

Python & Pylab Cheat Sheet

Running

python	standard python shell.
ipython	improved interactive shell.
ipython --pylab	ipython including pylab
python <i>file.py</i>	run <i>file.py</i>
python -i <i>file.py</i>	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(<i>object</i>)</code>	help for <i>object</i>
<i>object</i> ?	ipython: help for <i>object</i>
<i>object</i> ??	ipython: extended help for <i>object</i>
%magic	ipython: help on magic commands

Import Syntax, e.g. for π

<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
<code>True/False</code>	Boolean
<code>'abc'</code>	String
<code>"abc"</code>	String
	with this:
	<code>c.real</code> 1.0
	<code>c.imag</code> 2.0
	<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>1/i</code> int division	<code><</code> less
<code>1/f</code> float division	<code><=</code> less-equal
<code>**</code> power	<code>>=</code> greater-equal
<code>%</code> modulo	<code>></code> greater

Basic Syntax

```
raw_input('foo')
class Foo(object): ...
def bar(args): ...
if c: ... elif c: ... else:
try: ... except Error: ...
while cond: ...
for item in list: ...
for item in item in list]
```

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

Defining Lists, Arrays, Matrices

1: list, `a`: array:

```
[[1,2],[3,4,5]]
array([[1,2],[3,4]])
matrix([[1,2],[3,4]])
range(min, max, step)
range(min, max, step)
frange(min, max, step)
linspace(min, max, num)
meshgrid(x,y)
zeros, ones, eye
```

Element Access

```
l[row][col]
l[min:max]
a[row,col] or a[row][col]
a[min:max,min:max]
a[list]
a.lap.where(cond)
```

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

```
a: array, M: matrix:
a*a
dot(a,a) or M*M
inv(a) or M.I
transpose(a) or M.T
det(a)
```

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 func on each element of list

Plotting

Plot Types

<code>plot(xvals, yvals, 'g+')</code>	mark 3 points with green +
<code>errorbar()</code>	like plot with error bars
<code>semilogx()</code> , <code>semilogy()</code>	like plot, 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

```
from mpl_toolkits.mplot3d import Axes3D
ax = fig.add_subplot(...,projection='3d')
or ax = Axes3D(fig)
ax.plot(xvals, yvals, zvals)
ax.plot_wireframe
ax.plot_surface
```

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