

# Python & PyLab Cheat Sheet

## Running

python3	standard python shell.
ipython3	improved interactive shell.
ipython3 --pylab	ipython including pylab
python3 <i>file.py</i>	run <i>file.py</i>
python3 -i <i>file.py</i>	run <i>file.py</i> , stay in interactive mode

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

## Getting Help

help()	interactive Help
help( <i>object</i> )	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 $\pi$

import numpy	use: <code>numpy.pi</code>
import numpy as np	use: <code>np.pi</code>
from numpy import pi	use: <code>pi</code>
from numpy import *	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>python3 -m doctest file.py</code>	run examples in docstring
<code>python3 -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>	integers in <code>[min, max)</code>
<code>list(range(...))</code>	list from <code>range()</code>
<code>arange(min, max, step)</code>	integer array in <code>[min, max)</code>
<code>frange(min, max, step)</code>	float array 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>+</code>
<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

```
from mpl_toolkits.mplot3d import Axes3D

ax = fig.add_subplot(...,projection='3d')
or ax = Axes3D(fig)          create 3d-axes object
ax.plot(xvals, yvals, zvals) normal plot in 3d
ax.plot_wireframe()         wire mesh
ax.plot_surface()           colored surface
```

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