": np.arange(1, 6), "bar": np.array(["a", "b"]) }</code> <code># can use pandas for this use case.</code> <code>np.arange(1, 7).reshape([3, 2])</code> # filled row by row
control flow	<code>seq_along(x)</code>  <code>break</code> <code>next</code>	<code># it's python, figure it out</code>  <code>break</code> <code>continue</code>
exception handling	<code>message(&lt;str&gt;)</code> <code>warning(&lt;str&gt;)</code> <code>stop(&lt;str&gt;)</code>  <code>tryCatch(</code> { <code that may fail> }, error = function(c) { <deal with error here> }, warning = function(c) { <deal with warning here> }, message = function(c) { <issue a message here> }, finally = { <stuff to do regardless of whether there is an error> } <code>)</code> <code>try(&lt;code&gt;) # bad idea :(</code>	<code>raise Exception("generic")</code> <code>raise TypeError("more specific")</code>  <code>try:</code> <code>print(x)</code> <code>except NameError:</code> <code>print("Variable x is not defined")</code> <code>except:</code> <code>print("Something else went wrong")</code>
unit tests	<code>library(testthat)</code>  <code>&lt;stuff...&gt;</code>  <code>test_that(desc = "Test for expected output length (1)",</code> <code>expect_length(char2int("a"), 1)</code> <code>test_that(desc = "Test that output is proper type (integer)",</code> <code>expect_type(char2int("a"), "integer")</code> <code>test_that(desc = "Test for input string of length greater than 1",</code> <code>expect_error(char2int("aa"))</code> <code>test_that(desc = "Test for improper input type (numeric)",</code> <code>expect_error(char2int(1))</code> <code>)</code>	<code>import unittest</code>  <code>&lt;stuff...&gt;</code>  <code>class testchar2int(unittest.TestCase):</code> <code>def test_olen(self):</code> <code>self.assertEqual(char2int("a"), 1)</code> <code>def test_otype(self):</code> <code>self.assertIsInstance(char2int("a"), int)</code> <code>def test_oupper(self):</code> <code>self.assertEqual(char2int("A"), 1)</code> <code>def test_longstr(self):</code> <code>with self.assertRaises(Exception): char2int('aa')</code> <code>def test_numstr(self):</code> <code>with self.assertRaises(Exception): char2int('1')</code>  <code>if __name__ == '__main__':</code> <code>unittest.main()</code>