

# Python & Pylab Cheat Sheet

## Running

<code>python</code>	standard python shell.
<code>ipython</code>	improved interactive shell.
<code>ipython --pylab</code>	ipython including pylab
<code>python file.py</code>	run <i>file.py</i>
<code>python -i file.py</code>	run <i>file.py</i> , stay in interactive mode

To quit use `exit()` or `[ctrl]+[d]`

## Getting Help

<code>help()</code>	interactive Help
<code>help(object)</code>	help for <i>object</i>
<code>object?</code>	ipython: help for <i>object</i>
<code>object??</code>	ipython: extended help for <i>object</i>
<code>%magic</code>	ipython: help on magic commands

## Import Syntax, e.g. for $\pi$

<code>import math</code>	use: <code>math.pi</code>
<code>import math as m</code>	use: <code>m.pi</code>
<code>from math import pi</code>	use: <code>pi</code>
<code>from math import *</code>	use: <code>pi</code> (use sparingly)

## Types

<code>i = 1</code>	Integer	
<code>f = 1.</code>	Float	
<code>c = 1+2j</code>	Complex	with this:
<code>True/False</code>	Boolean	<code>c.real</code> 1.0
<code>'abc'</code>	String	<code>c.imag</code> 2.0
<code>"abc"</code>	String	<code>c.conjugate()</code> 1-2j

## Operators

mathematics	comparison
<code>+</code> addition	<code>=</code> assign
<code>-</code> subtraction	<code>==</code> equal
<code>*</code> multiplication	<code>!=</code> unequal
<code>i/i</code> int division	<code>&lt;</code> less
<code>i/f</code> float division	<code>&lt;=</code> less-equal
<code>**</code> power	<code>&gt;=</code> greater-equal
<code>%</code> modulo	<code>&gt;</code> greater

## Basic Syntax

<code>raw_input('foo')</code>	read string from command-line
<code>class Foo(Object): ...</code>	class definition
<code>def bar(args): ...</code>	function/method definition
<code>if c: ... elif c: ... else:</code>	branching
<code>try: ... except Error: ...</code>	exception handling
<code>while cond: ...</code>	while loop
<code>for item in list: ...</code>	for loop
<code>[item for item in list]</code>	for loop, list notation

## Useful tools

<code>pylint file.py</code>	static code checker
<code>pydoc file</code>	parse docstring to man-page
<code>python -m doctest file.py</code>	run examples in docstring
<code>python -m pdb file.py</code>	run in debugger

# NumPy & Friends

The following import statement is assumed:

```
from pylab import *
```

## General Math

<code>f</code> : float, <code>c</code> : complex:	
<code>abs(c)</code>	absolute value of <code>f</code> or <code>c</code>
<code>sign(c)</code>	get sign of <code>f</code> or <code>c</code>
<code>fix(f)</code>	round towards 0
<code>floor(f)</code>	round towards $-\infty$
<code>ceil(f)</code>	round towards $+\infty$
<code>f.round(p)</code>	round <code>f</code> to <code>p</code> places
<code>angle(c)</code>	angle of complex number
<code>sin(c)</code>	sinus of argument
<code>arcsin(c)</code>	arcsin of argument
<code>cos, tan, ...</code>	analogous

## Defining Lists, Arrays, Matrices

<code>l</code> : list, <code>a</code> : array:	
<code>[[1,2],[3,4,5]]</code>	basic list
<code>array([[1,2],[3,4]])</code>	array from "rectangular" list
<code>matrix([[1,2],[3,4]])</code>	matrix from 2d-list
<code>range(min, max, step)</code>	integer list in <code>[min, max]</code>
<code>arange(min, max, step)</code>	integer list in <code>[min, max]</code>
<code>frange(min, max, step)</code>	float list in <code>[min, max]</code>
<code>linspace(min, max, num)</code>	num samples in <code>[min, max]</code>
<code>meshgrid(x,y)</code>	create coord-matrices
<code>zeros, ones, eye</code>	generate special arrays

## Element Access

<code>l[row][col]</code>	list: basic access
<code>l[min:max]</code>	list: range access <code>[min,max]</code>
<code>a[row,col]</code> or <code>a[row][col]</code>	array: basic access
<code>a[min:max,min:max]</code>	array: range access <code>[min,max]</code>
<code>a[list]</code>	array: select indices in <i>list</i>
<code>a[np.where(cond)]</code>	array: select where <i>cond</i> true

## List/Array Properties

<code>len(l)</code>	size of first dim
<code>a.size</code>	total number of entries
<code>a.ndim</code>	number of dimensions
<code>a.shape</code>	size along dimensions
<code>ravel(l)</code> or <code>a.ravel()</code>	convert to 1-dim
<code>a.flat</code>	iterate all entries

## Matrix Operations

<code>a</code> : array, <code>M</code> : matrix:	
<code>a*a</code>	element-wise product
<code>dot(a,a)</code> or <code>M*M</code>	dot product
<code>cross(a,a)</code>	cross product
<code>inv(a)</code> or <code>M.I</code>	inverted matrix
<code>transpose(a)</code> or <code>M.T</code>	transposed matrix
<code>det(a)</code>	calculate determinate

## Statistics

<code>sum(l,d)</code> or <code>a.sum(d)</code>	sum elements along <code>d</code>
<code>mean(l,d)</code> or <code>a.mean(d)</code>	mean along <code>d</code>
<code>std(l,d)</code> or <code>a.std(d)</code>	standard deviation along <code>d</code>
<code>min(l,d)</code> or <code>a.min(d)</code>	minima along <code>d</code>
<code>max(l,d)</code> or <code>a.max(d)</code>	maxima along <code>d</code>

## Misc functions

<code>loadtxt(file)</code>	read values from <i>file</i>
<code>polyval(coeff,xvals)</code>	evaluate polynomial at <code>xvals</code>
<code>roots(coeff)</code>	find roots of polynomial
<code>map(func,list)</code>	apply <code>func</code> on each element of <code>list</code>

# Plotting

## Plot Types

<code>plot(xvals, yvals, 'g+')</code>	mark 3 points with green $+$
<code>errorbar()</code>	like <code>plot</code> with error bars
<code>semilogx(), semilogy()</code>	like <code>plot</code> , semi-log axis
<code>loglog()</code>	double logarithmic plot
<code>polar(phi_vals, rvals)</code>	plot in polar coordinates
<code>hist(vals, n_bins)</code>	create histogram from values
<code>bar(low_edge, vals, width)</code>	create bar-plot
<code>contour(xvals,yvals,zvals)</code>	create contour-plot

## Pylab Plotting Equivalences

<code>figure()</code>	<code>fig = figure()</code>
	<code>ax = axes()</code>
<code>subplot(2,1,1)</code>	<code>ax = fig.add_subplot(2,1,1)</code>
<code>plot()</code>	<code>ax.plot()</code>
<code>errorbar()</code>	<code>ax.errorbar()</code>
<code>semilogx, ...</code>	analogous
<code>polar()</code>	<code>axes(polar=True)</code> and <code>ax.plot()</code>
<code>axis()</code>	<code>ax.set_xlim(), ax.set_ylim()</code>
<code>grid()</code>	<code>ax.grid()</code>
<code>title()</code>	<code>ax.set_title()</code>
<code>xlabel()</code>	<code>ax.set_xlabel()</code>
<code>legend()</code>	<code>ax.legend()</code>
<code>colorbar()</code>	<code>fig.colorbar(plot)</code>

## Plotting 3D

<code>from mpl_toolkits.mplot3d import Axes3D</code>	
<code>ax = fig.add_subplot(...,projection='3d')</code>	
or <code>ax = Axes3D(fig)</code>	create 3d-axes object
<code>ax.plot(xvals, yvals, zvals)</code>	normal plot in 3d
<code>ax.plot_wireframe</code>	wire mesh
<code>ax.plot_surface</code>	colored surface

License: CC-by-sa  
Copyright: January 20, 2014, Nicola Chiapolini  
<http://www.physik.uzh.ch/~nchiapoli>