# Python 3 Cheat Sheet

*Latest version on :*
*https://perso.limsi.fr/pointal/python:memento*

## Base Types

*integer, float, boolean, string, bytes*

```
int 783  0 -192  0b010 0o642 0xF3
          zero    binary  octal  hexa
float 9.23 0.0  -1.7e-6
                    ×10^-6
bool True  False
str "One\nTwo"   escaped new line
'I\'m'   escaped '
"""X\tY\tZ
1\t2\t3"""   escaped tab
bytes b"toto\xfe\775"
        hexadecimal  octal
```

*Multiline string:*

*immutables*

## Container Types

- **ordered sequences**, fast index access, repeatable values

```
list [1,5,9]   ["x",11,8.9]   ["mot"]   []
tuple (1,5,9)   11,"y",7.4   ("mot",)   ()
```

*Non modifiable values (immutables)* — *expression with only comas →* `tuple`

```
str bytes   (ordered sequences of chars / bytes)
""   b""
```

- **key containers**, no *a priori* order, fast key access, each key is unique

```
dictionary dict {"key":"value"}   dict(a=3,b=4,k="v")   {}
(key/value associations) {1:"one",3:"three",2:"two",3.14:"π"}
collection set {"key1","key2"}   {1,9,3,0}   set()
```

*keys=hashable values (base types, immutables…)*  `frozenset` *immutable set*  *empty*

## Identifiers

*for variables, functions, modules, classes… names*

`a…zA…Z_` followed by `a…zA…Z_0…9`

- diacritics allowed but should be avoided
- language keywords forbidden
- lower/UPPER case discrimination

```
☺ a toto x7 y_max BigOne
☹ 8y and for
```

## Variables assignment

`=`

assignment ⇔ **binding** of a *name* with a *value*

*1) evaluation of right side expression value*
*2) assignment in order with left side names*

```
x=1.2+8+sin(y)
a=b=c=0   assignment to same value
y,z,r=9.2,-7.6,0   multiple assignments
a,b=b,a   values swap
a,*b=seq
*a,b=seq   unpacking of sequence in item and list
x+=3   increment ⇔ x=x+3
x-=2   decrement ⇔ x=x-2
x=None   « undefined » constant value
del x   remove name x
```

and `*=` `/=` `%=` …

## Conversions

`type(`*expression*`)`

```
int("15") → 15
int("3f",16) → 63   can specify integer number base in 2nd parameter
int(15.56) → 15   truncate decimal part
float("-11.24e8") → -1124000000.0
round(15.56,1)→15.6   rounding to 1 decimal (0 decimal → integer number)
bool(x)  False for null x, empty container x , None or False x ; True for other x
str(x)→"…"   representation string of x for display (cf. formatting on the back)
chr(64)→'@'   ord('@')→64   code ↔ char
repr(x)→"…"   literal representation string of x
bytes([72,9,64]) → b'H\t@'
list("abc") → ['a','b','c']
dict([(3,"three"),(1,"one")]) → {1:'one',3:'three'}
set(["one","two"]) → {'one','two'}
separator str and sequence of str → assembled str
   ':'.join(['toto','12','pswd']) → 'toto:12:pswd'
str splitted on whitespaces → list of str
   "words with  spaces".split() → ['words','with','spaces']
str splitted on separator str → list of str
   "1,4,8,2".split(",") → ['1','4','8','2']
sequence of one type → list of another type (via list comprehension)
   [int(x) for x in ('1','29','-3')] → [1,29,-3]
```

## Sequence Containers Indexing

*for lists, tuples, strings, bytes…*

```
negative index   -5  -4  -3  -2  -1
positive index    0   1   2   3   4
lst=[10, 20, 30, 40, 50]
positive slice    0   1   2   3   4   5
negative slice   -5  -4  -3  -2  -1
```

**Items count**

`len(lst)→5`

**index from 0**
(here from 0 to 4)

Individual access to **items** via `lst[`*index*`]`

```
lst[0]→10   ⇒ first one   lst[1]→20
lst[-1]→50   ⇒ last one   lst[-2]→40
```

*On mutable sequences (`list`), remove with* `del lst[3]` *and modify with assignment* `lst[4]=25`

Access to **sub-sequences** via `lst[`*start slice*`:`*end slice*`:`*step*`]`

```
lst[:-1]→[10,20,30,40]   lst[::-1]→[50,40,30,20,10]   lst[1:3]→[20,30]   lst[:3]→[10,20,30]
lst[1:-1]→[20,30,40]   lst[::-2]→[50,30,10]   lst[-3:-1]→[30,40]   lst[3:]→[40,50]
lst[::2]→[10,30,50]   lst[:]→[10,20,30,40,50]   shallow copy of sequence
```

*Missing slice indication → from start / up to end.*
*On mutable sequences (`list`), remove with* `del lst[3:5]` *and modify with assignment* `lst[1:4]=[15,25]`

## Boolean Logic

Comparisons : `<` `>` `<=` `>=` `==` `!=` (≤ ≥ = ≠)
*(boolean results)*

`a and b` logical and — *both simulta-neously*

`a or b` logical or — *one or other or both*

pitfall : `and` *and* `or` *return* *value* *of* `a` *or of* `b` *(under shortcut evaluation).*
⇒ *ensure that* `a` *and* `b` *are booleans.*

`not a` logical not

`True` `False` — True and False constants

## Statements Blocks

```
parent statement:
    statement block 1…
    ⋮
parent statement:
    statement block2…
    ⋮
next statement after block 1
```

indentation !

*configure editor to insert 4 spaces in place of an indentation tab.*

## Modules/Names Imports

*module* `truc` ⇔ *file* `truc.py`

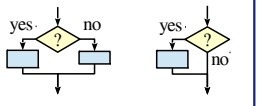
```
from monmod import nom1,nom2 as fct
   →direct access to names, renaming with as
import monmod   →access via monmod.nom1 …
```

modules and packages searched in *python path* (cf `sys.path`)

## Conditional Statement

*statement block executed only if a condition is true*

`if` *logical condition*`:`
→ *statements block*




Can go with several *elif*, *elif*... and only one final *else*. Only the block of first true condition is executed.

```
if age<=18:
    state="Kid"
elif age>65:
    state="Retired"
else:
    state="Active"
```

*with a var* `x`*:*
`if bool(x)==True:` ⇔ `if x:`
`if bool(x)==False:` ⇔ `if not x:`

## Maths

*floating numbers… approximated values*

Operators: `+` `-` `*` `/` `//` `%` `**`
Priority `(…)`
× ÷ ↑ ↑ $a^b$
integer ÷ ÷ remainder

`@` → matrix × *python3.5+*`numpy`

```
(1+5.3)*2→12.6
abs(-3.2)→3.2
round(3.57,1)→3.6
pow(4,3)→64.0
```

*usual order of operations*

*angles in radians*

```
from math import sin,pi…
sin(pi/4)→0.707…
cos(2*pi/3)→-0.4999…
sqrt(81)→9.0   √
log(e**2)→2.0
ceil(12.5)→13
floor(12.5)→12
```

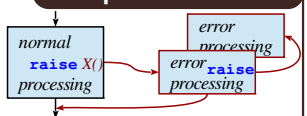
modules `math`, `statistics`, `random`, `decimal`, `fractions`, `numpy`, *etc. (cf. doc)*

## Exceptions on Errors

Signaling an error:
`raise` *ExcClass(…)*

Errors processing:

```
try:
    →normal procesising block
except Exception as e:
    →error processing block
```




`finally` *block for final processing in all cases.*

## Conditional Loop Statement

*statements block executed **as long as** condition is true*

```
while logical condition:
    statements block
```


```
s = 0          # initializations before the loop
i = 1          # condition with a least one variable value (here i)
while i <= 100:
    s = s + i**2
    i = i + 1  # make condition variable change !
print("sum:",s)
```

*Algo:*

$$s = \sum_{i=1}^{i=100} i^2$$

*beware of infinite loops!*

### Loop Control

`break` *immediate exit*
`continue` *next iteration*
`else` *block for **normal** loop exit.*

## Display

```
print("v=",3,"cm :",x,",",y+4)
```

items to display : literal values, variables, expressions

`print` options:

- `sep=" "` items separator, default space
- `end="\n"` end of print, default new line
- `file=sys.stdout` print to file, default standard output

## Input

```
s = input("Instructions:")
```

`input` always returns a **string**, convert it to required type (cf. boxed *Conversions* on the other side).

## Generic Operations on Containers

`len(c)` → items count
`min(c)` `max(c)` `sum(c)`
`sorted(c)` → `list` sorted *copy*
`val in c` → boolean, membership operator `in` (absence `not in`)
`enumerate(c)` → *iterator* on (index, value)
`zip(c1,c2…)` → *iterator* on tuples containing $c_i$ items at same index
`all(c)` → `True` if **all** `c` items evaluated to true, else `False`
`any(c)` → `True` if **at least one** item of `c` evaluated true, else `False`

*Note: For dictionaries and sets, these operations use **keys**.*

*Specific to **ordered sequences containers** (lists, tuples, strings, bytes…)*

`reversed(c)` → *inversed iterator* `c*5`→ duplicate `c+c2`→ concatenate
`c.index(val)` → *position* `c.count(val)` → *events count*

```
import copy
copy.copy(c) → shallow copy of container
copy.deepcopy(c) → deep copy of container
```

## Operations on Lists

modify original list

| | |
|---|---|
| `lst.append(val)` | add item at end |
| `lst.extend(seq)` | add sequence of items at end |
| `lst.insert(idx,val)` | insert item at index |
| `lst.remove(val)` | remove first item with value *val* |
| `lst.pop([idx])` →*value* | remove & return item at index *idx* (default last) |
| `lst.sort()` `lst.reverse()` | sort / reverse liste *in place* |

## Operations on Dictionaries

`d[key]=value` `d.clear()`
`d[key]` → *value* `del d[key]`
`d.update(d2)` update/add associations
`d.keys()` `d.values()` `d.items()` →*iterable views on keys/values/associations*
`d.pop(key[,default])` → *value*
`d.popitem()` → *(key,value)*
`d.get(key[,default])` → *value*
`d.setdefault(key[,default])` →*value*

## Operations on Sets

Operators:
`|` → union (vertical bar char)
`&` → intersection
`-` `^` → difference/symmetric diff.
`<` `<=` `>` `>=` → inclusion relations
*Operators also exist as methods.*

`s.update(s2)` `s.copy()`
`s.add(key)` `s.remove(key)`
`s.discard(key)` `s.clear()`
`s.pop()`

## Files

*storing data on disk, and reading it back*

```
f = open("file.txt","w",encoding="utf8")
```

- file **variable** for operations
- **name** of file on disk (+path…) — cf. modules `os`, `os.path` and `pathlib`
- opening **mode**: `'r'` read, `'w'` write, `'a'` append, …`'+'` `'x'` `'b'` `'t'`
- **encoding** of chars for *text files*: `utf8` `ascii` `latin1` …

**writing**

`f.write("coucou")`
`f.writelines(list of lines)`

**reading**

*read empty string if end of file*
`f.read([n])` → *next chars* — *if n not specified, read up to end !*
`f.readlines([n])` → `list` *of next lines*
`f.readline()` → *next line*

*text mode `t` by default (read/write `str`), possible binary mode `b` (read/write `bytes`). **Convert from/to required type** !*

`f.close()` dont forget to **close the file** after use !

`f.flush()` write cache
`f.truncate([size])` resize

*reading/writing progress sequentially in the file, modifiable with:*
`f.tell()` →*position*
`f.seek(position[,origin])`

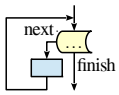
Very common: opening with a guarded block (automatic closing) and reading loop on lines of a text file:

```
with open(…) as f:
    for line in f :
        # processing of line
```

## Iterative Loop Statement

*statements block executed **for each** item of a container or iterator*

```
for var in sequence:
    statements block
```




Go over sequence's **values**

```
s = "Some text"   # initializations before the loop
cnt = 0
for c in s:       # loop variable, assignment managed by for statement
    if c == "e":
        cnt = cnt + 1
print("found",cnt,"'e'")
```

*Algo: count number of `e` in the string.*

loop on dict/set ⇔ loop on keys sequences
use *slices* to loop on a subset of a sequence

Go over sequence's **index**

- modify item at index
- access items around index (before / after)

```
lst = [11,18,9,12,23,4,17]
lost = []
for idx in range(len(lst)):
    val = lst[idx]
    if val > 15:
        lost.append(val)
        lst[idx] = 15
print("modif:",lst,"-lost:",lost)
```

*Algo: limit values greater than 15, memorizing of lost values.*

Go simultaneously over sequence's **index** and **values**:
`for idx,val in enumerate(lst):`

*good habit : don't modify loop variable*

## Integer Sequences

`range([start,] end [,step])`

*start* default 0, *end* not included in sequence, *step* signed, default 1

`range(5)` → 0 1 2 3 4 `range(2,12,3)` → 2 5 8 11
`range(3,8)` → 3 4 5 6 7 `range(20,5,-5)` → 20 15 10
`range(len(seq))` → *sequence of index of values in seq*

*range provides an immutable sequence of int constructed as needed*

## Function Definition

function name (identifier)
named parameters

```
def fct(x,y,z):
    """documentation"""
    # statements block, res computation, etc.
    return res
```

`fct`

result value of the call, if no computed result to return: `return None`

parameters and all variables of this block exist only *in* the block and *during* the function call (think of a "black box")

Advanced: `def fct(x,y,z,*args,a=3,b=5,**kwargs):`
**args variable positional arguments (→`tuple`), default values,*
***kwargs variable named arguments (→`dict`)*

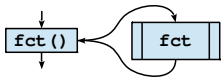
## Function Call

```
r = fct(3,i+2,2*i)
```

*storage/use of returned value* — *one argument per parameter*

this is the use of function name *with parentheses* which does the call

*Advanced: *sequence **dict*




## Operations on Strings

`s.startswith(prefix[,start[,end]])` `s.endswith(suffix[,start[,end]])` `s.strip([chars])`
`s.count(sub[,start[,end]])` `s.partition(sep)` → *(before,sep,after)*
`s.index(sub[,start[,end]])` `s.find(sub[,start[,end]])`
`s.is…()` *tests on chars categories (ex. `s.isalpha()`)*
`s.upper()` `s.lower()` `s.title()` `s.swapcase()`
`s.casefold()` `s.capitalize()` `s.center([width,fill])`
`s.ljust([width,fill])` `s.rjust([width,fill])` `s.zfill([width])`
`s.encode(encoding)` `s.split([sep])` `s.join(seq)`

## Formatting

formating directives — values to format

```
"modele{} {} {}".format(x,y,r) → str
```

`"{`*selection* `:` *formatting* `!` *conversion*`}"`

- **Selection** :
  `2`
  `nom`
  `0.nom`
  `4[key]`
  `0[2]`

Examples:

```
"{:+2.3f}".format(45.72793)
→'+45.728'
"{1:>10s}".format(8,"toto")
→'      toto'
"{x!r}".format(x="I'm")
→'"I\'m"'
```

- **Formatting** :

*fill char* *alignment* *sign* *mini width*.*precision~maxwidth* *type*

`< > ^ =` `+ - space` `0` at start for filling with 0

integer: `b` binary, `c` char, `d` decimal (default), `o` octal, `x` or `X` hexa…
float: `e` or `E` exponential, `f` or `F` fixed point, `g` or `G` appropriate (default),
string: `s` … `%` percent

- **Conversion** : `s` (readable text) or `r` (literal representation)

## KEY

*We'll use shorthand in this cheat sheet*

`arr` - A numpy Array object

## IMPORTS

*Import these to start*

```
import numpy as np
```

## IMPORTING/EXPORTING

`np.loadtxt('file.txt')` - From a text file

`np.genfromtxt('file.csv',delimiter=',')` - From a CSV file

`np.savetxt('file.txt',arr,delimiter=' ')` - Writes to a text file

`np.savetxt('file.csv',arr,delimiter=',')` - Writes to a CSV file

## CREATING ARRAYS

`np.array([1,2,3])` - One dimensional array

`np.array([(1,2,3),(4,5,6)])` - Two dimensional array

`np.zeros(3)` - 1D array of length 3 all values 0

`np.ones((3,4))` - 3x4 array with all values 1

`np.eye(5)` - 5x5 array of 0 with 1 on diagonal (Identity matrix)

`np.linspace(0,100,6)` - Array of 6 evenly divided values from 0 to 100

`np.arange(0,10,3)` - Array of values from 0 to less than 10 with step 3 (eg `[0,3,6,9]`)

`np.full((2,3),8)` - 2x3 array with all values 8

`np.random.rand(4,5)` - 4x5 array of random floats between 0-1

`np.random.rand(6,7)*100` - 6x7 array of random floats between 0-100

`np.random.randint(5,size=(2,3))` - 2x3 array with random ints between 0-4

## INSPECTING PROPERTIES

`arr.size` - Returns number of elements in `arr`

`arr.shape` - Returns dimensions of `arr` (rows, columns)

`arr.dtype` - Returns type of elements in `arr`

`arr.astype(dtype)` - Convert `arr` elements to type `dtype`

`arr.tolist()` - Convert `arr` to a Python list

`np.info(np.eye)` - View documentation for `np.eye`

## COPYING/SORTING/RESHAPING

`np.copy(arr)` - Copies `arr` to new memory

`arr.view(dtype)` - Creates view of `arr` elements with type `dtype`

`arr.sort()` - Sorts `arr`

`arr.sort(axis=0)` - Sorts specific axis of `arr`

`two_d_arr.flatten()` - Flattens 2D array `two_d_arr` to 1D

`arr.T` - Transposes `arr` (rows become columns and vice versa)

`arr.reshape(3,4)` - Reshapes `arr` to 3 rows, 4 columns without changing data

`arr.resize((5,6))` - Changes `arr` shape to 5x6 and fills new values with 0

## ADDING/REMOVING ELEMENTS

`np.append(arr,values)` - Appends `values` to end of `arr`

`np.insert(arr,2,values)` - Inserts `values` into `arr` before index 2

`np.delete(arr,3,axis=0)` - Deletes row on index 3 of `arr`

`np.delete(arr,4,axis=1)` - Deletes column on index 4 of `arr`

## COMBINING/SPLITTING

`np.concatenate((arr1,arr2),axis=0)` - Adds `arr2` as rows to the end of `arr1`

`np.concatenate((arr1,arr2),axis=1)` - Adds `arr2` as columns to end of `arr1`

`np.split(arr,3)` - Splits `arr` into 3 sub-arrays

`np.hsplit(arr,5)` - Splits `arr` horizontally on the 5th index

## INDEXING/SLICING/SUBSETTING

`arr[5]` - Returns the element at index 5

`arr[2,5]` - Returns the 2D array element on index `[2][5]`

`arr[1]=4` - Assigns array element on index 1 the value 4

`arr[1,3]=10` - Assigns array element on index `[1][3]` the value 10

`arr[0:3]` - Returns the elements at indices 0,1,2 (On a 2D array: returns rows 0,1,2)

`arr[0:3,4]` - Returns the elements on rows 0,1,2 at column 4

`arr[:2]` - Returns the elements at indices 0,1 (On a 2D array: returns rows 0,1)

`arr[:,1]` - Returns the elements at index 1 on all rows

`arr<5` - Returns an array with boolean values

`(arr1<3) & (arr2>5)` - Returns an array with boolean values

`~arr` - Inverts a boolean array

`arr[arr<5]` - Returns array elements smaller than 5

## SCALAR MATH

`np.add(arr,1)` - Add 1 to each array element

`np.subtract(arr,2)` - Subtract 2 from each array element

`np.multiply(arr,3)` - Multiply each array element by 3

`np.divide(arr,4)` - Divide each array element by 4 (returns `np.nan` for division by zero)

`np.power(arr,5)` - Raise each array element to the 5th power

## VECTOR MATH

`np.add(arr1,arr2)` - Elementwise add `arr2` to `arr1`

`np.subtract(arr1,arr2)` - Elementwise subtract `arr2` from `arr1`

`np.multiply(arr1,arr2)` - Elementwise multiply `arr1` by `arr2`

`np.divide(arr1,arr2)` - Elementwise divide `arr1` by `arr2`

`np.power(arr1,arr2)` - Elementwise raise `arr1` raised to the power of `arr2`

`np.array_equal(arr1,arr2)` - Returns `True` if the arrays have the same elements and shape

`np.sqrt(arr)` - Square root of each element in the array

`np.sin(arr)` - Sine of each element in the array

`np.log(arr)` - Natural log of each element in the array

`np.abs(arr)` - Absolute value of each element in the array

`np.ceil(arr)` - Rounds up to the nearest int

`np.floor(arr)` - Rounds down to the nearest int

`np.round(arr)` - Rounds to the nearest int

## STATISTICS

`np.mean(arr,axis=0)` - Returns mean along specific axis

`arr.sum()` - Returns sum of `arr`

`arr.min()` - Returns minimum value of `arr`

`arr.max(axis=0)` - Returns maximum value of specific axis

`np.var(arr)` - Returns the variance of array

`np.std(arr,axis=1)` - Returns the standard deviation of specific axis

`arr.corrcoef()` - Returns correlation coefficient of array

## KEY

*We'll use shorthand in this cheat sheet*

`df` - A pandas DataFrame object

`s` - A pandas Series object

## IMPORTS

*Import these to start*

```
import pandas as pd
import numpy as np
```

## IMPORTING DATA

`pd.read_csv(filename)` - From a CSV file

`pd.read_table(filename)` - From a delimited text file (like TSV)

`pd.read_excel(filename)` - From an Excel file

`pd.read_sql(query, connection_object)` - Reads from a SQL table/database

`pd.read_json(json_string)` - Reads from a JSON formatted string, URL or file.

`pd.read_html(url)` - Parses an html URL, string or file and extracts tables to a list of dataframes

`pd.read_clipboard()` - Takes the contents of your clipboard and passes it to `read_table()`

`pd.DataFrame(dict)` - From a dict, keys for columns names, values for data as lists

## EXPORTING DATA

`df.to_csv(filename)` - Writes to a CSV file

`df.to_excel(filename)` - Writes to an Excel file

`df.to_sql(table_name, connection_object)` - Writes to a SQL table

`df.to_json(filename)` - Writes to a file in JSON format

`df.to_html(filename)` - Saves as an HTML table

`df.to_clipboard()` - Writes to the clipboard

## CREATE TEST OBJECTS

*Useful for testing*

`pd.DataFrame(np.random.rand(20,5))` - 5 columns and 20 rows of random floats

`pd.Series(my_list)` - Creates a series from an iterable `my_list`

`df.index = pd.date_range('1900/1/30', periods=df.shape[0])` - Adds a date index

## VIEWING/INSPECTING DATA

`df.head(n)` - First `n` rows of the DataFrame

`df.tail(n)` - Last `n` rows of the DataFrame

`df.shape()` - Number of rows and columns

`df.info()` - Index, Datatype and Memory information

`df.describe()` - Summary statistics for numerical columns

`s.value_counts(dropna=False)` - Views unique values and counts

`df.apply(pd.Series.value_counts)` - Unique values and counts for all columns

## SELECTION

`df[col]` - Returns column with label `col` as Series

`df[[col1, col2]]` - Returns Columns as a new DataFrame

`s.iloc[0]` - Selection by position

`s.loc[0]` - Selection by index

`df.iloc[0,:]` - First row

`df.iloc[0,0]` - First element of first column

## DATA CLEANING

`df.columns = ['a','b','c']` - Renames columns

`pd.isnull()` - Checks for null Values, Returns Boolean Array

`pd.notnull()` - Opposite of `s.isnull()`

`df.dropna()` - Drops all rows that contain null values

`df.dropna(axis=1)` - Drops all columns that contain null values

`df.dropna(axis=1,thresh=n)` - Drops all rows have have less than `n` non null values

`df.fillna(x)` - Replaces all null values with `x`

`s.fillna(s.mean())` - Replaces all null values with the mean (mean can be replaced with almost any function from the statistics section)

`s.astype(float)` - Converts the datatype of the series to float

`s.replace(1,'one')` - Replaces all values equal to `1` with `'one'`

`s.replace([1,3],['one','three'])` - Replaces all `1` with `'one'` and `3` with `'three'`

`df.rename(columns=lambda x: x + 1)` - Mass renaming of columns

`df.rename(columns={'old_name': 'new_name'})` - Selective renaming

`df.set_index('column_one')` - Changes the index

`df.rename(index=lambda x: x + 1)` - Mass renaming of index

## FILTER, SORT, & GROUPBY

`df[df[col] > 0.5]` - Rows where the `col` column is greater than `0.5`

`df[(df[col] > 0.5) & (df[col] < 0.7)]` - Rows where `0.7 > col > 0.5`

`df.sort_values(col1)` - Sorts values by `col1` in ascending order

`df.sort_values(col2,ascending=False)` - Sorts values by `col2` in descending order

`df.sort_values([col1,col2], ascending=[True,False])` - Sorts values by `col1` in ascending order then `col2` in descending order

`df.groupby(col)` - Returns a groupby object for values from one column

`df.groupby([col1,col2])` - Returns a groupby object values from multiple columns

`df.groupby(col1)[col2].mean()` - Returns the mean of the values in `col2`, grouped by the values in `col1` (mean can be replaced with almost any function from the statistics section)

`df.pivot_table(index=col1,values=[col2,col3],aggfunc=mean)` - Creates a pivot table that groups by `col1` and calculates the mean of `col2` and `col3`

`df.groupby(col1).agg(np.mean)` - Finds the average across all columns for every unique column 1 group

`df.apply(np.mean)` - Applies a function across each column

`df.apply(np.max, axis=1)` - Applies a function across each row

## JOIN/COMBINE

`df1.append(df2)` - Adds the rows in `df1` to the end of `df2` (columns should be identical)

`pd.concat([df1, df2],axis=1)` - Adds the columns in `df1` to the end of `df2` (rows should be identical)

`df1.join(df2,on=col1,how='inner')` - SQL-style joins the columns in `df1` with the columns on `df2` where the rows for `col` have identical values. `how` can be one of `'left'`, `'right'`, `'outer'`, `'inner'`

## STATISTICS

*These can all be applied to a series as well.*

`df.describe()` - Summary statistics for numerical columns

`df.mean()` - Returns the mean of all columns

`df.corr()` - Returns the correlation between columns in a DataFrame

`df.count()` - Returns the number of non-null values in each DataFrame column

`df.max()` - Returns the highest value in each column

`df.min()` - Returns the lowest value in each column

`df.median()` - Returns the median of each column

`df.std()` - Returns the standard deviation of each

# matplotlib Cheat sheet

Version 3.7.4

## Quick start

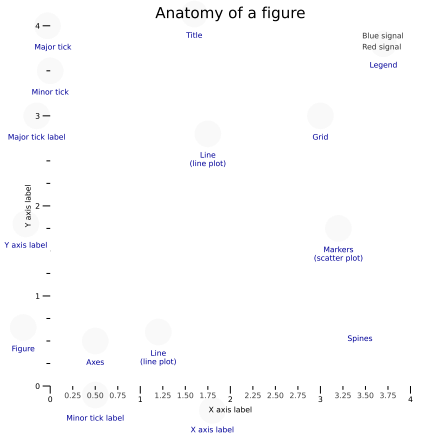
```
import numpy as np
import matplotlib as mpl
import matplotlib.pyplot as plt


X = np.linspace(0, 2*np.pi, 100)
Y = np.cos(X)

fig, ax = plt.subplots()
ax.plot(X, Y, color='green')

fig.savefig("figure.pdf")
plt.show()
```

## Anatomy of a figure




## Subplots layout

```
subplot[s](rows, cols, …)
fig, axs = plt.subplots(3, 3)

G = gridspec(rows,cols, …)
ax = G[0, :]

ax.inset_axes(extent)

d=make_axes_locatable(ax)
ax = d.new_horizontal('10%')
```

## Getting help

- matplotlib.org
- github.com/matplotlib/matplotlib/issues
- discourse.matplotlib.org
- stackoverflow.com/questions/tagged/matplotlib
- https://gitter.im/matplotlib/matplotlib
- twitter.com/matplotlib
- Matplotlib users mailing list

## Basic plots

```
plot([X], Y, [fmt], …)
```
X, **Y**, fmt, color, marker, linestyle

```
scatter(X, Y, …)
```
**X**, **Y**, [s]izes, [c]olors, marker, cmap

```
bar[h](x, height, …)
```
**x**, **height**, width, bottom, align, color

```
imshow(Z, …)
```
**Z**, cmap, interpolation, extent, origin

```
contour[f]([X], [Y], Z, …)
```
X, Y, **Z**, levels, colors, extent, origin

```
pcolormesh([X], [Y], Z, …)
```
X, Y, **Z**, vmin, vmax, cmap

```
quiver([X], [Y], U, V, …)
```
X, Y, **U**, **V**, C, units, angles

```
pie(X, …)
```
**Z**, explode, labels, colors, radius

```
text(x, y, text, …)
```
**x**, **y**, **text**, va, ha, size, weight, transform

```
fill[_between][x](…)
```
X, Y1, Y2, color, where

## Advanced plots

```
step(X, Y, [fmt], …)
```
**X**, **Y**, fmt, color, marker, where

```
boxplot(X, …)
```
**X**, notch, sym, bootstrap, widths

```
errorbar(X,Y,xerr,yerr, …)
```
**X**, **Y**, xerr, yerr, fmt

```
hist(X, bins, …)
```
**X**, bins, range, density, weights

```
violinplot(D, …)
```
**D**, positions, widths, vert

```
barbs([X], [Y], U, V, …)
```
X, Y, **U**, **V**, C, length, pivot, sizes

```
eventplot(positions, …)
```
**positions**, orientation, lineoffsets

```
hexbin(X, Y, C, …)
```
**X**, **Y**, C, gridsize, bins

## Scales

```
ax.set_[xy]scale(scale, …)
```
**linear** any values
**log** values > 0
**symlog** any values
**logit** 0 < values < 1

## Projections

```
subplot(…, projection=p)
```
p='polar'
p='3d'

```
p=ccrs.Orthographic()
import cartopy.crs as ccrs
```

## Lines

linestyle or ls

"-" ":" "--" "-." (0,(0.01,2))

capstyle or dash_capstyle

"butt" "round" "projecting"

## Markers

'.' 'o' 's' 'P' 'X' '*' 'p' 'D' '<' '>' '^' 'v'

'1' '2' '3' '4' '+' 'x' '|' '_' 4 5 6 7

'$♠$' '$♣$' '$♥$' '$♦$' '$→$' '$←$' '$↑$' '$↓$' '$◐$' '$◑$' '$◒$' '$◓$'

markevery

10 [0, -1] (25, 5) [0, 25, -1]

## Colors

| | |
|---|---|
| C0 C1 C2 C3 C4 C5 C6 C7 C8 C9 | 'Cn' |
| b g r c m y k w | 'x' |
| DarkRed Firebrick Crimson IndianRed Salmon | 'name' |
| (1,0,0) (1,0,0,0.75) (1,0,0,0.5) (1,0,0,0.25) | (R,G,B[,A]) |
| #FF0000 #FF0000BB #FF000088 #FF000044 | '#RRGGBB[AA]' |
| 0.0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0 | 'x.y' |

## Colormaps

```
plt.get_cmap(name)
```

Uniform: viridis magma plasma

Sequential: Greys YlOrBr Wistia

Diverging: Spectral coolwarm RdGy

Qualitative: tab10 tab20

Cyclic: twilight

## Tick locators

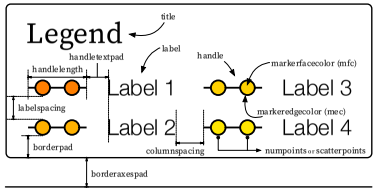
```
from matplotlib import ticker
ax.[xy]axis.set_[minor|major]_locator(locator)
```

## Tick formatters

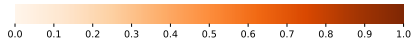
```
from matplotlib import ticker
ax.[xy]axis.set_[minor|major]_formatter(formatter)
```

## Ornaments

```
ax.legend(…)
```
handles, labels, loc, title, frameon




```
ax.colorbar(…)
```
mappable, ax, cax, orientation




```
ax.annotate(…)
```
**text**, **xy**, **xytext**, xycoords, textcoords, arrowprops


## Event handling

```
fig, ax = plt.subplots()
def on_click(event):
  print(event)
fig.canvas.mpl_connect(
  'button_press_event', on_click)
```

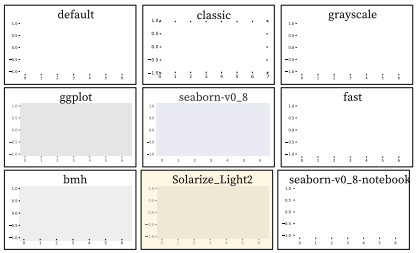
## Animation

```
import matplotlib.animation as mpla

T = np.linspace(0, 2*np.pi, 100)
S = np.sin(T)
line, = plt.plot(T, S)
def animate(i):
    line.set_ydata(np.sin(T+i/50))
anim = mpla.FuncAnimation(
    plt.gcf(), animate, interval=5)
plt.show()
```

## Styles

```
plt.style.use(style)
```




## Quick reminder

```
ax.grid()
ax.set_[xy]lim(vmin, vmax)
ax.set_[xy]label(label)
ax.set_[xy]ticks(ticks, [labels])
ax.set_[xy]ticklabels(labels)
ax.set_title(title)
ax.tick_params(width=10, …)
ax.set_axis_[on|off]()

fig.suptitle(title)
fig.tight_layout()
plt.gcf(), plt.gca()
mpl.rc('axes', linewidth=1, …)
[fig|ax].patch.set_alpha(0)
text=r'$\frac{-e^{i\pi}}{2^n}$'
```

## Keyboard shortcuts

| | | | |
|---|---|---|---|
| ctrl + s | Save | ctrl + w | Close plot |
| r | Reset view | f | Fullscreen 0/1 |
| f | View forward | b | View back |
| p | Pan view | o | Zoom to rect |
| x | X pan/zoom | y | Y pan/zoom |
| g | Minor grid 0/1 | G | Major grid 0/1 |
| l | X axis log/linear | L | Y axis log/linear |

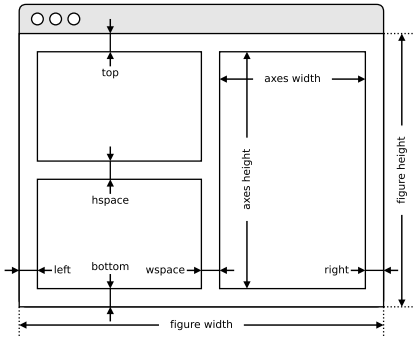
## Ten simple rules

1. Know your audience
2. Identify your message
3. Adapt the figure
4. Captions are not optional
5. Do not trust the defaults
6. Use color effectively
7. Do not mislead the reader
8. Avoid "chartjunk"
9. Message trumps beauty
10. Get the right tool

## Axes adjustments

API

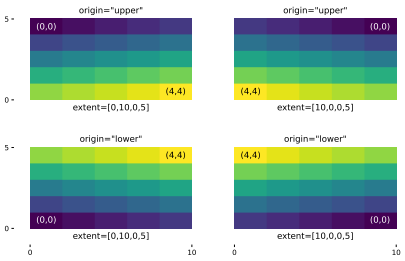
plt.**subplots_adjust**( ... )




## Extent & origin

API

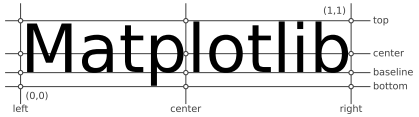
ax.**imshow**( extent=..., origin=... )




## Text alignments

API

ax.**text**( ..., ha=... , va=..., ...)




## Text parameters

API

ax.**text**(..., family=..., size=..., weight=...)
ax.**text**(..., fontproperties=...)

The quick brown fox — xx-large (1.73)
The quick brown fox — x-large (1.44)
The quick brown fox — large (1.20)
The quick brown fox — medium (1.00)
The quick brown fox — small (0.83)
The quick brown fox — x-small (0.69)
The quick brown fox — xx-small (0.58)

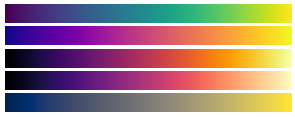
**The quick brown fox jumps over the lazy dog** — black (900)
**The quick brown fox jumps over the lazy dog** — bold (700)
**The quick brown fox jumps over the lazy dog** — semibold (600)
The quick brown fox jumps over the lazy dog — normal (400)
The quick brown fox jumps over the lazy dog — ultralight (100)

The quick brown fox jumps over the lazy dog — monospace
The quick brown fox jumps over the lazy dog — serif
The quick brown fox jumps over the lazy dog — sans
*The quick brown fox jumps over the lazy dog* — cursive

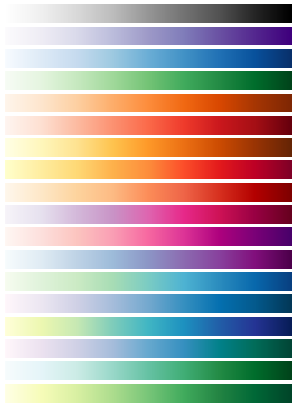
*The quick brown fox jumps over the lazy dog* — italic
The quick brown fox jumps over the lazy dog — normal

THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG — small-caps
The quick brown fox jumps over the lazy dog — normal

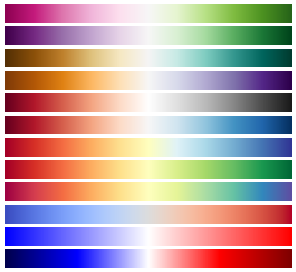
## Uniform colormaps



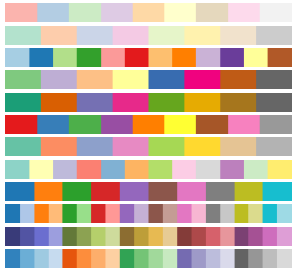

## Sequential colormaps



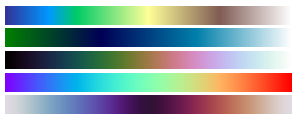

## Diverging colormaps




## Qualitative colormaps




## Miscellaneous colormaps

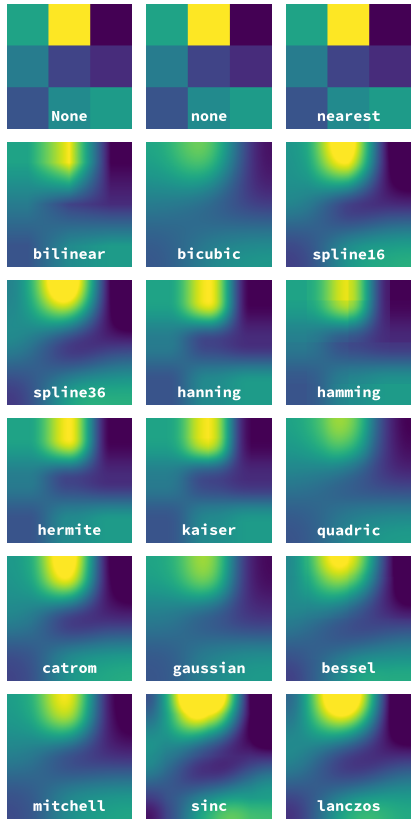



## Color names

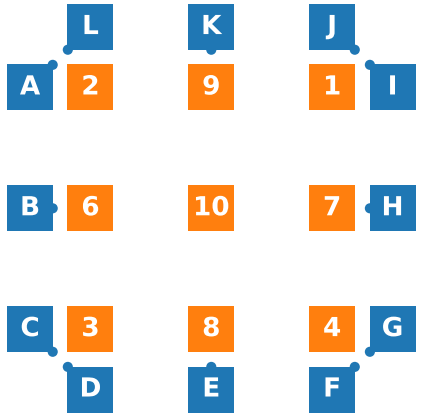
API


## Image interpolation

API




## Legend placement



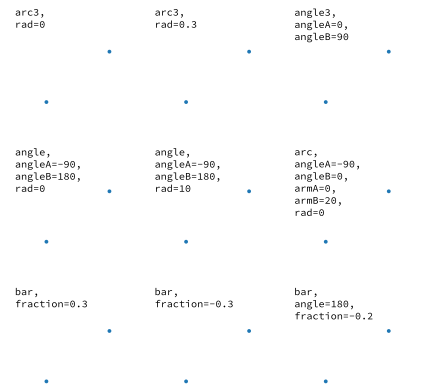

ax.**legend**(loc="string", bbox_to_anchor=(x, y))

2: upper left — 9: upper center — 1: upper right
6: center left — 10: center — 7: center right
3: lower left — 8: lower center — 4: lower right

A: upper right / `(-0.1, 0.9)`
B: center right / `(-0.1, 0.5)`
C: lower right / `(-0.1, 0.1)`
D: upper left / `(0.1, -0.1)`
E: upper center / `(0.5, -0.1)`
F: upper right / `(0.9, -0.1)`
G: lower left / `(1.1, 0.1)`
H: center left / `(1.1, 0.5)`
I: upper left / `(1.1, 0.9)`
J: lower right / `(0.9, 1.1)`
K: lower center / `(0.5, 1.1)`
L: lower left / `(0.1, 1.1)`

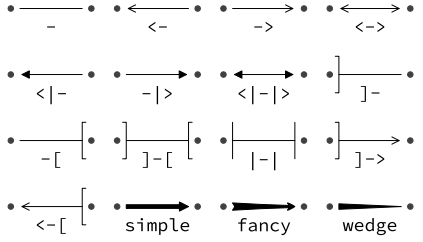
## Annotation connection styles

API




## Annotation arrow styles

API




## How do I ...

... resize a figure?
→ fig.set_size_inches(w, h)
... save a figure?
→ fig.savefig("figure.pdf")
... save a transparent figure?
→ fig.savefig("figure.pdf", transparent=True)
... clear a figure/an axes?
→ fig.clear() → ax.clear()
... close all figures?
→ plt.close("all")
... remove ticks?
→ ax.set_[xy]ticks([])
... remove tick labels ?
→ ax.set_[xy]ticklabels([])
... rotate tick labels ?
→ ax.tick_params(axis="x", rotation=90)
... hide top spine?
→ ax.spines['top'].set_visible(False)
... hide legend border?
→ ax.legend(frameon=False)
... show error as shaded region?
→ ax.fill_between(X, Y+error, Y-error)
... draw a rectangle?
→ ax.add_patch(plt.Rectangle((0, 0), 1, 1)
... draw a vertical line?
→ ax.axvline(x=0.5)
... draw outside frame?
→ ax.plot(..., clip_on=False)
... use transparency?
→ ax.plot(..., alpha=0.25)
... convert an RGB image into a gray image?
→ gray = 0.2989*R + 0.5870*G + 0.1140*B
... set figure background color?
→ fig.patch.set_facecolor("grey")
... get a reversed colormap?
→ plt.get_cmap("viridis_r")
... get a discrete colormap?
→ plt.get_cmap("viridis", 10)
... show a figure for one second?
→ fig.show(block=False), time.sleep(1)

## Performance tips

```
scatter(X, Y)                          slow
plot(X, Y, marker="o", ls="")          fast

for i in range(n): plot(i, X[i], "o")  slow
plot(X, marker="o", ls="")             fast

cla(); imshow(...); canvas.draw()      slow
im.set_data(...); canvas.draw()        fast
```

## Beyond Matplotlib

**Seaborn**: Statistical data visualization
**Cartopy**: Geospatial data processing
**yt**: Volumetric data visualization
**mpld3**: Bringing Matplotlib to the browser
**Datashader**: Large data processing pipeline
**plotnine**: A grammar of graphics for Python



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