

Getting Started with MATLAB, Python and R

AAEC 6305: Dynamic Economic Optimization - Fall 2019

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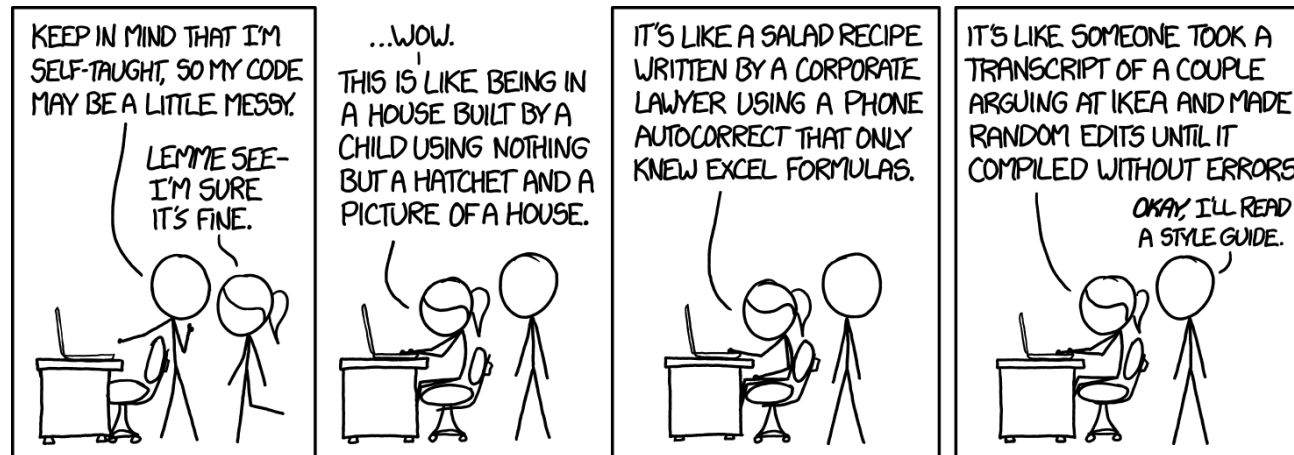
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1 Introduction

This document is intended to give you a quick reference guide on how to perform simple tasks in MatLab, Python and R. The document is by no means a complete list of commands. Your best friend when trying to learn the syntax of a new programming language is to use the built-in *Help* guides contained within the language documentation (see Section 2 of this document). The second best place to find information about syntax is from Google. Chances are if you are trying to perform a specific task and are having trouble, search the problem on Google and you are very likely to find a solution developed by someone else trying to do the same thing. This is also a very good way to learn more complex coding techniques. Learn by seeing, doing and making mistakes!



2 Help

2.1 Getting Help

Language	MATLAB/Octave	Python	R
Browse help interactively	<code>doc</code>	<code>help()</code>	<code>help.start()</code>
Help on using help	<code>Octave: help -i %</code> browse with Info	<code>help</code>	<code>help()</code>
Help for a function	<code>help help</code> or <code>doc doc</code>	<code>help(plot)</code> or <code>?plot</code>	<code>help(plot)</code> or <code>?plot</code>
Help for a toolbox/library package	<code>help plot</code>	<code>help(pylab)</code>	<code>help(package='splines')</code>
Demonstration examples	<code>help splines</code> or <code>doc splines</code>		<code>demo()</code>
Example using a function	<code>demo</code>		<code>example(plot)</code>

2.2 Searching available help documentation

Language	MATLAB/Octave	Python	R
Search help files	<code>lookfor plot</code>		<code>help.search('plot')</code>
Find objects by partial name			<code>apropos('plot')</code>
List available packages	<code>help</code>	<code>help(); modules [Numeric]</code>	<code>library()</code>
Locate functions	<code>which plot</code>	<code>help(plot)</code>	<code>find(plot)</code>
List available methods for a function			<code>methods(plot)</code>

2.3 Using interactively

Language	MATLAB/Octave	Python	R
Start session	<code>Octave: octave -q</code>	<code>ipython -pylab</code> or JupyterLab	RStudio
Auto completion	<code>Octave: TAB</code> or <code>M-?</code>	<code>TAB</code>	
Run code from file	<code>foo(.m)</code>	<code>execfile('foo.py')</code> or <code>run foo.py</code>	<code>source('foo.R')</code>
Command history	<code>Octave: history</code>	<code>hist -n</code>	<code>history()</code>
Save command history	<code>diary on [..]</code> <code>diary off</code>		<code>savehistory(file=".Rhistory")</code>
End session	<code>exit</code> or <code>quit</code>	<code>CTRL-D</code> <code>CTRL-Z # windows</code> <code>sys.exit()</code>	<code>q(save='no')</code>

3 Basic programming

3.1 Loading packages

Language	MATLAB/Octave	Python	R
Script file extension	.m	.py	.R
Comment symbol (rest of line)	%	#	#
Import library functions	Octave: % or # % must be in MATLABPATH	from pylab import *	library(RSvgDevice)
Eval	Octave: % must be in LOADPATH string='a=234'; eval(string)	string="a=234" eval(string)	string <- "a <- 234" eval(parse(text=string))

3.2 Working directory and OS

Language	MATLAB/Octave	Python	R
List files in directory	dir or ls	os.listdir(".")	list.files() or dir()
List script files in directory	what	grep.grep("*.py")	list.files(pattern=".r\$")
Displays the current working directory	pwd	os.getcwd()	getwd()
Change working directory	cd foo	os.chdir('foo')	setwd('foo')
Invoke a System Command	!notepad Octave: system("notepad")	os.system('notepad')	system("notepad")

3.3 Debugging and profiling code

Language	MATLAB/Octave	Python	R
Most recent evaluated expression	ans		.Last.value
List variables loaded into memory	whos or who		objects()
Clear variable x from memory	clear x or clear [all]		rm(x)
Print	disp(a)	print a	print(a)

3.4 Conditionals

Language	MATLAB/Octave	Python	R
if-statement	if 1>0 a=100; end	if 1>0: a=100	if (1>0) a <- 100
if-else-statement	if 1>0 a=100; else a=0; end		ifelse(a>0,a,0)
Ternary operator (if?true:false)			a > 0?a : 0

3.5 Loops

Language
for-statement
Multiline for statements

```
MATLAB/Octave
for i=1:5; disp(i); end
for i=1:5
    disp(i)
    disp(i*2)
end
```

```
Python
for i in range(1,6): print(i)
for i in range(1,6):
    print(i)
    print(i*2)
```

```
R
for(i in 1:5) print(i)
for(i in 1:5) {
    print(i)
    print(i*2)
}
```

4 File and Data input/output

Language
Reading from a file (2d)
Reading from a file (2d)
Reading from a CSV file (2d)
Writing to a file (2d)
Writing to a file (1d)
Reading from a file (1d)

```
MATLAB/Octave
f = load('data.txt')
f = load('data.txt')
x = dlmread('data.csv', ',')
save -ascii data.txt f
```

```
Python
f = fromfile("data.txt")
f = load("data.txt")
f = load("data.txt")
f = load('data.csv', delimiter=',')
save('data.csv', f, fmt='%f',
    delimiter=',', file="data.txt")
f.tofile(file='data.csv', format='%f', sep=',')
f = fromfile(file='data.csv', sep=',')
```

```
R
f <- read.table("data.txt")
f <- read.table("data.txt")
f <- read.table(file="data.csv", sep=",")
```

5 Basic Operators

5.1 Getting help on operator syntax

Language
Help on operator syntax

```
MATLAB/Octave
help -
```

```
Python
```

```
R
help(Syntax)
```

5.2 Arithmetic operators

Language	MATLAB/Octave	Python	R
Assignment; defining a number	<code>a=1; b=2;</code>	<code>a=1; b=1</code>	<code>a<-1; b<-2</code>
Addition	<code>a + b</code>	<code>a + b</code> or <code>add(a,b)</code>	<code>a + b</code>
Subtraction	<code>a - b</code>	<code>a - b</code> or <code>subtract(a,b)</code>	<code>a - b</code>
Multiplication	<code>a * b</code>	<code>a * b</code> or <code>multiply(a,b)</code>	<code>a * b</code>
Division	<code>a / b</code>	<code>a / b</code> or <code>divide(a,b)</code>	<code>a / b</code>
Power, a^b	<code>a .^ b</code>	<code>a ** b</code> <code>power(a,b)</code> <code>pow(a,b)</code>	<code>a ^ b</code>
Remainder	<code>rem(a,b)</code>	<code>a % b</code> <code>remainder(a,b)</code> <code>fmod(a,b)</code>	<code>a %% b</code>
Integer division In place operation to save array creation overhead	<code>Octave: a+=1</code>	<code>a+=b</code> or <code>add(a,b,a)</code>	<code>a %%= b</code>
Factorial, $n!$	<code>factorial(a)</code>		<code>factorial(a)</code>

5.3 Relational operators

Language	MATLAB/Octave	Python	R
Equal	<code>a == b</code>	<code>a == b</code> or <code>equal(a,b)</code>	<code>a == b</code>
Less than	<code>a < b</code>	<code>a < b</code> or <code>less(a,b)</code>	<code>a < b</code>
Greater than	<code>a > b</code>	<code>a > b</code> or <code>greater(a,b)</code>	<code>a > b</code>
Less than or equal	<code>a <= b</code>	<code>a <= b</code> or <code>less_equal(a,b)</code>	<code>a <= b</code>
Greater than or equal	<code>a >= b</code>	<code>a >= b</code> or <code>greater_equal(a,b)</code>	<code>a >= b</code>
Not Equal	<code>a ~= b</code>	<code>a != b</code> or <code>not_equal(a,b)</code>	<code>a != b</code>

5.4 Logical operators

Language	MATLAB/Octave	Python	R
Short-circuit logical AND	<code>a && b</code>	<code>a and b</code>	<code>a && b</code>
Short-circuit logical OR	<code>a b</code>	<code>a or b</code>	<code>a b</code>
Element-wise logical AND	<code>a & b</code> or <code>and(a,b)</code>	<code>logical_and(a,b)</code> or <code>a and b</code>	<code>a & b</code>
Element-wise logical OR	<code>a b</code> or <code>or(a,b)</code>	<code>logical_or(a,b)</code> or <code>a or b</code>	<code>a b</code>
Logical EXCLUSIVE OR	<code>xor(a, b)</code>	<code>logical_xor(a,b)</code>	<code>xor(a, b)</code>
Logical NOT	<code>~a</code> or <code>not(a)</code>	<code>logical_not(a)</code> or <code>not a</code>	<code>!a</code>
True if any element is nonzero	<code>Octave: ~a or !a</code> <code>any(a)</code>		
True if all elements are nonzero	<code>all(a)</code>		

5.5 Roots and logarithms

Language	MATLAB/Octave	Python	R	
Square root	<code>sqrt(a)</code>	<code>math.sqrt(a)</code>	<code>sqrt(a)</code>	\sqrt{a}
Logarithm, base e (natural)	<code>log(a)</code>	<code>math.log(a)</code>	<code>log(a)</code>	$\ln a = \log_e a$
Logarithm, base 10	<code>log10(a)</code>	<code>math.log10(a)</code>	<code>log10(a)</code>	$\log_{10} a$
Logarithm, base 2 (binary)	<code>log2(a)</code>	<code>math.log(a, 2)</code>	<code>log2(a)</code>	$\log_2 a$
Exponential function	<code>exp(a)</code>	<code>math.exp(a)</code>	<code>exp(a)</code>	e^a

5.6 Rounding

Language	MATLAB/Octave	Python	R
Round	<code>round(a)</code>	<code>round(a)</code> or <code>math.round(a)</code>	<code>round(a)</code>
Round up	<code>ceil(a)</code>	<code>ceil(a)</code>	<code>ceil(a)</code>
Round down	<code>floor(a)</code>	<code>floor(a)</code>	<code>floor(a)</code>
Round towards zero	<code>fix(a)</code>	<code>fix(a)</code>	

5.7 Mathematical constants

Language	MATLAB/Octave	Python	R
$\pi = 3.141592$	<code>pi</code>	<code>math.pi</code>	<code>pi</code>
$e = 2.718281$	<code>exp(1)</code>	<code>math.e</code> or <code>math.exp(1)</code>	<code>exp(1)</code>

5.8 Pseudo-random number generator

Language	MATLAB/Octave	Python	R
Uniform distribution	<code>rand(1,10)</code>	<code>random.random((10,))</code> <code>random.uniform((10,))</code>	<code>runif(10)</code>
Uniform: Numbers between 2 and 7	<code>2+5*rand(1,10)</code>	<code>random.uniform(2,7,(10,))</code>	<code>runif(10, min=2, max=7)</code>
Uniform: 6,6 array	<code>rand(6)</code>	<code>random.uniform(0,1,(6,6))</code>	<code>matrix(runif(36),6)</code>
Normal distribution	<code>randn(1,10)</code>	<code>random.standard_normal((10,))</code>	<code>rnorm(10)</code>

6 Basic vector construction

6.1 Vectors

Language	MATLAB/Octave	Python	R
Row vector, $1 \times n$ -matrix	<code>a=[2 3 4 5];</code>	<code>a=array([2,3,4,5])</code>	<code>a <- c(2,3,4,5)</code>
Column vector, $m \times 1$ -matrix	<code>adash=[2 3 4 5]';</code>	<code>array([2,3,4,5])[:,NewAxis]</code> <code>array([2,3,4,5]).reshape(-1,1)</code> <code>r_[1:10,'c']</code>	<code>adash <- t(c(2,3,4,5))</code>

6.2 Sequences

Language	MATLAB/Octave	Python	R
1,2,3, ... ,10	1:10	<code>arange(1,11, dtype=Float)</code> <code>range(1,11)</code>	<code>seq(10)</code> or <code>1:10</code>
0.0,1.0,2.0, ... ,9.0	0:9	<code>arange(10.)</code>	<code>seq(0,length=10)</code>
1.4,7,10	1:3:10	<code>arange(1,11,3)</code>	<code>seq(1,10,by=3)</code>
10,9,8, ... ,1	10:-1:1	<code>arange(10,0,-1)</code>	<code>seq(10,1)</code> or <code>10:1</code>
10,7,4,1	10:-3:1	<code>arange(10,0,-3)</code>	<code>seq(from=10,to=1,by=-3)</code>
Linearly spaced vector of n=7 points	<code>linspace(1,10,7)</code>	<code>linspace(1,10,7)</code>	<code>seq(1,10,length=7)</code>
Reverse	<code>reverse(a)</code>	<code>a[::-1]</code> or	<code>rev(a)</code>
Set all values to same scalar value	<code>a(:) = 3</code>	<code>a.fill(3)</code> , <code>a[:] = 3</code>	

6.3 Vector concatenation

Language	MATLAB/Octave	Python	R
Concatenate two vectors	<code>[a a]</code> <code>[1:4 a]</code>	<code>concatenate((a,a))</code> <code>concatenate((range(1,5),a), axis=1)</code>	<code>c(a,a)</code> <code>c(1:4,a)</code>

6.4 Repeating

Language	MATLAB/Octave	Python	R
1 2 3, 1 2 3 1 1 1, 2 2 2, 3 3 3 1, 2 2, 3 3 3	<code>[a a]</code>	<code>concatenate((a,a))</code> <code>a.repeat(3)</code> or <code>a.repeat(a)</code>	<code>rep(a,times=2)</code> <code>rep(a,each=3)</code> <code>rep(a,a)</code>

6.5 Leave out elements

Language	MATLAB/Octave	Python	R
miss the first element	<code>a(2:end)</code>	<code>a[1:]</code>	<code>a[-1]</code>
miss the tenth element	<code>a([1:9])</code>		<code>a[-10]</code>
miss 1,4,7, ...			<code>a[-seq(1,50,3)]</code>
last element	<code>a(end)</code>	<code>a[-1]</code>	
last two elements	<code>a(end-1:end)</code>	<code>a[-2:]</code>	

6.6 Vector minimum and maximum

Language	MATLAB/Octave	Python	R
pairwise max	<code>max(a,b)</code>	<code>maximum(a,b)</code>	<code>pmax(a,b)</code>
max of all values in two vectors	<code>max([a b])</code> <code>[v,i] = max(a)</code>	<code>concatenate((a,b)).max()</code> <code>v,i = a.max(0),a.argmax(0)</code>	<code>max(a,b)</code> <code>v <- max(a) ; i <- which.max(a)</code>

6.7 Vector Multiplication

Language	MATLAB/Octave	Python	R
Multiply two vectors Vector dot product, $u \cdot v$	<code>a.*a</code> <code>dot(u,v)</code>	<code>a*a</code> <code>dot(u,v)</code>	<code>a*a</code>

7 Basic matrix operations

7.1 Matrix construction

Language	MATLAB/Octave	Python	R
Define a matrix	<code>a = [2 3;4 5]</code>	<code>a = array([[2,3],[4,5]])</code>	<code>rbind(c(2,3),c(4,5))</code> <code>array(c(2,3,4,5), dim=c(2,2))</code>

$$\begin{bmatrix} 2 & 3 \\ 4 & 5 \end{bmatrix}$$

7.2 Matrix concatenation

Language	MATLAB/Octave	Python	R
Bind rows	<code>[a ; b]</code>	<code>concatenate((a,b), axis=0)</code> <code>vstack((a,b))</code>	<code>rbind(a,b)</code>
Bind columns	<code>[a , b]</code>	<code>concatenate((a,b), axis=1)</code> <code>hstack((a,b))</code>	<code>cbind(a,b)</code>
Bind slices (three-way arrays)		<code>concatenate((a,b), axis=2)</code> <code>dstack((a,b))</code>	
Concatenate matrices into one vector	<code>[a(:), b(:)]</code>	<code>concatenate((a,b), axis=None)</code>	<code>cbind(a,b)</code>
Bind rows (from vectors)	<code>[1:4 ; 1:4]</code>	<code>concatenate((r_[1:5],r_[1:5])).reshape(2,-1)</code>	<code>rbind(1:4,1:4)</code>
Bind columns (from vectors)	<code>[1:4 ; 1:4]'</code>	<code>vstack((r_[1:5],r_[1:5]))</code>	<code>cbind(1:4,1:4)</code>

7.3 Array construction

Language	MATLAB/Octave	Python	R
0 filled array	<code>zeros(3,5)</code>	<code>zeros((3,5),Float)</code>	<code>matrix(0,3,5)</code> or <code>array(0,c(3,5))</code>
0 filled array of integers		<code>zeros((3,5))</code>	
1 filled array	<code>ones(3,5)</code>	<code>ones((3,5),Float)</code>	<code>matrix(1,3,5)</code> or <code>array(1,c(3,5))</code>
Any number filled array	<code>ones(3,5)*9</code>		<code>matrix(9,3,5)</code> or <code>array(9,c(3,5))</code>
Identity matrix	<code>eye(3)</code>	<code>identity(3)</code>	<code>diag(1,3)</code>
Diagonal	<code>diag([4 5 6])</code>	<code>diag((4,5,6))</code>	<code>diag(c(4,5,6))</code>
Magic squares: Lo Shu	<code>magic(3)</code>		
Empty array		<code>a = empty((3,3))</code>	

$$\begin{bmatrix} 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 9 & 9 & 9 & 9 & 9 \\ 9 & 9 & 9 & 9 & 9 \\ 9 & 9 & 9 & 9 & 9 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 4 & 0 & 0 \\ 0 & 5 & 0 \\ 0 & 0 & 6 \\ 8 & 1 & 6 \\ 3 & 5 & 7 \\ 4 & 9 & 2 \end{bmatrix}$$

7.4 Reshape matrices

Language	MATLAB/Octave	Python	R
Reshaping (rows first)	<code>reshape(1:6,3,2)'</code>	<code>arange(1,7).reshape(2,-1)</code> <code>a.setshape(2,3)</code>	<code>matrix(1:6,nrow=3,byrow=T)</code>
Reshaping (columns first)	<code>reshape(1:6,2,3)</code>	<code>arange(1,7).reshape(-1,2).transpose()</code>	<code>matrix(1:6,nrow=2)</code> <code>array(1:6,c(2,3))</code>
Flatten to vector (by rows, like comics)	<code>a'(:)</code>	<code>a.flatten()</code> or	<code>as.vector(t(a))</code>
Flatten to vector (by columns)	<code>a(:)</code>	<code>a.flatten(1)</code>	<code>as.vector(a)</code>
Flatten upper triangle (by columns)	<code>vech(a)</code>		<code>a[row(a) <= col(a)]</code>

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 2 & 3 & 4 & 5 & 6 \\ 1 & 4 & 2 & 5 & 3 & 6 \end{bmatrix}$$

7.5 Copy (slicing) data

Language	MATLAB/Octave	Python	R
Copy of a	<code>b = a</code>	<code>b = a.copy()</code>	<code>b = a</code>

7.6 Indexing and accessing elements inside a matrix

Language	MATLAB/Octave	Python	R	
Input is a 3,4 array	<code>a = [11 12 13 14 ... 21 22 23 24 ... 31 32 33 34]</code>	<code>a = array([[11, 12, 13, 14], [21, 22, 23, 24], [31, 32, 33, 34]])</code>	<code>a <- rbind(c(11, 12, 13, 14), c(21, 22, 23, 24), c(31, 32, 33, 34))</code>	$\begin{bmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & a_{34} \end{bmatrix}$
Element 2,3 (row,col)	<code>a(2,3)</code>	<code>a[1,2]</code>	<code>a[2,3]</code>	a_{23}
First row	<code>a(1,:)</code>	<code>a[0,]</code>	<code>a[1,]</code>	$\begin{bmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ a_{21} \\ a_{31} \end{bmatrix}$
First column	<code>a(:,1)</code>	<code>a[:,0]</code>	<code>a[:,1]</code>	$\begin{bmatrix} a_{11} & a_{14} \\ a_{31} & a_{34} \end{bmatrix}$
Array as indices	<code>a([1 3],[1 4]);</code>	<code>a.take([0,2]).take([0,3], axis=1)</code>		
All, except first row	<code>a(2:end,:)</code>	<code>a[1:,]</code>	<code>a[-1,]</code>	$\begin{bmatrix} a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & a_{34} \end{bmatrix}$
Last two rows	<code>a(end-1:end,:)</code>	<code>a[-2:,]</code>		$\begin{bmatrix} a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & a_{34} \end{bmatrix}$
Strides: Every other row	<code>a(1:2:end,:)</code>	<code>a[::2,:]</code>		$\begin{bmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ a_{31} & a_{32} & a_{33} & a_{34} \end{bmatrix}$
Third in last dimension (axis)		<code>a[:, :, 2]</code>		
All, except row,column (2,3)			<code>a[-2,-3]</code>	$\begin{bmatrix} a_{11} & a_{13} & a_{14} \\ a_{31} & a_{33} & a_{34} \end{bmatrix}$
Remove one column	<code>a(:, [1 3 4])</code>	<code>a.take([0,2,3],axis=1)</code>	<code>a[:, -2]</code>	$\begin{bmatrix} a_{11} & a_{13} & a_{14} \\ a_{21} & a_{23} & a_{24} \\ a_{31} & a_{33} & a_{34} \end{bmatrix}$
Diagonal		<code>a.diagonal(offset=0)</code>		$\begin{bmatrix} a_{11} & a_{22} & a_{33} & a_{44} \end{bmatrix}$

7.7 Element assignment

Language	MATLAB/Octave	Python	R
Clipping: Replace all elements over 90	<code>a(:,1) = 99 a(:,1) = [99 98 97]' a(a>90) = 90;</code>	<code>a[:,0] = 99 a[:,0] = array([99,98,97]) (a>90).choose(a,90) a.clip(min=None, max=90)</code>	<code>a[,1] <- 99 a[,1] <- c(99,98,97) a[a>90] <- 90</code>
Clip upper and lower values		<code>a.clip(min=2, max=5)</code>	

7.8 Transpose and inverse

Language	MATLAB/Octave	Python	R
Transpose	<code>a'</code>	<code>a.conj().transpose()</code>	<code>t(a)</code>
Non-conjugate transpose	<code>a.' or transpose(a)</code>	<code>a.transpose()</code>	
Determinant	<code>det(a)</code>	<code>linalg.det(a) or</code>	<code>det(a)</code>
Inverse	<code>inv(a)</code>	<code>linalg.inv(a) or</code>	<code>solve(a)</code>
Pseudo-inverse	<code>pinv(a)</code>	<code>linalg.pinv(a)</code>	<code>ginv(a)</code>
Norms	<code>norm(a)</code>	<code>norm(a)</code>	
Eigenvalues	<code>eig(a)</code>	<code>linalg.eig(a)[0]</code>	<code>eigen(a)\$values</code>
Singular values	<code>svd(a)</code>	<code>linalg.svd(a)</code>	<code>svd(a)\$d</code>
Cholesky factorization	<code>chol(a)</code>	<code>linalg.cholesky(a)</code>	
Eigenvectors	<code>[v,l] = eig(a)</code>	<code>linalg.eig(a)[1]</code>	<code>eigen(a)\$vectors</code>
Rank	<code>rank(a)</code>	<code>rank(a)</code>	<code>rank(a)</code>

7.9 Matrix sum

Language	MATLAB/Octave	Python	R
Sum of each column	<code>sum(a)</code>	<code>a.sum(axis=0)</code>	<code>apply(a,2,sum)</code>
Sum of each row	<code>sum(a')</code>	<code>a.sum(axis=1)</code>	<code>apply(a,1,sum)</code>
Sum of all elements	<code>sum(sum(a))</code>	<code>a.sum()</code>	<code>sum(a)</code>
Sum along diagonal		<code>a.trace(offset=0)</code>	
Cumulative sum (columns)	<code>cumsum(a)</code>	<code>a.cumsum(axis=0)</code>	<code>apply(a,2,cumsum)</code>

7.10 Matrix sorting

Language	MATLAB/Octave	Python	R
Example data	<code>a = [4 3 2 ; 2 8 6 ; 1 4 7]</code>	<code>a = array([[4,3,2],[2,8,6],[1,4,7]])</code>	
Flat and sorted	<code>sort(a(:))</code>	<code>a.ravel().sort() or</code>	<code>t(sort(a))</code>
Sort each column	<code>sort(a)</code>	<code>a.sort(axis=0) or msort(a)</code>	<code>apply(a,2,sort)</code>
Sort each row	<code>sort(a')</code>	<code>a.sort(axis=1)</code>	<code>t(apply(a,1,sort))</code>
Sort rows (by first row)	<code>sortrows(a,1)</code>	<code>a[a[:,0].argsort(),]</code>	
Sort, return indices		<code>a.ravel().argsort()</code>	<code>order(a)</code>
Sort each column, return indices		<code>a.argsort(axis=0)</code>	
Sort each row, return indices		<code>a.argsort(axis=1)</code>	

$$\begin{bmatrix} 4 & 3 & 2 \\ 2 & 8 & 6 \\ 1 & 4 & 7 \\ 1 & 2 & 2 \\ 3 & 4 & 4 \\ 6 & 7 & 8 \\ 1 & 3 & 2 \\ 2 & 4 & 6 \\ 4 & 8 & 7 \\ 2 & 3 & 4 \\ 2 & 6 & 8 \\ 1 & 4 & 7 \\ 1 & 4 & 7 \\ 2 & 8 & 6 \\ 4 & 3 & 2 \end{bmatrix}$$

7.11 Matrix minimum and maximum

Language	MATLAB/Octave	Python	R
max in each column	<code>max(a)</code>	<code>a.max(0)</code> or <code>amax(a [,axis=0])</code>	<code>apply(a,2,max)</code>
max in each row	<code>max(a')</code>	<code>a.max(1)</code> or <code>amax(a, axis=1)</code>	<code>apply(a,1,max)</code>
max in array	<code>max(max(a))</code>	<code>a.max()</code> or	<code>max(a)</code>
return indices, i	<code>[v i] = max(a)</code>		<code>i <- apply(a,1,which.max)</code>
pairwise max	<code>max(b,c)</code>	<code>maximum(b,c)</code>	<code>pmax(b,c)</code>
max-to-min range	<code>cummax(a)</code>	<code>a.ptp(); a.ptp(0)</code>	<code>apply(a,2,cummax)</code>

7.12 Matrix manipulation

Language	MATLAB/Octave	Python	R
Flip left-right	<code>fliplr(a)</code>	<code>fliplr(a)</code> or <code>a[:,::-1]</code>	<code>a[,4:1]</code>
Flip up-down	<code>flipud(a)</code>	<code>flipud(a)</code> or <code>a[::-1,]</code>	<code>a[3:1,]</code>
Rotate 90 degrees	<code>rot90(a)</code>	<code>rot90(a)</code>	
Repeat matrix: [a a a ; a a a]	<code>repmat(a,2,3)</code> <code>Octave: kron(ones(2,3),a)</code>	<code>kron(ones((2,3)),a)</code>	<code>kroncker(matrix(1,2,3),a)</code>
Triangular, upper	<code>triu(a)</code>	<code>triu(a)</code>	<code>a[lower.tri(a)] <- 0</code>
Triangular, lower	<code>tril(a)</code>	<code>tril(a)</code>	<code>a[upper.tri(a)] <- 0</code>

7.13 Matrix dimension

Language	MATLAB/Octave	Python	R
Matrix dimensions	<code>size(a)</code>	<code>a.shape</code> or <code>a.getshape()</code>	<code>dim(a)</code>
Number of columns	<code>size(a,2)</code> or <code>length(a)</code>	<code>a.shape[1]</code> or <code>size(a, axis=1)</code>	<code>ncol(a)</code>
Number of elements	<code>length(a(:))</code>	<code>a.size</code> or <code>size(a[, axis=None])</code>	<code>prod(dim(a))</code>
Number of dimensions	<code>ndims(a)</code>	<code>a.ndim</code>	<code>object.size(a)</code>
Number of bytes used in memory		<code>a.nbytes</code>	

7.14 Matrix and elementwise multiplication

Language	MATLAB/Octave	Python	R
Elementwise operations	<code>a .* b</code>	<code>a * b</code> or <code>multiply(a,b)</code>	<code>a * b</code>
Matrix product (dot product)	<code>a * b</code>	<code>matrixmultiply(a,b)</code>	<code>a %*% b</code>
Inner matrix vector multiplication $a \cdot b'$		<code>inner(a,b)</code> or	
Outer product		<code>outer(a,b)</code> or	<code>outer(a,b)</code> or <code>a %o% b</code>
Cross product			<code>crossprod(a,b)</code> or <code>t(a) %*% b</code>
Kronecker product	<code>kron(a,b)</code>	<code>kron(a,b)</code>	<code>kronecker(a,b)</code>
Matrix division, $b \cdot a^{-1}$	<code>a / b</code>		
Left matrix division, $b^{-1} \cdot a$ (solve linear equations)	<code>a \ b</code>	<code>linalg.solve(a,b)</code>	<code>solve(a,b)</code>
Vector dot product		<code>vdot(a,b)</code>	
Cross product		<code>cross(a,b)</code>	

$$\begin{bmatrix} 1 & 5 \\ 9 & 16 \\ 7 & 10 \\ 15 & 22 \\ 5 & 11 \\ 11 & 25 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 2 & 3 & 4 \\ 2 & 4 & 6 & 8 \\ 3 & 6 & 9 & 12 \\ 4 & 8 & 12 & 16 \end{bmatrix}$$

$$\begin{bmatrix} 10 & 14 \\ 14 & 20 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 2 & 2 & 4 \\ 3 & 4 & 6 & 8 \\ 3 & 6 & 4 & 8 \\ 9 & 12 & 12 & 16 \end{bmatrix}$$

$Ax = b$

7.15 Conditional indexing

Language	MATLAB/Octave	Python	R
Non-zero elements, indices	<code>find(a)</code>	<code>a.ravel().nonzero()</code>	<code>which(a != 0)</code>
Non-zero elements, array indices	<code>[i j] = find(a)</code>	<code>(i,j) = a.nonzero()</code> <code>(i,j) = where(a!=0)</code>	<code>which(a != 0, arr.ind=T)</code>
Vector of non-zero values	<code>[i j v] = find(a)</code>	<code>v = a.compress((a!=0).flat)</code> <code>v = extract(a!=0,a)</code>	<code>ij <- which(a != 0, arr.ind=T); v <- a[ij]</code>
Condition, indices	<code>find(a>5.5)</code>	<code>(a>5.5).nonzero()</code>	<code>which(a>5.5)</code>
Return values		<code>a.compress((a>5.5).flat)</code>	<code>ij <- which(a>5.5, arr.ind=T); v <- a[ij]</code>
Zero out elements above 5.5	<code>a .* (a>5.5)</code>	<code>where(a>5.5,0,a) or a * (a>5.5)</code>	
Replace values		<code>a.put(2,indices)</code>	

8 Multi-way array

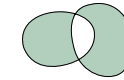
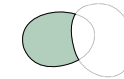
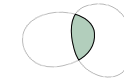
Language	MATLAB/Octave	Python	R
Define a 3-way array	<code>a = cat(3, [1 2; 1 2],[3 4; 3 4]);</code> <code>a(1,:,:)</code>	<code>a = array([[[1,2],[1,2]], [[3,4],[3,4]]])</code> <code>a[0,...]</code>	

9 Data analysis

9.1 Set theory

Language	MATLAB/Octave	Python	R
Create sets	<pre>a = [1 2 2 5 2]; b = [2 3 4];</pre>	<pre>a = array([1,2,2,5,2]) b = array([2,3,4]) a = set([1,2,2,5,2]) b = set([2,3,4])</pre>	<pre>a <- c(1,2,2,5,2) b <- c(2,3,4)</pre>
Set unique	<pre>unique(a)</pre>	<pre>uniqueId(a) unique(a) set(a)</pre>	<pre>unique(a)</pre>
Set union	<pre>union(a,b)</pre>	<pre>unionId(a,b) a.union(b)</pre>	<pre>union(a,b)</pre>
Set intersection	<pre>intersect(a,b)</pre>	<pre>intersectId(a) a.intersection(b)</pre>	<pre>intersect(a,b)</pre>
Set difference	<pre>setdiff(a,b)</pre>	<pre>setdiffId(a,b) a.difference(b)</pre>	<pre>setdiff(a,b)</pre>
Set exclusion	<pre>setxor(a,b)</pre>	<pre>setxorId(a,b) a.symmetric_difference(b)</pre>	<pre>setdiff(union(a,b),intersect(a,b))</pre>
True for set member	<pre>ismember(2,a)</pre>	<pre>2 in a setmemberId(2,a) contains(a,2)</pre>	<pre>is.element(2,a) or 2 %in% a</pre>

[1 2 5]



9.2 Statistics

Language	MATLAB/Octave	Python	R
Average	<pre>mean(a)</pre>	<pre>a.mean(axis=0) mean(a [,axis=0])</pre>	<pre>apply(a,2,mean)</pre>
Median	<pre>median(a)</pre>	<pre>median(a) or median(a [,axis=0])</pre>	<pre>apply(a,2,median)</pre>
Standard deviation	<pre>std(a)</pre>	<pre>a.std(axis=0) or std(a [,axis=0])</pre>	<pre>apply(a,2,sd)</pre>
Variance	<pre>var(a)</pre>	<pre>a.var(axis=0) or var(a)</pre>	<pre>apply(a,2,var)</pre>
Correlation coefficient	<pre>corr(x,y)</pre>	<pre>correlate(x,y) or corrcoef(x,y)</pre>	<pre>cor(x,y)</pre>
Covariance	<pre>cov(x,y)</pre>	<pre>cov(x,y)</pre>	<pre>cov(x,y)</pre>

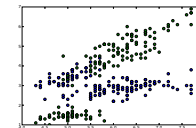
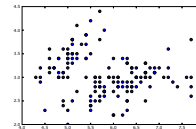
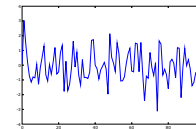
9.3 Basic interpolation and regression

Language	MATLAB/Octave	Python	R
Straight line fit	<code>z = polyval(polyfit(x,y,1),x)</code> <code>plot(x,y,'o', x,z ,'-')</code>	<code>(a,b) = polyfit(x,y,1)</code> <code>plot(x,y,'o', x,a*x+b,'-')</code>	<code>z <- lm(y~x)</code> <code>plot(x,y)</code> <code>abline(z)</code>
Linear least squares $y = ax + b$	<code>a = x\y</code>	<code>linalg.lstsq(x,y)</code>	<code>solve(a,b)</code>
Polynomial fit	<code>polyfit(x,y,3)</code>	<code>polyfit(x,y,3)</code>	

10 Plotting

10.1 Basic x-y plots

Language	MATLAB/Octave	Python	R
1d line plot	<code>plot(a)</code>	<code>plot(a)</code>	<code>plot(a, type="l")</code>
2d scatter plot	<code>plot(x(:,1),x(:,2),'o')</code>	<code>plot(x[:,0],x[:,1],'o')</code>	<code>plot(x[,1],x[,2])</code>
Two graphs in one plot Overplotting: Add new plots to current	<code>plot(x1,y1, x2,y2)</code> <code>plot(x1,y1)</code> <code>hold on</code> <code>plot(x2,y2)</code>	<code>plot(x1,y1,'bo', x2,y2,'go')</code> <code>plot(x1,y1,'o')</code> <code>plot(x2,y2,'o')</code> <code>show() # as normal</code>	<code>plot(x1,y1)</code> <code>matplot(x2,y2,add=T)</code>
subplots	<code>subplot(211)</code>	<code>subplot(211)</code>	
Plotting symbols and color	<code>plot(x,y,'ro')</code>	<code>plot(x,y,'ro')</code>	<code>plot(x,y,type="b",col="red")</code>



10.2 Titles and axes

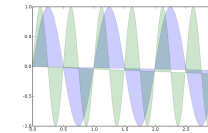
Language	MATLAB/Octave	Python	R
Turn on grid lines 1:1 aspect ratio	<code>grid on</code> <code>axis equal</code> Octave: <code>axis('equal')</code>	<code>grid()</code> <code>figure(figsize=(6,6))</code>	<code>grid()</code> <code>plot(c(1:10,10:1), asp=1)</code>
Set axes manually Axis labels and titles	<code>replot</code> <code>axis([0 10 0 5])</code> <code>title('title')</code> <code>xlabel('x-axis')</code> <code>ylabel('y-axis')</code>	<code>axis([0, 10, 0, 5])</code>	<code>plot(x,y, xlim=c(0,10), ylim=c(0,5))</code> <code>plot(1:10, main="title",</code> <code> xlab="x-axis", ylab="y-axis")</code>
Insert text		<code>text(2,25,'hello')</code>	

10.3 Log plots

Language	MATLAB/Octave	Python	R
logarithmic y-axis logarithmic x-axis logarithmic x and y axes	<code>semilogy(a)</code> <code>semilogx(a)</code> <code>loglog(a)</code>	<code>semilogy(a)</code> <code>semilogx(a)</code> <code>loglog(a)</code>	<code>plot(x,y, log="y")</code> <code>plot(x,y, log="x")</code> <code>plot(x,y, log="xy")</code>

10.4 Fill and bar plots

Language	MATLAB/Octave	Python	R
Filled plot	<code>fill(t,s,'b', t,c,'g')</code> Octave: % fill has a bug?	<code>fill(t,s,'b', t,c,'g', alpha=0.2)</code>	<code>plot(t,s, type="n", xlab="", ylab="")</code> <code>polygon(t,s, col="lightblue")</code> <code>polygon(t,c, col="lightgreen")</code>
Stem-and-Leaf plot			<code>stem(x[,3])</code>

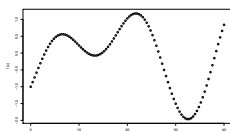


```

5  5
6  71
7  033
8  00113345567889
9  0133566677788
10 32674

```

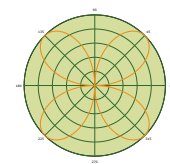
10.5 Plotting functions

Language	MATLAB/Octave	Python	R	
Defining functions	<code>f = inline('sin(x/3) - cos(x/5)')</code>		<code>f <- function(x) sin(x/3) - cos(x/5)</code>	$f(x) = \sin\left(\frac{x}{3}\right) - \cos\left(\frac{x}{5}\right)$
Plot a function for given range	<code>ezplot(f,[0,40])</code> <code>fplot('sin(x/3) - cos(x/5)',[0,40])</code> <code>Octave: % no ezplot</code>	<code>x = arange(0,40,.5)</code> <code>y = sin(x/3) - cos(x/5)</code> <code>plot(x,y, 'o')</code>	<code>plot(f, xlim=c(0,40), type='p')</code>	

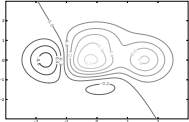
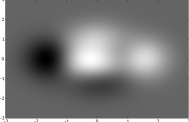
10.6 Histogram plots

Language	MATLAB/Octave	Python	R
	<code>hist(randn(1000,1))</code> <code>hist(randn(1000,1), -4:4)</code> <code>plot(sort(a))</code>		<code>hist(rnorm(1000))</code> <code>hist(rnorm(1000), breaks = -4:4)</code> <code>hist(rnorm(1000), breaks=c(seq(-5,0,0.25), seq(0.5,5,0.5)), freq=F)</code> <code>plot(apply(a,1,sort),type="l")</code>

10.7 Polar coordinate plots

Language	MATLAB/Octave	Python	R	
	<code>theta = 0:.001:2*pi;</code> <code>r = sin(2*theta);</code>	<code>theta = arange(0,2*pi,0.001)</code> <code>r = sin(2*theta)</code>		$\rho(\theta) = \sin(2\theta)$
	<code>polar(theta, rho)</code>	<code>polar(theta, rho)</code>		

10.8 Contour plots

Language	MATLAB/Octave	Python	R	
Contour plot	<code>contour(z)</code>	<pre>levels, colls = contour(Z, V, origin='lower', extent=(-3,3,-3,3)) clabel(colls, levels, inline=1, fmt='%1.1f', fontsize=10)</pre>	<code>contour(z)</code>	
Filled contour plot	<code>contourf(z); colormap(gray)</code>	<pre>contourf(Z, V, cmap=cm.gray, origin='lower', extent=(-3,3,-3,3))</pre>	<code>filled.contour(x,y,z, nlevels=7, color=gray.colors)</code>	
Plot image data	<code>image(z)</code> <code>colormap(gray)</code>	<pre>im = imshow(Z, interpolation='bilinear', origin='lower', extent=(-3,3,-3,3))</pre>	<code>image(z, col=gray.colors(256))</code>	
Image with contours Direction field vectors	<code>quiver()</code>	<pre># imshow() and contour() as above quiver()</pre>		

10.9 Perspective plots

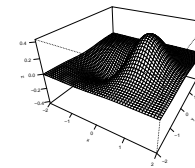
Language

```
MATLAB/Octave
n=-2:1:2;
[x,y] = meshgrid(n,n);
z=x.*exp(-x.^2-y.^2);
```

```
Python
n=arrayrange(-2,2,.1)
[x,y] = meshgrid(n,n)
z = x*power(math.e,-x**2-y**2)
```

```
R
f <- function(x,y) x*exp(-x^2-y^2)
n <- seq(-2,2, length=40)
z <- outer(n,n,f)
```

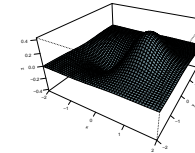
$$f(x, y) = xe^{-x^2-y^2}$$



Mesh plot

```
mesh(z)
```

```
persp(x,y,z,
theta=30, phi=30, expand=0.6,
ticktype='detailed')
```



Surface plot

```
surf(x,y,z) or surf1(x,y,z)
Octave: % no surf1()
```

```
persp(x,y,z,
theta=30, phi=30, expand=0.6,
col='lightblue', shade=0.75, ltheta=120,
ticktype='detailed')
```

10.10 Cloud plots

Language

```
MATLAB/Octave
```

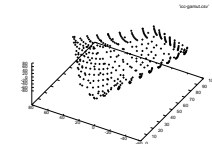
```
Python
```

```
R
```

3d scatter plot

```
plot3(x,y,z,'k+')
```

```
cloud(z~x*y)
```



10.11 Save plot to file

Language
PostScript

```
MATLAB/Octave
plot(1:10)
print -depsc2 foo.eps
Octave:
gset output "foo.eps"
gset terminal postscript eps
plot(1:10)
```

PDF
SVG (vector graphics for www)
PNG (raster graphics)

```
print -dpng foo.png
```

Python
savefig('foo.eps')

```
savefig('foo.pdf')
savefig('foo.svg')
savefig('foo.png')
```

R
postscript(file="foo.eps")
plot(1:10)
dev.off()

```
pdf(file='foo.pdf')
devSVG(file='foo.svg')
png(filename = "Rplot%03d.png")
```

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