

# Mathematical functions

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## Trigonometric functions

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<b>sin</b> (x, /[, out, where, casting, order, ...])	Trigonometric sine, element-wise.
<b>cos</b> (x, /[, out, where, casting, order, ...])	Cosine element-wise.
<b>tan</b> (x, /[, out, where, casting, order, ...])	Compute tangent element-wise.

## Rounding

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<b>around</b> (a[, decimals, out])	Evenly round to the given number of decimals.
<b>round_</b> (a[, decimals, out])	Round an array to the given number of decimals.
<b>rint</b> (x, /[, out, where, casting, order, ...])	Round elements of the array to the nearest integer.
<b>fix</b> (x[, out])	Round to nearest integer towards zero.
<b>floor</b> (x, /[, out, where, casting, order, ...])	Return the floor of the input, element-wise.
<b>ceil</b> (x, /[, out, where, casting, order, ...])	Return the ceiling of the input, element-wise.
<b>trunc</b> (x, /[, out, where, casting, order, ...])	Return the truncated value of the input, element-wise.

## Sums, products, differences

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<b>prod</b> (a[, axis, dtype, out, keepdims, ...])	Return the product of array elements over a given axis.
<b>sum</b> (a[, axis, dtype, out, keepdims, ...])	Sum of array elements over a given axis.
<b>nanprod</b> (a[, axis, dtype, out, keepdims])	Return the product of array elements over a given axis treating Not a Numbers (NaNs) as ones.
<b>nansum</b> (a[, axis, dtype, out, keepdims])	Return the sum of array elements over a given axis treating Not a Numbers (NaNs) as zero.
<b>cumprod</b> (a[, axis, dtype, out])	Return the cumulative product of elements along a given axis.
<b>cumsum</b> (a[, axis, dtype, out])	Return the cumulative sum of the elements along a given axis.
<b>diff</b> (a[, n, axis, prepend, append])	Calculate the n-th discrete difference along the given axis.
<b>ediff1d</b> (ary[, to_end, to_begin])	The differences between consecutive elements of an array.
<b>gradient</b> (f, \*varargs[, axis, edge_order])	Return the gradient of an N-dimensional array.

## Exponents and logarithms

### Arithmetic operations

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<b>add</b> (x1, x2, /[, out, where, casting, order, ...])	Add arguments element-wise.
<b>reciprocal</b> (x, /[, out, where, casting, ...])	Return the reciprocal of the argument, element-wise.
<b>positive</b> (x, /[, out, where, casting, order, ...])	Numerical positive, element-wise.
<b>negative</b> (x, /[, out, where, casting, order, ...])	Numerical negative, element-wise.
<b>multiply</b> (x1, x2, /[, out, where, casting, ...])	Multiply arguments element-wise.
<b>divide</b> (x1, x2, /[, out, where, casting, ...])	Returns a true division of the inputs, element-wise.
<b>power</b> (x1, x2, /[, out, where, casting, ...])	First array elements raised to powers from second array, element-wise.
<b>subtract</b> (x1, x2, /[, out, where, casting, ...])	Subtract arguments, element-wise.

### Miscellaneous

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<b>clip</b> (a, a_min, a_max[, out])	Clip (limit) the values in an array.
<b>sqrt</b> (x, /[, out, where, casting, order, ...])	Return the non-negative square-root of an array, element-wise.
<b>cbrt</b> (x, /[, out, where, casting, order, ...])	Return the cube-root of an array, element-wise.
<b>square</b> (x, /[, out, where, casting, order, ...])	Return the element-wise square of the input.
<b>real_if_close</b> (a[, tol])	If input is complex with all imaginary parts close to zero, return real parts.